WAR DEPARTMENT

SKIRMISHERS

GM 1-1

Game Manual

SKIRMISHERS

Skirmishers is a 25mm scale infantry combat game. Any models near this scale may be used; however, it is recommended to use models with a base size of 20mm or smaller, which is approximately the size of a standard US or Canadian penny. Players control a squad of infantry navigating a ground combat environment. This system is setting agnostic and can be used with any miniatures and maps of the appropriate scale.

CONTENTS

These rules cover a game system overview, infantry rules, advanced combat rules, advanced mobility rules, and power armor rules.

DISCLAIMER

QUESTIONS AND DOWNLOADS

Skirmishers is online at https://skirmishers.jeremylt.org. The *Skirmishers* GitHub repository is at https://github.com/Eudicods/skirmishers. You can post feedback or ask questions as GitHub Issues or email skirmishers@jeremylt.org.

ACKNOWLEDGMENTS

Skirmishers would not have been possible without hours of discussion and editing on the Colorado BattleTech Discord server or the gameplay with the Denver Team at Wizard's Chest.

Editor: Jeremy L Thompson

VERSION

This document is for *Skirmishers* version 0.4, 25 July 2025.

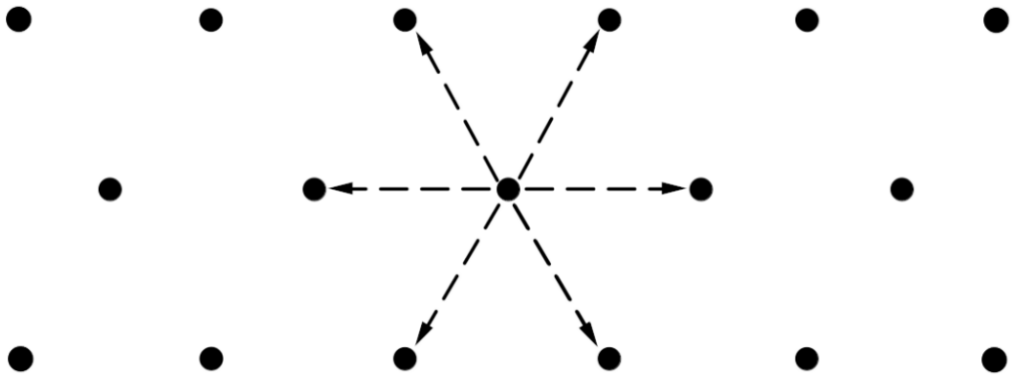
CONTENTS

SYSTEM

This section covers the map and basic game loop.

MAP

Skirmishers uses dotted mapsheets. Dots are laid out in a hexagonal pattern, 1 inch apart, and 1 inch on the map represents 2.5 meters. Units occupy a single dot on the mapsheet and may move between adjacent dots. Models for individual units can have bases with a maximum diameter of 1 inch (25 mm).



Sample Map Section

GAME LOOP

Skirmishers is an "I go, you go" (IGOUGO) system, with each side activating all of their units on their turn. Each turn represents approximately 5 seconds of combat action. One side randomly is chosen to start and then the two sides alternate until the game is complete. The basic flow of the game is as follows:

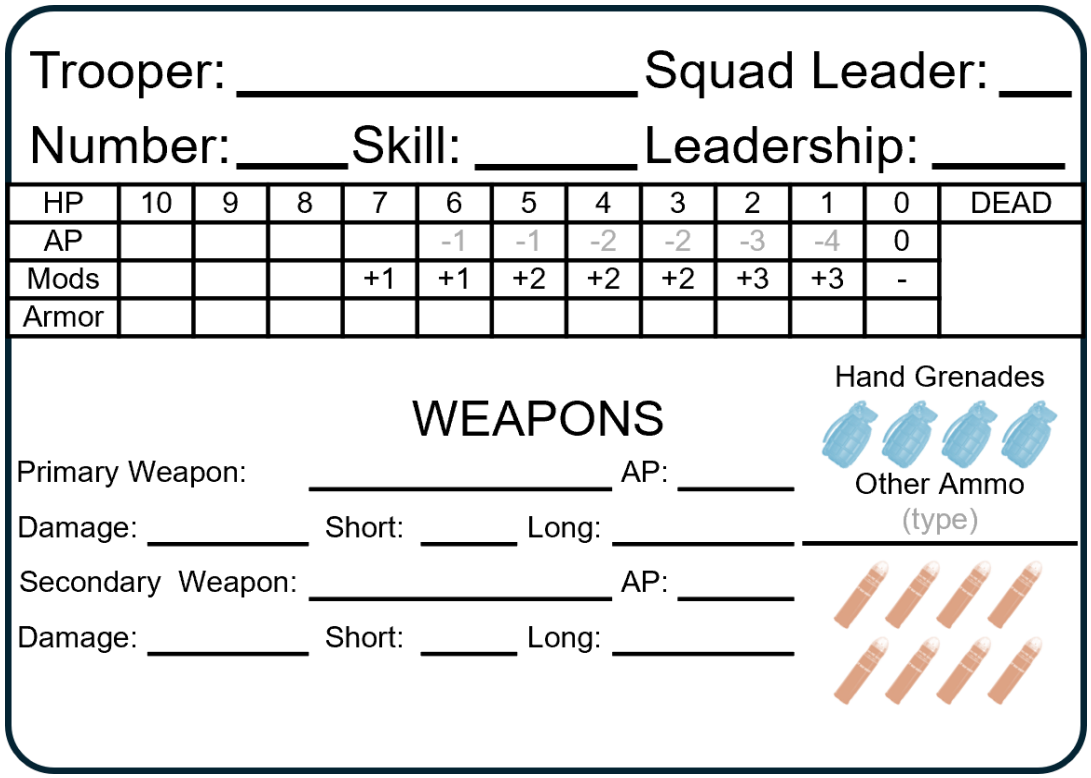
1. Side 1 Activates
   (a) Remove all firing arc tokens for Side 1.
   (b) Move units one at a time. If a unit activates in or moves into an enemy's firing arc, resolve the attack immediately if the enemy unit chooses to fire.
   (c) At the end of each unit's movement, that unit may take a combat action.
   (d) After all units have moved, resolve any explosives.
2. Side 2 Activates
   (a) Remove all firing arc tokens for Side 2.
   (b) Move units one at a time. If a unit activates in or moves into an enemy's firing arc, resolve the attack immediately if the enemy unit chooses to fire.
   (c) At the end of each unit's movement, that unit may take a combat action.
   (d) After all units have moved, resolve any explosives.

INFANTRY

The basic unit in *Skirmishers* is the infantry trooper. This section covers the standard rules for basic infantry troopers.

UNIT CARD

The unit card shows the current capabilities of a trooper and tracks damage. A unit card can be formatted in any way so long as it contains all the essential information. Below is a sample unit card for a basic infantry trooper.



Basic Trooper Unit Card

Basic information about the trooper, such as their name, rank, squad position number, and skill level are tracked at the top of the unit card. This section also tracks the squad leader and their leadership skill.

Damage to the trooper is tracked in the HP section. HP cells are labeled by their HP value, from highest to lowest, 10 to 1, from left to right. HP cells are fully crossed out when the trooper takes lethal damage (X) and partially crossed out when the trooper takes bludgeoning damage (\). The current HP of the trooper is given by the first cell to the right of the lowest fully crossed out HP cell. For example, if the trooper has HP 9, 7, and 6 fully crossed out and HP 5 partially crossed out, then their current HP is 5.

Total action points (AP) for the trooper are given in the AP section. A regular trooper has 8 AP at 10 HP. Use the AP value in the column corresponding to the trooper's current HP. For example, if a regular trooper has 5 HP, then they have 7 AP.

Similarly, the modifier section tracks the current modifier for the trooper's target numbers from damage. For example, if the trooper has 5 HP, then add +2 to all target numbers.

The trooper can wear body armor. A trooper ignores bludgeoning damage while wearing armor and any cells of armor are destroyed before applying lethal damage to the trooper. Mark off any unused cells of armor before the game.

The weapons section lists the primary and secondary weapons the trooper is carrying, along with their damage values and range brackets. Basic troopers also carry 4 hand grenades and may carry additional equipment. Any rifle or SMG automatically comes with a bayonet attached.

WEAPONS AND EQUIPMENT

Troopers carry one primary weapon, one secondary weapon, and 4 hand grenades. All troopers have a helmet and combat knife. The combat knife is assumed to be attached as a bayonet if the trooper is carrying a rifle or SMG. Troopers may carry additional equipment in some cases.

Primary Weapons

Each trooper carries a single primary weapon. Troopers can use the following primary weapons:

Weapon	Damage	Shots	Short Range	Long Range	PV
SMG	3X	x3	5	17	23
Rifle	4X	x1	26	85	159
Laser SMG	4X	x3	43	127	76
Laser Rifle	5X	x1	66	232	143
Gyrojet Rifle	6X	x1	31	137	107

Primary Weapons

Each weapon can only fire a limited number of shots into a firing arc. The shots modifier gives the scaling for the number of shots based upon firing arc size.

Secondary Weapons

Each trooper may carry a single secondary weapon. Troopers can use the following ranged secondary weapons:

Weapon	Damage	Shots	Short Range	Long Range	PV
Pistol	2X	x2	7	20	13
Auto Pistol	3X	x3	6	22	19
Laser Pistol	4X	x2	11	40	64

Ranged Secondary Weapons

Each weapon can only fire a limited number of shots into a firing arc. The shots modifier gives the scaling for the number of shots based upon firing arc size.

Troopers can use the following melee secondary weapons:

Weapon	Damage	AP Cost	Short Range	Long Range	PV
Fists	(max AP/2)\	5	1	–	–
Bayonet/Knife	3X	5	1	–	–
Blackjack	5\	5	1	–	5
Club	1X, 4\	5	1	–	2
Stun Baton	8\	5	1	–	6
Sword	4X	5	1	–	6
Vibroblade	5X	5	1	–	19

Melee Secondary Weapons

A trooper always has their fists and a bayonet/knife. The other melee weapons take the place of a secondary weapon.

Explosive Weapons

Troopers can use the following explosives:

Weapon	Damage	AP Cost	Ammo	Short Range	Long Range	PV
Hand Grenade	6X/3X/1X	AP	4	AP	–	44
Satchel Charge	10X/5X/2X	3 or AP	1	AP/2	–	88

Explosive Weapons

The ammo column indicates how many rounds of ammunition come with the weapon. The damage is given is descending order for the point of detonation, the adjacent dots, the dots 2 away from the detonation, and so on. It takes 1 AP per dot to throw a hand grenade and it takes 2 AP per dot to throw a satchel charge.

A trooper carries 4 grenades in addition to their primary and secondary weapons. A satchel charge is a secondary weapon, so a trooper cannot carry another secondary weapon if they are carrying a satchel charge.

Body Armor

Troopers can wear body armor. A trooper ignores bludgeoning damage while wearing body armor and any cells of armor are destroyed before applying lethal damage to the trooper.

Armor Type	Coverage	AP Cost
Basic	2	1
Standard	4	2
Heavy	6	3

Body Armor AP Costs

To equip body armor on a trooper, indicate the number of cells of body armor on the unit card and mark off all other cells of armor before the game. Reduce the trooper's AP to account for the body armor. For example, with standard body armor, leave 4 cells of armor on the unit card and reduce all values in the AP row by 2.

MOVEMENT

Troopers may move and take special actions prior to taking any combat actions.

Basic Movement

Troopers can use a maximum of 8 AP for movement. Troopers move between adjacent dots on the map so long as the the new location is on valid terrain and the path between the dots does not pass though an impassible obstacle, such as a solid high wall or the truck of a tree.

Movement between adjacent dots with no obstructions between them costs 1 AP. Movement between adjacent dots with an obstruction between costs 2 AP. Obstructions include objects that are shorter than a person, such as furniture, light vegetation, and low walls.

Troopers may only enter and exit buildings through doorways and windows. Movement between adjacent dots that passes through a doorway costs 2 AP. Movement between adjacent dots that passes

through a window costs 4 AP; however troopers cannot voluntarily fall out of an upper story window or off of a building.

Troopers may use stairs and ladders to change levels in or on a building. Movement between levels costs 3 AP. The trooper stays on the same dot when changing levels. The current level of the trooper should be tracked on the unit card or next to the miniature.

Troopers may hide behind solid obstructions, such as furniture and low walls. It costs 1 AP to go prone. It costs 2 AP to stand from a prone position. Movement while prone costs double the standard AP.

Movement Type	AP Cost
Standard	1
Obstructed	2
Through door	2
Through window	4
Change level	3
Go prone	1
Stand from prone	2
Move while prone	2x

Movement AP Costs

Special Actions

A trooper may take the following special actions during their movement:

Action	AP Cost
Change Weapon	3
Exchange Equipment	6

Special Action AP Costs

A trooper can only have one weapon active at a time. It costs 3 AP to change active weapons, including to change to an explosive. A trooper automatically switches back to their primary or secondary weapon after using a grenade or satchel charge, for 0 AP.

Troopers may exchange weapons or equipment. It costs 6 AP to take a weapon or equipment from another trooper, including a dead or unconscious trooper. A trooper cannot exceed the basic carrying capabilities given on their unit card. A trooper may drop weapons or equipment for 0 AP; however, any trooper, friendly or enemy, may pick up the dropped weapon or equipment.

COMBAT

After moving, troopers may use any remaining AP for combat actions, such as establishing a firing arc, engaging in hand to hand combat, or using explosives.

Firing Arcs

A trooper may establish a 30 degree, 60 degree, or 150 degree firing arc by paying the corresponding AP. When establishing a firing arc, the vertex of the arc is the dot the trooper is standing on and can be oriented in any direction. The trooper may make a fixed number of shots into the firing arc, given by the base number of shots for the firing arc multiplied by the weapon modifier. For example, a 60 degree firing arc has a base of 2 shots. A trooper with a pistol may shoot into this arc up to 4 times, while a trooper with a SMG may shoot into this arc 6 times.

When an enemy trooper activates in or moves into the firing arc, the firing trooper may fire upon the targeted trooper. This attack is resolved before the targeted trooper continues their movement.

Firing Arc Size	Shots	AP Cost
30 Degrees	1	2
60 Degrees	2	4
150 Degrees	4	6

Firing Arc AP Costs

Line of Sight

If a trooper can only attack a target if they have a valid line of sight. Draw a straight line between the firing trooper and the targeted trooper. Obstructions, such as furniture, light vegetation, and low walls, provide cover but do not block line of sight. Additional troopers, enemy or friendly, between the firing trooper and the targeted trooper also provide cover, unless the firing trooper is standing and the intervening trooper is prone. Impassible obstacles, such as a solid high wall, the truck of a tree, or a trooper, block line of sight.

If the firing trooper or targeted trooper is prone, then any solid low obstructions, such as furniture and low walls, that are adjacent to firing trooper block line of sight. If the firing trooper and the targeted trooper are prone, then any solid low obstructions block line of sight.

If either the firing trooper or the targeted trooper is at a higher level, such as at the window in a building, then only obstructions and obstacles at the same level of the higher trooper provide cover or block line of sight. However, all obstructions and obstacles within one dot of the targeted trooper always provides cover or blocks line of sight.

Resolving Fire

Note: Players resolve fire during the enemy movement, which occurs during your opponent's turn.

If an enemy trooper activates in or moves into a firing arc, the firing trooper may choose to fire as long as the firing trooper has a valid line of sight. If an enemy trooper is in multiple firing arcs, then firing troopers may all choose to fire, in any order. If an enemy trooper stands from prone, then they may be shot by any firing trooper that did not previously attack them on the current dot. A firing trooper may decide to not fire if they wish to preserve the firing arc for a future target.

Resolving fire is a 2D6 check with the firing trooper's current active weapon. If the roll meets or exceeds the target number, then the attack succeeds.

The base target number for ranged attacks is 6. Count the number of dots in the shortest path between the firing trooper and target trooper to determine the range. There is no modifier to the target number if the weapon is in short range. If the weapon is in long range, then add a +2 modifier to the target number.

Apply any modifier for damage to the firing trooper. Add a +1 modifier for each obstruction in the path of fire between the firing trooper and the target trooper, except for any obstruction between the firing trooper and any adjacent dots. Use a -1 modifier if the firing trooper is prone. Add a +1 modifier if the targeted trooper is prone and greater than 1 dot away. Use a -1 modifier if the targeted trooper is prone and 1 dot away.

Condition	Modifier
Short Range	+0
Long Range	+2
Cover	+1 per
Attacker Prone	–1
Target Prone	+1
Target Prone Adjacent	–1

Target Number Modifiers

If the attack succeeds, roll an additional 2D6. This is the initial cell to apply damage in.

Each weapon has a lethal damage value (X) and a bludgeoning damage value (\). Lethal damage is applied first. If the trooper has any remaining body armor, cross out body armor cell for each point of lethal damage. If any lethal damage remains after destroying any body armor, then apply the remaining damage to the troopers HP cells. Start with the initial cell given by the 2D6 roll and fully cross out the number of HP cells given by the lethal damage value (X) of the weapon. Skip any previously fully crossed out cells and fully cross out any partially crossed out or undamaged HP cells.

Then apply any bludgeoning damage (\). If the trooper has any remaining body armor, then ignore all bludgeoning damage. Start with the first cell after the last cell affected by the lethal damage or the initial cell if the weapon does not have a lethal damage value (X). Partially cross out the number of HP cells given by the bludgeoning damage value (\) of the weapon. If an HP cell is already partially crossed out, then fully cross out the cell.

The targeted trooper's new HP is given by the first cell to the right of the lowest fully crossed out HP cell. The corresponding maximum AP is given by this column on the unit card. The new maximum AP immediately applies to the targeted trooper. If this new AP value meets or exceeds the AP the targeted trooper has already spent this turn, the targeted trooper immediately falls prone and can take no further actions.

If the firing trooper has fired the maximum number of shots the weapon supports, then remove the firing arc once the firing is resolved. A trooper may decide to not fire if they wish to preserve the firing arc for a future target.

Melee Combat

It costs 5 AP to make a melee attack. The amount of bludgeoning damage for a melee attack with fists is given by half the attacking trooper's current maximum AP. Melee combat is resolved in the same way as ranged combat, and the attack is resolved during the targeted trooper's turn when they activate, before the targeted trooper takes any actions or movement.

The attacking trooper must have a melee weapon active. The attacking trooper may use a bayonet attached to their current active weapon or use their active weapon as a club. A trooper can always make a melee attack with their fists.

Resolving melee combat is a 2D6 check with the attacking trooper's current active weapon. If the roll meets or exceeds the target number, then the attack succeeds.

The base target number for melee attacks is 4. Apply all appropriate modifiers given above, except any modifiers for cover. Damage is applied as above.

Explosives

AP cost for attacks with explosives are determined by the weapon. A thrown grenade costs 1 AP for each dot its thrown, and a thrown satchel charge costs 2 AP for each dot its thrown. Double these AP costs if the attacking trooper is prone. A trooper cannot set up a firing arc after using an explosive. The explosive must be the trooper's current active weapon in order to make an attack with an explosive. A

trooper automatically switches back to their primary or secondary weapon after using a grenade or satchel charge, for 0 AP.

A trooper can throw a hand grenade or satchel charge down a ladder or stairs any number of levels or up one level, at a cost of 3 AP. The trooper must be standing on the stairwell or ladder to throw the explosive up a level and may be on or adjacent to the stairwell or ladder to throw the explosive down any number of levels.

Explosives are resolved in the same way as ranged combat, but the attack is resolved at the end of the attacking side's turn. Place a token at the targeted dot for the explosives during the firing trooper's turn and resolve the explosive after all troopers on your side have activated.

Resolving explosives is a 2D6 check with the firing trooper's current active explosive. If the roll meets or exceeds the target number, then the attack succeeds.

The base target number is the number of AP used to throw the hand grenade or satchel charge. Apply all appropriate modifiers given above. Since explosives target a dot and not a trooper, do not apply any modifiers for a prone target.

If the target number is met, then apply damage starting at the targeted dot and moving outwards. Damage is applied as above. Impassible obstacles between the center of the explosion and the affected trooper, such as a solid high wall or the truck of a tree, block explosive damage. Low solid obstructions such as furniture and windows also block explosive damage if the affected trooper is prone. Explosive damage is also applied to troopers above or below the explosion, such as in a stairwell. Treat each level of height as one dot further away from the center of the explosion.

If the target number is not met, then the explosive scatters. The explosive scatters from the targeted dot. If the explosive was fired through a window, then the explosive scatters from the first dot before the window along the line of sight. Roll 1D6 to determine the scatter direction, identifying one direction to correspond to a result of 1 and proceeding clockwise with the other values. If the path of scatter intersects an impassible obstacle, such as a solid high wall, then the explosive does not scatter and the center of the explosion stays on the targeted dot. Move the center of the explosion to the new dot and apply damage as above.

ADVANCED COMBAT

This section covers advanced rules for infantry combat, including crew served weapons, advanced explosives, advanced movement, and morale checks. These rules are optional and may be added or excluded individually.

CREWED WEAPONS

Troopers may carry a crew served weapon in place of their primary weapon.

Weapon	Damage	AP Cost	Crew	Short Range	Long Range	PV
Light Machine Gun	5X	0	–	29	100	150
Medium Machine Gun	6X	1	–	34	112	199
Heavy Machine Gun	7X	2	–	36	125	229
Semi-Portable Laser	10X	1	–	80	240	437
Heavy Semi-Portable Laser	13X	2	–	106	380	753

Crew Served Weapons

Note, all of these crew served weapons have an extremely high rate of fire and can be fired into the same firing arc an unlimited number of times.

The crew value indicates how many additional troopers must be on adjacent dots while the weapon is being set up or broken down. For example, a semi-portable laser requires one extra trooper to be on a dot adjacent to the trooper carrying the weapon during set up or break down. Each trooper involved must use 4 AP to set up or break down a crew served weapon. All troopers may still carry and use other weapons.

Action	AP Cost
Set up Weapon	4 (per)
Break Down Weapon	4 (per)
Takeover Weapon	6

Crew Served Weapon AP Costs

If the trooper controlling a crew served weapon is killed or abandons the weapon, then any other trooper, friendly or enemy, may take over the crew served weapon. To take over a crew served weapon, a trooper must move onto the dot with the weapon and spend 6 AP.

Crew served weapons set up firing arcs like other ranged weapons; however crew served weapons may only use 60 degree firing arcs. The firing arc direction is established when the weapon is set up, but the trooper controlling the weapon may use 4 AP to move the firing arc. Fire is resolved the same way as with standard weapons. Crew served weapons are always burst fire weapons, so the firing arc is not removed after any attack is resolved.

BODY ARMOR

Under the standard rules, a trooper ignores bludgeoning damage while wearing armor and any cells of armor are destroyed before applying lethal damage to the trooper. With the advanced body armor rules, the body armor protects a number of contiguous cells in the armor section of the unit card. Only HP cells protected by body armor ignore bludgeoning damage. Lethal damage is marked on the unit card like bludgeoning damage on the cell of body armor. The first hit with lethal damage partially crosses out the armor cell (\) and the second hit fully crosses out the armor cell (X).

Armor Type	Coverage	AP Cost
Basic	2	1
Standard	4	2
Heavy	6	3

Body Armor AP Costs

To equip body armor on a trooper, mark the cells covered by body armor on the unit card. Then, reduce the trooper's AP to account for the body armor. For example, with standard body armor, mark 4 contiguous cells as protected by armor and reduce all values in the AP row by 2.

ADVANCED EXPLOSIVES

Troopers may use several advanced explosive weapons, including explosive launchers, incendiary weapons, and smoke grenades.

Explosive Ranged Weapons

Troopers may use the following advanced explosives:

Weapon	Damage	AP Cost	Ammo	Short Range	Long Range	PV
Light Anti-Tank Weapon	7X/3X/1X	4	1	64	167	271
Rocket Launcher	8X/4X/2X	5	2	71	212	291
Anti-Tank Missile	13X/6X/3X/1X	5	1	77	176	583
Grenade Launcher	4X/2X/1X	3	4	19	65	248
Auto-Grenade Launcher	3X/2X/1X	4	4	16	55	455
Recoilless Rifle	4X/2X/1X	4	2	58	187	245

Advanced Explosive Weapons

The ammo column indicates how many rounds of ammunition come with the weapon. The damage is given is descending order for the point of detonation, the adjacent dots, the dots 2 away from the detonation, and so on.

Light anti-tank weapons are secondary weapons. Rocket launchers, anti-tank missiles, grenade launchers, auto-grenade launchers, and recoilless rifles are primary weapons.

A trooper may carry a grenade launcher as a primary weapon or mount a grenade launcher under a rifle or SMG. If mounted under the rifle or SMG, the grenade launcher takes the place of a secondary weapon on the unit card. A trooper does not have to pay AP to switch between their primary weapon and a mounted grenade launcher. An auto-grenade launcher is a separate weapon and cannot be mounted under a rifle or SMG in this fashion.

In the other section of the unit card, a trooper may carry extra ammunition for a single weapon, doubling the ammunition available for any explosive weapon.

Ranged explosive weapons are resolved in the same way as hand grenades and satchel charges, but they use a base target number of 6 like other ranged weapons.

Incendiary Weapons

Incendiary weapons are resolved like explosives.

Weapon	Damage	AP Cost	Ammo	Short Range	Long Range	PV
Flamethrower	2X/1X	2	–	7	17	50
Heavy Flamethrower	2X/2X/1X	4	4	7	17	72
Incendiary Grenade	4X/2X/1X	AP	4	AP	–	10
Incendiary Rocket	4X/2X/1X	5	2	71	212	174

Advanced Explosive Weapons

The ammo column indicates how many rounds of ammunition come with the weapon. A basic flamethrower has effectively unlimited ammunition for a single scenario. The damage is given is descending order for the point of detonation, the adjacent dots, the dots 2 away from the detonation, and so on.

As with explosives, impassible obstacles, such as a solid high wall or the truck of a tree, block incendiary damage. Low solid obstructions such as furniture and windows also block incendiary damage if the affected trooper is prone.

All effected dots light on fire after resolving the damage as lethal damage. Fire is an obstruction that is as tall as a trooper and provides cover, like light vegetation. Troopers entering a dot on fire take 1 point of lethal damage (X). If a trooper ends their movement on a dot that is on fire, they take 8 points of lethal damage (X).

Incendiary grenades are resolved like hand grenades but they do incendiary damage, as described above. Incendiary ranged weapons are resolved like explosive ranged weapons, but they do not scatter.

Smoke Grenades

Troopers may replace any number of their 4 hand grenades with smoke grenades. Smoke grenades are resolved like hand grenades but create smoke instead of explosive damage.

After resolving the final location for a smoke grenade explosion, mark the dot where the smoke grenade explodes. This dot and all adjacent dots are filled with smoke. Smoke is an obstruction like light vegetation, but it provides a +3 modifier for each dot obscured by smoke. At the end of the next movement phase for your side, expand the smoke to cover all dots within 2 dots of the location where the smoke grenade landed. Smoke stops if it encounters an impassible obstacle, such as a solid high wall. Remove the smoke after 12 turns.

Condition	Modifier
Smoke	+3

Smoke To Hit Modifiers

ADVANCED MOVEMENT

Advanced movement includes both additional terrain features, such as water and barbed wire, and the option to shoot while moving.

Advanced Terrain

Some maps may offer advanced terrain features that troopers can attempt to navigate.

Movement Type	AP Cost
Change Level	3
Rough	3
Swamp	4
Barbed Wire	6
Climb Wall	5
Enter/Exit Tunnel	2
Enter/Exit Trench	3
Shallow Water	4
Swimming	4

Movement AP Costs

The map may be marked with terrain height, such as with contour lines indicating elevation. It costs 3 AP to change elevation by crossing a contour line.

Rough terrain and swamps slow trooper movement but otherwise function the same way as standard movement. It costs 3 AP to move into a dot in rough terrain and 4 AP to move into a dot in a swamp. Also, swamp counts as an obstruction for the purposes of resolving attacks.

Barbed wire slows trooper movement and can injure or entangle the trooper. It costs 6 AP to move onto a dot with barbed wire. When a trooper moves onto a dot that has barbed wire, apply 1D6 of bludgeoning damage to the trooper as if they received a melee attack. Then roll 1D6; on a result of 4-6, the trooper is entangled and cannot move further this turn. On the entangled trooper's next turn, apply 1D6 of additional bludgeoning damage and then roll 1D6 again to determine if the trooper remains entangled.

It costs 2 AP to enter or exit a tunnel and 3 AP to enter or exit a trench. Moving through a trench costs standard movement AP; however, a trooper in a tunnel must crawl and movement costs double the standard AP. A trooper in a trench counts as prone when being targeted, but a trooper in a tunnel cannot be seen or targeted by units outside of the tunnel.

Wading through shallow water costs 4 AP but is otherwise like standard movement. Troopers must swim trough deep water. A trooper may swim through water if they are only carrying one weapon. For example, a trooper can only attempt to swim if they are carrying a primary or secondary weapon, but not both. Note that a grenade launcher attached to a rifle or SMG counts as part of the primary weapon and a trooper may swim with a grenade launcher attached to a rifle or SMG.

Swimming troopers may not fire weapons or use explosives. It costs 4 AP to move into a water dot. Explosives do an extra 2 lethal damage (X) at each range to targets in water.

Condition	Modifier
Attacker Entangled	+1
Tunnel Combat	+2
Defender Swimming	+1

Terrain To Hit Modifiers

Movement Fire

Troopers may use their current active weapon or explosive while moving. Movement fire attacks are resolved after any incoming attacks as the trooper moves through firing arcs. It costs 2 AP to fire a weapon using movement fire rules. Compute the target number as normal, but add a +2 modifier to the target number for movement fire.

After resolving the movement fire attack, the trooper may continue to expend AP for movement. The targeted trooper may chose to drop prone after the attack is resolved, for 0 AP.

Troopers may use explosives with movement fire. The explosive must be the current active weapon for the trooper. The trooper pays the standard AP cost for using the explosive, and the attack is still

resolved at the end of the attacking side's turn. Compute the target number as normal, but add a +2 modifier to the target number for movement fire.

Condition	Modifier
Movement Fire	+2

Movement Fire To Hit Modifiers

OTHER

There are several optional rules for combat.

Sneak Suits

Troopers may be equipped with advanced camouflage, such as sneak suits. Add a +1 modifier to the target number for any attack at long range targeting a trooper wearing a sneak suit.

Condition	Modifier
Long Range	+1

Sneak Suit To Hit Modifiers

Large Targets

Troopers may target large objects, such as buildings, walls, or vehicles, with explosives. Use a -2 modifier when attacking a large object.

Condition	Modifier
Large Target	–2

Large Object To Hit Modifiers

If the cumulative damage applied to a wall or building exceeds the toughness of the structure, then the structure is breached. Damaged is tracked per dot. The location of the breach becomes rough terrain and costs 3 AP to move into. When using breach rules, the toughness of each building and wall must be identified before the game starts. The default toughness of a building is medium.

Building	Toughness
Tree	5
Wall	10
Light	15
Medium	40
Heavy	90
Hardened	140

Building Toughness

Explosives may also be used to target trees. As with buildings, after the tree is destroyed, the terrain becomes rough on that dot and costs 3 AP to move into.

Trooper Experience

The basic rules assume regular troopers; however, troopers may have different experience levels. More experienced troopers receive extra AP during their turn, but troopers may still only spend a maximum of 8 AP on movement.

Experience	AP Bonus
Green	–1
Regular	+0
Veteran	+1
Elite	+2

Experience AP Bonus

Morale Checks

Once 4 or more troopers in a squad have died, the remaining troopers must make morale checks. Each remaining trooper must roll 2D6 and meet the target number given in the chart below. Apply a +1 modifier for each additional dead trooper above 4. For example, add a +2 modifier if 6 troopers in the squad are dead. Apply a -N modifier based upon the leadership skill of the squad leader, if the squad leader is alive. The standard leadership skill of a squad leader is 2.

Experience	Target
Green	9
Regular	7
Veteran	5
Elite	2

Morale Checks

ADVANCED MOBILITY

This section covers advanced mobility rules for infantry, including jet packs and vehicles.

JET PACKS

Troopers equipped with jet packs can move further than standard troopers. Jet packs are heavy, and troopers wearing jet packs receive a -2 AP penalty to their max AP.

It costs 3 AP to activate a jet pack. When activating a jet pack, a trooper must move 6 to 16 dots. A jet pack cannot be used to move fewer than 6 dots, and a jet pack can only be used once in a turn. A jet pack can only be used outdoors. The trooper may activate a jet pack indoors if they are next to a window or door and immediately exit the building during the flight.

A trooper can go up or down in elevation 1 level for every 3 dots they travel. For example, if a trooper activated a jet pack to move 10 dots, then they can go up or down in elevation by up to 3 levels. A trooper on the ground could land on the roof of a two story building by moving at least 6 dots when activating their jet pack.

Condition	Modifier
Defender Flying	+2

Jet Pack To Hit Modifiers

If a trooper flies through an enemy firing arc, the trooper may be fired upon. Apply a +2 modifier when targeting a flying trooper. If the flying trooper receives damage that reduces their AP, then they immediately fall prone on the ground.

A flying trooper may drop a hand grenade while flying, if the hand grenade is their current active weapon. The hand grenade may be dropped on any dot the trooper flies over. Use 5 as the base target number and resolve the attack after all troopers on your side have moved.

A trooper may remove or equip a jet pack for 5 AP, and a jet pack may be exchanged between troopers for 6 AP, like with weapons or ammunition.

Activity	AP Cost
Activate jet pack	3
Remove/Equip jet pack	5
Exchange jet pack	6

Jet Pack AP Costs

VEHICLES

Troopers can use vehicles, such as motorcycles and hoverbikes, for enhanced mobility.

Vehicle Card

The unit card shows the current capabilities of a vehicle and tracks damage. A unit card can be formatted in any way so long as it contains all the essential information. Below is a sample unit card for a basic vehicle.

Type: _____

Number: ____ Skill: _____

HP	12	11	10	9	8	7	6	5	4	3	2	1	0	DX
AP	Max	Max	Max	Max	Max	Max	Max	Crs	Crs	Crs	Min	Min	0	
Mods					+1	+1	+2	+2	+2	+3	+3	+4	-	
Armor														

SPD Mult. | Handling | Signature

(type) _____

WEAPONS

Primary Weapon: _____ AP: ___

Damage: _____ Short: _____ Long: _____ Arc: _____

Secondary Weapon: _____ AP: ___

Damage: _____ Short: _____ Long: _____ Arc: _____

Basic Vehicle Unit Card

Basic information about the vehicle, such as its type and ID number.

Damage to the vehicle is tracked in the HP section. HP cells are labeled by their HP value, from highest to lowest, 12 to 0, from left to right. HP cells are fully crossed out when the vehicle takes standard damage (X). Vehicles ignore bludgeoning damage (\). The current HP of the vehicle is given by the first cell to the right of the lowest fully marked HP cell.

The maximum valid movement mode for the vehicle is given in the AP section. Use the value in the column corresponding to the vehicle's current HP. For example, if the vehicle has 5 HP, then it can only use the minimum or cruse movement modes.

Similarly, the modifier section tracks the current modifier for the vehicle's target numbers based upon current HP. This modifier only applies to vehicle control checks and attacks made with weapons mounted to the vehicle. For example, if the vehicle has 5 HP, then add +2 to all target numbers.

The vehicle's armor value is given by in the armor section. Lethal damage (X) destroys armor before damaging HP cells. If a single attack does more damage than the remaining armor, first mark all remaining armor and then roll 2D6 to determine where to apply the remaining damage. The standard armor of a scout vehicle is 4 and the standard armor of an assault vehicle is 8.

The vehicle's speed multiplier is given by the speed multiplier section. This is how many dots the bike moves for each AP spent on movement. The standard speed of a scout vehicle is 3x and the standard speed of an assault vehicle is 2x.

The vehicle's handling modifier is given by the handling section. This modifier applies to all control checks. The standard handling modifier of a scout vehicle is +0 and the standard handling modifier of an assault vehicle is +1.

The signature section gives any modifiers for attacks on the vehicle. Larger vehicles are easier to hit. The standard signature modifier of a scout vehicle is -1 and the standard signature modifier of an assault vehicle is -2.

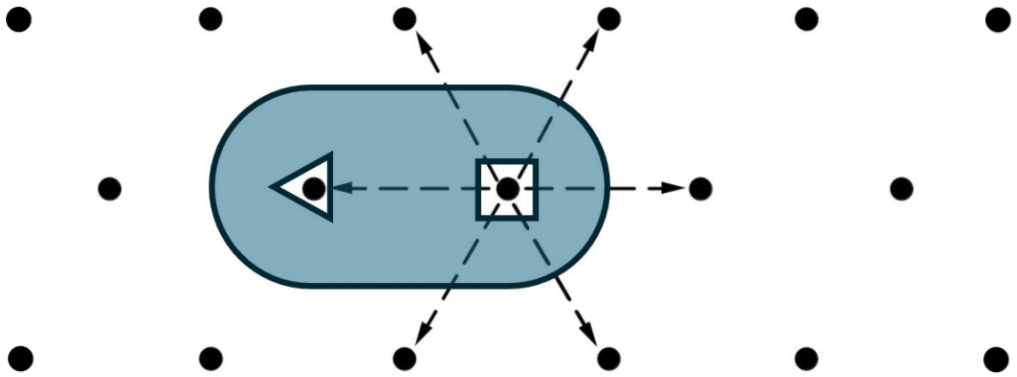
The ammo section lists any additional ammo for any weapons mounted on the vehicle.

The weapons section list the weapons mounted on the vehicle, along with their orientation, damage values, and range brackets. The standard scout vehicle has no weapons and the standard assault vehicle

has two forward mounted weapons. Light machine guns, from the crew served weapons table, are the most common weapons mounted on vehicles.

Map Template

The map template shows the location of the vehicle on the map. Below is a sample map template for a basic vehicle.



Basic Vehicle Map Template

Motorcycles and hoverbikes occupy two dots on the map. On the given template, the triangle indicates the front of the vehicle and the square indicates rear of the vehicle. The trooper sits on the rear dot of the template, and weapon attacks to or from the trooper are measured from this point. Weapon attacks from the vehicle are also measured from the rear dot of the template, but weapon attacks to the vehicle may target either dot.

Movement

In order to use a vehicle, a trooper must first mount the vehicle and turn it on. The vehicle stays on until turned off. The trooper must spend AP to dismount or turn off the vehicle.

Action	AP Cost
Mount/Dismount	2
Turn on/off	1

Vehicle AP Costs

Once a trooper is on the vehicle, they must select a movement mode for the turn. A trooper can only select a movement mode if they have sufficient remaining AP for that movement mode and the vehicle currently supports that movement mode. The trooper must spend the amount of AP corresponding to the selected movement mode. For example, if the cruse movement mode is selected, the trooper must spend 2-4 AP on movement, including accelerating, decelerating, movement, and turning. No more than 8 total AP may be spent on vehicle and trooper movement in a turn. If the trooper or bike cannot finish spending sufficient AP for the selected movement mode due to damage taken during movement, then the vehicle automatically wipes out.

Movement Mode	AP Used
Minimum	1
Cruise	2-4
Max	5-8

Vehicle Movement Modes

Accelerating from a full stop costs 1 AP and decelerating to a full stop costs 2 AP. The speed modifier on the vehicle card states how many dots the vehicle moves for each AP spent to move. The vehicle also moves this number of dots while starting from a full stop or slowing to a full stop. The vehicle cannot pass through impassible obstacles or solid obstructions.

Action	AP Cost
Start from full stop	1
Slow to full stop	2
Move	1

Vehicle Movement AP Costs

While moving, the vehicle may spend AP to turn. AP costs are given in the table below. A vehicle must move forward at least 1 dot before turning, and turns can be executed at any point during the vehicle's movement. The front of the vehicle stays in place during a turn while the rear of the vehicle swings to a new dot. Since a 60 degree (1 dot) turn costs no AP to execute, it is the only turn that can be executed during the minimum movement mode.

Action	AP Cost
60 degree turn	0
120 degree turn	1
180 degree turn	2

Vehicle Turning Movement AP Costs

When executing a 120 or 180 degree turn, the trooper must make a control check. A control check is a 2D6 check with the target number gives by the chart below. Apply all modifiers for damage to the trooper and the vehicle. If the control check fails, then the vehicle wipes out.

Action	Target Number
60 degree turn	–
120 degree turn	6
180 degree turn	9

Vehicle Turning Control Check

Decelerating to a full stop while using the cruise or maximum movement modes also requires a control check. A trooper may incorporate a turn into the deceleration to a full stop, but this increases the difficulty of the control check. The AP costs given above apply to any turn incorporated with a full stop.

Action	Target Number
no turn	4
60 degree turn	4
120 degree turn	6
180 degree turn	8

Vehicle Breaking Control Check

If vehicle activates in or moves into a firing arc, then the firing unit may choose to fire as long as the firing trooper has line of sight. For each AP spent on movement, the vehicle must start or end that segment of movement in the firing unit's firing arc to be a valid target. For example, if a vehicle has a speed modifier of 3x and is only in the firing unit's firing arc on the second dot for a segment of 3 dots of movement, then the firing unit cannot fire on the vehicle.

The firing unit may target either the vehicle or the trooper, but not both. The firing unit must have a valid line of sight to the rear dot of the vehicle to target the trooper. The vehicle and trooper together can only be attacked once for each AP spent on movement. For example, if a vehicle has a speed modifier of 2x, then either the vehicle or trooper can only be attacked once for each set of 2 dots traversed.

If the damage to the vehicle makes the current movement mode invalid or damage to the trooper leaves insufficient AP to complete the current movement mode, then the vehicle automatically wipes out as if it had failed a control check.

Explosive damage is applied to both the vehicle and trooper. Use the closest point on the vehicle to the center of the explosion to determine how much damage to apply to the vehicle. Vehicles are not affected by incendiary damage, but incendiary damage is still applied to the trooper on the vehicle.

Vehicle Damage

Vehicles are not affected by bludgeoning damage. When applying lethal damage to a vehicle, first apply the damage to any remaining armor. If there is remaining damage after the armor is destroyed, roll 2D6. This is the initial cell to apply damage in. Starting with the initial cell, cross out the number of cells given by the remaining lethal damage value, skipping any previously crossed out cells.

Wipe Out

If a trooper fails a control check, has insufficient AP to complete the current movement mode, or the vehicle is damaged and cannot complete the movement mode, then the vehicle wipes out. If the trooper controlling the vehicle dies, then the vehicle immediately wipes out.

If the vehicle was attempting to turn, then set the rear of the vehicle as if it had completed a 60 degree shallower turn. Then move the vehicle in a straight line along the original direction of travel. If the vehicle was using the cruise movement mode, then it skids the number of dots given by 1 AP of movement, and if the vehicle was using the maximum movement mode, then it skids the number of dots given by 2 AP of movement. The vehicle is prone once it completes the skid.

For example, if trooper wiped out while executing a 120 degree turn, then set the rear of the vehicle as if it had completed a 60 degree turn. The vehicle then skids along the ground in a straight line from this point. If the vehicle was using the maximum movement mode and moves 3 dots per each AP spent on movement, then the vehicle skids 6 dots.

Movement Mode	Damage
Minimum	0
Cruise	1
Max	2

Vehicle Wipe Out Damage

If the vehicle hits an impassible obstacle or solid obstruction while skidding, then stop the skid immediately and apply ramming damage to the vehicle and trooper. If the vehicle does not hit an impassible obstacle or solid obstruction, then after the skid is completed apply wipe out damage to the vehicle and trooper.

After wiping out, it costs 3 AP for a trooper to climb out from underneath a vehicle and and additional 3 AP to lift the vehicle to an upright position. The trooper may chose to be prone or standing after

climbing out from underneath the vehicle but remains in the same dot. A trooper must be standing to lift the vehicle to an upright position.

Action	AP Cost
Crawl out	3
Lift vehicle	3

Vehicle Wipe Out Costs

Combat

A trooper may make four types of attacks while on a vehicle - ramming, melee, movement fire, and standard fire. All of these attacks, except standard fire, occur during the movement of the vehicle.

When a vehicle's front dot is in a dot adjacent to an enemy unit, the vehicle may make a ramming attack. A trooper on a vehicle cannot be targeted by a ramming attack; only the vehicle may be targeted.

First, apply the ramming damage to the targeted unit. Only apply the ramming damage to the vehicle executing the ramming attack if it has no remaining armor. Then make a control check with a base target number of 6. Apply all modifiers for damage to the trooper and the vehicle. On a failed control check, the vehicle wipes out, as above.

Movement Mode	Damage
Minimum	1X
Cruise	3X
Max	5X

Vehicle Ramming Damage

When a vehicle's rear dot is adjacent to enemy unit, the trooper on the vehicle may make a melee attack as long as a melee weapon is the trooper's current active weapon. The trooper's active melee weapon does additional lethal damage based upon the movement mode of the vehicle.

First make a melee attack as normal, applying all appropriate modifiers, including a +2 modifier for a movement attack. On a successful attack, apply the melee damage to the enemy trooper including the additional lethal damage given in the chart below. After resolving the attack, make a control check with a base target number of 6. Apply all modifiers for damage to the trooper and the vehicle. On a failed control check, the trooper wipes out, as above.

Movement Mode	Damage
Minimum	+0X
Cruise	+1X
Max	+2X

Vehicle Melee Damage

The trooper on the vehicle may make attacks with the movement fire rules with their current active weapon or any weapons mounted on the vehicle. A trooper may only use a secondary weapon, SMG, grenade, or satchel charge while on a vehicle.

As with standard movement fire, add a +2 modifier to the target number. Apply any modifier for damage to the firing trooper but not for damage to the vehicle. Burst fire weapons may be fired multiple times during movement if the trooper has sufficient AP. If the trooper is using an explosive weapon, then the explosive damage is still resolved after all troopers have moved, as usual.

If a trooper is a passenger in a larger vehicle, such as an assault vehicle, then only apply a +1 modifier for movement fire. This passenger trooper may use primary weapons to make movement fire attacks.

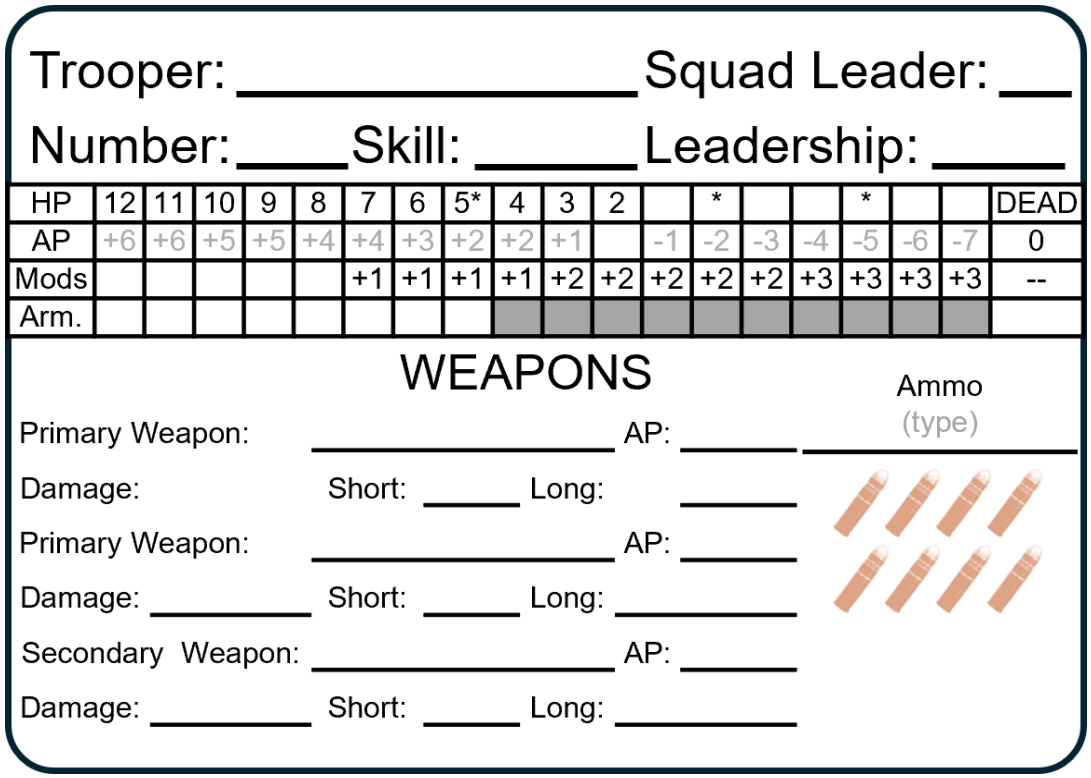
After movement, the trooper may automatically establish a 2 AP firing arc with any weapons mounted on the vehicle, for 0 AP.

POWER ARMOR

Infantry troopers can use power armor in *Skirmishers*. This section relies upon rules from the Advanced Combat and Advanced Mobility sections.

UNIT CARD

The unit card shows the current capabilities of a trooper in power armor and tracks damage. A unit card can be formatted in any way so long as it contains all the essential information. Below is a sample unit card for a power armor trooper.



Power Armor Trooper Unit Card

There are a few key differences between the standard trooper unit card and a power armor trooper unit card.

Standard power armor has 6 cells of armor. Basic power armor has only 4 cells of armor and heavy power armor has 8 cells of armor. All other cells of armor should be marked off before the game.

Power armor troopers ignore bludgeoning damage (\). However, 9 or more points of bludgeoning damage in a single turn will knock a power armor trooper prone. Lethal damage (X) destroys armor before damaging HP cells. If a single attack does more damage than the remaining armor, first cross out all remaining armor and then roll 2D6 to determine where to apply the remaining damage.

Power armor protects the trooper and gives them more HP than a basic trooper, shown by the 8 additional HP cells on the unit card. HP cells are fully crossed out when the trooper takes lethal damage (X). The current HP of the trooper is given by the first cell to the right of the highest fully crossed out HP cell. For example, if the trooper has HP 10, 9, and 6 fully crossed out, then their current HP is 5. When marking damage, you still roll 2D6 and apply damage starting with the first unmarked HP cell at or to the right of the rolled value.

The HP cells marked with * indicate significant damage to the power armor. When any of these cells is fully crossed out, the opponent may choose one of the weapon systems to disable on the power armor suit. When two of these cells have been fully crossed out, the jet pack on the suit no longer functions.

Total action points (AP) for the trooper are given in the AP section. Power armor greatly extends the capabilities of troopers, giving them more AP. Use the value in the column corresponding to the trooper's current HP. For example, if the trooper has 5 HP, then they have 10 AP.

As with standard troopers, green troopers in power armor reduce all of their AP values by 1, while veteran troopers increase all AP values by 1, and elite troopers increase all AP values by 2.

Similarly, the modifier section tracks the current modifier for the trooper's target numbers based upon current HP. For example, if the trooper has 5 HP, then add +1 to all target numbers.

Basic and standard power armor comes equipped with a jet pack. Heavy power armor is too bulky to have a jet pack.

The weapons section lists the primary and secondary weapons the trooper is equipped with, along with their damage values and range brackets. Power armor troopers cannot use grenades but may use satchel changes.

WEAPONS AND EQUIPMENT

Standard and heavy power armor troopers have two primary weapons and one secondary weapon. Basic power armor troopers have one primary weapon and one secondary weapon.

Primary Weapons

Power armor troopers may use the following primary weapons:

Weapon	Damage	Shots	Ammo	Short Range	Long Range	PV
Machine Gun	6X	–	–	44	112	210
Heavy Laser	12X	x3	–	138	388	700
Flamethrower	8X/4X/2X	–	–	12	28	144
Anti-Tank Missile	13X/6X/3X/1X	–	2	77	176	583

Primary Weapons

Note, the machine gun has an extremely high rate of fire and can be fired into the same firing arc an unlimited number of times. The heavy laser can only fire a limited number of shots into a firing arc. The flamethrower anti-tank missile can fired during the power armor trooper's activation and is resolved at the end of your turn, as with standard incendiary and explosive weapons.

Any standard infantry weapons may be used as a secondary weapon for power armor troopers.

MOVEMENT

As with basic troopers, power armor troopers may spend a maximum of 8 AP on movement.

Power armor troopers can activate their jet pack at a cost of 0 AP but can only activate their jet pack once per turn. The trooper must fly at least 6 dots but may fly no more than 16 dots.

Barbed wire does not effect power armor troopers. Power armor troopers cannot be entangled by barbed wire and only pay 1 AP to enter a dot with barbed wire.

COMBAT

Power armor troopers largely use the same rules as standard troopers.

Firing Arcs

Power armor troopers may place firing arcs for all of their weapons. If a weapon does not have a firing arc, then that weapon cannot fire. If one of a power armor trooper's weapons is an explosive, this trooper may use the explosive and establish firing arcs with their other weapons.

Melee Combat

It costs 5 AP to make a melee attack. The amount of bludgeoning damage for a melee attack with fists is given by half the attacking trooper's current maximum AP.

Weapon	Damage	Short Range	Long Range
Fists	1X, (max AP/2)\	1	–

Power Armor Melee Weapons

Explosives

Power armor troopers may use explosive weapons, but may not use hand grenades or smoke grenades. Power armor troopers may use satchel charges.

SAMPLE UNIT CARDS

Trooper: _____ Squad Leader: ___

Number: ____ Skill: _____ Leadership: _____

HP	10	9	8	7	6	5	4	3	2	1	0	DEAD
AP					-1	-1	-2	-2	-3	-4	0	
Mods				+1	+1	+2	+2	+2	+3	+3	-	
Armor												

WEAPONS

Hand Grenades

Primary Weapon: _____ AP: _____

Damage: _____ Short: _____ Long: _____

Other Ammo

(type) _____

Secondary Weapon: _____ AP: _____

Damage: _____ Short: _____ Long: _____

Basic Trooper Unit Card

Type: _____

Number: ____ Skill: _____

HP	12	11	10	9	8	7	6	5	4	3	2	1	0	DX
AP	Max	Max	Max	Max	Max	Max	Max	Crs	Crs	Crs	Min	Min	0	
Mods					+1	+1	+2	+2	+2	+3	+3	+4	-	
Armor														

SPD Mult. | Handling | Signature

(type) _____

WEAPONS

Primary Weapon: _____ AP: ___

Damage: _____ Short: _____ Long: _____ Arc: _____

Secondary Weapon: _____ AP: ___

Damage: _____ Short: _____ Long: _____ Arc: _____

Vehicle Unit Card

Trooper: _____ Squad Leader: ___

Number: ____ Skill: _____ Leadership: _____

HP	12	11	10	9	8	7	6	5*	4	3	2		*			*			DEAD
AP	+6	+6	+5	+5	+4	+4	+3	+2	+2	+1		-1	-2	-3	-4	-5	-6	-7	0
Mods						+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	--
Arm.																			

WEAPONS

Ammo (type) _____

Primary Weapon: _____ AP: _____

Damage: Short: _____ Long: _____

Primary Weapon: _____ AP: _____

Damage: _____ Short: _____ Long: _____

Secondary Weapon: _____ AP: _____

Damage: _____ Short: _____ Long: _____

Power Armor Trooper Unit Card

WAR DEPARTMENT

SKIRMISHERS

GM 1-1