

BK WARGAME

Bunker Kommando Wargame

Rules

rules for wargames, Victorian
Era.

o.1 Overview

The Bunker Kommando Wargaming Rules (short BK Wargame) for Napoleonic / Victorian Era is a Ruleset for Miniatures Battles. I decided to write them down as way between highly realistic and drastic cut down games, Providing main Features like Formations and Moral. Further this set can be used for single tactical Battles or in a Campaign with its fast Campaign rules. The Main goal is always to create a fast and fun gameplay before realism. A Typical Game will fill 2 to 6 Hours.



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- Check Victory Conditions at Night (after 12 Rounds)

1 Gameplay

1.1 Turns

The game is played in turns. Each turn represents an hour of the day, beginning 6 in the Morning until 6 in the Evening. Both sides move, attack or do other actions in their turn, players on the same side may play simultaneously, to fasten the game.

Simple Turn Order:

- Check Turns Time and Reinforcement Arrival
- Than defending Player's Turn:
 - Move routing Units
 - Then Ranged attacks (Artillery first)
 - Then Melee Attacks
 - Other Actions and Movement
- Than Attackers Player's Turn:
 - Move routing Units
 - Then Ranged attacks (Artillery first)
 - Then Melee Attacks
 - Other Actions and Movement

1.2 Reinforcement

The players place their units together in two groups, and throws a dice for each. It's the Time of Arrival on the Battlefield. The Defending Player places the highest Roll immediately.

- 1 - 6:00
- 2 - 7:00
- 3 - 8:00
- 4 - 9:00
- 5 - 10:00
- 6 - 11:00

In the appropriate Turn the Player place their Reinforcements next to one of the Reinforcements Wagons, on the Board edge.

1.3 Night

At night can One Side may retire and leave the battlefield. Each Unit maybe move twice the move distance away from any enemy unit.

1.4 Objectives

The Main Objective is the defeat of the enemy.

This is Archived if

- the enemy surrenders
- retreat at night

- all units are killed or pushed
of board

Each Player can have a secondary objective.

1.5 Victory points

If the primary target is reached when the game ends, all players of the winning faction get for every player one point. For fulfilling a secondary objective, there is an additional victory point. If more than half of the Army is still alive, another Point is given.

2 Units

There are 4 active and 2 passive (generals, wagon) units. All units are represented by multiple men on bases, and arnt corresponding to the uits size.

2.1 Line Infantry

These infantry forms the basis of the army, 6 HP per base, the strongest unit in this Game.



Line Infantry in Column Formation. 4 Bales = 24 HP in total.

- 6 HP per Base
- move 300ft
- below range 400, 1 and 2 are hits
- between range 400 to 800ft, 1 are hits
- melee 1 to 3 are hits.
- Gains +1 Moral to Units on flanks in line Formation

2.2 Light Infantry

Mostly used to disrupt the enemy. Through its nature, light Infantry is mobile even in rough terrain,

equipped with better rifles and can interpenetrate own Units.



2 Regiments of light Infantry

- 4 HP
- move 300ft
- below range 500ft, 1 and 2 are hits
- between 500ft to 1000ft 1 are hits
- melee 1 and 2 are hits
- cannot charge
- the only unit, which can move through other units and through woods.

2.3 Cavalry

The fastest and most powerful in close combat. batch as a shock bonus Hits At dice 1 to 4, each following round 1 -3. On horseback they move 500 ft (in column formation and on roads even 700ft).

Cavalry may dismount to fight as Dragoons as infantry. If a lap, all Cavalry Bases are exchanged for Skirmisher.



- move 500ft
- range below 300ft, hits on 1 and 2
- range between 300ft and 600ft, hits on 1
- melee hits on 1 and 3, first hit per charge hits on 1 to 4
- can saddle down, needed for ranged attack and defence bonus
- melee only on horseback



Cavalry as Dragooners, Householder stays behind.

2.4 Artillery



Artillery is the unit with the greatest range. Stationary the guns can be moved 100ft, packed 300ft.

- move packed, 300ft
- move stationary, 100ft
- range up to 1000ft, hits on 1 to 3
- range between 1000ft and 200ft hits on 1 to 2
- Only fires in a 30 degree Arc.
- no melee attack, on melee defense retreats immediate
- no range attack when packed
- can shoot over friendly units
- Only shoots if no own units are 200ft in front of the battery, 200ft in front, and 200ft back of Target

2.5 Officers

There are 2 types of Officers, Captains and Generals. Both share the same attributes, except the General may have some additional Bonus drawn as Card as advanced rule.

The Captain is represented as single Cavalry unit, the Captain has 3.



- Cant move
- Can be removed by enemys

A general with his Adjutants.

- Moves like Cavalry (500ft)
- Can not die
- Needs to be closer to own units than to enemies
- Gives +1 Morale to nearby units
- Units further away than 1000ft of an Officer need to check a move with one die roll. On 1-3 the Commands are lost and the unit will not execute the command.

2.6 Wagons

Like Generals, Wagons are passive Units. They are place just as Reinforcement Markers (where Reinforcement can appear) if they are taken by enemy units they will be removed permanently from the board.

3 Terrain

The terrain on the battlefield has a great influence on the battle due to the different bonuses and penalties gained to units.

3.1 Lawn and Fields

There are no Bonus or Malus from open ground, but it's needed for big brigade moves in line formation, to maximise the firepower.



Fields are played as open ground.

3.2 forests, boulders and swamps

forests and large rock formations can only be entered by light infantry. They offer +1 defense.

Marsh can be accessed by light infantry, but gives no bonuses.



A Forest blocks the Field of View.

3.3 Hills and Mountains

Elevated positions of about 1cm give +1 defense, mountains +2.

3.4 Water

Rivers and water bodies can only be crossed on fords or bridges.



This Bridge could be used to cross the River.

3.5 Villages

Villages, farms, yards and other urban facilities are represented by several houses. Line infantry units can fortify in villages, and gets +1 defense. In addition, a defending unit has no edge, and can fire in all directions.

3.6 Walls and Hedges

To cross all barriers, such as fences, hedges and walls will cost half a movement like Changing the formation. Units directly behind it get +1 defense.

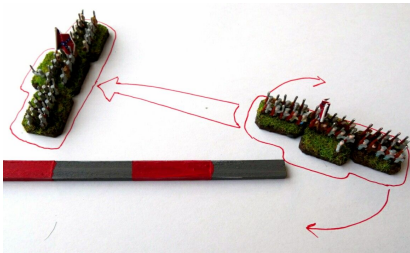
3.7 Railway

Traintracks on a slope provide +1 defense.



4 Commands

There are 2 Types of commands a player can execute, half-turn and full-turn consuming commands. While two half-turn commands can be combined, the full-turn commands are single executed. half-turn commands can only be executed once.



Here the Unit first rotates and then moves 300ft in Line Formation.

Commands you can combine:

- Movement
- Rotation
- get over Barrikade
- Change Formation
- Saddle up or down Cavalry
- Limber or unlimber Artillery

Commands you cannot combine and therefor executed separately:

- Firefight
- Melee combat
- Charge

If a Unit is more than 1000ft away from the next General, it needs a line-of-kommunikations test,

- 1-3 the message got lost and will not be executed
- 4-6 the unit executes the command

Units in gun battle or melee combat are not checked, as can be assumed that continues to fight a unit independently.

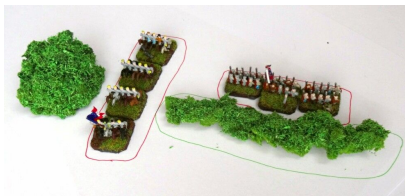
Retreating units can not be commanded until they are out of hostile fire range, except for Artillery Range. (see morality)¹ Those Units always move the fastest Way away from the enemy.

4.1 Movement

Unit movement and fighting are not executed in the same Turn. One exception is the charge (assault). With movement of a unit it can rotate both before and after. Should your formation are changed, the unit can only half the distance of movement.

4.2 Formations

The units of the players are composed of several bases. Following is a list of possible regiments formations.



Some passages are only walkable by column formation.

4.3 Line formation

This formation maximise the units width, for highest fire power, in trade for movability.

Place each Stand in a Regiment next to each other. Up to the half of Bases are placed in the second rank, those are used in fights to fill up the front rank.

The Unit above is in Line Formation: Attacks are done with as many dice the Unit has Stands.

While Attacking, also roll one dice for moral Checks. No movement bonus.

4.4 Formation columns

Units in Column are very mobile. Since all Bases are successively placed, the marching unit so by the narrowest points. The maximum range increases by 100ft. However, a disadvantage is the narrow front, so firefights units in column formation with only one dice. On roads marching units receive an additional 100ft movement bonus.

This Unit is in Column Formation: + 100ft movement, and additional +100ft if moving along a road. when fighting in Column Formation, only the first Stand can fire, so only one dice will h used. No Moral Check on this Attack.

4.5 Formation Block

Infantry can build Square Formation. Units in square formation are stronger against cavalry attacks (cavalry melee and charge only on 1+2 hits). Furthermore there's no Flank or rear on this Formation. As in Column Formation Attacks are limited to One Dice. Only Army's before 1800 may use the Square Formation.

4.6 Firefights

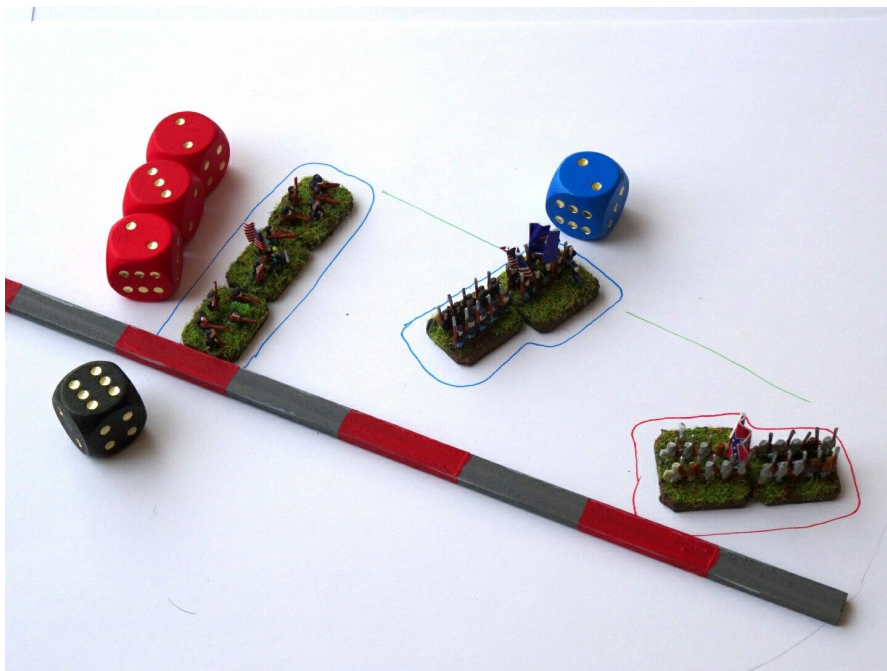
Firefights are the heart of this game. The attacker checks if an enemy unit is within reach of his unit. Then he rolls with so many red dice as the unit has bases and its formation allowed and one black die. The diced hits are counted, and the defense points will be deducted. The black cube is the Morale-Check-Dice and is explained in the following moral dice chapter.

the remaining hit points are displayed with markers or fallen Bases are removed. if a Base is removed, the defending Player may fill up the rank from units in the second rank. This move is free if executed right away.

the enemy unit will be destroyed or flee (by following morality).

4.8 Defense

Defense points to Roll for the attack hit deducted.



4.7 Charge

In addition to the firefights, the melee assault is the second attack option. The charge is a move and attack. The attacking unit moves directly in front of the enemy unit. Units that are bound in close combat, can not be ordered until one side surrenders. In order to maintain control, the fight continues to either

The left Skirmishers cannot attack, because a friendly unit is in its way. if it had clear sight the enemy would lost 4 hp. Notice the blue die on the second unit, it lost already 4 hp in a previous fight.

5 Moral

Leadership 5.1



In addition to the hit points of the units have also a Leadership. Morality can have one of the following:

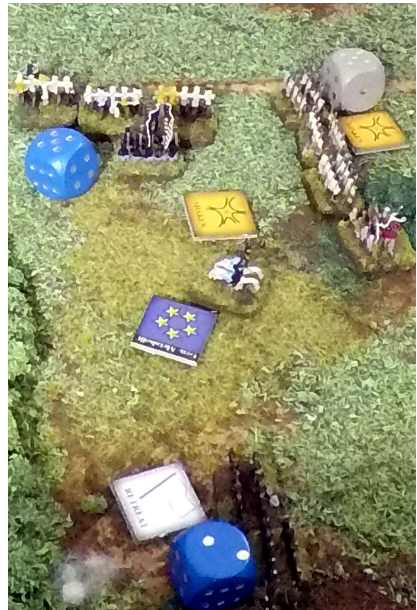
- 3 Veteran - units with combat experience
- 2 Normal - Standard morality all units without symbol
- 1 Shaken - the unit is short to flee, marked by panic marker
- 0 Fleeing - unity retire, White flag

Design note: For a complete marker-less experience replace shaken marker with cannonball explosions

and smoking fires. Retreat marker could be represented by a small white flag near the main stand. An drumma-boy could be a replacement for the veteran marker.

5.2 morale loss

the moral of the unit is reduced by enemy attacks. But only once per round with the last attack. The Moral Check fails on a 4+ (4,5,and 6). All Modifiers have to be added, iE. if the unit is in defense moral loss occurs only on 5 and 6.



Upper Units are SHAKEN, the lower retreats.

5.3 Moral Get

Units can rest a Turn to recover one Moral Point, but has to be in no combat at all.. It's not possible to recover veteran status.

5.4 Moral modifications

following modifiers apply:

- Outnumbering 2:1
- +1 if unit has cover
- +1 if line infantry protects the flank
- +1 if General is next to unit
- -1 if attacked by Artillery
- -1 if edge is attacked
- -1 outnumbering 1:2

5.5 retreating unit

Retreating Units have to be withdrawn to the maximum movement. If the unit is out of range of enemy forces except artillery, they stop, and can recover. Fled from the board units are no longer available in this battle, but become part of the forces in campaigns after the Battle ends.

Campaign

Without the big Picture, a single skirmish can be entertaining, but after a while you will notice, that you can throw all your man in the enemies open swords, because it has no consequence. The Campaign tries to add some need to watch for your men, leading in one final big battle. After hours reading Forum posts about good and bad Campaigns, hundreds of examples, i came to the conclusion to ad this entertaining feature, witch in return generates the battlefields for the real game.

6.1 Army setup

To play a campaign you will need the following additional supplies:

- a map for strategic movement
- a set Reinforcement Cards
- a set Strategic Cards

First declare the amount of Battles to be played, i.E. 3.
Next each side draws some Reinforcement Cards to randomize the army's.
Place 3 army counter for each side on the strategic map, one move distance apart, and flip a coin

which Side has the Initiative.
Continue with 6.2.

6.2 Strategic Movement

the initial player draws a Strategic Card and execute the Card Orders. Reposition the Counter, and build up the tactical map for the battle, corresponding to the strategic map.



Note: The Campaign primarily builds new maps in a fast way. If you like more strategic choice, draw two Cards and chose one to play.

6.3 Battle Objective

In difference to a simple skirmish game, the objective in campaign battles is to force the enemy back. Achieve this by

- Forcing the enemy in a retreat off the Map
- crush its moral so its units route

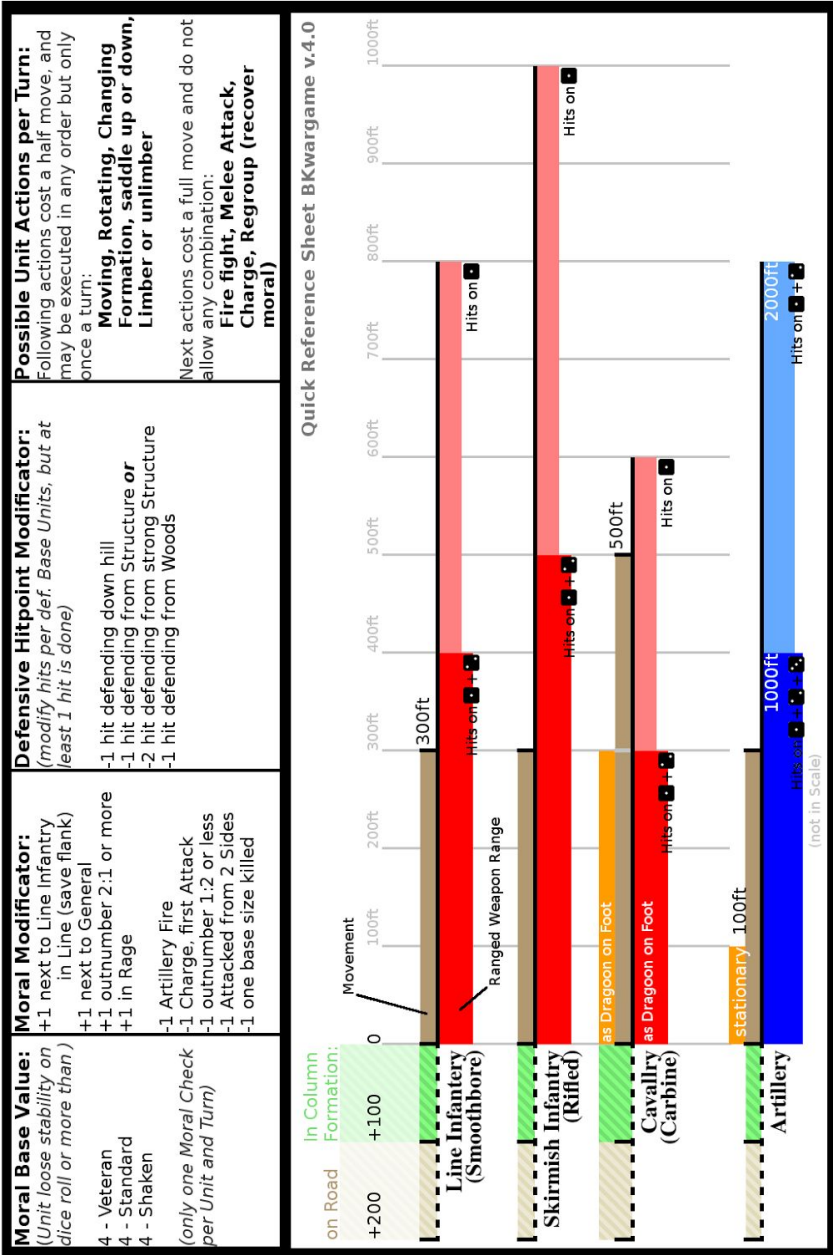
- simply eliminate all enemy units
- Retreat yourself, to receive a terrain advantage
- both sides declare a draw and retreat

the defeated player moves its counters on the strategic map 1 to 2 movement units backwards.
the victorious Player starts the next Round in Initiated, after Reinforcements have arrived.

6.4 Reinforcement

After each Battle both sides draws a new Reinforcement Card.

7.1 Appendix Quick Reference
Sheet



7.2 Game Resources

Besides a fist full of dice, Mesuring Sticks, and Units all other gaming accessories are optional, but will enhance the gameplay.

On the next Pages are the

- Reinforcement Cards (BG needs to be redone for publishing)
- Strategic Cards (BG needs to be redone for publishing)
- General Buff Cards (not yet done, advanced rules with special leader atributes. iE: Lee, Grant, Sherman)

And example Pictures of other made Accessoires from wood and other Material.

7.3 Credits

Everything:

Karl Schaper

Brainstorming:

Jost, Michi, Jakob

Precursors:

Hair Curlor Armies

Rice Armys

Advanced Horses

Grany Grating Armies

Arthur Hannan

Discussions Groups

Good Books

Featherstone Wargaming

Wargaming Compendium

Wargaming on a Budget

One Hour Wargames, Niel Thomas

7.4 With special thanks to

**Anton and Thirza Schaper,
Agnes, Jost, Christoph and Jule,
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Phill, Marie, Max, Steffi as Friends,

for their patient with me and my
hobbies, talking hour after hour
about nothing else.

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