

SIMPLE SKIRMISH GAME RULES

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Version 0.1

Introduction

Simple Skirmish Game (SSG) rules are designed to introduce players into the exciting world of miniatures gaming. Rules that are new to this version of the rules are highlighted like this.

What You'll Need

Miniatures

First, you'll need some miniatures to represent the soldiers. You'll need six for each player, for a total of twelve for a 2-player game. You can use just about anything for miniatures. If you don't have any scale miniatures, you can use small blocks of wood, pennies, or buy a bag of cheap plastic army men at a discount store and pull out a dozen of them. You'll want some way of knowing which miniatures belong to which player, so mark them some way with a bit of paint or marker. For example, you could paint the helmets of plastic soldiers red for one player and blue for the other player's figures.

Terrain

Most miniatures games are played on a terrain board or map. For this simple game, you'll only need a flat, level playing surface about three feet or one meter on a side. A table top works for this, or you can just play on the floor.

You'll also need an item to serve as "home base" for each side. Something about six to twelve inches (15 to 30 cm) on a side would be best. Two paper back books, two cans of baked beans, or two index cards would all work fine. Put one of them for each player at opposite sides of the playing area, a couple of inches (5 cm or so) from the edge of the table.

Tools

You'll also need something to measure distance with. A yard stick or meter stick works great.

Finally, you'll need one or two standard six sided die.

Playing the Game

Setup

Both players set up the game by placing their six soldiers within two inches (5 cm) of their respective home bases.

Who Goes First?

Each player rolls one of the dice. The player who rolls higher goes first (if you both roll the same, keep rolling until one player rolls higher than the other).

How To Play

Each turn is broken up into Phases. A player completes all of the Phases of his turn before the other player starts his turn.

Movement Phase

The first phase is Movement.

The first player can now move any or all of his figures up to 4 inches (10 cm) each. No figure has to move, and figures don't have to move the maximum distance, but no figure can move further than four inches (10 cm).

If a figure moves within one inch (about 2 cm) of an enemy figure, it must stop immediately.

Melee Phase

The next phase is called the Melee phase. This represents close combat, or hand to hand fighting. It is messy and bloody and, unlike movement phase, both players participate. Only figures that are within one inch of each other can participate in this phase. Each player rolls one die and the higher roll wins (re-roll on a tie). The loser is removed from play. If more than one figure from one side starts the melee phase within one inch of one of the other player's figures, the melee phase continues until only the figures of one side are remaining within an inch of players from the other side.

Shooting Phase

The next phase is the Shooting phase.

Each of the current players's figures can shoot at any one of the other player's figures. Each figure can shoot only once per turn, but any enemy player's figure can be shot at any number of times in a single turn.

To be able to shoot at another figure, the shooter must have Line of Sight (LOS) to the enemy figure and the enemy figure must be in Range.

A shooter has LOS if there is no terrain that is 1) closer to the target than it is to the shooter and, 2) blocks an imaginary line from the helmet of the shooter to any part of the target figure.

A shooter has partial LOS if terrain that is closer to the target than it is to the shooter blocks some of the LOS from the helmet of the shooter to any part of the figure. A Die Roll Modifier of -1 is applied to the shooter with a partial LOS.

The shooter does not have LOS at all if any terrain blocks all LOS between the shooter and the target. No shooting is possible with no LOS.

To be able to shoot at another figure, the enemy figure must be in Range.

Every weapon has a Short Range and a Long Range. All weapons suffer a Die Roll Modifier of -1 when firing at a target that is greater than Short Range and less than the Long Range. Shooting at targets further than Long Range is not allowed.

Measure distance between figures from the helmet (or center) of the figure that is shooting to the helmet (or center) of the figure that is being shot at.

Every weapon has a Rate of Fire (ROF). A weapon with a ROF more than one may target a single figure multiple times, or multiple figures one or more times, up to the limit of the ROF.

Rifles have a Short Range of 12 inches (30 cm) and a Long Range of 24 inches (60 cm).

Pistols and **Submachine Guns (SMG)** have a Short Range of 6 inches (15 cm) and a Long Range of 12 inches (30 cm).

Every weapon has a Rate of Fire (ROF).

Rifles and **Pistols** have a ROF of one (1) . **SMG** have a rate of fire of three (3).

Example: A player decides to shoot a SMG at two figures. Since the ROF of the SMG is three, he decides to use two dice when rolling for a hit on one figure and one dice when rolling for a hit on the other figure.

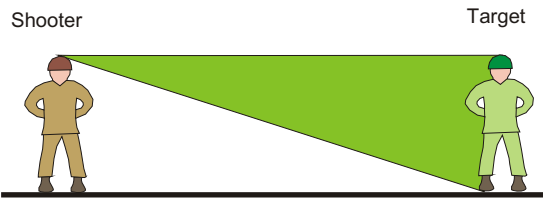
The player whose turn it is then rolls one six-sided dice for each ROF being used. Any Die Roll Modifiers for Range or LOS are applied. If the player who is shooting rolls modified die roll of 5 or more, then he has hit the target figure and it is removed from play. Notice that hitting your target isn't a sure thing. Just like in real life, there is a chance but not a certainty that ballistics, weather, courage, and other complex factors won't conspire against you and prevent your model soldiers from doing what you tell them to do.

Then What?

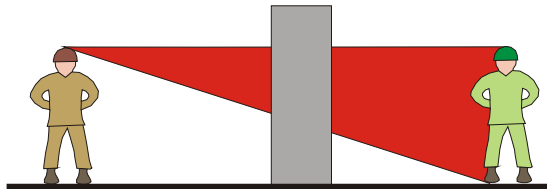
Once all of the first player's figures have had a chance to shoot, player two's turn begins. He goes through the exact same phases as did the first player --- first moving his figures, then resolving melee combat, and lastly shooting.

How To Win

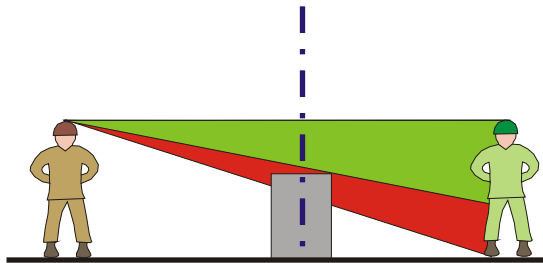
How do you win? Well, very simply. The first time that four of one players' figures have been removed from play, either through melee or shooting, the other player wins.



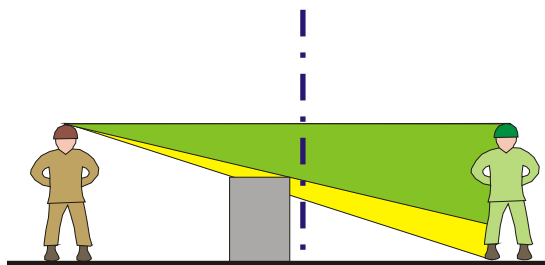
Complete Line of Sight: No DRM



Blocked Line of Sight: No Shooting



Partial Line of Sight: -1 DRM



Blocking Terrain Not Closer to Target than to Shooter: No DRM