

New Skirmish Action 6mm Rules Feb 16th Playtest

Notes. It may not look like it, but these changes streamline play, remove the need for multiple markers for Team Status, include Bailed AFVs and POWs, and increase kill rates so games can be played in 2 hours.

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 WOUNDED/AFV DAMAGED: STOP; ¼ Move; ¼ Fire; -4 Assault Factor; -4 PEN; -4 HE Qtest roll
- PLUS 5 Qtest = Pass Troops PINNED/AFVs Crew BAILED/SUPPRESSED (see Notes); FAIL = KO
- 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)
- RETREAT; Team can't move closer to ANY Enemy Team*; must RETREAT if in Close Combat
 - * If Team can't RETREAT from Close Combat without coming within 1" of Enemy it is POW
- BAILED; create a Crew Team, it is SUPPRESSED (AFV result NE); a Crew may Re-Crew any AFV

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)

Bailed Out – Suppressed Crew Team may make Qtest as an Action to recrew any AFV

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 2nd Action to Fire, Rally; Dig-In, Recon* or Re-Crew the Team must Pass Qtest;
- 2nd 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. Team may Opp Fire in any Friendly or Enemy Activation Phase except its own. When Team Opp Fires, or Moves, d6 removed. Teams may not Opp Fire during Activation.

Additional Rules:

1. MUST use Range Attenuation Rule: PEN listed X – Y – Z; X = < 1/3 Z = > 2/3 Y = rest
2. Ambush: Team Hidden except during Phase it Fires. *SP ATG may change position ½ Move*
3. Mounting/Dismounting Transport costs 2" Movement of Passenger and ¼ Move of Transport
4. Hidden Teams: Mark with Lettered Chits; Spotted when Team Fires; or Enemy in 2" (or 6" Recon)