



Installing track extensions on an M4, called grousers or duckbills

Duckbills



Extensions or “Variants” not included in the Second Edition†

#3 July 28, 2022.

Team Fire

Mike’s variant on Dale’s found in Duckbills #1: “A Skirmish Game.” Or is it? to change combat from individual figures to a team (typically 4-5 figures).

“When Dale says several years ago that means over 40 years and frankly, my head doesn’t remember working with Dale on a set of infantry rules for infantry mounted on team stands. Now, we did modify some British rules to change them from teams only to squads and teams, and we did play one game with his models where the infantry was likely on stands but it wasn’t **TRACTICS**, 1/200 scale with Z gauge railroad buildings. I also wrote up rules for using stands instead of single figures while in Germany but that was 50 years ago. So I worked up Dale’s tables a bit and added them to his original text. - **Mike Reese**

Team Fire

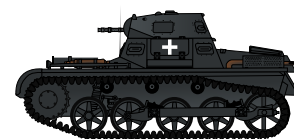
Team Fire simplifies by rolling for a team of about five soldiers **To Hit** with just one Pinned modifier, and a **1D6** roll. Then those targets hit get a **Saving Throw, 1D6** roll. The judge could roll for both the To Hit and Save rolls. Other gamers may want the firing player to roll To Hit and the targeted player to roll to Save.

Each **To Hit** weapon listing that follows is for firing by *each* Team (not each figure) or *each* vehicle MG. A Rifle team just has rifles. An LMG team includes both rifles and an LMG. Each rolls just **1D6**, even if it has mixed weapon types. A target is one team. A team may be fired at by multiple teams. Each team fires once. A vehicle

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may split its weapons’ fire to targets within firing arcs. It may fire only the coaxial MG or main gun, not both.

Infantry Fire



Each **Firing Team** or **Vehicle** *Drawing by Marseille77, Wikipedia*

MG rolls **1D6**, and **Hits** on the number below or less:

Range up to	5"	10"	25"	50"	75"	100"
SMG	3	1	-	-	-	-
Rifle	3	3	3	2	-	-
Assault Rifle	4	4	3	2	-	-
LMG, Mag.	3	4	3	3	2	1
LMG, Belt	3	4	4	3	2	-
MMG/HMG	3	3	3	3	2	1
Vehicle MG*	3	3	3	2	-	-
Pintle MG	4	3	3	3	1	-
Co-axial MG	2	3	3	3	3	2
Light Mortar	-	2	3	3	-	-

Modifiers: Pinned -1, Inept -1, Veteran +1, Firing from a Moving Vehicle or Moving On Foot** -1.

*Except Pintle or Coaxial MG. **over 5" all “hits” Pin.

Target Team rolls **1D6**, and **Saves** on number or less:

Target Cover	To Save
Open: no cover	1
Light: Woods edge, Buildings, Fence, Soft Skin Vehicle	3
Heavy: Dug-In, Stone/Concrete Buildings, Wall, AFV Open-Topped or Unbuttoned	4

Modifier: Veteran 2 +1

Result	
Missed	No Effect
Hit but saved	Pinned
Hit & fails save	Team Knocked Out

Artillery Rules

For artillery, including AFVs, or above a Light Mortar use the **AFWE** table (page 135), apply its modifiers, and roll **1D20**



by your teams. Since both sides are rolling, both sides may take casualties or not. Close combat takes place in its phase. Teams in close combat cannot be fired on nor fire.

Morale

Check morale by Platoon unless the lower level elements are out of command. A 7 stand platoon (3 MG teams, 3 Rifle teams, 1 Command) that loses three of the MG or R stands still has 4 stands left and doesn't take a morale check. If the Command stand is lost or another team it does check.

If a squad of two teams from that platoon is out of command and loses 1 team the team that is left takes a morale check and not the entire platoon unless that lost team pushes the platoon to or over 50% casualties.

Regrouping Knocked-Out Teams (Optional)

During the morale phase, a **company commander** (or higher) may roll to regroup **two** KO'd teams (from his company) and bring back one Team by rolling **1D20** for the number below or less. If unsuccessful, both Teams are eliminated, and he may not attempt to regroup them again during the game.

If the roll is successful, one Team is placed **adjacent to the company commander's position** and cannot move or fire when placed. The other Team is eliminated for the game and may not be part of a regroup attempt



Photo by Piers Brand

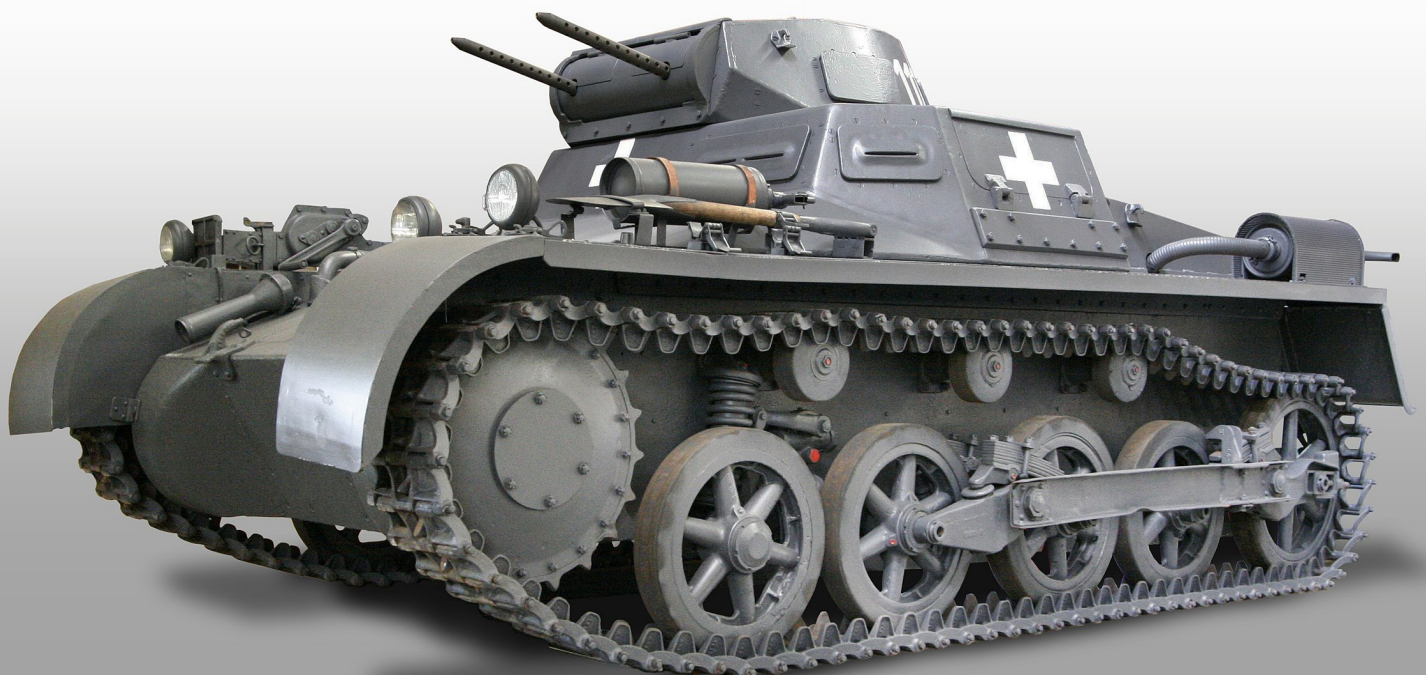
for any stand in the blast diameter or barrage area. The casualty result applies to the **entire team** with no saving throw. A team in a **Barrage Area** is automatically **Pinned**. A *Blast Diameter* does not pin.

Close Combat: Melee

Teams in contact are in Melee. Roll **1D20** for each Team in close combat. For example, a Squad would roll 2 or 3D20, one for each Team in the squad of 2 to 3 teams.

The opposition loses a team for every **10 or less** rolled

Drawing by Pollyanna1919 Wikipedia



again. The chance to regroup a team is to roll its morale or less as modified below.

Morale	Regroup
5	5
6	6
7	7
8	8
9	9
10	10

Game Modifiers: Inept -2, Veteran 1 +1, Veteran 2 +2

Campaign Regroup

For a campaign use this rule for **all** lost stands rolling for each stand but **reversing the modifiers:** Inept +2, Veteran 1 -1, Veteran 2 -2. No modifier for Regular troops. A regrouped stand joins your forces for the next game.

The worse the troop quality the more likely the troops “withdrew” to safety whereas veterans are likely to have been lost fighting. The regrouped stands appear with the company HQ or Higher HQ as that is the location the recovered troops would be reorganized, then sent to a platoon. If there is no Company or higher HQ on the table then regrouped stands appear near or on any road on the friendly table edge (where they were dropped off).

Optional Basing

If desired, gamers could use these same **Team Fire** rules for stands that are based to represent **squads** or **sections** instead. Since one need not track individual casualties among a stand, each may have fewer figures to represent a unit.

Command Stands

Unless it is the closest stand to the enemy, a command stand that is hit can pass the result off to another stand but is still pinned.

This rule allowing a command stand that is hit and fails its save being allowed, unless it is the closest stand to

the firing stand/vehicle, to pass a killed result off to another stand is to recognize the players can tell which stands are what on the table and will naturally shoot at the command stands to force a morale check. Just don’t lead from the front.

Rolling All The Dice

If players have a number of stands firing on another number of stands where the firing stands have the same weapons and ranges or same range and different weapons, the firing player may roll to hit rolling all of the dice—different color for different weapons. In this case the target player determines which of his stands within that range band are hit but having to chose the closest stands first. This is basically having a platoon fire on a platoon and should speed the firing up.

A player must fire all he wants to on a given target at the same time before firing at another target. This disallows firing one at a time to see if he hits a target before deciding to try again. If a target is hit multiple times, it gets to save for each hit.

Cover Save Special Categories

The judge may insert scenario-specific cover categories like **Cross Country:** Fields or Light Brush (as noted in the rules on page 36) that would conceal prone or crawling figures. Could **Save on 2 or less** instead of using the Open for 1 to save.

A note on the To Hit listing for a Rifle team

The automatic rifle does not add sufficient firepower to affect the result. The “Rifle Team” includes an automatic rifle (or not). Note there is no difference between semi-auto and bolt action rate of fire either.

Same scale as the ruleset

Per the first paragraph on page 19: “The Infantry rules use the 1”=10m ranges instead of the cannon ranges of 1”=25m...”



Errata

This is an informational correction that does not affect the game process. The Petard Mortar apparently is not 290mm in diameter. Or the tube isn't. Apparently the 29mm *spigot* diameter had a translation error to 290mm tube diameter when the description was written down and it has continued from 1946 to now. AVRE weapon Petard is now 230mm. However, the video also verifies that the Petard round is a HESH round based on the HE Bombard round.

See the videos from the Armoured Archives, Tiger II Versus HESH - Tank testing. AVRE 230mm - Fact Checking

FAQ

The Facebook Tractics group continues to provide interesting discussions about the rules. This question is from Tom Trinko.

Rules Question: Am I correctly understanding the rules if I say that if my tank moves 4.1 inches, out of it's 26 inch movement allowance, and then stops to fire I have to apply a movement penalty?

Is that the case for the 2nd and subsequent firing in the same turn? If so why?

Bill Owen's response: Assuming the Rate of Fire is 3 as you say, then the first shot was actually while moving. But this would be a variant of the Rules As Written (RAW; variants are fine with me—do what seems right). Then perhaps you could arguably say that the remaining shot(s) while still stopped would not have a movement penalty.

Otherwise RAW if desiring to fire as if stationary after moving (as you say "stops to fire") then one loses half the rate of fire per the Turn Sequence rule. So a 3 RoF halves to 2 (after rounding back up) so lost 1 RoF. Then RAW says that those TWO (maximum) shots would be without a movement penalty.

If I am not getting what you asking please quote the rule(s) that say what seems wrong or inconsistent. Michael Reese may have a better answer.

PS we did talk about permutations of Move, Stop & Fire (as stationary*), and Move and it seems like a reasonable option but the Turn Sequence seemed intricate enough already. But as a variant, it might be

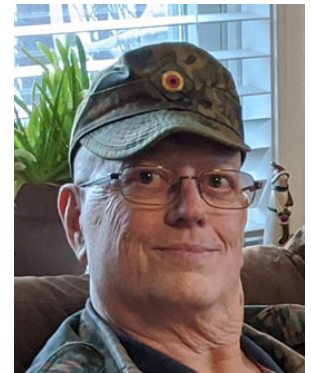
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reasonable. Then one needs to apportion penalties and limitations reasonably.

When I judged I did that sort of thing and nobody noticed or cared. I thought of the game system as Kriegspiel guidelines rather than a precise and competitive structure. With 2 playing, I can see how this approach could be an unpleasant furball to cough up mid-game.

*But how much is enough time to aim and fire properly? 1/3 Move Rate lost?

Jeff Parkhurst adds: I'm currently reading a book called tank commander by Bill Close. Veterans of France Greece, and the desert developed a system that spread to 3RTR where they could stop fire move and had it down to 4 sec stop. I get it complicates rules, just throwing my 2 cents



Mike in a West German army surplus hat

Mike Reese responds: Page 55. Movement penalties can be avoided by any turreted vehicles which move no more than half their allowed distance over the prevailing terrain and rate of fire is halved, fractions rounded up.

Jeff. 3RTR. My A9 moves 4 inches, stops to fire first round. My maximum move is 26" movement. I am doing a move half move and firing. I divide 26" by one half = 13" movement. Fire my first round stationary. I move my remaining 9" (13-4") and halt again and fire again stationary. My A9 if fired on in the first 4" when moving is a moving target, but if fired on where the tank stops it is a stationary target. This could be an opportunity fire or in the next phase fire at the end of the 13" move where the A9 fired its second shot. RoF is 3 (2 pdr is 3 rounds) halved (for the half move and fire) equals 1.5 rounded up equals 2 shots.

If you wanted to fire three rounds you move your 26" and fire three times. This fire would be where you started your move, after you moved 13", and the third time after you moved the full 26". All fire would be Firing While Moving. Note that this is an alternate to just moving one half and





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firing twice stationary two times or moving full 26" and then firing three times.

The rules allow you to do it either way except for opportunity fire where the target moves the full move and the opportunity fire is done at one point, two points or three or more points in its move depending on the RoF of the firing weapon.

Automatic weapon such as a 20mm Flak 38 fires bursts where the rules treat it as shots -i.e. RoF 4 is 4 bursts for an auto weapon such as on a 222 armored car, but 4 shots from a French 25mm AT gun. So for a fully automatic fire weapon the RoF of 4 could be all fired once at the same time rather than every 1/4th of the target's move using opportunity fire.

Of course this means we didn't specify which weapons were automatic—although restrict them to anti-aircraft weapons 40mm or smaller, which are the AA Machine Guns 12.7-15mm and the 20-40mm AA.

Making house rules is not a problem. Ask here for my opinion if you want as you did but you can make changes. Just make sure everyone in the game knows what the house rules are.

Request for Playtesting

Would you playtest the Team Fire variant? See the next page for a GRC (Game Reference Chart) to use for testing **Team Fire** that incorporates the rules' AFWE from the Artillery Rules chart #16.

Then please give us feedback, ideally on the Facebook **Tractics** group. Or email to WmOwen@aol.com. Thanks!



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Team Fire GRC

Each **Firing Team** or **Vehicle MG** rolls **1D6**, and **Hits** on the number below or less:

Range up to	5"	10"	25"	50"	75"	100"
SMG	3	1	-	-	-	-
Rifle	3	3	3	2	-	-
Assault Rifle	4	4	3	2	-	-
LMG, Mag.	3	4	3	3	2	1
LMG, Belt	3	4	4	3	2	-
MMG/HMG	3	3	3	3	2	1
Vehicle MG*	3	3	3	2	-	-
Pintle MG	4	3	3	3	1	-
Co-axial MG	2	3	3	3	3	2
Light Mortar	-	2	3	3	-	-

Modifiers: Pinned -1, Inept -1, Veteran +1, Firing from a Moving Vehicle or Moving On Foot** -1.

*Except Pintle or Coaxial MG. **over 5" all "hits" Pin.

Target Team rolls **1D6**, and **Saves** on number or less:

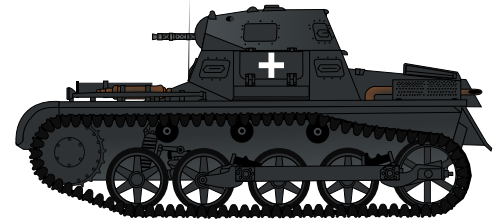
Target Cover	To Save
Open: no cover	1
Light: Woods edge, Buildings, Fence, Soft Skin Vehicle	3
Heavy: Dug-In, Stone/Concrete Buildings, Wall, AFV Open-Topped or Unbuttoned	4

Modifier: Veteran #2 +1

Result	
Missed	No Effect
Hit but saved	Pinned
Hit & fails save	Team Knocked Out

Artillery Rules

For artillery, including AFVs, or above a Light Mortar use the **AFWE** table (below,



Drawing by Marseille77, Wikipedia

from page 135), apply its modifiers, and roll **1D20** for any stand in the blast diameter or barrage area. The casualty result applies to the **entire team** with no saving throw. A team in a **Barrage Area** is automatically **Pinned**. A *Blast Diameter* does not pin.

Direct Hit Area Fire (1D20)	If Hit, see page	
Infantry or Crew	No chance	N/A
Vehicle: AFV or Soft	1	DFM pg. 59, Falling Shot
Heavy Weapon	1	DFM page 67
Building (Bridge etc.)	1 + by size	Pg. 122-123

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Or if missed; Near Miss - Area Fire Weapon Effects (AFWE)

Weapon	1D20 per target:		
	Inf./Crew Casualty ¹	Soft Vehicle ² HvyWeapon ³	AFV ² Building ⁴
Mortar 45-60mm	1-2	1-3	NO EFFECT
" 61-85mm	1-3	1-4	NO EFFECT
" 86-119mm	1-4	1-5	1-2
" 120+mm	1-5	1-5	1-2
Gun/Howitzer to 65mm	1-3	1-4	NO EFFECT
" 66-82mm & Air Rocket	1-4	1-8	NO EFFECT
" 83-100mm	1-5	1-10	1-2
Gun/Howtzr./Rocket 101-131mm	1-5	1-10	1-3
" 132-155mm	1-6	1-12	1-5
" 156-205mm	1-6	1-15	1-5
" 206-400mm	1-7	1-15	1-8
" 401+mm	1-10	1-15	1-10
Modifications			
Target Dug In	-3	-2	-0
Bunker/Pillbox	-5*		
Air Burst	+2	+1	-0

¹Rest are pinned if Barrage **Area**. ²Immobilized ³Destroyed ⁴Damaged *If a Direct Hit. A casualty knocks out a *team*.

One first rolls for a Direct Hit either on the AFWE above **or could roll the normal DFM** and then if no direct hit, rolls for a Near Miss. But **not** both if a direct hit AND a near miss as one does in an Artillery Barrage.

Close Combat: Melee

Each team in contact rolls **1D20** and KO's an enemy team on **10 or less**. Teams in close combat cannot be fired on nor fire.



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