

STREET FIGHTER

The Game of FIBUA in WW2

General

This game is intended to provide, in a simplified way, some of the tactical and operational problems inherent in *Fighting In Built Up Areas* (FIBUA) in WW2.

The players in this game are always on the same side, generally the attacker, and their task is to solve particular problems set by Control, against a hidden enemy.

Units

The basic units are the infantry section and the individual tank/assault gun. These are organised into their historical formations: eg:

British Tank Troop : 3 Shermans, 1 Sherman Firefly
Soviet Tank Platoon: 3 T34s

Motor Company : HQ (1 halftrack)
: Mortar Section (1 truck)
3 x Motor Platoon : 4 x M3 Halftracks each (HQ + 3 sections)
1 x Scout Platoon : 12 bren carriers (3 x 3 per section + HQ)

Enemy units will be tanks, assault guns, infantry sections, anti-tank guns, and snipers.

Actions

Each turn, all units under a particular commander may take an action, the options are:

- Move full distance, no firing at all
- Move half and shoot with low effect
- Shoot with maximum effect and not move
- Close Assault a building area (infantry only)
- Mount/Dismount infantry
- Observe
- Move flat out (double distance)

Observation

Where a die roll is mentioned, roll 1d10 once for the entire troop/platoon.

If a unit is designated OBSERVING then use the following table:

INFANTRY

Target not firing in buildings/cover	INVISIBLE
Target not firing in open	VISIBLE WITHIN 25 cm ROLL 5+ OVER 25cm
Target firing from buildings/cover	VISIBLE UP TO 10 cm ROLL 5+ OVER 10 cm
Target sniper firing from buildings/cover	INVISIBLE OVER 25 cm ROLL 7+ UNDER 25 cm
Target firing in open	ALWAYS VISIBLE

TANKS/VEHICLES

STATIONARY IN OPEN	ROLL 2+ OVER 25 cm VISIBLE UNDER 25 cm
MOVING IN OPEN	ALWAYS VISIBLE
FIRING	ALWAYS VISIBLE

If a unit is NOT SPECIFICALLY OBSERVING then use the following table:

INFANTRY

Target not firing in buildings/cover	INVISIBLE
Target not firing in open	VISIBLE WITHIN 10 cm ROLL 7+ OVER 10 cm
Target firing from buildings/cover	ROLL 5 + UP TO 10 cm ROLL 8+ OVER 10 cm
Target sniper firing from buildings/cover	INVISIBLE OVER 10 cm ROLL 7+ UNDER 10 cm
Target firing in open	UP TO 25 cm ALWAYS VISIBLE ROLL 5+ OVER 25 cm

TANKS/VEHICLES

STATIONARY IN OPEN	ROLL 2+ OVER 10 cm VISIBLE UNDER 10 cm
MOVING IN OPEN	ALWAYS VISIBLE UP TO 25 cm ROLL 2 + OVER 25 cm
FIRING	ALWAYS VISIBLE

UNITS MOVING FLAT OUT CANNOT OBSERVE AT ALL
FIRING ON A UNIT IS ALWAYS REPORTED, WITH GENERAL DIRECTION OF THE
SOURCE, BUT EXACT LOCATION IS AS REPORTED ABOVE.

Moving

Normal movement is:

Tanks	8 cm
Halftracks	8 cm
Infantry on foot	5 cm
Manhandled guns	2 cm
Lorry	10 cm

Flat Out movement is double the above distances, but unit cannot fire or observe.

Shooting

All weapons can engage any target they can see.

Roll 1d10, score in the table or more for a hit.

Range	10 cm	25cm	Over 25cm
Tank	4	4	4
Infantry	4	5	6
Infantry MMGs	4	4	5
Direct Mortars	-	5	5
Snipers	8	8	9

Firer moved	-4
Target moving flat out	-1
Firer pinned	-2
Target in building area	-4
Target in strong building area	-5
Target in armoured halftrack	-2
Target in Lorry	+1

Pinning Infantry Units that take any hits are pinned. They cannot move further or next turn.

Roll 1d10, score 8 or 9 to un-pin.

+1 to die if HQ unpinned and within sight.

+1 to die if tanks in support

-1 to die if facing enemy tanks

Units in Lorries : Any hit KOs lorry, all effects on occupants doubled

Anti-tank fire: Tanks/ATk gun hits KO all tanks. Infantry cannot KO tanks.
Inf Atk rockets, up to 10 cm only, score 5+ to hit.

Indirect Mortars & Artillery - Place a target marker where you want the fire to land. The following turn fire is brought down there, subject to a die roll.

Effect radius 5cm : tanks immune, all infantry score 5+ to hit.

Close Assault

Clearing an area of buildings takes time - whether occupied or not.

This assumes the attackers can get into the building area concerned, and must take defensive fire first (this may pin them down in the street).

Score the following points:

Infantry Section = 8

Infantry MMG/Mortar Section = 1

Infantry HQ section = 2

Sniper = 1

Total the points on each side

Roll 1 d10 + 1 per 10 points available

Score 7+ to inflict a hit on the enemy.

Units are not pinned in close assaults, but they do take morale.

Morale

Take the test for the platoon as a whole.

Once a unit is at or below half its hit points, roll 1d10 every turn, score 0 or 1 to become demoralised.

In a close assault situation demoralised troops will surrender.

In the open, demoralised troops will retreat to the nearest safe area to their rear. If the enemy are within 10 cm and in sight they will surrender.