

-Skirmish-

a sweet game for 2 or more players

On the edges of two armies, squads of outriders search for the enemy force. This is their story.

You will need (per player)

several 6 sided dice

measuring tape (up to 12")

5 figures

pencil and sheet of paper

Setup

Each player starts with five figures to be setup within 2" from his/her edge of the playing surface.

Write down a name for each figure on your piece of paper, with ten boxes of hit points and two boxes for grenades. Keep track of how much damage each figure has taken and how many grenades it has used on this paper. When a figure runs out of hit points, lay it down *Face Up* on the table. If/when the dead figure is out of grenades, turn it *Face Down*.

Each figures armor rating is attached to its Hit Point (HP) score. With 6-10 HP the figure rolls 4d for defense. When a figures HP drops below 5, it uses 2d for defense.

Objective

The goal of the game is to "see" the opposing forces main army, and report its position back to the players army.

To "see" the opposing forces main army, a player must place one of his/her figures within 2" of the oppositions side of the table. Once a figure has "seen" the opposing force, it may use an action to communicate the location to any one of the other figures.

To report the location of the opposing force back to the players main army, a figure with the "seen" information must make its way back to within 2" of the players edge of the playing surface.

At the start of every round that a figure is within 2" of an enemy edge, it must resist 2d of indirect fire coming from the opposing force's main army.

If all of the opposition's figures have been destroyed, it may be assumed that their main army has been located, and the player with live figures collects the win.

Game play

Skirmish is played in rounds. One round consists of 1 minute of timed movement, and the actions of each live figure on the board.

Each figure has 2 actions per round.

Start the timer. Each figure may move up to 4" per action. If you use both actions to move 8", that figure may not attack during this round. After the minute is up, figures may not move for the rest of the round.

When the minute is up, players take turns attacking until all figures have used their actions for the round. Each player rolls 1d. The player with the highest role goes first. For more than two players, take turns moving clockwise around the playing surface.

Ranged Weapon

Takes 1 action from attacker.

Ranged weapons shoot up to 12" using 4d.

Attacker rolls 4d . Defender rolls 4d.

If defender's total (D) is greater than attacker's total (A) no damage is done.

If attacker's total (A) is greater than defender's total (D) than the defender loses A-D hitpoints.

If a defender's HP are 5 or less they roll 2d to defend.

If shooting at a target greater than 12" attacker rolls 2d.

Example:

Bill shoots at Murry, who is 7" away. Bill rolls 4d and comes up with an 11. Murry's armor is in full force and he rolls 4d to defend. Murry isn't having much luck today, and only comes up with a 9. He takes two points of damage.

Hand to hand combat

Takes 1 action from attacker.

Figures must be no more than 1" apart

Both players roll 3d. Whichever has the greater number deals damage for the difference of the die roll totals.

Example:

John swings his laser sword at Dave. Each player rolls 3d. John gets a four, but Dave gets a nine! John's laser sword goes wide and Dave smashes John with the bayonet on his rifle. Dave deals five points of damage to John.

Defender (whoever took the damage) then rolls 4d to see how much damage his/her armor absorbs. If defender's HP are 5 or less they roll 2d to defend.

Example:

Dave's bayonet hits John in the chest for 5 points of damage. John got shot up earlier and is down to four HP, so he only gets to roll 2d for his armor save. Rolling a four, John manages to only lose one HP, bringing his total HP to 3.

Alternate Rules: (Not everyone is a hand to hand ninja, use these rules for faster game play)

If defender's total (D) is less than attacker's (A) then the defender loses A-D hitpoint.

If defender's total (D) is greater than attacker's total (A) no damage is done.

Grenades

Takes 1 action.

Each figure starts the game with 2 grenades. Unused grenades may be taken from corpses.

Attacker picks direction grenade is thrown.

Roll 1d to determine how far the grenade is thrown using the following table:

1-2 = up to 2in

3-4 = up to 4 in

5-6 = up to 6 in

Attacker selects the grenade landing point within the allowed distance.

Grenades then do blast area damage from the point of impact. All figures within the blast range must roll to resist damage.

2" diameter = 4d damage

3" diameter = 2d damage

Example:

Tony, Bill, and Jane are holding down a position when Eliot steps out into the open. Tony decides to throw a grenade at Eliot.

Botching the throw with a roll of 1, Tony's grenade lands closer to the gang than to James.

Tony rolls 4d for the grenade, getting a 15, and 4d for his armor. His bad luck holds and he takes six points of damage.

Bill rolls 4d for the grenade, getting a 9, but only 2d for his armor because he is down to 3 hit points. Bill falls down dead when he only rolls a 5. Bill still has one grenade on him, so he is placed face up on the table.

Jane lucks out. She is standing 3" away from the botched grenade toss, and still has all her armor. She rolls 2d for the grenade, getting a 7, and 4d for her armor getting a 15.

At 7" away Eliot is totally unaffected by the grenade. When the turn changes, he can be seen fondling a grenade of his own...

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