



TM

SKIRMISH ACTION

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SA rewards real WWII tactics, such as Fire and Maneuver, Overwatch, and Recon. I've also seen many players really take a pasting when using "normal" I Go U Go playing styles. So here are some Tactic and List Tips that will help you during your first games while learning the rules.

1. The Q or Quality Rating for your Troops and AFVs impacts three main areas. First, their ability to perform a 2nd Action when Activated. Second their ability to hold positions by ignoring Forced Back results. And third their ability to Rally from being Suppressed (pinned). For AFVs HE fire accuracy and the ability to fire on the move is also impacted. First Tip, paying for Q upgrades when building your list, especially for AFVs, is worth it.
2. Second Tip. Use fire and maneuver tactics and have some troops on Overwatch supporting those that move. Many gamers place their LMGs on Overwatch but why not your Mortars? Landing a mortar round in the middle of a moving enemy squad can ruin their whole day.
3. Third Tip. Spread Out! Many players carry over the "mob" tactics prevalent in many other games. All Direct Fire HE, Artillery Fire Missions and Air Strikes use Templates. Don't let an entire squad get hit with one shot! (Designer's Note. I never had a Template when I needed it so the SA Template is simply a standard 8½ x 11 sheet of paper folded four times to make 1/16, 1/8, 1/4, ½, and Full Page Templates. Never be without a Template again!)
4. Fourth Tip. Troops that pass a Qtest they can perform a 2nd Action when Activated. Don't think only in terms of Shoot then Move or Move then Shoot. Think about *Shooting while Moving*. True some Models have limits or penalties, but making some of your Move, firing, and then completing your Move is a great (and realistic) tactic. Thinly armored TDs like Marders live longer if they dart from cover, fire and then move back into cover after firing.
5. Fifth Tip. All troops come equipped with Grenades at no extra cost. Use Them! To assault enemy troops in a building use part of your move to run up to the building, Q test to fire as a 2nd Action, Troops that pass toss Grenades, then ALL of your troops finish their move entering the building to Close Assault. Very realistic. And deadly. (Troops defending a building must have a few of them on Overwatch to stop just this sort of deadly tactic).
6. Sixth Tip. Send Fritz out First. Don't use your whole squad to run out and discover if the enemy is waiting for you with their Troops on Overwatch. Use the real tactic of Point Man and send one guy out first to draw fire or spot Hidden enemy troops in Terrain Features.