

SKIRMISH ACTION

WWII MINIATURE RULES

FAST FURIOUS ACTION AT SKIRMISH LEVEL, 15-40MM



Skirmish Action is an easy to learn and quick to play set of rules that allows you to fight skirmish actions offering a surprisingly realistic recreation of WWII squad and platoon combat. The rules reward use of real tactics and historical weapons mixes.

SA replaces traditional “I Go U Go” turn sequences with a more fluid card activation system that reflects WWII fire and maneuver doctrines. The rules feature a quick 1d6 combat system where hits and damage are determined by a single roll. Army lists show data for over 500 WWII troops, tanks, guns and planes. Individual weapons have their own stats, the US Tommy

Gun is different than the German MP-40, which is different from the British STEN. Games can be played in about 2 hours.

Also incorporated are special rules like Overwatch which keep unrealistic “gamey” situations to a minimum. The Army Lists are simple enough to fit your entire force on one page for quick reference during play, and yet they contain enough detail for meaningful differentiation of various troop types. Finally, special rules for each army and “national differences” have been kept to a minimum so players don’t have to memorize a list of exceptions for each army. Players at Cons learn rules in one turn.

Although meant for using a single figure on a stand, and we tend to use 25/28mm scale for our games, you can use 15mm figures. Indeed, Skirmish Action offers a variation for use with multiple 15mm figures on a stand such as used for Flames of War. You can also use larger scale figures and up to 40mm size will work well.

These rules were designed primarily for 1-on-1 games, but can incorporate multiple players per side. Interactive as these rules are, good scenario design means all players are active, not waiting until your card comes up. The rules were designed for Tournament Play and complete rules for tournaments and scenarios are included.

Enjoy!

Lee