

SKIRMISH ACTION™

Combined Errata & FAQ

Revised May 22nd, 2017

Errata

As carefully as we proof before publishing, an occasional error is overlooked. More often some rules just require further explanation for complete clarity. Where conflicts exist these corrections and additional explanations supersede the printed rules.

Core Units. If you are playing an Armored/Panzer list your Core requirement is reduced to 1 Unit of 1 to 6 Models with no min or max points restrictions as % of your total force.

Total Number of Units per Side. The larger Side may not have more than THREE times as many Units as the smaller Side. **Two is a typo, it should be three.**

No Sure Thing. This rule does not apply to Qtests. It does apply to the rolls for each Model under the HE, Artillery and Air Templates.

Crews. You only need to purchase Crews for Small Arms such as Rifles, Bren Guns, BAR, ART/ATRL and SMG etc., you must purchase a Troop Model and their weapon.

You don't need to purchase Crews for LMG, HMG, Mortars and Guns. They come with Crews armed with Pistols (*# of Crew is shown on the Army List in the Crew Column*). Additional weapons can be purchased for Crews by paying the cost on the Army List.

Crews for all Vehicles come with the vehicle and do not need to be paid for in addition to the vehicle. Since Vehicles (for example Halftracks) come with Crews their weapons and all MGs may fire even if they are not carrying any passengers.

Also see *Bailed Out and Tank Commander Recon Rules.*

Damage Table – Forced Back Results. Models must move back away from the Enemy Model that fired at least 1 full move into Cover and then they are Suppressed. If there is no Cover within 1 full move they will move as far as necessary to get into Cover. Models may not move closer to Sighted Enemy Models. Models may be Forced Back off the table, if they were In Command when fired at they do not count as Knocked Out when compiling victory points, but Models that were not In Command count as Knocked Out.

Gun Crews. When a majority of a crew is Suppressed, Wounded or Forced Back, the entire crew is Suppressed, Wounded or Forced Back. When one or more, *but less than a majority*, of the crew becomes Wounded or Suppressed it counts as a *missing crewman*. When less than a majority of the crew is Forced Back *during any single Activation Phase* it is treated as No Effect, if 50% or more are Forced Back, the entire crew is Forced Back.

When a LMG, HMG, ATG *or any other Gun Model* is under a Template HE, Artillery or Air Strikes, roll 1d6 for damage (**not a Qtest**), ignoring any results except Knocked Out.

Of Table Artillery - Fire Missions (Page 14 Paragraph 2).

You may also center the Template on any Terrain Feature in LOS of the Spotting HQ or CinC regardless of whether or not any Enemy Models have been Sighted in that Terrain Feature. This rule addition is meant to allow for preplanned and prep fires. When centered on a Terrain Feature the Template must be placed to cover as much of that Feature as possible and may not include any Enemy Models outside of the Terrain Feature; this specifically means that Paragraph 3 does not apply when targeting Terrain Features.

Army List Errata & Clarifications.

German

- **PanzerFaust.** The PanzerFaust is a single shot throw away weapon (*unlike the PIAT, Bazooka and PanzerSchreck which can be reloaded*). Each PanzerFaust costs 10 Points. Troop Models may carry up to three. They may also be purchased and stowed in Vehicles to be assigned out to troops as needed in a battle.

USA

- **.30 cal LMG.** Movement should be 8" not "blank" as listed.
- **M4 Sherman 1944 version.** Is NOT subject to the *Brew-Up* Rule
- **M4A3E2 "Jumbo" 75mm.** HE Modifier is 7, Temp 1/4 Page *not* 6 and 1/8 Page

Russian

- **T34 C, D, E, F versions.** Defense Factors are 9/5/2 not 10/5/2
- **T34/85.** Defense Factors are 10/6/2 not 11/6/2

British

- **Universal Carrier.** The cost is 10 Points not 5 as listed.

Other Armies

- **Semi Auto Rifle.** The ROF should be (2) not (1) as listed.

FAQ

Could you give an example of how CinC “extra” Activation Cards work?

For our example let's use an average CinC which means the Q Rating is 4+ so it will get TWO Activation Cards, for this example assume it is a German CinC which gets the Ace and 2 (*I prefer Spades for Germans but that's not required*). Let's say the “2” is drawn first from the Activation Deck, the CinC has two options as follows:

1. The CinC may Activate itself and all Models in the CinC's Unit (*for example maybe there is a Sniper and Panzerfaust in the CinC's Unit*). In this case all of the Models perform their desired Actions and BOTH the “2” and Ace are turned over. When the CinC activates itself ALL of its cards are turned over.
2. The CinC may give the “2” to any Unit on its Side *that has not already been Activated this turn (i.e. the Unit's card is face up and not face down)*. All Models in that Unit then complete their Actions and both its original card and the “2” card from the CinC are turned over).

Let's say another card (*not the CinC's Ace or “2”*) for example the “5” is drawn. The CinC may take the Ace or “2” (*assuming they are face up and have not been played*) and turn the “5” over face down and place the Ace or “2” face up on top of it thus deferring its Activation until the “2” was drawn.

Using these rules the CinC can either advance or defer the Activation of specific Units to suit the tactical situation. Note that the CinC's cards can never be used to *Activate any Unit, including itself, more than once per turn*. Also note that it is critical that to start a turn Cards are placed Face Up under the CinC and HQ of each Unit and that they are turned over (Face Down) when that Unit has been Activated.

If a Model fires on Overwatch can it fire again during the same turn when Activated? If it fired when Activated can it fire again on Overwatch?

Yes. A Model can fire both on Overwatch and during its Activation, which means Models can fire twice during one turn. They can't fire twice during Activation and they can't fire twice on Overwatch (*that's why you flip the Marker when they fire*).

Can Models Qtest to fire as a 2nd Action while moving and then complete moving after firing?

Yes, but the Model must take the appropriate Penalty for Moving and Firing. The Penalty is based on the distance moved before firing, not the total distance moved.

If a Model plans on moving as its 2nd Action after firing does it take the Movement Penalty?

No. The Penalty is based on distance moved before firing not after, so Models that fire as their 1st Action incur no Penalty regardless of any 2nd Action they may make.

Can a Model move, Qtest to Spot Hidden Models and then complete its move?

Yes. But this would require TWO Qtests, one to make a 2nd Action (*Spotting*) and one to determine if it actually Spots anything.

Can Recon Models Spot more than one terrain feature in one activation?

Yes. For Recon Models spotting isn't an Action so they may spot as many terrain features within 6" as desired, *they could even move down a road past many houses and Qtest to Spot enemies in every one of them.* However, Recon Models can only make one Qtest per feature per turn, even if they move as a 2nd Action they cannot Qtest to Spot the same terrain feature twice during one turn. Recon Models do not have to move to Spot, so they could, for example, Spot & Fire or go on Overwatch.

How many times can I pivot a tank or vehicle when it moves?

Pivoting is an archaic concept perhaps applicable to WWI tanks but certainly out of place with nimbler WWII tanks which can twist and turn without penalty as often as desired during their move. Turning or pivoting costs no movement. Pivoting is allowed to allow Models to aim at targets without going off Overwatch.

Can Suppressed Models Fire?

Yes, but they roll 1/2 the number of d6 *rounded down*, so some weapons like Bolt Action Rifles and Tanks firing AP may not be able to fire. Tanks can fire HE because you can still make Qtests, but you subtract one from the Qtest d6 roll. There is no penalty to Model's Small Arms Modifier, HE Factor or AP Factor when Suppressed, the modifier only applies to the number of d6 rolled and the Qtest for HE. There is no modifier to Model's Defense Factors or Cover status when Suppressed.

Can Models that are both Suppressed and Damaged Fire?

No. Models that are both Suppressed and Damaged may neither Fire nor Move. A Damaged Model could Qtest to repair its Main Gun and then on a subsequent turn Qtest to Rally and then be able to fire (*a 2nd Qtest for a 2nd Action is needed*).

An LMG has 2 Crewmen, do I pay 4 points (2+2) to upgrade its Q Rating?

No. You pay 20 points. LMG and HMG are "Guns" not Troops so you would pay 20 points to upgrade the same way you would an ATG or Tank. As a general rule, if it's carried by one man, like a Bren Gun or BAR, then it's a Small Arm and you would pay 2 points to upgrade the Troop's Q Rating. If it comes with a Crew, like a LMG, HMG or ATG, it costs 20 points to upgrade.

If after three rounds of Close Assault Combat are fought there are still Attacking and Defending Models in the same structure, are additional rounds of combat fought until one side is Forced Back or Knocked Out?

No. If after 3 Rounds of combat there are ANY Defending Models left, then ALL Attacking Models suffer a Forced Back result leaving the Defenders in possession of the Structure. Additionally, in cases where there are multiple "pairings" of Troops engaged in a Close Assault each "pairing" completes their 3 Rounds before moving to the next "pairing", if any are resolved before 3 Rounds are fought (for example one side is KO'd or Forced Back during the 1st or 2nd Round) the victorious Troops may NOT join in other "pairings" – even though the combats are resolved one at a time they are all considered to be simultaneous.

Can victorious Troops "consolidate" their position after a Close Assault?

Attacking Troops that have successfully driven the defenders from a Structure (or Room or Floor within a Structure) may occupy it, but may not move to other Rooms or Floors. Victorious Attacking Troops that have driven away defenders in a Terrain Feature other than Structures may use up any remaining movement they had when they made Base Contact. Troops using remaining move may NOT make new Close Assaults or perform other Action.

Can Enemy Troops occupy different Rooms or Floors of a Structure?

Only troops from one side can occupy a Room on any one Floor of a Structure. However, if the Structure has multiple Floors conceivably both sides could occupy Rooms on DIFFERENT Floors of the same Structure. Grenades can be thrown up and down stairs to Rooms above and below the Troops throwing them. Any Structure used as an Objective should have only one Floor to prevent both sides occupying it. If a multi Room or multi Floor Structure is used as an Objective AND Troops from both sides occupy different Rooms or Floors, then neither side controls it, and thus neither side scores points for it.

Can Mortars fire on Overwatch?

Yes. However if the Mortar Unit's HQ Model or the CinC is spotting for the Mortar then they must be on Overwatch as well and spotting counts as their having fired.

Can I fire at Enemy Models I see entering a Terrain Feature like woods?

You can fire at them on Overwatch as they move to enter the terrain, however once they are inside the Terrain they are considered Hidden until they fire. You can call Indirect Artillery Fire (Off Table Fire Missions) onto the center of a Terrain Feature that you saw Enemy Models move into. (See Rule Errata/Addition Page 14 Para. 2)

Can I place Hidden Markers on the table and keep my Models off table?

Yes as long as you can identify which Marker represents which Model(s).

Do I have to use Plating Cards for Activation?

No. You can use any system that randomly selects and uniquely identifies which Unit has been activated. For example, some players prefer to use tokens or chips.