

SKIRMISH ACTION

WWI MINIATURE RULES

FAST FURIOUS ACTION AT SKIRMISH LEVEL, 15-40MM

Skirmish Action Tournament Rules For Dec 26th @ OMM revised 12-17-17

You must use a 750 Point FoW Legal Mid or Late War List, however you may take only one (1) Core Platoon regardless of the number required in Briefing. There is a section in the SA Rule Book with Data for FoW Stands. Aircraft will not be used. On table Artillery can only use Direct Fire, you may hold Batteries of 4 guns Off Table to conduct Fire Missions. When their Joker is drawn they may be placed on your Table Edge in Improved Cover. On the next Turn they are given an Activation Card and Activated Normally. Once on the table they must remain on the Table and use only Direct Fire. Ranges and Movement remain the same, however all Templates will be ½ Size listed in SA Rules.

Tournament Rule changes for Fire Team Stand mounted minis.

1. Deployment, Objectives, and Scoring will be explained by the GM at the Tournament.
2. Objectives will be Ruined Structures. Only a Stand with Troops on it may hold an Objective and score Victory Points; that means HW and Guns can hold Objectives. Vehicles and Tanks, including Halftracks, cannot hold Objectives to score VP, *but they may occupy Objectives*.
3. Each Stand is treated as ONE Model regardless of how many minis are actually based on it.
4. The term Model in the rules refers to one Stand or one individual Tank, Gun, Vehicle, etc.
5. You must use SA Listed Q Rating. You may upgrade Units 1 Level (max) for 20 Pts per Model.
6. Points cost includes Crews for all ATR/ATRL. MG, Mortars, ATG and Guns. The Gun and Crew Stand is treated as ONE Model, *if KO'd there is no Qtest to see if weapon survives to re-Crew*.
7. When using ATRL Teams (PanzerSchreck/Faust, Bazooka etc. use the HQ SMG Team stats plus ATRL stats). PanzerFaust Teams have unlimited ammo like Bazookas and PanzerSchrecks.
8. Carrying capacity for Passengers is as follows (*Note: ½ Stands are HQ, ATR and ATRL Stands*):
 - Horses Motorcycles = ½ Stand
 - Small Vehicles = 1 Stand
 - Standard Vehicles = 2 Stands
 - Large Vehicles = 3 Stands
9. If any part of a Stand is in LOS then the entire Stand is in LOS and can be fired on.
10. A Stand must be fully in Cover to get the Cover bonus.
11. Stands may move freely through Friendly Stands, but may not overlap at end of the move.

12. The Pass Option, Suppressing Fire, and Reaction Activation Optional Rules will be used ...

Activation – The “Pass Option”

When a Unit’s Activation Card is drawn, if your CinC has unplayed cards remaining, it may swap one of its unplayed cards with the card for the Activated Unit. The drawn card is placed face down under the CinC, the unplayed card is placed under the Unit HQ. This essentially “Passes” on that Unit’s Activation until later in the turn. A “Pass” can only be done once for a Unit in any Turn.

Optional Rule - Suppressing Fire

A Target in Cover must have fired to be fired at (*see Sighting #1 page 5/6*). Situations arise where a Model is seen entering Cover but has not fired. In this specific case, where the Firing Model has LOS to the Target Model when it *entered Cover*, the Firing Model may use **Suppressing Fire**. Firing is conducted normally except that **1/2 #d6 are rolled** (*round down- therefore weapons with ROF 1 can’t use it*). If a Template weapon is used, for example an ATRL or Direct Fire HE, the Template *must be centered on the point where the Target Model entered Cover* with the “Short Side” of Template facing Firing Model (*this is to prevent gamey situations of placing the template to cover additional Models they can’t “see”*). Mortars, Guns and Self-Propelled Artillery may use Sighted Fire (*centered on the point where the Target entered Cover*) if the Firing Model, its Unit HQ or CinC had the Target Model in LOS *when it moved into Cover*. Likewise Artillery Barrages and Air Strikes may also be called in and centered *where the Target Model entered Cover*.

Optional Rule - Reaction Activation

1. Any Unit that has not already been Activated during the current Turn may attempt a **Reaction Activation** in response to Enemy Movement (*but not Enemy Fire*) within 12".
2. Enemy Model(s) must be Sighted and in LOS of at least one Model in the Reacting Unit. Unit must pass a Qtest to Activate. If successful, entire Unit Activates and each of its Models may perform **one Action (only)** before the Enemy completes their Activation.
3. The Reacting Unit's card is turned over *and it may not be Activated again this Turn*. Models on Overwatch that have not fired may still fire later during the Turn.
4. If the Qtest is failed, the Unit does not React, instead it Activates last during the current Turn, *and one of the CinC’s cards may not be used to Activate it earlier during the Turn*.
5. **Pass or Fail, a Unit may make only one Reaction Activation attempt per Turn.**

Additional Information: there are very limited spaces in this Tournament ... you must RSVP to play. If you have questions, or if you need an army to play and to RSVP, please email Lee at

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