

# Simple Skirmish – Quick Reference

## Order of Play

- Lay out scenery, roll a die – highest chooses which end of the table to deploy.
- Deploy units within 12" of the table edge.
- **Round** : Remove all activation markers, roll for Initiative, highest chooses who takes first Turn.
- **Turn** : Select Unit, then (1) Move (or not) (2) Attack (or not) (3) add activation marker to Unit Card.
- Skill actions can be attempted any time except during Attack phase.
- Players alternate Turns until all Unit Cards have markers, then next Round begins.

## Rule Of Halves

- If at least half the unit can do something, then the whole unit can do it (e.g. able to attack, able to clamber over an obstacle, etc).
- If at least half the unit is in a certain status, then the whole unit is in that status (e.g. in cover, paralyzed, etc).

## Moving & Measuring

- **Movement** = measure from unit centre at start of move, to unit centre at end of move.
- **Charge-In** or **Range** = measure from unit centre at start of move, to nearest enemy model.
- **Line-Of-Sight** = from unit centre to unit centre.
- Units must stay in skirmish formation at all times = no model more than one base-width away from nearest other model in the unit.
- Move speed on Unit Card: 3" = shambling 6" = standard 9" = fast.
- After 1<sup>st</sup> Melee contact, all models get free move one base-width to reach the Melee.
- Terrain/Obstacles reduce speed to half (woods, low walls, hedges, swamp, water, ruins, buildings)
- Vertical movement is at half-speed (up/down hill, or up/down one level of a building).
- Models 'rush to catch up' when moving into/out of/over obstacles.
- Measurement Leeway Marker is allocated with first turn on the first round, then changes hands whenever Leeway is invoked. Leeway allows one base-width margin for error when measuring.

## Stats on Unit Card

No number means unit cannot perform that action



**Attack:** (Red) Roll this number or higher to hit.



**Save:** (Green) Any rolls less than this number are casualties.



**Skill:** (Blue) Roll this number or higher to succeed.



Melee (close combat)



Ranged ( up to 12" or as per Unit Card )



Magic ( up to 12" or as per Unit Card )

## Resolving Battle

- Attacker identifies target Unit & attack type (Melee or Ranged or Magic), rolls 1 die for each model.
- Check Attack number (Melee or Ranged or Magic), equal or greater is a hit.
- Defender checks Save number (if any, for that type of attack) - rolls 1 die for each hit, result lower than Save number = 1 casualty.

## Advantage Points

- Ranged attack into cover (defender 1 pt).
- Melee charge into cover (defender 1pt for that turn only).
- Fighting over obstacles (player who breaks cover grants 1 pt to enemy).
- Height (Attacking downhill or from height = attacker 1 pt)
- Advantage points specific to a unit are detailed on Unit Card.

Points on **both** players' sides cancel out.

Each **OVERALL NET** advantage point grants the right to alter 1 die result (own or enemy dice).

## Champions

- Can wield magical weapons/enchanted items ( roll using d8/ d10/ d12 ).
- Can attach to / detach from a unit – if attached, moves and attacks with the unit.
- Resolve Champions die roll separately.
- If attached, any casualties must be taken from the unit first.
- If any unresolved hits remain after unit wiped out, Champion re-rolls for Save using their own stats & die