

## Insta-Skirmish

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### What you need to play:

A chessboard

Miniatures for each army, about 5 per player

A set of gaming dice (d4, d6, d8, d10, d12, d20).

The highest face of the die is its value.

Each miniature has the same set of statistics. A miniature only has the type of attacks that are shown as weapons carried by the figure (a sword-bearer can only make melee attacks, an archer can make a ranged (non-gun) and melee attack, and a modern soldier can make a ranged (gun) and melee attack).

*Move:* 1/2 die value

*Melee:* Roll one die

*Ranged (non-gun):* Roll one die, divide result by two (round up).

*Ranged (gun):* Roll one die

*Defense:* Roll one die

*Save:* Roll one die, have a result of 4 or better

*Skill:* Roll one die, have a result of (1/2 die value) or better

### To start:

Assign each miniature in your army a die value. The higher the die value, the more effective the miniature. One option is to spend 20, 30, 40 or 50 points on dice values, any points not spent are lost.

Set up an army's miniatures on one side of the board, one miniature per space. No miniature can start in any of the four corners of the board. Roll the single highest-value die in each army to determine which player acts first.

### On your turn:

1. *Move* up to one space per point of Move, straight or diagonally.

2. Make one *attack*: Melee attacks can only be made on an enemy in the same space or an adjacent space. Ranged attacks (either type)

can be made on any space that leads in a straight line from the attacker to the target.

3. Enemy rolls *Defense*. If attacker has the same or higher die result, the attack is successful. If attacker has lower die result, the attack fails and the attacker miniature's turn is over.

4. Enemy rolls *Save*. On success, the attack fails and the attacker miniature's turn is over. On a failure, the enemy is defeated. Remove it from the board.

5. If the acting miniature needs to do something other than attack, make a *Skill* roll.

Once the acting miniature is done with all steps, the next miniature in the army takes actions. After all players have taken actions with the miniatures they wish to, each rolls the single highest-value die in their army (of miniatures that have not been defeated) to determine which player acts first in the next series of turns.

The last player with miniatures still on the board wins.

### Obstacles (optional):

Use some sort of marker to indicate up to 32 spaces on the board. Miniatures cannot move or make attacks into or through a space that is marked as an obstacle.

### Equipment (optional):

Points can be spent on dice and on the following.

*2 Points for 1 Armor* (the first time a miniature is defeated on a *Save* roll, treat the miniature as if it had not failed the *Save* roll). A miniature can have multiple points of Armor.

*3 Points for Ranged (non-gun) attack*, even if the miniature doesn't show a bow or thrown weapon.

*4 Points for Ranged (gun) attack*, even if the miniature doesn't show a gun weapon.