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Introduction

SKIRMISH! is a quick-to-learn, easy-to-set up game of combat that can be played using almost any miniature figures. The point of this game is to simulate small-scale battles and to play as well as possible and have fun, win or not.

Back when we were kids, many of us who are now wargamers collected toy soldiers. Some of us had large, highly prized collections of them, but if we still have them they are probably hidden away somewhere, unseen for several years. Well, SKIRMISH! can allow you to use them again, or keep using them, in the context of a wargame.

SKIRMISH! is intended for both veteran and novice players. It is simple enough to be a beginner's first wargame, and versatile and expandable enough to satisfy more experienced gamers, especially those who want to pull some of their old toy soldiers out of a footlocker or the closet and use them in a game.

SKIRMISH! is designed for simplicity and playability. The basic rules can be read, a handful of soldiers selected, and a game set up in about 20 minutes, and in much less time than that for players already familiar with the rules. And, while their emphasis is on playability, these rules allow for consistency, taking the gaming action up at least a few steps from merely "playing soldiers."

Would-be hardcore gamers may complain that these rules are not "realistic." Sure they are. They are just exceptionally streamlined, and in the spirit of "playing soldiers" are simple and flexible. There are no cumbersome charts or combat matrices, no supporting paperwork needed to keep track of a game in

Basic Rules

All the rules needed to play SKIRMISH! in its most basic form are on the next two pages. Optional rules appear on the following pages and can be included by mutual consent and as the players wish to add complexity to their games.

Setup

.0 Each player should select comparable, though not necessarily equal numbers of soldiers. *For example, if one player's soldiers are all armed with submachineguns and the other's with rifles, then the first player might take 12 soldiers and the other 20.*

.1 Establish a playing area. This can be a table top, designated section of floor, vinyl tablecloth with terrain features drawn on to it, or any other specified area.

.2 Victory conditions, or "the name of the game" must be established. This will often be simply to destroy the opposing group of soldiers, with the side that has troops remaining after the other's are eliminated being the winner. Players can also establish more complex victory conditions, such as capturing a building, crossing a bridge, etc.

.3 Decide which optional rules, if any, will be used.

.4 Set up the soldiers. The easiest way is to have each player set up his force within a designated area. *For example, at opposing ends of the play area but at least 3 feet away from the other force. Or, one force along a river, or in a building, and the other a certain distance away.*

.5 Each player should roll a die. The one rolling highest goes first and is referred to as Player A, and the other as Player B.

Optional Rules

Any of the following rules may be used to augment the basic rules. Also, because of the flexibility of SKIRMISH!, it is easy for players to create their own rules or modify these existing ones to suit their needs. A good way to become familiarized with the optional rules is to incorporate them into play one at a time. They are presented beginning with those most likely to be desired by players. If players are unable to agree on which optional rules should be used, each player should be allowed to select an equal number of options. If Player A wants to use the rules for Extended Range Fire and Explosive Weapons, then Player B can select up to two options as well.

Wounds

- .0** This option is too cumbersome for use in battles of more than a dozen-or-so per side.
- .1** Anytime a soldier is hit on a total roll of 17 or 18 it is killed. Any other hits are wounds. Wounded soldiers must be marked in some way; an easy way to do this is simply to hang a reinforcer for hole-punched paper over the soldier's head or weapon.
- .2** Wounded soldiers have -3 on all rolls in addition to any other modifiers and half normal movement.
- .3** A second wound will kill a soldier (or at least put it out of action for the remainder of the game).

