

# SKIRMINION



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# SETUP

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

- **A chess board** whose squares can easily accomodate the unit dice.
- **16 six sided dice** half split in a colour per player to represent their units on the board. The unit dice must fit in the squares of the board.



# DEPLOY

**In the beginning**, both players roll one dice each, and reroll if tied, continuing until one player rolls higher. That player will begin the battle.

Then each player fills the first row of their side of the board with eight of their same coloured dice. The dice represent the units of the players.

The deployed unit dice **must** be initially rotated to show the value **6** and the players **must** rotate them to indicate each units current health during the course of the battle as the healths of the units get modified.

All the units that are controlled by the same player are **friendly** to each other and their **enemy** units are those controlled by the other player.

# BATTLE

The player that begins the battle activates 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 activations like that until one of them **wins** the battle or they both end up in a **draw**.

Every time a unit activates it can perform one **move** and one **attack**. These two actions can be performed in any order and they are described in detail on their pages that you'll find later in the rulebook.

The player activating the unit doesn't have to perform both or even any of the actions and can always just finish the unit activation and pass.

**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 is then immediately removed from the board.

**Rest.** If a unit activates and passes without performing any of the actions while it is **not in contact** with **enemy** units and also has **3 or less** health, then when the unit passes its health is increased by one.

# VICTORY

A player **wins** the battle by **destroying** all the **enemy** units first. If neither player has any remaining units after an **attack** then it is a **draw**.



# MOVING

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

A unit is considered to be **in contact** with an **enemy** unit if they are both positioned in adjacent squares in any of the eight directions.

If a unit is still **in contact** with an **enemy** unit after performing an **attack** then that unit **can not** perform the move in the same activation.

If a unit is **in contact** with an **enemy** unit when it begins its **move** then it is **retreating** and **must not** be **in contact** with an **enemy** unit at its new position. After the **retreating** unit repositions, its activation **ends**.



Units **can only** reposition to squares unoccupied by other units and can **never** exceed the limits of the board. A step means to reposition a single square. Straight means along the same column or row it is on.

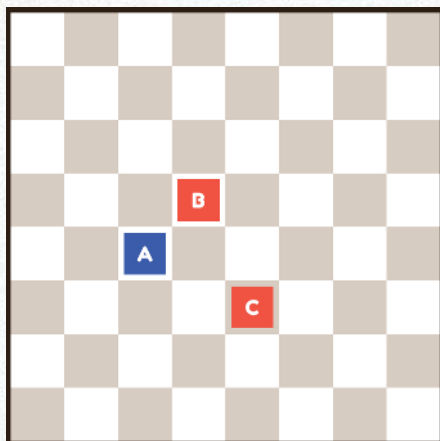
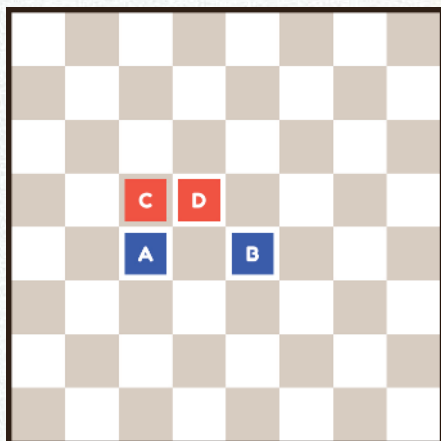
- If a unit is **not** retreating and has **4 or more health left** then it can take either one diagonal **or** up to two straight steps in the same direction which **must** both be taken over unoccupied squares.
- If a unit has **3 or less health left or is retreating** then it can take either one diagonal or one straight step, ie reposition to an adjacent square.

# 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 the **attack**.

As the result of the **attack**, the attacking and the defending units each reduce their **opponent** units health by one plus an additional one for every additional **friendly** unit that is **in contact** with its **opponent** unit.

**Last stand:** If a unit has no **friendly** units remaining on the board and is involved in an **attack** as the defending or attacking unit, then it reduces its **opponent** units health by one more(for two total) and if it is not **destroyed** by the **attack** itself then its health is increased by one.



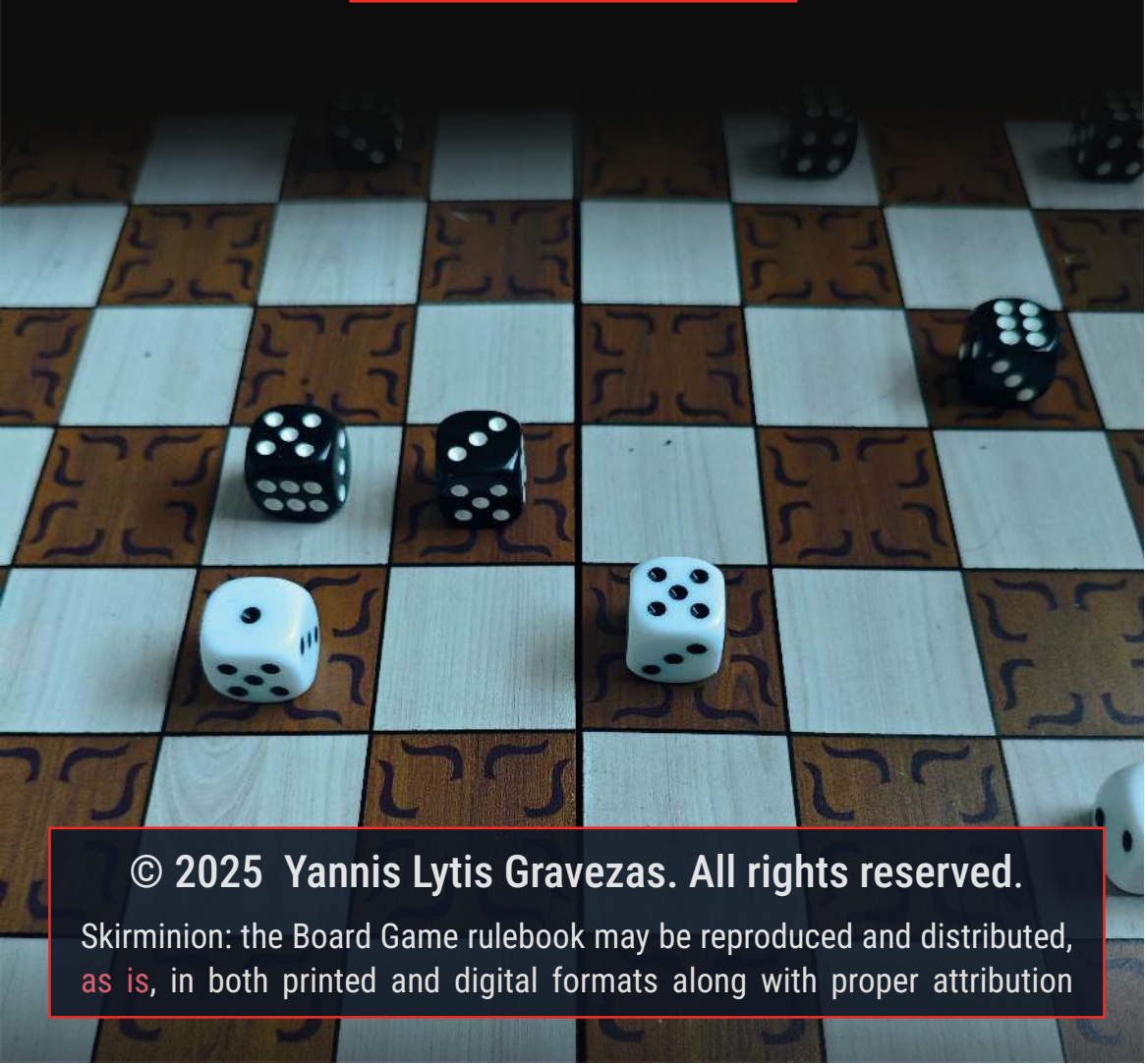
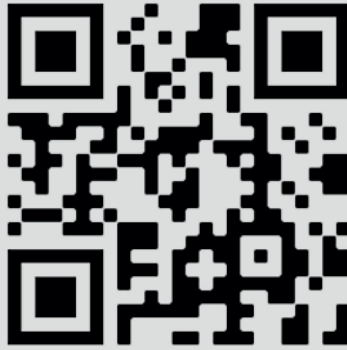
**LEFT:** C or D would reduce As health by two. A would reduce Cs health by one or Ds health by two. B would reduce Ds health by two. D would reduce Bs health by one.

**RIGHT:** A is in **Last stand** mode so it would reduce Bs health by two. If it is not itself destroyed by the **attack** then A would increase its health by one, nullifying Bs damage.



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