

INTRODUCTION

Skirmishers simulates small-scale man-to-man battles. Each playing piece represents one warrior.

COMPONENTS

Warriors

Each warrior has a rating for:

- Firing
- Melee Attack
- Defense
- Movement

Board

Skirmishers is designed as a miniature game taking place over a scenic board. Movement is regulated by a ruler.

Scenarios

Scenarios specify warrior attributes, force composition, positions and victory conditions.

SETUP

- Select a scenario.
- Choose sides.
- Set up the board and pieces as specified.
- The first player begins.

PLAYING THE GAME

Players alternate turns until one player wins.

Player's Turn

In a player's turn, he moves his pieces, one or more pieces at a time. A piece can move only once per turn. A piece may either fire or move, but not both in the same turn.

Movement

A unit can move any number of inches up to its Movement. This may be affected by terrain.

Example

Red (movement=6) moves six inches. After movement, he can strike an enemy. However, he cannot fire a weapon if he moves.

COMBAT

When two pieces fight, each side rolls a number of dice equal to their attack rating. The side rolling the higher die takes advantage on his opponent. Mark advantage by overlapping the winner's base over the loser's base.

Example

Red and blue each have an attack of 1. Red rolls a 6, Blue rolls a 4. Red's 6 beats Blue's 4, and Red takes advantage. The Red piece's base is overlapped over the Blue piece's base.

ADVANTAGE

If a piece already has advantage, and the piece wins a roll, he kills his opponent. Remove the victim from the board.

Example

Red has advantage on Blue, from the previous turn. Red rolls 4 and Blue rolls 3. Red wins. Since Red already has advantage, he kills Blue. Remove the Blue piece from the board.

REVERSAL

If a piece is at disadvantage but he wins a roll, he takes advantage on his opponent. Overlap the winner's base over the loser's base.

Example

Red has advantage on Blue from the previous turn. Red rolls a 2, and Blue rolls a 5. Blue wins and takes advantage on Red. Overlap the Blue base over the Red base.

OUTRIGHT KILL

If one player rolls several dice, and both of his two highest dice each individually beat his opponent's high die, then loser is killed outright. Remove that piece from the board.

Example

Two Red pieces attack Blue. Red rolls 6 and a 5. Blue rolls 4. Both Red's 6 and 5 each individually beat Blue's 4. Blue is killed and removed from the board.

FIRING ON AN ENEMY

A piece may attack any enemy unit that is within a clear line of sight, and within range.

Resolving Fire

If the attacker's highest die beats the defender's highest die, the defender is killed. Pieces receiving archery fire roll an extra die. Piece receiving firearms fire roll only as many dice as their defense rating.

Example

Red fires a bow at Blue. Red rolls a 4, and Blue rolls a 3 and a 2. Red kills Blue. Remove the Blue piece from the board.

Example

Red fires his rifle at Blue. Red rolls a 4, and Blue rolls a 3. Red kills Blue. Remove the Blue piece from the board.

COVER

When a defender is hiding behind cover, he adds the cover's modifier to his highest roll.

Example

Red fires a rifle at blue, and rolls 4. Blue rolls a 3, but he is behind +1 cover. Blue's 3 turns into a 4, and Blue survives.

RETURN FIRE

A piece that survives incoming fire in his opponent's turn, may immediately return fire at his attacker. However, if he waits, he loses the opportunity.

Example

Red fires at Blue and misses. Blue immediately returns fire at Red.

DEFENSIVE FIRE

A piece may fire **once** in his opponent's turn, at an enemy that is moving in his field of fire.

Example

Blue is in a building looking out the window. Red moves towards the building, in a bold attack. Blue fires at Red, rolling a 4. Red rolls a 2, and is killed. Remove the Red piece from the board.