



TM

# SKIRMISH ACTION

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## TOURNAMENT ORDER OF BATTLE (OB) RULES Rules For Building Your Army List (rev. 11/26/16)

**C-in-C Unit:** The C-in-C and attached models. You must choose one to six models of any type (except aircraft) with no limit on percentage of points used. **Core Units** (Troop model Type “S” SOFT or “SR” SOFT RECON): At least two units of 6 to 12 Troop models each. Core units must be at least 25% of the side’s total points and may include crewed weapons such as MG, ATR, and ATRL, but not ATG, Tanks, SP Guns, Trucks, HT, or aircraft. If a side is playing a “Tank/Panzer Force” then Units must consist of 1 to 6 models each.

**Support Units** (Model Type “S” SOFT or “RS” SOFT RECON): Crewed Weapons such ATG. Mortars, Guns, AA Guns, Trucks, Jeeps, etc. using a maximum of 25% of the side’s total points with a maximum of 12 models per unit. Support units may not include Tanks, TD, air-craft, or Off Table Artillery (i.e. Models with Type “H”, “HR” or “P” on Vehicle List).

**Battalion/Division Assets** (Model Type “H” HARD, “HR” HARD RECON, “P” Plane or Off Table Artillery): Assets may be a maximum of 75% of total points with a maximum of 6 models per unit. Many include any Vehi-cle, Plane, and Off-Table Artillery but not Type “S” models. *Aircraft and Off-Table Artillery may only be tak-en as Assets, never as C-in-C, Core, or Support units.*

**Extra Weapons:** ATR/ATRLs may be purchased and stowed in vehicles and assigned as needed. Extra weapons may be purchased for, and carried by, models with ATR/ATRL. A pistol may be purchased for any Troop model. Vehicle and Gun Crews come with pistols at no extra cost.

**Transport and Towing Models:** Do not count against model limits per Unit. *For example, you could take a halftrack and a 12-man squad or 6 guns with prime movers and have a legal unit.*

**Important Designer’s Notes.** These rules are intentionally flexible to permit players the widest latitude in building lists for tournaments. Can you build some "unrealistic" lists, such as early war troop types with late war tanks, yes. But that allows players to try “what if” scenarios and forces. Besides, when was the last time US Paratroopers fought the Russians? Tournaments by their very nature produce "non-historical" pairings. And SA was designed to facilitate tournament play as well as straight historical scenarios.

Most tournament games in SA will feature some sort of a meeting engagement and have a limited number of turns. Therefore, fast moving and mobile forces work best. You will not be defending the Atlantic Wall nor trying to capture Stalingrad. Build your list accordingly. And always remember troops can hold an Objective but tanks, vehicles and guns cannot. If playing 500 or less points leave the Air Force grounded.

The final and oft asked question is can Allied or "mixed" forces be taken on one side. Yes. Players can have any historical mix of Allied or Axis forces on one side. For example; you could have Germans and Italians, or UK and US, or even Brits and Russians on one side. But you can't have Japs and Marines on the same side. Again this is allowed to facilitate team and tournament play. Great Gaming! Have Fun and Enjoy!