

STREET-FIGHT

Introduction:-

Street fight is a fast and simple rules set for games involving small units or single figures. games should be short and simple and not more than an hour long in most cases. any figures can be used as there is no great complexity in weapons or abilities. a gaming surface of any size would suffice but a medium sized table of about 4 feet square would be about the best for fast, action packed skirmishes and while not necessary any sort of scenary will make games much more interesting and tactically challenging. the spirit of the rules is fun and rule picking is not recommended because the rules are basic and simplified for ease of play and enjoyment, intense examination and dissection will ruin any games played. the system runs on 10 sided dice or D10's and any tape or measure with inches on it will do for range purposes. These rules have not yet been playtested and are still very much in their infancy.

please send any feed back to me at whirling_hobo_of_doom@hotmail.com all comments are welcome and i hope to improve especially in the close combat area.

turn sequence:- 1. roll for initiative;
2. move figure(s);
3. shoot figure(s);
4. close combat;
5. morale (optional).

1: initiative:-

each player rolls 1D10 to determine initiative order, re roll ties. alternately a single roll can be made at the start of the battle to decide a fixed initiative order for the rest of the game.

2: movement:-

each figure can move up to 5 inches per turn. can move up to 9 inches in a turn but cannot fire or go into cover that turn. if you move more than 5 inches in a turn you count as moving in the next turn aswell for all shooting and aiming purposes regardless of whether or not you move again in the next turn.

3: shooting:-

100% base chance to hit, modified by the following conditions and the weapon being fired.

*minus 10% for every range increment (rounding up)

*minus 25% for each degree of cover. 1/4, 1/2, 3/4

*minus 20% for moving target

*minus 20% for moving firer

*plus 10% for each turn spent aiming (max 3 turns aiming bonus)

*plus weapon bonus if any.

casualties:-

once a figure hits its target then a D10 is rolled and if the result is higher than that required by the specific weapon then the target is removed as a casualty.

overwatch:

shoot at any time at target that moves through point of aim or shoots from point of aim at a minus 10% penalty. to go on overwatch a figure must nominate a point of aim; doorway, window, etc and remain stationary and not fire for its entire turn. a figure may nominate a larger point of aim, like a courtyard but this sort of large area incurs a minus 20% penalty. no aiming bonuses can be used when on overwatch but

the 10% bonus for a scoped rifle is still valid.

cover:-

a figure may take cover behind anything which would afford 1/2 or 3/4 cover normally but in doing so the figure cannot return fire in the direction in which he is gaining cover without losing the 100% cover bonus.

automatic weapons:-

weapons that can fire multiple times in a turn like an HMG roll for how many rounds they fire each time they shoot. weapons that can fire multiple rounds per turn may elect to spread their fire over a larger frontage than single shot weapons, making greater use of their weapons abilities. this means that each separate shot may be placed across a frontage equal in length (inches) to the number of rounds fired this turn. firing in this way however is highly inaccurate so the firer takes an extra minus 10% for each inch (or part thereof) of frontage across which their shots fall.

EG: a figure with an LMG fires at a group of targets, the controlling player first rolls a D10 for the number of rounds fired. if a 6 is rolled then that player may use his LMG to take 6 separate shots that turn, then because the LMG is an automatic weapon the shots may be spread across a 6 inch frontage (6 shots were rolled) but all those shots would be at minus 60% because of the size of the area they were covering.

01-50: pistol, no bonus, range increment 2 inches, no special, 5+ to kill

51-70: rifle, plus 10%, range increment 4 inches, no special, 4+ to kill 71-80: scoped rifle, plus 20%, range increment 4 inches, no special, 4+ to kill

81-90: assault rifle, plus 10%, range increment 3 inches, fire D10/2 rounds, 4+ to kill

91-99: LMG, no bonus, range increment 4 inches, fire D10 rounds, 3+ to kill

00: HMG, no bonus, range increment 5 inches, fire D10 rounds, cant move and shoot, no aiming bonus, 2+ to kill

for small games with only one figure each or even for small units roll percentile dice and use the numbers given before each weapon to determine how your figures are armed.

4: close combat:-

to engage in combat one figure must move within 1 inch of another. a figure cannot move into combat (less than one inch) with another figure if they moved more than 5 inches in the same turn. close combat is resolved by each player rolling a single D10 modified by the following conditions, the player who rolls the highest adjusted total wins and wounds his opponent if the roll was equal to or greater than 8. if the result is a draw or the winner failed to throw 8 or more then the figures remain in combat until the next turn.

*minus 1 if armed with LMG

*minus 1 if lost previous round of combat

*minus 1 for each attacker beyond the first

*minus 2 if armed with HMG

*plus 1 if charged into combat this turn

*plus 1 if defending from cover

5: morale:-

in games were only one model per player is used then morale need not be tested for. If however multiple figure units are being used then when the unit loses 1/3 of its total to casualties and each figure thereafter that units controller must test for morale. to test morale you must roll 1D10 and score less than the total number of figures in the unit. if a unit fails its morale test then they must fall back to cover directly away from the source that caused the last casualty. once the unit reaches cover they must shelter for at least one turn before resuming normal activity.