**The Skirmishing Field: Change Log**

**0.1.0: 1/30/17 Base Version**

* 4 bottle cap game pieces – 1per player
* 7x7 game board
* Movement dice rolls
* Pieces start in the 4 corners

**0.2.0: 2/01/17**

* Added 8 pieces for total of 12 – 3 per player
* Pieces start in the 4 corners and adjacent to corners
* Movement changed to card system. Draw 5 cards
  + Cards: 3x diagonal-1, 3x adjacent-1, 1x right-hook, 1x adjacent-2, 1x adjacent-3, 1x diagonal-3, 1x diagonal-4.

**0.3.0: 2/15/17**

* 7x7, 11x11, 13x13, game board
* Diagonal Movement Cards adjusted by -1
  + 1x diagonal-2 and 1x diagonal-3,

**0.4.0: 2/18/17**

* Game pieces changed from bottle-caps
* Game Rules Written
* Game Name: The Skirmishing Field
* Cards Drawn decreased to 3
* Added: Tie-Breaker 3- player who comes latest in turn order wins.
* Rule added: No moving through enemy pieces except with L movement
* More Cards added