



SKIRMIONION



SETUP 1

BATTLE 2

MOVING 3

ATTACK 4

VERSION 1.0

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. Each unit dice **must** fit in a square of the board.
- **(Optionally) Chess pawns** referred to simply as pawns to use as forts.

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

Then each player fills the first row of their side of the board with eight of their same coloured dice units, initially rotated to show the value **6**.

The deployed unit dice act as meters of their own health and the players **must** always keep them rotated to each units current health.

Then the player who **does not** have the **initiative** declares the number of pawns players will deploy, same for both, ranging from zero to four.

If zero is declared then the battle can immediately begin, otherwise starting with the player who has the **initiative** the players alternate each turn placing one pawn of their chosen colour on their half of the board until each has deployed the number of pawns declared above.

The pawns **must** be placed on squares unoccupied by other units or pawns and **must not** be placed on squares adjacent to other pawns.

All the units and pawns which are controlled by the same player are considered to be **friendly** among them and their **enemy**, units or pawns, would be those which are controlled by the other player.

BATTLE

The player who has the **initiative** begins the battle by activating 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 like that until one of them **wins** the battle or they **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 **must** be immediately removed from the board.

Pawns **can not** perform actions but can change ownership(see **attack**).

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. A unit **can not** perform the **rest** if it is in contact with a **friendly** pawn and that **friendly** pawn is itself **in contact** with at least one **enemy** unit.

Victory can be achieved by a player in one of the following two ways:

- A player can **win** the battle by **destroying** all the **enemy** units first. If after an **attack** there are no remaining units on the board, it is a **draw**.
- If both players have one remaining unit each while neither of those units has **less than 4** health then the player whose unit has more health **wins** and if the unit healths are tied the battle ends in a **draw**.

MOVING

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

A unit or pawn is considered to be **in contact** with another unit or pawn if they are both positioned in adjacent squares in any direction.

A unit **can not** perform the **move** in the same activation that it performed an **attack** if it is still **in contact** with an **enemy**, unit or pawn.

If a unit is **in contact** with an **enemy**, unit or pawn, when it begins its **move** then it is considered to be **retreating** and it **must not** be **in contact** with an **enemy**, unit or pawn, after repositioning on the board.

Units can reposition in any direction but only to squares unoccupied by other units or pawns and **can not move** beyond the limits of the board.

A step means to reposition a single square and a straight step means along the current column or row a unit is on. The way a unit can reposition using the **move** action depends on the following conditions:

- 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.

Alternatively, if a unit is **in contact** with a **friendly** pawn then it can perform the **move** action to reposition on any other square adjacent to that **friendly** pawn which is unoccupied by units. The unit **must not** be **in contact** with an **enemy**, unit or pawn, when it begins the **move** but it can be **in contact** with an **enemy**, unit or pawn, at its new position.

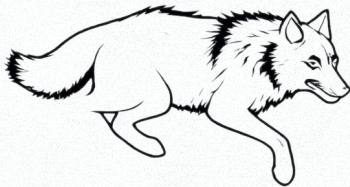
ATTACK

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** against a unit, 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. Each units reduction is calculated separately.

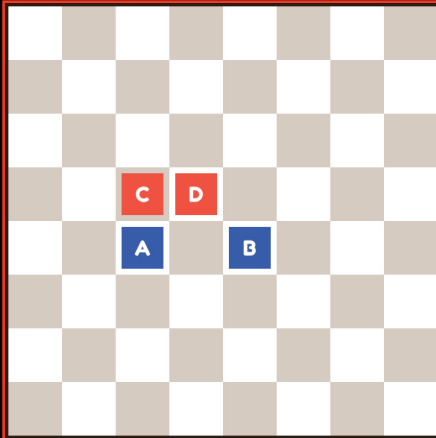
Siege. If a unit is **not in contact** with an **enemy** unit but it is **in contact** with an **enemy** pawn then it can perform the **attack** action against that pawn. The player who owns that pawn **must** select a unit of theirs that is **in contact** with that pawn to act as the recipient unit for the **attack**:

- If there is a **recipient unit available for selection** then the attacking and the recipient units each have their health reduced by one for every one of their **enemy** units that is **in contact** with the besieged pawn.
- If there is **not a recipient unit available for selection** then the besieged pawn is captured and its ownership changes to the player controlling the **attacking** unit who replaces it with a pawn of their own.

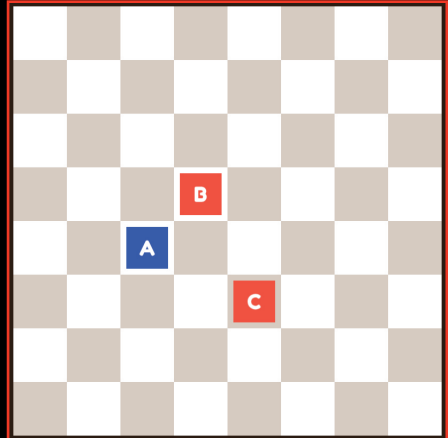


Last stand. If a unit has no other **friendly** units remaining on the board and is involved in an **attack** as the defending or attacking or recipient unit, then it reduces its **opponent** units health by two instead of one.

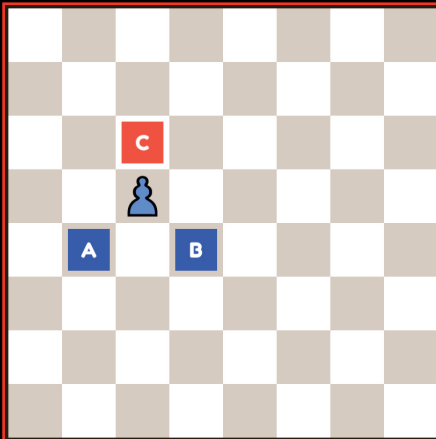
EXAMPLES



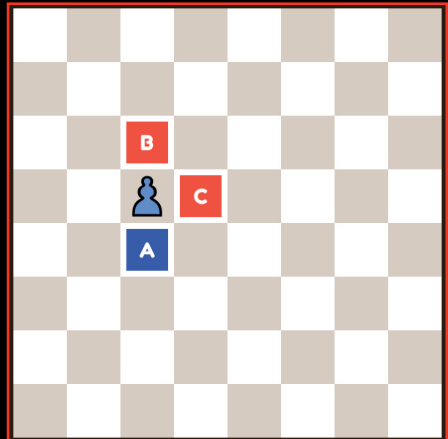
LEFT: C or D would reduce As health by two because A is **in contact** with both units. A would reduce Cs health by one or Ds health by two again because D is **in contact** with two units. B would reduce Ds health by two. D would reduce Bs health by one.



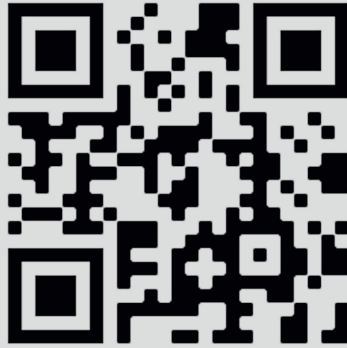
RIGHT: A is in **Last stand** and if involved in an **attack**, it would reduce Bs health by two.



LEFT: C can siege the pawn and would reduce either As or Bs health by one while Cs health would be reduced by two. A and B can not attack C as they are not **in contact**.



RIGHT: B can siege the pawn to reduce As health by two because C is also **in contact** with the pawn while Bs health would be reduced by one. C can not siege the pawn as it is **in contact** with A but would reduce As health by one if involved in an **attack** with it.



© 2025 Yannis Lytis Gravezas. All rights reserved.

Skirminion: the Board Game rulebook may be reproduced and distributed, as is, in both printed and digital formats along with proper attribution