



**Skirmish Action Rules For Using Fire Team Stands –  
i.e. Stands with Multiple Figures per Base  
Revised 11-26-17**

Photo From authors personal collection of Flames of War Miniatures by Battlefront

Skirmish Action was intended for individually mounted 15mm, 20mm and 25-28mm miniatures. However, with the few changes listed below, gamers can use their minis based as Fire Teams with multiple figures on a Stand. There are no changes to weapon ranges or movement rates required.

There is a section in the published rule book on converting Army List Data to Stands with multiple minis. Players are free to use those rules and make their own calculations OR they may use the Data supplied on PDF. Players should agree on which method they will use before the game starts and ALL players must use the same method, i.e. calculating Stand Stats or using the Data listed below.

Whichever method is used, the rule changes listed below MUST be used when playing with Stands.

The Data and Rules listed here are legal for ALL Tournaments. Skirmish Actions will be hosting Tournaments specifically for players using 15mm Stand mounted minis at upcoming conventions.

Rule changes for Fire Team Stand mounted minis.

1. Each Stand is treated as ONE Model regardless of how many minis are actually based on it.
2. If List allows and you choose to purchase Air Support you must use SA Points for Planes and must take the following number of Planes (*more than 1 Plane you may take different types*):
  - Sporadic Support = 1 Plane
  - Limited Support = 2 Planes
  - Priority Support = 3 Planes
3. Points cost includes Crews for all ATR/ATRL. MG, Mortars, ATG and Guns. The Gun and Crew Stand is treated as ONE Model, *if KO'd there is no Qtest* to see if weapon survives to re-Crew.
4. HQ SMG Team Stands with 2-3 minis have been added, ONE may be purchased as the HQ for any Unit, OR players may specify ANY Stand in the Unit as the HQ as in the regular SA rules.
5. When using ATRL Teams (PanzerSchreck/Faust, Bazooka etc. use the HQ SMG Team stats plus ATRL stats). PanzerFaust Teams have unlimited ammo like Bazookas and PanzerSchrecks.
6. If any part of a Stand is in LOS then the entire Stand is in LOS and can be fired on.
7. A Stand must be fully in Cover to get the Cover bonus.
8. Stands may move freely through Friendly Stands, but may not overlap at end of the move.
9. Carrying capacity for Passengers is as follows (*Note: ½ Stands are HQ, ATR and ATRL Stands*):
  - Horses Motorcycles = ½ Stand
  - Small Vehicles = 1 Stand
  - Standard Vehicles = 2 Stands
  - Large Vehicles = 3 Stands