



TM

# SKIRMISH ACTION

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## ADDITIONAL OPTIONAL RULES

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### Activation – The “Pass Option”

When a Unit’s Activation Card is drawn, if your CinC has unplayed cards remaining, it may swap one of its unplayed cards with the card for the Activated Unit. The drawn card is placed face down under the CinC, the unplayed card is placed under the Unit HQ. This essentially “Passes” on that Unit’s Activation until later in the turn. A “Pass” can only be done once for a Unit in any Turn.

### Medics.

One Medic per side may be taken for 25 Points. The Medic is its own Unit and receives its own Activation Card. Medics are always In Command. Medics may not carry weapons and do not have Grenades. A Medic has the same Army List Data as the CinC Model for its side.

When activated Medics may Qtest as an Action to “patch up” one Troop Model in base contact. If Medic passes the Qtest, the wounded Model’s Wounded Marker is removed and replaced with a Suppressed Marker. Only one Model may be “patched up” per Action. Medics must Qtest to “patch up” as a 2nd Action (*and then must Qtest again to see if they are successful*). Medics may attempt to “patch up” the same Model as a 2<sup>nd</sup> Action even if they failed their Qtest as their 1<sup>st</sup> Action.

**Designer’s note.** Due to the cost of Medics and the fact that they must Qtest to patch up troops, Medics are more cost effective when taken for Elite and Special Forces Units where each Model has a relatively high points cost, the Side has fewer Models, and the Medic has a high Q Rating.

### Alternate Tournament Scoring

**GMs** may choose to use this alternate **Victory Point** scoring for Tournaments rather than the **Battle Badge** method in the rules. There must be 3 Objectives (*no more, no less*). Players get **3 VP for the 1<sup>st</sup> Objective; 6 VP for the 2<sup>nd</sup> and 9 VP for the 3<sup>rd</sup>**. *For example; if you hold two Objectives you score 9 VP (3+6)*. The VP for losses are revised as per list below. **Total all Victory Points**, highest is winner of that game, *BUT the Total VP scored are carried forward from round to round and they determine the Tournament Winner.*

- **1 VP – Troops - Each Man Lost = 1 Point** (*NO Points are scored for Weapons, MG, etc.*)
- **2 VP – Unarmed Transport Vehicle** (*example Jeep without weapons, Trucks, etc.*)
- **3 VP – Armed Transport Vehicle** (*example Jeep with MG, Halftracks, Bren Carriers*)
- **4 VP – Guns** (*includes all Guns, AA, ATG and Mortars*)
- **5 VP – Open Topped AFV** (*includes all Armored Cars & Halftracks with Guns 20mm+*)
- **6 VP – Tank, Fully Armored AFV**
- **7 VP – Plane**

## Area Terrain Objectives

The basic rules require Structures as Objectives. Players may also select Area Terrain of any shape between 3" x 3" and 6" x 6" in size (*such as a patch of woods or craggy rock outcropping*) as Objectives. Area Terrain Objectives are treated as Structures.

Specifically, only Troop Models from one side may occupy an Area Objective. If Enemy Troops move into an occupied Area Objective they must conduct a Close Assault. Vehicle Models may Close Assault into and may move into an Area Objective but they cannot control it for victory conditions. Vehicle Models entering or assaulting into an Area Objective must Qtest for Damage just as if they were entering a Structure.

Area Objectives can be Hard (example rocks) or Soft (woods) Cover. Troop Models that Improve Cover gain the benefits of all round protection and fire just as if they were in a Structure.

Template weapons only impact Models actually under the Template rather than expanding to cover the entire "room" as with a Structure.

## Optional Rule - Suppressing Fire

A Target in Cover must have fired to be fired at (*see Sighting #1 page 5/6*). Situations arise where a Model is seen entering Cover but has not fired. In this specific case, where the Firing Model has LOS to the Target Model when it *entered Cover*, the Firing Model may use **Suppressing Fire**. Firing is conducted normally except that **1/2 #d6 are rolled** (*round down- therefore weapons with ROF 1 can't use it*). If a Template weapon is used, for example an ATRL or Direct Fire HE, the Template *must be centered on the point where the Target Model entered Cover* with the "Short Side" of Template facing Firing Model (*this is to prevent gamey situations of placing the template to cover additional Models they can't "see"*). Mortars, Guns and Self-Propelled Artillery may use Sighted Fire (*centered on the point where the Target entered Cover*) if the Firing Model, its Unit HQ or CinC had the Target Model in LOS *when it moved into Cover*. Likewise Artillery Barrages and Air Strikes may also be called in and centered *where the Target Model entered Cover*.

## Optional Rule - Reaction Activation

1. Any Unit that has not already been Activated during the current Turn may attempt a **Reaction Activation** in response to Enemy Movement (*but not Enemy Fire*) within 12".
2. Enemy Model(s) must be Sighted and in LOS of at least one Model in the Reacting Unit. Unit must pass a Qtest to Activate. If successful, entire Unit Activates and each of its Models may perform **one Action (only)** before the Enemy completes their Activation.
3. The Reacting Unit's card is turned over *and it may not be Activated again this Turn*. Models on Overwatch that have not fired may still fire later during the Turn.
4. If the Qtest is failed, the Unit does not React, instead it Activates last during the current Turn, *and one of the CinC's cards may not be used to Activate it earlier during the Turn*.
5. **Pass or Fail, a Unit may make only one Reaction Activation attempt per turn.**