



Rocket Artillery Factors in the Dunnigan System

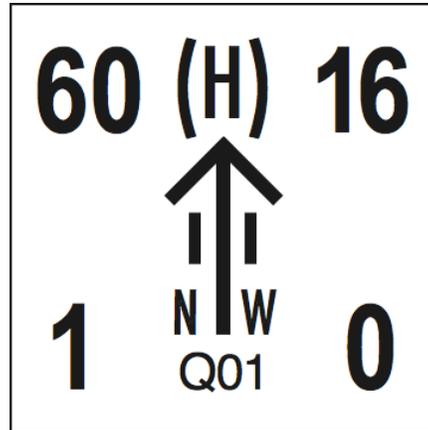
By Alan R. Arvold

The rocket artillery counters, of which there are three different ones in the two games, are strange birds. While these have the firepower of equivalent classes of artillery, their method of delivery is profoundly different. Whereas regular artillery could bombard a hex throughout the course of a six minute turn, rocket artillery delivers its fire power in a very short salvo which literally inundates the target area with the same amount of high explosive in a matter of seconds. The downside is the long reload times between salvos, whereas regular artillery could maintain a steady bombardment over the course of the turn.

Attack Factors

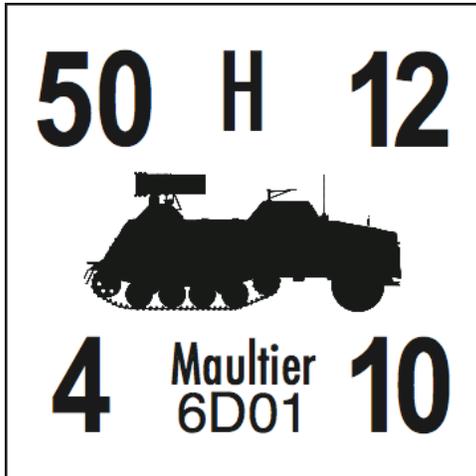
The attack factors for the rocket artillery counters were based on the same criteria as the regular artillery counters. Since both types usually delivered the same amount of high explosives to a hex during the same amount of time, Dunnigan established the same attack factors for each class of rocket artillery as follows:

Light Rocket Artillery:	20
Medium Rocket Artillery	40
Heavy Rocket Artillery:	60
Super-Heavy Rocket Artillery:	80



Each class followed the same range of calibers as the regular artillery. In the super-heavy category, rockets of up to 300mm in diameter would be included because even though these rockets carried a huge amount of high explosives, their reload times were so slow that they would end up delivering the same amount of high explosives as rockets of a lesser caliber in the same category. However, super-heavy rockets were usually used against heavily fortified positions and so would not be seen in a typical Panzer-Blitz/Panzer Leader situation.

Rocket launchers mounted on vehicles usually retained their full attack factor. However, the German rocket launchers mounted on halftrack vehicles such as the Maultier were penalized in their attack factor due to their particular doctrine. These vehicles did not have



their re-supply trucks near them, but instead some distance away. When they had an indirect fire mission to perform, they would go out to a firing position, fire off their rockets, and then pull back to the re-supply point to reload their launchers. This slowed down their reload times some what so Dunnigan deducted 10 from the attack factor to account for this. Russian mobile rocket launchers always had their ammunition trucks close by for quick re-supply, so they were not penalized.

Range Factors

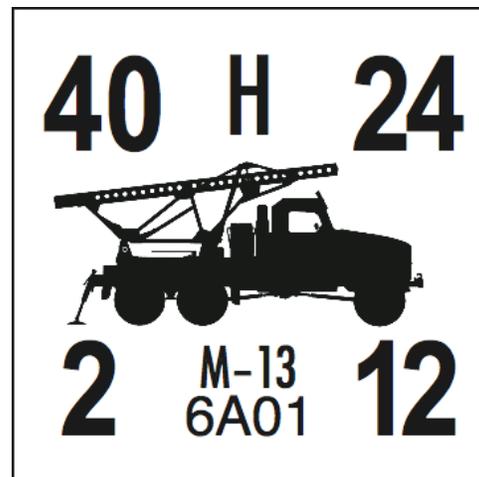
Contrary to what I said in my previous article, the range factors on the counters do not represent their maximum ranges. Instead they represent their maximum effective ranges in a mobile situation (constantly setting up, firing, and breaking down to move off somewhere else). This is just like regular artillery. In order to achieve their true maximum ranges, these weapons would have to spend time registering their launchers out to their maximum ranges. This was

necessary because if they did not register their weapons, there was the good possibility that attacks would completely miss the area that they were supposed to bombard at those longer ranges. Both Russian and German rocket launchers were about equal in this regard.

German vehicle mounted rocket launchers, such as the Maultier, had their range factors reduced to about 75 per cent of the range factor of a regular ground mounted version of the same type rocket launcher. This was due to their limited elevation of their launchers (in order to prevent back-blast damage from rocket launches), or in come cases, being fired from fixed racks on the side of the vehicle which had extremely limited ability to adjust the elevation of the launchers.

Defense Factors

The defense factors for self-propelled rocket launchers was based on the vehicle's defense factor. Given this information, then why are the Russian truck mounted rocket launchers given a defense factor of 2 instead of 1? Well



the Russians were smart enough to keep their vehicles well spaced between each other so that the destruction of one vehicle would not cause the destruction of vehicles nearby. Plus, this also insured a greater dispersion of the rockets during the attack in order to saturate a greater area with high explosives.

Ground mounted versions of rocket launchers received an arbitrary 1 for their defense factor. This was not due to the size of the launchers, which could easily garner a defense factor of 2 or 3 depending on the size, but due to the volatility of their rocket ammunition. This reduced the defense factor to a minimum of 1.

Movement Factors

The movement factors are fairly obvious, either the vehicle's movement factor for the self-propelled versions, or 0 for the ground mounted versions. It should be noted that even though most ground mounted version were mounted on wheels for easy movement and transport, the massive amount of ammunition they used kept the launchers pinned to one spot. Also, some ground mounted launchers were actually launching racks emplaced in the ground and these certainly were not going anywhere without being taken down for transport.

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