

## Skirmish Action - Wild West Rules

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**WWR** covers combat in the 19th Century from 1800 to 1899. While it's true western exploration and even settlers started before then and continued in the early 1900's these rules focus on the 19<sup>th</sup> Century, 1800-1899. In fact, the **Wild West** of Hollywood legend lasted little more than one generation from the end of the Civil War to the 1880's. The US Census Bureau announced in 1890 that *the Frontier was closed*, i.e. no longer existed. If you are bold you can probably fight ACW and even AWI skirmish actions provided you stick to games with a handful of Cowboys, Troops or Indians on each side. If you want to replay the Gunfight at OK corral you're in the right place. If you want to fight Custer's Last Stand or storm San Juan Hill please use a different set of rules!

The most common weapons, such as the famous Winchester '73 and Colt Peacemaker, have been included. Many weapons have been omitted for the simple reason they were so similar there would be no meaningful difference in the Army List Data. There is enough information that you should be able to add any data for any weapon that has been left out. Another item purposely left out was Linear Formation Fighting. These are Skirmish Action rules and not meant to refight Gettysburg!

### Definitions.

Skirmish Action WWII Rules have two Model Types, Troops and Vehicles. For **Wild West** there are three categories: People (Person), Animals and Vehicles. People include both civilians, indians and military troops. Animal include all riding, pack and farm animals. Vehicles are anything with wheels including guns and train cars. There are no balloons or motor vehicles included in the rules.

### Templates.

Templates, 1/4 and 1/8 Page etc. are the same used for WWII and are sized for 28mm. Players may agree to increase or decrease the size (and weapon ranges) for different scales. A simple solution is to halve template size and ranges for 15mm and double them for 30mm and larger figures.

### Close Assault Rules

Close assault rules differ from WWII where one could safely assume troops had bayonets and entrenching tools and skill and training to use them. In WWR you need to add the Weapon Modifier to the Person's Individual Modifier to any Mount Modifier to get their total Assault Factor. Some Weapons have different Modifiers (see Notes) during different rounds of combat.

### Cowboy Special Rules.

1. Cowboys could mount and dismount much faster than cavalry therefore it is not considered a separate Action, but does use 2" of both the Cowboy's and Horse's Movement. For example, a Cowboy could move 1" to their Horse, mount (2" used), move 12" mounted (2" inches of the Horse's Movement were used to mount and 2" to dismount), dismount (2" used) and move their 1" remaining inch all as one Move Action. See Tethering Rules.
2. Total Assault Factor when mounted is sum of the Troopers Personal Factor plus Weapon with a +2 for their saddled mount. Dismounted Assault Factor has no plus for the Horse.

## Indian Special Rules

1. Indians were perhaps some of the most superb horsemen the world has ever seen. Mounting and dismounting is not considered an Action and they incur no movement penalty for mounting and dismounting. Therefore, an Indian with Movement 8/16 could move 4", mount and ride for 16 inches, then dismount and move 4" all as one Movement Action.
2. Total Assault Factor when mounted is sum of the Indians Personal Factor plus Weapon with a +1 for their bareback mount. Dismounted Assault Factor gets no plus for the Horse.
3. There are special capabilities for certain major tribes shown on the Army Lists. The list is not meant to be definitive. By mutual agreement you may add tribes or change capabilities.
4. The Point Cost for all non-Indian Weapons are doubled. Indians may not take Artillery, Stagecoaches or Trains. Captured Stagecoaches may be used, Artillery and Trains may not.
5. Non-combatants watched horses during battles, Indians are not subject to Tethering Rules.
6. All Indian Warriors (*not Braves*) have Recon capability at no additional Points Cost.
7. All Indians may use the Ambush Optional Rules on page 26.

## Indian & Army Scout Special Rules

1. Indian and Trained Army Scouts are considered the same. Only the Cavalry/Cowboy Side may have Scouts up to a maximum of 3 per game.
2. Each Scout attached to the C-in-C's Unit improves the C-in-C's Q Rating by "1"; however, the C-in-C's Qtest may never be improved to better than 2+.
3. Scouts have Recon capability. Any Unit they are attached to has Recon capability. Scouts attached to the C-in-C may either confer Recon capability to the C-in-C Unit (*not the entire Side*) or improve the C-in-C's Q Rating, but not both during the same Turn. Players must declare when their C-in-C is Activated which function the Scout(s) will perform.
4. All Scouts, Indian or not, follow the Indian Special Rules for mounting and dismounting.
5. All Indian and Army Scouts may use the Ambush Optional Rules on page 26.

## Cavalry Special Rules.

1. These rules replace the rules on page 19 of the Skirmish Action WWII Rules.
2. The First Movement Value is for fighting on foot, second value is Mounted Movement.
3. Mounting and Dismounting are considered a Movement Action, therefore no Qtest is needed, but this does mean that Troopers cannot mount, ride and dismount during the same Turn. This reflects the time involved to mount a formation vs. a single man on horseback.
4. See Tethering Rule. When not tethered one trooper in four must be used as a holder to hold Horses. The trooper holding Horses may not Fire and Moves at half normal speed. If the Trooper is Assaulted the Horses are no longer Tethered and immediately make a full move away from the Assault toward the nearest table edge – consider this a Forced Back move.
5. Defenses Factor listed is for troopers fighting on foot, the Notes show mounted Factor
6. Total Assault Factor when mounted is sum of the Troopers Personal Factor plus Weapon with a +2 for their saddled mount. Dismounted Assault Factor has no plus for the Horse.

## Steam Engines & Train Cars (and Crews)

Train Cars are Large Transports. Caboose are Standard. Steam Engines cannot transport People or Animals on their own, but can pull Train Cars (**see Passenger Rules Page 18**). Train Cars and Engines are Hard Cover and ignore all Combat Results except Knocked Out. Train Tracks, Cars and Engines can only be Knocked Out by Artillery and Demolition (**Demolition Rules Page 37**).

## Activation Special Rules (Units of a Single Person)

**WWR** introduces the concept of **Single Figure Units**. Good Guys and Bad Guys, Buffalo Hunters, Gunfighters, Lawmen, Scouts and Indian Braves and Warriors may be Individual Units of 1 figure which means they get their own Activation Card. Troops and Cowboys must be in Units of at least 2 figures; their Units may also be larger. Each side is limited to 12 Units total including Single Figure Units. Indian Families, Townsfolk, Settlers and Ranchers are not formed into Units. They Activate when a Joker is drawn, Red for Indians, Black for Townsfolk, Ranchers etc. C-in-C's may not use their Cards to Activate these groups, they only Activate when their Joker is drawn.

## Tethering Horses.

1. Horses are by nature skittish animals. If not confined in a corral or tethered to a hitching post they might wander away. If there was a commotion or gunplay they would likely run away. Therefore, unattended horses must be in a corral or tethered to a solid object.
2. Any Horse that is not confined or tethered will wander its full movement in a random direction when its rider, Cowboy or Trooper, is Activated. It will not make a 2<sup>nd</sup> Action.
3. If there is any gunfire within 24" or any Close Combat within 12" the Horse will use both Actions to move its full movement away from the "noise" toward the nearest table edge.
4. Horses that move off a table edge are out of the game.
5. Any wandering Horse ceases wandering when any Person comes in Base Contact with it.
6. Indians used non-combatants to watch horses in battle and are not subject to these rules.

## Buckboards, Wagons, and Stagecoaches (and Passengers)

**See Passenger rules on Page 18.** Buckboards are 1-2 Man. Stage Coaches are Small. Wagons are Standard. Only Gun Limbers may tow Guns. The M1841 Mountain Howitzer and Hotchkiss 1.65" Gun may be carried on three mules, oxen or horses. It takes one complete Action with no movement to assemble the gun. Assembly may be the 1<sup>st</sup> or 2<sup>nd</sup> Action. Buckboards, Wagons, Stagecoaches and Train Cars ignore all Combat Results except Knocked Out. Buckboards provide No Cover, Stagecoaches Soft Cover, Wagons are Hard Cover.

## Artillery (and Gun Crews)

There is no off-table artillery. All guns must be on table and use Direct Fire HE or Canister (Shot was rarely used against skirmish formations and so is not included). All Models use their Top Defense Factor against both Shell and Canister (*Top Factor is used rather than Side as in WWII to allow differentiation between Side Defense vs Small Arms Fire as opposed to effects of Artillery Fire*). Shells follow rules for HE, Canister Templates are placed starting 2" in front of the firing gun. Artillery Crews come with the Gun but do not have any weapons unless they are purchased. Artillery may be fired at by any Firearm or Gun but ignores all Combat Results except Knocked Out. Artillery provides No Cover for Crew. Artillery may be placed in Cover just like any Model. Other than as specified here Artillery Crews follow **Crew Served Weapons Rules on Page 23**.

**Hero Special Rules.** Wyatt Earp. Wild Bill. Billy The Kid. There is virtually an endless supply of well-known Wild West Heroes and Bad Guys. The Army List details a few but by no means claims to be a definitive list. More will be published on website from time to time. Meanwhile, by mutual agreement players may make stats for their own favorites using those listed as a guide.

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