

Beachhead Team Yankee 6mm Event - Spearpoint



A Team Yankee event played at 6mm scale, on 13th and 14th February 2027 at the Bournemouth International Centre, Exeter Rd, Bournemouth BH2 5BH.

Event Details

£40 per player. Tickets are available on the Entoyment Beachhead page.

100 dynamic points Team Yankee.

We shall use a few modifications to make the rules work for 6mm. They relate to ground scale, certain missions, reserves, hunter-killer helicopters and moving through tanks. See below for details.

There will be five games, three on Saturday & two on Sunday. Games will be 2.5 hours each.

Saturday

9:00 Registration

9:30-12:00 Game 1

12:00-12:45 Lunch

12:45-15:15 Game 2

15:30-18:00 Game 3

Sunday

9:30-12:00 Game 4

12:00-12:45 Lunch

12:45-15:15 Game 5

Take your force from any official source published prior to 20 November 2026. Please use the official Team Yankee Forces tool to build your force. Please use Battlefront's Dynamic Points. Be sure to select the dynamic points in Team Yankee Forces – the relevant button is on the Account page.

You may bring two forces, provided that one is WarPac (or allowed WarPac allies) and the other is NATO (or allowed NATO allies). If you have two forces, use the one that will generate a red vs blue encounter. If both players have two forces, roll dice and the higher scoring player will use WarPac.

Send army lists to laurencedonohoe@gmail.com

Submit lists with eight or fewer aircraft (helicopters and strike) by Friday 29th January 2027.

Submit lists with more than eight aircraft (helicopters and strike) by Friday 22nd January 2027. I will immediately inform all entrants how many such lists have been submitted so they can take that into account in designing their lists.

Bring a printed copy of your list to show your opponent before the game. After exchanging lists, secretly choose your battle plan and then you and your opponent simultaneously reveal them. We shall use the April 2023 missions pack.

Missions will be decided using a slightly modified version of the Extended Battle Plans matrix.

The missions pack is at:

<https://www.battlefrontcommunity.com/wp-content/uploads/2025/11/WWIII-Missions.pdf>.

We shall play modified versions of some missions to improve play at 6mm scale.

I shall provide a one-page handout at the event with the latest versions of the revised matrix and the modifications to some missions.

I shall randomly generate a number for use in the mission matrix before the start of each round. There will be a different number each round (this is to limit mission repetition).

The Team Yankee FAQ document is at:

<https://www.battlefrontcommunity.com/wpcontent/uploads/2025/08/FM101-FAQ.pdf>

Team Yankee 8-1 scoring system applies. Tie-breakers: units destroyed, wins, strength of opponents.

We will be using the Combat Command app for scoring, so players will be required to download the app for entering game results.

To download go to <https://www.combatcommand.net/dashboard>

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Rule Changes

Ground Scale

Halve all distances after deployment.

Deployment is per the April 2023 missions document, as modified below, using unchanged measurements.

Limits on Spearhead moves also use unchanged measurements (e.g. not within 16" of enemy deployment area). Limits on reserve arrival are also in unchanged measurements.

For all other purposes, distances are halved. For example, a 20" range or move is reduced to 10".

Lasercraft Art sells rulers and templates in half size at

<https://lasercraftart.com/cube4/fow-stylegame-accessories-/6mm-accessories.html>.

Minefield diameter is halved. (You can find suitable 6cm diameter MDF discs on eBay.) Objectives and infantry bases are halved in length and in width. No need to base tanks but you may.

Confusion can arise over whether a distance is the book distance or the halved distance. For example, in the picture below a player could refer to the tank moving 7" or 14".



We therefore suggest using a simple convention. Say "game reduced inch", or "grinch" for short, when you are referring to a raw number from a book or card or reading from a Lasercraft Art measure. Say "inch" when you measure a distance with a standard tape measure. The above tank has moved 14 grinchs or 7 inches.

Modifications to Missions in 6mm

In some missions, it can be hard for the attacker to reach an objective placed by the defender, so we've altered the objective placement.

In some missions, reserves arrive in places where it can be hard for them to influence the game, so we have relaxed the restrictions on reserve arrival.

A few missions require units to move so far, sometimes from reserve or even delayed reserve, that they are impractical to play in 6mm. We will not use these missions.

For attack vs defend balance, we modify the distance for repelling an attack (where applicable).

Below are the mission-specific changes:

Annihilation – none. (It is never played anyway.)

Breakthrough – both sides' reserves arrive within 20" of corners.

Bridgehead – scattered reserves arriving from a corner may arrive within 20" of that corner.

Bypass – do not play it. Play Escape in A/M or Cornered in M/D.

Cornered – no change.

Counterattack – do not play it. Play Counterstrike instead.

Counterstrike – reserves arrive within 20" of the corner.

Covering Force – no change.

Dogfight – objectives must be at least 12" from the defender's short table edge. Scattered reserves may arrive on the table edge corresponding to the dice roll or on the adjacent edge, within 16" of the common corner.

Dust-Up – objectives must be at least 12" from table edges.

Encirclement - do not play it. Play Hold the Pocket instead.

Encounter – scattered reserves arriving from a corner may arrive within 20” of that corner.

Escape – objectives must be at least 12” from the defender’s short table edge.

Fighting Withdrawal – do not play it. Use Covering Force instead.

Free For All – no change.

Gauntlet – do not play it. It is not in the matrix.

Hold the Pocket – no change.

It’s a Trap – do not play it. Use Killing Ground instead.

Killing Ground - scattered reserves may arrive on the table edge corresponding to the dice roll or on the adjacent edge, within 16” of the common corner in the defender’s deployment area.

No Retreat – objectives must be at least 12” from the defender’s short table edge.

Outflanked – do not play it. Play Outmanoeuvred instead.

Outmanoeuvred – reserves arrive within 20” of the corner.

Probe – do not play it. Play Free for All.

Scouts Out – no change.

Spearpoint - do not play it. Play Escape in A/M or Cornered in M/D.

Valley of Death – attacker’s reserves may arrive on his short table edge or on an adjacent edge, within 16” of the common corner. Defender’s reserves may arrive on the table edge corresponding to the dice roll or on the adjacent short edge, within 16” of the common corner.

Vanguard – none. (It is never played anyway.)

The distance for repelling an attack (where applicable) is modified as follows:

- Turn 6: 16 grinsches (8”)
- Turn 7: 8 grinsches (4”)
- Turn 8+: 4 grinsches (2”)

Reserves

Reserves have a long way to go in 6mm so we shall use the following reserves rules:

Turn 1 (turn 2 for delayed): roll a D6 and a reserve arrives on a 6

Turn 2 (turn 3 for delayed): a reserve arrives, roll a D6 and a further reserve arrives on a 6

Turn 3 (turn 4 for delayed): a reserve arrives, roll a D6 and a further reserve arrives on a 6

Turn 4 (turn 5 for delayed): all remaining reserves arrive.

(Note that we dice for delayed reserves one turn earlier than in the TY mission pack.)

Movement Through Vehicles

Tank teams may move through other tank teams – friendly or enemy.

This reflects that 6mm models are too large for the ground scale (cf. weapon ranges). It prevents the formation of conga lines to block enemy movement.

Hunter-Killer and Gunslinger Special Rules

The hunter-killer special rule is modified by the addition of a new sentence: "Hunter-killer helicopters have a 24 grinch blitz move."

The French gunslinger special rule is modified by the addition of a new sentence: "Gunslinger helicopters have a 24 grinch blitz move."

Team Yankee differentiates helicopter tactical doctrines. Soviet-doctrine helicopters have a moving rate of fire for missiles, while western-doctrine helicopters get the hunter-killer rule, longer ranges and no moving rate of fire for missiles. With halved ranges, less of the table will be in range of the missiles of a stationary western-doctrine helicopter and so their utility is reduced without the above change.

The Gazelle 20mm patrouille d'hélicoptères d'attaque, while not missile-armed (uniquely among western helicopters), is given the same rule for consistency.