Dark City Games—Skirmishers

Man-to-man miniature combat rules--ancients/moderns/futures--Copyright (C) 2024 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 it's 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. For each attacking piece, the active player rolls a number of dice equal to the attacking piece's melee attack.

Defender's Reaction

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

Counterattack

If the defending piece counterattacks, the defender rolls a number of dice equal to his piece's melee attack.

Defend

If the defender defends, the defender rolls a number of dice equal to his piece's armor, plus ONE additional dice.

Resolving Melee

● Both players roll dice. The players compare their top two dice.

● If the player rolling the highest die has two dice that beat his foe's highest die, he kills his foe and removes him from the board.

● If the player rolling the highest die has only one die that beats his foe's highest die, the player winning the roll moves his foe's piece away from his piece by one inch. His piece can advance to maintain contact with that foe.

● If the victor can move his foe into another character, a wall, or off a cliff, the foe is killed and removed from the board.

● Any piece forced to retreat twice in one player's turn is killed and removed from the board.

● If the inactive piece is defending, the active pieces must win the roll to have any effect.

● On a tie, both piece remain where they are.

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 retreats Red's piece 1" into a wall. Blue kills Red, and removes Red from the playing board. Blue advances into the space that Red just occupied.

Example

• Red 2/2 attacks Blue 2/2.
• Red rolls 6, 5.
• Blue elects to defend.
• Blue rolls 6, 5, 4.
• Red's attack fails.

Multiple Attackers

If a defender has already counterattacked or defended, every additional attack against that piece throws an additional die.

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 player moves Blue piece back 1".
• Red moves into the space the Blue vacated.

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 defender must retreat.

Modifiers

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

SAMPLE FORCES

Ancients

• Archer 1/2/1
• Man-at-Arms 2/2

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 3/2/3
• Xenomorph 4/3
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