



SKIRMINIAC



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VERSION 1.0 WIP

SETUP

Skirminiac is a war of attrition board game for 2 players. You will need:

- **A 72-hex board arranged in a flat-top orientation.** The board has 11 columns in a 7-6-7-6-7-6-7-6-7-6-7 tall pattern, giving it a long horizontal shape. Each player deploys their units along one of the two long edges (the outer 11-hex rows). A free board generator app for print sizes of **A0** to **A5** is available at www.skirminiac.com.
- **Miniatures** (28-32 mm or 15-20 mm scale) for the units on boards of size **A0** and **A1**.
- **(Alternatively) D6 dice** each representing a unit, for use on boards of size **A2** to **A5**.
- **Seven terrain pieces** to place as obstacles. Each of these must fit within a single hex.

Initially, each player deploys **seven** of their units: one on each of the six outer hexes and one on the central hex of the first 11-hex wide row of their board edge. Units are all identical and begin the battle at health **6**:

- **On an A0 board** each unit is represented by a group of miniatures in the same hex. These miniatures act as health tokens whose sum is the total health of the unit. 50mm or cavalry based miniatures count as **four** health each while 25-32mm based miniatures count as **one** each.
- **On an A1 board** units are represented similarly in 15-20 mm scale. 15-20mm bases count as **one** and 30mm+ or cavalry bases count as **four**.
- **On board sizes of A2 to A5** each unit is represented by a single **D6** die and players **must** rotate the die to show the unit's current health value.

If miniatures are used, a unit may contain **no more than 3 miniatures**. Players **must** add and/or remove miniatures as the units health changes. All valid unit combinations are shown on the inner back cover.

The set of miniatures that compose a unit must all be repositioned together when performing the **move** action or its **traversal** alternative.

Before the battle begins, the players roll one **D6** die each, and reroll if tied, continuing until one of the players rolls higher to win the **initiative**.

BATTLE

All units controlled by the same player are considered to be **friendly** among them and their **enemy** units would be those of the other player.

Starting with the player who **does not** have the **initiative**, the players alternate placing one terrain piece at a time until **seven** pieces have been placed. (The player without the **initiative** places four of the pieces)

Each of the seven terrain pieces **must** be placed on a hex of the board which is unoccupied and is also not adjacent to any other terrain piece.

The first piece of terrain each player places becomes their **fort**. Use appropriate thematic terrain pieces and/or annotate them with distinct miniatures or tokens to indicate which of the players owns each fort.

A **fort** is still terrain and not a unit but when resolving **attacks** it is considered to be **friendly** to the units of the player who owns the **fort** .

The player who has the **initiative** begins the battle by activating any one of their remaining units (ie units still on the board) then the other player activates any one remaining unit of their own and the players keep alternating like that until one of them **wins** or the battle ends in a **draw** .

Each time a unit activates it can perform one **move** and/or one **attack** in that order. A unit **does not** have to perform both of these actions.

Attacks reduce the health of both the defending and the attacking units and when the health of a unit reaches **zero or less** then it is considered to be **destroyed** and it **must** be immediately removed from the board.

Victory. A player **wins** the battle by **destroying** all the **enemy** units first. If both players have one remaining unit, each of these units may activate up to twenty more times. If both units are **destroyed** after an **attack** or neither has been **destroyed** after these activations, it ends in a **draw** .

MOVING

The **move** action repositions the unit that performs it on the board.

A unit is considered to be **in contact** with another unit if they are both positioned in adjacent hexes of the board in any of the six directions.

If a unit is **in contact** with at least one **enemy** unit when it begins performing the **move** then it is considered to be **retreating** and it **must not** be **in contact** with an **enemy** unit after repositioning on the board.

Units can reposition on any of the six directions but only to hexes unoccupied by other units or terrain which are whole, ie not clipped by the board edges, and **can not** reposition outside the limits of the board.

Taking a step means to reposition on an adjacent hex. The number of steps a unit can take using the **move** action depends on the following:

- **If a unit is not retreating and has 4 or more health** then it can take one or two steps. The second step can be in a different direction than the first one. If the first step brings the unit **in contact** with an **enemy** unit the **move** ends there, ie the unit can not perform the second step.
- **If a unit is retreating or has 3 or less health** then it can take one step.

Traverse. If a unit is **in contact** with a **friendly** fort it can **alternatively** perform the **move** action to reposition on any clear hex adjacent to that fort. That unit **must not** be **in contact** with any **enemy** units when its **move** begins but can be **in contact** with **enemy** units after repositioning.

Resting. A unit can **alternatively** perform the **move** action to increase its health value by one instead of repositioning on the board, provided that it was **not in contact** with any **enemy** units and had **3 or less** health when it begun its activation, ie it can only rest up to **four** health this way.

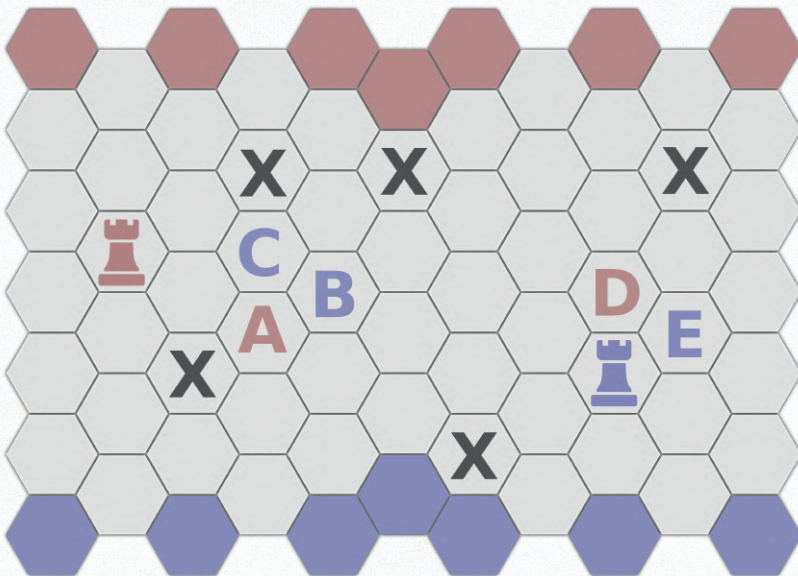
ATTACK

A unit can perform an **attack** against an **enemy** unit if it is **in contact** with it. The attacking and defending units are **opponents** to each other and these are the only units that get their health reduced by that **attack**.

When an **attack** is resolved, each unit reduces its **opponent's** health by one plus one for every additional **friendly** unit or **fort** that is **in contact** with that **opponent**. Units calculate their health reductions separately.

First blood. The first **attack** of the battle reduces the health of the defending unit by an additional one. This bonus applies only once per battle, regardless of which player gets to perform the first **attack**.

Last stand. If a unit has no other **friendly** units remaining on the board and is itself involved in an **attack** as the defending or attacking unit, it always reduces its **opponent** unit's health by exactly two, ie fort can't aid.



Deployment hexes are tinted **red** and **blue** for each player. Rooks are forts. **Xs** mark generic blocking terrain. **A** would reduce **C** or **B** health by 1. **C** or **B** would reduce **A** health by 2. **D** would reduce **E** health by 1. **E** would reduce **D** health by 2 because **D** is in contact with the enemy fort.

UNIT CONFIGURATION BY HEALTH VALUE

HEALTH 1



HEALTH 2



HEALTH 3



HEALTH 4



HEALTH 5



HEALTH 6





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