

# Basic Skirmish Rules v2

# Rules

## Quick reference

- Items needed to play
  - 1 six sided die (D6)
  - Objects to represent units (coins, dice, models..)
  - Measuring tape/Ruler
  - Playing surface (table, floor, etc)
- Five unit battalions
  - 1 object = 1 unit.

A battalion consists of:

  - 1 Commander unit
  - 2 Close Range units
  - 2 Long Range units
- Measure from the center of the object for movement  
(for miniatures, measure from the front of the base)
- Actions per turn
  - Move
  - Attack
  - Command Ability

# Rules

## Playing the Game

Each player rolls a D6, the player who rolled the highest number places his battalion on one end of the battlefield. The second player then places their battalion on the opposite side of the battlefield.

The player who rolled the highest number then goes first. On their turn they may do three actions in any order.

These actions are:

- Move units
- Attack enemy units
- Use a Command Ability

After the player has done as many actions as they desire their turn is over and the next players turn begins. The game follows this pattern of succession until one player has lost all units in their battalion.

## Representing the units on the battlefield

The scale and particular models used in this game do not matter. Simply designate an object to represent a unit. For instance, items like different types of coins can be used represent the different units.

Ex 1.

- A Quarter = Commander
- A Nickel = Close Range
- A Dime = Long Range

The players should agree on the objects used in the game prior to the battle starting. If one player is using the coin example above and another player is using large objects like books, the battle will not be fair.

# Rules

## Movement

**A unit may only be moved once per turn.**

Movement in the game is simple and is done in two steps.

Step 1: measure from your unit to the place you wish to move.

The maximum distance the unit can move is listed in the unit's statistics.

\*Note, it is not required to move the unit the maximum distance.

Step 2: move the unit

Measuring is done from the center of the object. However; if using miniatures, measure from the front of the models base.

## Combat

There are three main stages to combat in this game.

They are as follows:

- Measure
- Attack
- Save

A combat round follows this pattern:

Step One: The attacker must measure to see if he is in range to attack.

Step Two: If the attacker is in range, they roll a D6 to try to attack the enemy unit. If the dice hits the target number given in the unit's statistics move on to step three. If it does not, that unit is done for this turn.

Step Three: The defendant must roll to see if they "save". To save, the defending player must roll a D6. The number needed to roll on the D6 is given in the unit's statistics. If the defending player rolls below the needed number, the damage listed in the attackers unit's statistics is dealt.

# Rules

## Unit Statistics

### Commander

- Movement: 5"
- Health: 5
- Attack Roll Needed: 3 or above
- Damage: 3
- Range: 1"
- Save: 3 or above
- Command Abilities: all abilities last until the start of the next turn
  - Bolster: units within 5" of this unit have +1 to their damage and health
  - Rush: units within 5" of this unit have +3" to their movement

### Close Range Unit

- Movement: 3"
- Health: 3
- Attack Roll Needed: 4 or above
- Damage: 1
- Range: 1"
- Save: 4 or above

### Long Range Unit

- Movement: 4"
- Health: 2
- Attack Roll Needed: 4 or above
- Damage: 1
- Range: 10"
- Save: 4 or above