

Challenger 2000 Ultra Modern Wargame Rules

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The start of something obsessive! Challenger - Ultra Modern Wargaming I started wargaming in 1986 with a set of rules called Challenger, which was quickly replaced by an updated version Challenger II covering the period 1950 - 1995. The rules were quite complex and in depth but did provide a good framework for modern armoured warfare.

6mm Ultra Modern

Hmmmm, ultra-modern can be problematic, since there aren't too many new ones out there of late, with that level of detail. Perhaps Challenger 2000 to meet your detailed and comprehensive requirements, and possibly realistic too, though from what I've read, the infantry rules are a bit boggy.

[TMP] "Best modern armor rules???" Topic

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