

## Challenger 2000 Ultra Modern Wargame Rules

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Challenger 2000 is a rulebook focusing on modern warfare from 1970 up to 1995. It is at 6mm (1:300) scale and focuses on battle groups (company level). It introduces rules for new weapons and equipment, such as Explosive Reactive Armour, modified missiles to deal with it, countermeasures (including anti-missile systems) and sensors.

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TTG Challenger 2000 Modern Wargame Rules 1970-2000

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## Slug Balancer's Rules for Wargames Page

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

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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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