

# New Skirmish Action 6mm Rules Feb 16<sup>th</sup> Playtest

Combat Results Table (Attackers Score – Defender's Score) – mark with one D6 showing the result

- TIE "0": Qtest – Pass = No Effect; Fail = HALTED
- PLUS 1 HALTED: STOP Moving, may only RETREAT; -1 Fire; -1 Assault Factor; -1 PEN; -1 HE Q
- PLUS 2 PINNED/AFV SHAKEN: STOP; ½ Move; ½ Fire; -2 Assault Factor; -2 PEN; -2 HE Qtest roll
- PLUS 3 SUPPRESSED: 1/3 Move; STOP; 1/3 Fire; -3 Assault Factor; -3 PEN; -3 HE Qtest roll
- PLUS 4 DISRUPTED: STOP; ¼ Move; ¼ Fire; -4 Assault Factor; -4 PEN; -4 HE Qt roll
- PLUS 5 WOUNDED/AFV DAMAGED: Same as DISRUPTED but can't be reduced by Qtest
- PLUS 6 KO (Teams that suffer KO result in Close Combat become a POW @ winners option)

## Notes:

- Mark HIGHEST numbered result only; additional lessor results add one to the current level ...
  - Example: a PINNED Team is SUPPRESSED, mark as SUPPRESSED; however if it had received a HALTED result, it would go up one level and also become SUPPRESSED,
- Fractions are rounded DOWN; Assault Factor never less than "0"; ½ Move (self-explanatory); ½ Fire = ½ #d6 rolled; - PEN and - HE Qtest roll (self-explanatory; "6" always Passes HE Qtest)
- Teams with CRT results 1 thru 4 automatically become Dug-In (they have gone to ground)

## Rallying:

Halted – Team automatically rallies at end of turn – remove marker.

Pinned/Shaken – Team may make Rally Qtest as an Action, Pass = Halted

Suppressed – Team may make Rally Qtest as an Action, Pass = Pinned (see notes)

Disrupted - Team may make Rally Qtest as an Action, Pass = Suppressed (see notes)

Wounded/Damaged/Knocked out – may not be repaired during game; no Qtest to "Rally"

## Activation & Actions:

- Each Side randomly draws Activation Chits and assigns to their Units (face down under HQ)
- Chits go in order; A, B, C, D, etc. GM may allow Side with higher Q Rating to choose "A" Chit.
- Actions include: Move; Fire; Rally; Dig-In; Re-Crew (AFV); Overwatch (Opp Fire); Recon "Q"
- To make 2<sup>nd</sup> Action to Fire, Rally; Dig-In, Recon\* or Re-Crew the Team must Pass Qtest;
- 2<sup>nd</sup> Actions of Move and going on Overwatch require no Qtest (note); Recon by Recon Team
- Teams may not Qtest to Fire twice during activation; Opp Fire may not be used to Fire twice

Overwatch/Opp Fire. Place d6 by Team ("1" if Team Hidden; "6" if Team is Spotted). Team may Opp Fire in any Friendly or Enemy Activation Phase except its own. When Team Fires, or Moves, d6 removed.

## Additional Rules:

1. MUST use Range Attenuation Rule: PEN listed X – Y – Z; X = < ¼ Y Printed PEN Z = > 50%
2. Ambush: Team Hidden except during Phase it Fires. *SP ATG may change position up to 4"*.
3. Mounting/Dismounting Transport costs ¼ Movement of Transport & Team
4. Hidden Teams: Mark with Lettered Chits; Spotted when Team Fires; or Enemy in 3" (or 6" Recon)
5. Firing in Woods and Dense Terrain 3" – *same as Spotting*
6. Movement: Listed for Paved Road; Clear C; and Rough R; XD Difficult is 2" for ALL Teamsotes: