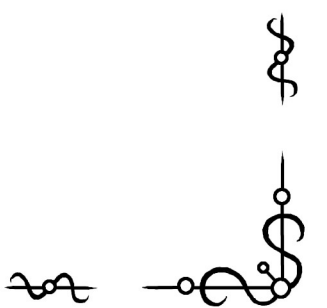
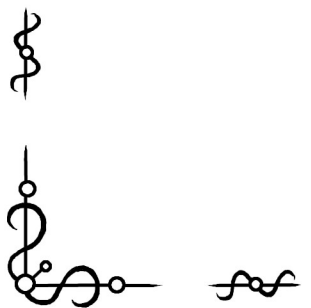
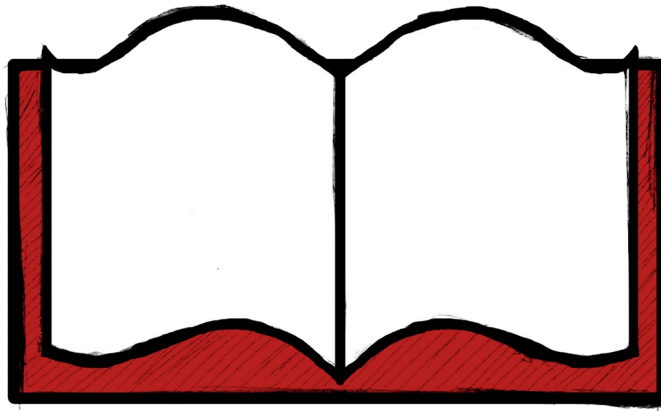


Skirmish Fight

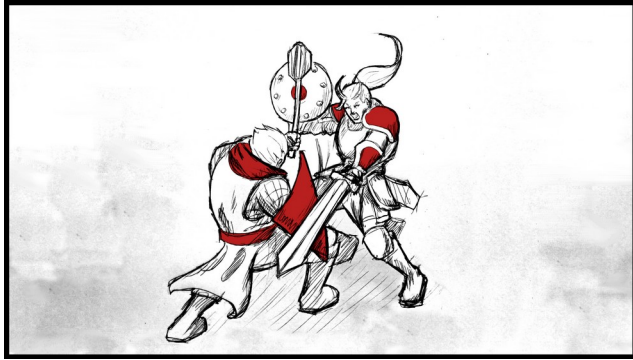
2 Page Rules for a Super Simple Wargame.

By Alan Wong & Brandon Andre



Skirmish Fight Rules. v0.5.5

This miniature game is meant to be distilled; An easy to learn wargame that holds surprising depth. It's the perfect starter rules set for any new wargamer, or people too busy to fiddle with the complicated memorization-heavy games out there!



Setup

A game is played on a 24" x 36" board. 25% of it should be completely filled with terrain (hills, buildings, etc). Then spread it out all over the board relatively evenly.

After setting up the table, each player randomly gets a different long edge. Randomly determine who goes first, then take turns putting a unit (a model) down within 6" of their edge until they have no units left.

A game is played in rounds. Each round, players take turns activating one of their units, until all units have activated once. At the start of each round, players roll a die (d6) and the higher roll starts first.

Units

A unit has Move 6", Fight 1, Shoot 0 and Life 3.

Activation

When a unit activates, they can do one of: move twice; attack once; move then attack (shoot or combat); or attack (shoot or combat) then move.

Move

On a Move, move up to 6" on the board horizontally or on steps (measure so no part of the model should move more than 6"). Units can change direction at

any time to move around things. Units can't move through terrain or other units.

You can move up terrain vertically (i.e. climb walls), by rolling a d6. On a 1, you do not climb and fall, losing 1 life if you were trying to climb more than 2".

You can ignore gaps on the floor, or terrain up to 1" high by rolling a d6. On a 1, you jump only 1", and may fall if you end on gaps in the floor. You lose 1 life for every 2" of falling (rounded up).

If you wish to move while within 1" of an enemy unit, it must be in the shortest path to get in base contact with an enemy, then you must stop.

Combat

For combat, you must be in base contact with an enemy. The attacker and defender roll a d6 and add their fight. The higher value wins, and the opponent loses 1 life. The loser moves 1" away in a straight line in any angle (may cause falls), and the winner can move 1", even away from enemies within 1". If the loser cannot move the entire 1", they lose 1 life. If the values tie, they both lose 1 life.

Shoot

For shooting, choose a target within 12", not in base contact with a friendly unit, where you can trace an unblocked line between the two units. You roll a d6 and add your shoot, and they roll a d6 and add their fight. The higher total wins. If the shooter wins the defender loses 1 life. If the defender wins, they can move 1". The defender gets +1 fight for each piece of terrain or unit obscuring some of it. If they tie, the defender loses 1 life, and can move 1".

Unit Defeat

You can track life lost with damage tokens. If a model loses all their life, they are defeated and removed from the table and the game.

Command Points

Every round, you get 2 command points to spend during that round. You can spend one to reroll a dice roll, or activate 2 units in a row before alternating activation.

Building a Warband

Each Player should build a warband, totaling 36 points of units.

A unit costs 4 points. Each unit can have up to 2 different buffs, or a negative and up to 3 different buffs. Buffs each costs 1 point, and a negative reduces the cost by 1 point. Choose 1 unit to be a leader, who gets a free buff.

Negatives

Slow: -2" Move.

Weak: -1 fight.

Near-Sighted: Can't Shoot.

Frail: -1 life.

Buffs

Ranged: Shoot up to 24" away.

Long-Shot: -1 shoot but shoot unlimited distance.

Strong: On winning a combat, enemies lose 1 more life if you rolled a 3+.

Fast: +2" Move.

Tough: +1 life.

Skilled: +1 fight in combat.

Fighter: +1 fight in combat.

Eagle-Eye: +1 shoot.

Flank: While in contact with an enemy, friendly units get +1 fight vs that enemy. (Does not stack with other units with flank).

Push: May choose to get +2 to fight during combat, but do no damage if you win.

Blast: +2 Shoot, but on a roll of 1, lose 1 life and can't reroll.

Dodge: +2 to fight vs Shoot.

Berzerk: When losing combat, the enemy loses 1 life if you rolled a 4+.

Call: Forfeit moving and attacking this activation to give a unit within 3" +1 fight this round.

Charge: Get+2 fight in combat if this unit moved into combat this activation.

Balancing Warbands

If an warband seems too strong, just give the opponent more points until it's not.

Missions

When you play, you should pick a mission, or choose one mission randomly.

Mission 1 - Kill or be Killed.

Whoever kills the most points worth of units after 5 turns wins!

Mission 2 - Quarter Control.

Cut the board in half both ways to create quarters. At the end of round 5, a player controls a quarter if they have more models in it. The player who controls the most quarters wins!

Mission 3 - Smash the Vaults.

Place 3 friendly vaults evenly spaced 6" from your edge. At the end of a turn, smash an enemy vault if only your models are within 2" of it. At the end of 5 turns, the player who smashed more vaults wins!



FAQ

Miniatures? Yes! Miniatures are usually 32mm scale, roughly 1.5" tall models, on 25mm bases. You should paint them.

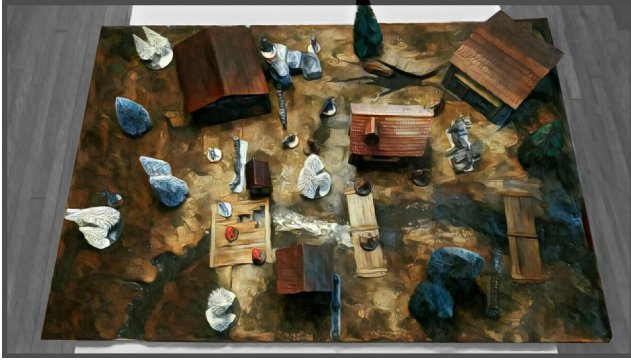
Dice? D6? That's a six sided dice, the normal ones.

Did you mean...? Maybe. What do you think it should be? I think we meant that.

Is there a Story? Yes, your story! Use your imagination! Or you can adventure in the continent of Kashann. The Elemental and the Archlord shattered each other in their apocalyptic war. Now, bands of heroes - and villains - vie to control the splintered power of dead gods.

Play Examples

Example Terrain:



Example Move 1: Bob has a move of 6". He moves 3" forward, then moves 2.5" to the left, around a tree. He could move 0.5" more, but decides that's enough.

Example Move 2: Sally wants to jump a gap 0.5" away. She rolls a d6, and gets a 3, so moves over the gap as if it weren't there. If she had a rolled a 1, she would have moved only 1", and fell into the gap. The gap was 4" deep, so she would lose 2 life falling.

Example Move 3: Bob wants to climb a 3" building. He rolls a 6, so can move 3" up, and then since he has Move of 6, can move 3" more.

Example Fight 1: Bob, with Fight 2, attacks Sally, with Fight 1. Each rolls a d6. Bob gets a 3, thus a total of 5. Sally gets a 5, thus a total of 6, so Sally wins the fight! Bob loses 1 life. He had 2 life, so he's down to 1. Bob must move 1" away from Sally (it doesn't have to be directly away). Sally decides to move 1" to stay in base contact.

Example Fight 2: The next round, Sally rolls a 2, but Bob rolls a 1. Each total is 3, so they tied! Each take 1 damage. No one moves since no one won, but Bob lost his last life, so is removed from the table.

Example Fight 3: Sally beats Bob in a fight. Bob must move 1", but he's blocked in by a tree and Renfrew, so can only move .5". He moves .5" then loses 1 life for not moving the full amount! Sally moves to stay in base contact.

Example Shoot: Sally with shoot 0, shoots Frank with Fight 1. She rolls a 3, thus total 3, while Frank rolls 2, thus total 3. Since no one won, no damage is done, nor movement.

Warband Examples

The Horde.

Leader - Commander. Call. 4

Champion. Skilled, Fighter, Near-Sighted. 5

9 x Hordling. Frail. 3

The Pack.

Leader - Pack leader. Fast, Near-Sighted, Skilled, Fighter, Powerful. 6

3 x Pack Silver. Fast, Skilled, Near-Sighted. 5

3 x Pack. Fast, Flank, Near-Sighted. 5

The Rangers.

Leader - Vet Ranger. Ranged, Eagle-Eye. 5

2 x Ranger. Fighter, Eagle-Eye. 6

3 x Ranger Scout. Ranged, Eagle-Eye, Weak. 5

1 x Guard Dog. Near-Sighted, Flank. 4

The Hulks.

Leader - Commander. Slow, Strong, Tough, Skilled, Fighter. 6

1 x Smasher. Slow, Skilled, Fighter, Tough. 6

2 x Berzerkers. Near-Sighted, Dodge, Berzerk, Tough. 6

6

2 x Pacer. Slow, Skilled, Ranged, Tough. 6

The Army.

Leader - Commander. Call, tough. 5

Lieutenant. Skilled, Fighter. 6

Sharpshooter. Ranged, Eagle-Eye, Blast, Weak. 6

1 x Gunner. Ranged, Blast, Weak. 5

2 x Soldier. Flank. 5

1 x Guard. Fighter, Slow. 4

The Adventurers.

Leader - Cleric. Call, Push, Tough. 6

2 x Fighter. Near-Sighted, Skilled, Fighter, Tough. 6

Archer. Ranged, Eagle-Eye. 6

Mage. Ranged, Weak, Blast, Eagle-Eye. 6

Rogue. Fast, Flank. 6