

Dark City Games—Skirmishers

Man-to-man miniature combat rules—ancients/moderns/futures—Copyright (C) 2014 Dark City Games

INTRODUCTION

Skirmishers is a set of man-to-man miniature combat rules. Each playing piece represents one warrior. Skirmishers cover mass battles where book keeping is impractical.

COMPONENTS

Pieces

Each piece represents a single warrior, soldier, vehicle, or piece of equipment. Warriors have ratings for:

- Missile Attack
- Melee Attack
- Armor (no armor=1)

Example

• A piece has a bow (1), sword (2), and armor (2). He is abbreviated 1/2/2.

Melee Only

A piece with no missile weapon, use its melee attack and armor in its abbreviation.

Example

• A warrior has a melee weapon (2) and armor (2). He is abbreviated 2/2.

Board

Skirmishers is designed for miniature use. Use a tabletop for the battlefield, and miniature terrain to make the battlefield interesting. There are no spaces that regulate movement and range. As a result, movement is measured by ruler in terms of inches or centimeters.

Rounding a corner takes more time. As a result, pieces can move in a straight line only.

PLAYING THE GAME

Getting Started

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

Play Sequence

Players alternate turns until one side wins. The player taking his turn is the ACTIVE player. The active player's turn, he takes a turn for each of his pieces, one at a time. In its turn, a piece may shoot, or move and attack. Pieces that shoot cannot move. Pieces that move next to an enemy piece can conduct a melee attack.

Shoot

Each piece with a missile weapons can shoot at one enemy piece. The target must be within range. Range depends on the weapon the piece is carrying.

Movement

A piece can move a given distance in a straight line only. A piece must stop when it encounters an enemy piece or an obstacle. In some cases, a piece may require one turn to cross an obstacle. Terrain affects movement. For example, going uphill slows movement.

Melee

A piece ending its movement phase next to an enemy piece can conduct one melee attack. The enemy piece can defend or counterattack against ONE attacker.

MISSILE COMBAT

A piece that shoots an enemy cannot move in its turn. The shooting piece rolls a number of dice equal to its missile attack rating. The target rolls a number of dice equal to its defense rating. If the attacker's high die beats the target's high die, the target is killed and removed from the board.

Example

- Red 1/2/1 fires on Blue 1/2/1.
- Red rolls 6.
- Blue rolls 5.
- Red's 6 beats Blue's 5.
- Blue is removed.

Cover

A target behind cover adds modifiers to his highest die. Low cover adds +1, high cover adds +2, and overhead cover adds +3.

Example

- Red 1/2/1 fires on Blue 1/2/1.
- Blue hides behind medium cover (+2).
- Red rolls 6.
- Blue rolls 4.
- Red would kill Blue, as $6 > 4$.
- However, Blue has +2 cover.
- Blue's 4 becomes 6.
- Red's 6 fails to beat Blue's 6.
- Blue survives.

MELEE COMBAT

Melee Attack

Each of the active player's pieces that did not fire can attack an adjacent foe. The attacker rolls a number of dice equal to his melee rating.

Defender's Reaction

After the attacker has rolled his dice, the defender can either counterattack or defend.

Counterattack

The defender rolls a number of dice equal to his piece's melee rating. Whoever rolls the higher die kills his foe. Remove the losing piece. Ties result in no change.

Defend

If the defender elects to defend, the defender rolls an extra die, and adds +1 to his highest roll. If the attacker's highest die beats the defender's highest die, the defender is killed and removed. Ties result in no change.

Example

- Red 2/2 attacks Blue 2/2.
- Red rolls 4, 3.
- Blue counterattacks and rolls a 5, 4.
- Blue's 5 beats red's 4. Blue kills Red.

Example

- Red 2/2 attacks Blue 2/2.
- Red rolls 6, 5.
- Blue elects to defend.
- Blue rolls 5, 4; and adds +1 to his 5.
- Red's attack fails.

Multiple Attackers

If a defender has already counterattacked or defended, every additional attack against that defender throws an additional die. The defender can neither defend or counterattack. The defender rolls a number of dice equal to his armor rating only.

Example

- Red1 2/2 attacks Blue 2/2.
- Red1 rolls 5, 4. Blue rolls 5, 2.
- The two 5's tie, and both pieces remain.
- Red2 hasn't moved yet.
- Red2 2/2 attacks Blue 2/2. Red2 rolls three dice (+1 extra die) since Blue has already counterattacked.
- Red2 rolls 6, 5, 4. Blue rolls 5, 4.
- Red2's 6 beats blue's 5.
- Red kills blue.

ROLLING 6'S

When both sides roll 6's, the side rolling more 6's counts as having one die higher for each additional 6 that he rolls over his foe.

Example

The attacker rolls 2x 6's. The defender rolls: 6, 5, 4. The attacker rolls one more 6's than the defender. The attacker kills the defender.

Modifiers

If both sides roll 6's, a +1 modifier gives that side an additional 6.

MORALE

Whenever a friendly piece is killed, roll two dice. If the result is less than or equal to your force's morale, friendly units continue to fight. On rolling over your morale, all pieces adjacent to the killed piece flee from the battle.

Elite units have a morale of 8 or 9. Well-trained units have a morale of 7. Conscripts have a morale of 6.

SAMPLE FORCES

Ancients

- Archer 1/2/1
- Man-at-Arms 2/2 (armor=1 vs firearms)

Modern

- Rifleman 1/2/1
- Automatic Rifleman 2/2/1
- Machine Gunner 2/1/1 (fire at 2x targets)
- Sub Machine Gunner 2/1/1 (limited range)

Future

- Galactic Trooper 2/2/2 (fire at 2x targets)
 - Xenomorph 4/3
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