

SKIRMISH RULES TRANSLATIONS

This translation table should allow players make the scenarios in this book compatible with their favorite rule sets. If your favorite rules are not listed, please contact us. We have had the cooperation of the authors of all the rule titles listed below and we thank them for their support of the hobby. The authors of this book in no way intend to infringe on the rights of the authors of the rule systems below and have produced this table with their explicit permission.

Skirmish Rules	Training (T5 – T1+)	Morale (E – A+)	Leadership (none – ***)	Notes
TAC-Skirmish: Arc of Fire	<i>Tactical Ability (TAC)</i> T1+ = TAC 4 T1 = TAC 4 T2 = TAC 5 T3 = TAC 6 T4 = TAC 7 T5 = TAC 8	<i>Morale</i> A+ = Excellent 4+ A = Excellent 4+ B = Good 5+ C = Average 6+ D = Poor 7+ E = Shaky 8+	Leaders with two or more stars (***) should be considered "Excellent Leaders" as in Optional Rule in Section 2 - Organization	<i>Notes:</i> Special thanks to Chris Pringle at TAC publications. We think this new set of skirmish-level rules is really exciting! See the ARC of FIRE website at: www.skirmishcampaigns.com
BattleFront: WWII	<i>Discipline Rating</i> T1+ = Elite T1 = Elite T2 = Veteran T3 = Experienced T4 = Trained T5 = Raw	<i>Morale is represented in Discipline Rating at left</i>	<i>Leadership is Factored into the Discipline Rating at left</i>	<i>Discipline Rating</i> is a measure of troop quality and experience. Ratings of elite and raw should be rare. <i>Notes:</i> Thanks to Fire and Fury Games. See further rules for translating SkirmishCampaigns scenarios on the website: www.fireandfury.com/main.shtml
Battleground WWII	T1+ = Elite T1 = Elite T2 = Veteran T3 = Regular T4 = Green T5 = Green	A+ = 16 A = 14 B = 12 C = 10 D = 8 E = 6	*** = -3 ** = -2 * = -1 none = +0	<i>Artillery:</i> use percentage as a composite of Contact and Availability. Apply any leadership modifiers as -5% to the percent roll per "-1" Leadership of the soldier calling fire. www.battlegroundwwii.com
Beer and Pretzels Skirmish (BAPS)	<i>Leader Rating (#1)</i> T1+ = Elite Column T1 = Elite Column T2 = Crack Column T3 = Veteran Column T4 = Green Column T5 = Green Column	<i>Squad Morale</i> A+ = 6 Horde A = 5 Elite B = 4 Crack C = 3 Veteran D = 2 Green E = 1 Green	<i>Leader Rating (#2)</i> *** = 3 ** = 2 * = 1 none = roll on the initial leader ratings chart	<i>Leader Ratings</i> can be determined by using the unit's Training Value (#1) to determine which column to roll on the Initial Leader Rating Chart or by using an individual's Leader (#2). <i>Squad Morale</i> is determined by adding up the total morale of a unit and dividing by the number of men in the unit (example, one B leader and seven D riflemen would = 18, divide this number by eight (men) and the unit morale is 2 or "Green". http://members.aol.com/BFEmpire/bfe.html#baps
Disposable Heroes	<i>Training</i> T1+ = +1 ACC T1 = Normal T2 = Normal T3 = Normal T4 = -1 ACC or -1 CC T5 = -1 ACC and -1 CC	<i>Guts</i> A+ = 11 A = 10 B = 9 C = 8 D = 7 disband if dbl pinned E = 6 disband if dbl pinned	<i>Leader Modifiers</i> **** = +1 Guts *** = Normal ** = Normal * = 1 * = No Auto Rallies none = No Auto Rallies and 1/2 Command Radius	<i>Guts:</i> Plt Leader and Plt Sgt +0, Squad Ldr -1, Asst Sqd Leader and Team Leader -2, Privates -3. So a B Plt Sgt would be Guts 9, a C Private would be Guts 5 (still considered C Morale). Adjust as needed. <i>Artillery:</i> reduce available off board artillery significantly. <i>Free info, FAQ, and rules discussion at:</i> http://www.ironivangames.com
The Face of Battle	<i>Troop Rating</i> T1+ = Specialized T1 = Elite T2 = Seasn/Vetm T3 = Regular T4 = Green T5 = Raw	<i>Morale Level</i> A+ = Fanatic A = High B = Good C = Average D = Poor E = Low/VLow	<i>Leadership Quality</i> *** = Exceptional ** = Good * = Average none = Poor	<i>Notes:</i> Thanks to Michael Ball. <i>URL for FREE light version of the rules:</i> www.meramic.com/tfob/
Flames of War	<i>Troop Skill Level</i> T1+ = Veteran T1 = Veteran T2 = Veteran T3 = Trained T4 = Conscripts T5 = Conscripts	<i>Motivation Level</i> A+ = Fearless A = Fearless B = Confident C = Confident D = Reluctant E = Reluctant	<i>Leadership is Factored into the Motivation Rating at left</i>	<i>Notes:</i> SkirmishCampaigns scenarios are often scaled down from larger actions and are thus proportionally accurate for expansion to larger unit scales. An example of this for Flames of War would be to make all SC squads equal to platoons. <i>URL for information about the rules:</i> www.flamesofwar.com
Guts-N-Glory	<i>Troop Training and Experience</i> T1+ = Elite T1 = Elite T2 = Veteran T3 = Regular T4 = Green T5 = Green	<i>Morale is factored into the Troop Training and Experience Rating at right</i>	<i>Leadership Quality</i> *** = Elite Leader ** = Veteran Leader * = Regular Leader none = Green Leader	<i>Notes:</i> Thanks to Marc Canu and Robert. <i>URL for information about the rules:</i> www.marccanu.com/gng.htm
Panzer Marsch!	<i>Training is factored into the Morale Rating at right</i>	<i>Morale</i> A+ = Elite A = Elite B = Normal C = Normal D = Low Quality E = Low Quality	<i>Leadership is Factored into the Morale Rating at left</i>	<i>Notes:</i> Thanks to the North Hull Wargames Club <i>URL for info and army lists:</i> www.dspace.dial.pipex.com/sfd/pm
I Ain't Been Shot, Mum	<i>Strike Dice</i> T1+ = 4+ T1 = 4 T2 = 3+ T3 = 3! T4 = 2 T5 = 2	<i>Loss of Initiative</i> A+ = +2t A = +1 B-C = 0 D = -1 E = -2 Adjust dice loss break point	<i>Big Men</i> **** = 1d6+2 *** = 1D6+1 ** = 1D6 * = 1DAv none = D4	Number of Big Men should be assigned by period supplement. Ignore team, & gun crew leaders, unless they play a critical part of the scenario. Each Squad becomes a platoon (3-4 squads) Each On board Support weapon x 2 www.toofatdies.co.uk/ <i>Detailed conversion info and rules discussion at:</i> http://games.groups.yahoo.com/group/Toofatdies