

# FIRETEAM II MODERN SKIRMISH RULES

by John Armatys (incorporating Alan Rowell's amendments)

## Introduction

Fireteam II is a simple set of skirmish rules originally designed for 20mm figures, but use any scale you like. The rules for tank and anti-tank fire and artillery are not included in this edition - feel free to improvise in keeping with the spirit of the basic rules as necessary.

## Scales

One figure = one man. One move is about 15 seconds. 18" = 100 yards (or 1:200 scale).

## Move Sequence

The game is played in alternate moves. At the start of each pair of moves each player rolls a dice, the player with the highest score decides which side is to move first. You might want to give superior troops a plus on the dice roll. In each player's turn he may move and then fire any of his figures.

## Movement

Standing	Normal	3"	Vehicles 1" per 1 mph on roads,
	Rush	2D6"	Tracked vehicles cross country - 1D6" per 10mph
Prone	Rush	1"	Wheeled vehicles cross country - 1D6" per 15mph

Troops on foot may go prone at any time without penalty, but standing up takes half a move.

Troops who make a normal move may "snap shoot", other movement prevents firing. Aiming at a target the move before firing improves the chances of hitting the target.

## Firing - single shot

Weapon	Range	6"	12"	24"	36"	48"	108"
Pistol		5	10				
Rifle		6	7	8	9	11	12
Assault Rifle			5	7	9	10	12
Carbine		6	8	10	12		
Shotgun		3	10				

## Firing - automatic

Weapon	Range	6"	12"	24"	36"	48"	108"	beaten zone
SMG		5	6	12				5" x 4"
LMG		6	7	8*	9*#	10*#	12*#	2" x 10"
Assault Rifle		6	7	10	11#	12#		4" x 5"
Carbine		6	8					3" x 5"

\* + 2 of no number two.

# requires weapon rested on bipod.

Roll 2D6 - if more than or equal to total target is hit. If firing automatic test for all figures in the beaten zone (the column in the table shows width x depth). Double six always hits. For aimed single shots roll 3D6 and count the two highest. A sniper firing an aimed shot rolls 4D6, counting the two highest. If hit try to make saving throw:-

	Stationary	Moving	Rushing
Prone or substantially protected by hard cover	2 +	3 +	3 +
Standing	5 +	4 +	3 +

Add 1 to saving throw dice if totally concealed by soft cover.

If hit roll 1D6:-

1 or 2	wounded - take a red counter, maximum move is 1", deduct 2 from firing dice throws. Two wounds = a serious wound.
3, 4 or 5	serious wound - take two red counters and no further part in action.
6	dead.

If the saving throw is made the figure is pinned (take a yellow counter) - the only permissible movement is a rush move directly away from the enemy, add 3 to the number required for all firing rolls except for a figure in hard cover who adds only 2. Grenades may not be thrown. Double 6 always hits up to 12" range only.

To un-pin throw the relevant factor or BELOW on the saving throw table that would be applicable to the pinned figure's squad leader. Include - 1 if the squad leader is in hard cover. Thus a roll of 2 or less is required to un-pin if the squad leader is prone in the open, while 4 or less is required if the squad leader stands in hard cover. The squad leader may try to un-pin using his own factors, but will roll after his squad has rolled or he may use a superior's factor if in line of sight.

### Grenades

Hand grenades may be thrown up to 3 inches. Figures throwing grenades may not fire. Grenades explode at the end of the bound in which they are thrown, after movement has been carried out, thus the figure throwing the grenade, and any figure in communication with him, may take cover before the grenade explodes. Grenades may not be thrown at a target which has just come into sight.

The primary blast circle of a grenade is 2" in radius, defensive grenades have a secondary blast circle 6" in radius. Roll 1D6 for each figure in the blast circle:

#### Primary blast circle

Dice Roll	1	2	3	4	5	6	
Standing/Rushing	W	W	S	S	K	K	K = killed
Normal Move	P	W	W	S	S	K	S = serious wound
Prone	P	P	W	S	S	K	W = wound
							P = pinned
							- = no effect

#### Secondary blast circle

Dice Roll	1	2	3	4	5	6
Standing/Rushing	P	P	W	W	S	K
Normal 1 Move	-	P	P	P	W	S
Prone	-	-	P	P	P	P

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