



SKIRMINIAC



SETUP 1

BATTLE 2

MOVING 3

ATTACK 4

VERSION 1.0

SETUP

Skirminiac is a war of attrition board game for two players. It requires:

- **A 72-hex board arranged in a flat-top orientation.** The board has 11 columns arranged in a **7-6-7-6-7-6-7-6-7-6-7** pattern, giving it a long horizontal shape. Each player deploys their units along one of the two long edges (the outer 11-hex rows). A free generator app for board sizes **A0** to **A5** is available at www.skirminiac.com.
- **Miniatures** (28-32 mm or 15-20 mm scale) for the units on boards of size **A0** and **A1**.
- **(Alternatively) D6 dice** each representing a unit, for use on boards of size **A2** to **A5**.
- **Seven terrain pieces** to place as movement obstacles. Each must fit in a single hex.

Initially, each player deploys **seven** of their units: one on each of the six outer hexes and one on the central hex of the first 11-hex wide row of their board edge. Units are all identical and begin the battle at health **6**:

- **On an A0 board** each unit is represented by a group of miniatures in the same hex. These miniatures act as health tokens whose sum is the total health of the unit. 50mm/cavalry based miniatures count as **four** health each while 25-32mm based miniatures count as **one** health.
- **On an A1 board** units are represented in 15-20 mm scale, like Risk. 15-20mm bases count as **one** and 30mm/cavalry bases count as **four**.
- **On board sizes of A2 to A5** each unit is represented by a single **D6** die and players **must** rotate the die to show the unit's current health value.

On A0/A1 boards, a unit may contain **no more than 3 miniatures at one time**. Players **must** remove and/or add miniatures to the unit as its health changes. All valid unit combinations are on the inner back cover.

All the miniatures which make up a unit must be repositioned together as a single group when that unit performs a **move** (or **traverse**) action.

All units belonging to a player are considered **friendly** to each other. All units belonging to the opposing player are considered **enemy** units.

BATTLE

The winner of a roll-off (or coin flip) chooses which player has **initiative**.

Starting with the player who **does not have initiative**, the players alternate placing one terrain piece at a time until **seven** total pieces have been placed. (The player without **initiative** will place **four** of the pieces)

Each of these terrain pieces **must** be placed on an unoccupied hex of the board and **can not be placed adjacent** to any existing terrain pieces.

The first terrain piece placed by each player becomes their bastion. Mark it with a distinct terrain piece and/or one miniature of that player.

A bastion is **friendly** terrain for the units of its owning player. It never counts as a **friendly** or **enemy** unit for resolving **attacks** or **retreating**.

The player who has **initiative** begins the battle by activating any one of their surviving units (ie units still on the board) then the other player activates any one of their own units on the board and the players keep alternating like that until one of them **wins** or the battle ends in a **draw**.

Each time a unit activates, it may perform one **move** and one **attack**, one of the two, or neither. If it performs both, the **move** must come first.

Attacks simultaneously reduce the health of both the defending as well as the attacking units. When the health of a unit reaches **zero or less**, it is considered **destroyed** and is immediately removed from the board.

Victory. A player **wins** the battle if they **destroy** all the **enemy** units first.

If either side drops to **one** surviving unit, each player takes up to **five** more alternating activations. When these activations complete, or at least one side is wiped out, the player whose surviving units have higher combined health **wins**. If tied, or are mutually destroyed, it is a **draw**.

MOVING

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

A unit is considered to be **in contact** with another unit if they are both positioned in adjacent hexes of the board in any of the six directions.

If a unit is **in contact** with at least one **enemy** unit when it begins performing the **move** then it is considered to be **retreating** and it **must not be in contact** with an **enemy** unit after repositioning on the board.

Units can reposition along any of the six directions but only onto unoccupied hexes that are fully inside the 72-hex board area. Each hex may contain either one unit or one terrain piece, never more than one.

Taking a step means to reposition on an adjacent hex. The number of steps a unit can take using the **move** action depends on the following:

- If a unit is **not retreating** and **either has four or more health or is its side last surviving unit**, it may take one or two steps. The second step may be in a different direction from the first. If the first step brings the unit **in contact** with an **enemy** unit, it **may not** take the second step.
- If a unit is **retreating**, or if it **has three or less health** while it **still has other surviving friendly units on the board**, it may take only one step.

Traverse. A unit that activates **in contact** with its **friendly** bastion and is **not in contact** with any **enemy** units, can **alternatively** perform the **move** action to reposition on any unoccupied hex adjacent to that bastion, ignoring intervening units, and can end up **in contact** with an **enemy** unit.

Recuperate. A unit with **exactly one health** can **alternatively** perform the **move** action to increase its health by one instead of repositioning, provided that the unit is **not in contact** with any **enemy** units, and **its controlling player has fewer surviving units than the opponent player**.

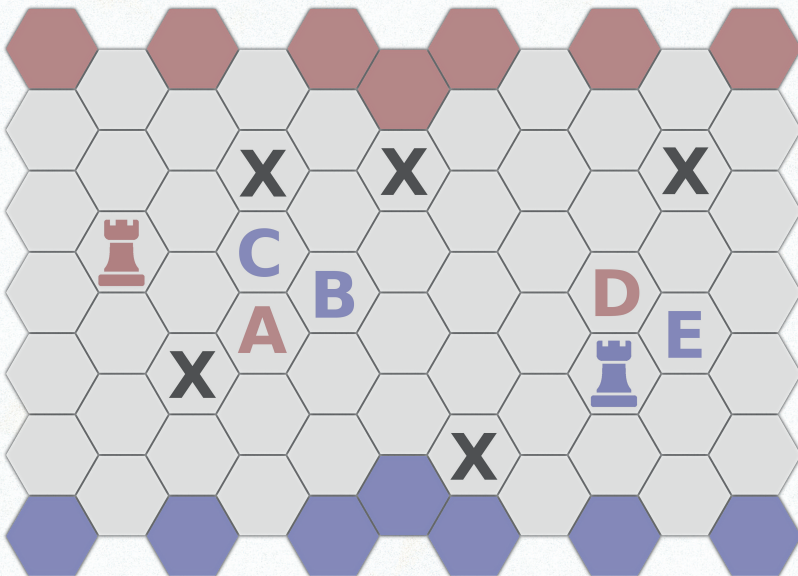
ATTACK

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 that **attack**.

When an **attack** is resolved, each unit reduces its **opponent's** health by one plus one for each other **friendly** unit that is **in contact** with the **opponent**. The health reduction of each unit is calculated separately and both are then applied simultaneously, allowing mutual destruction.

First blood. The first **attack** of the battle reduces the health of the unit targeted by the active player's **attack** by an additional one. This applies only once per battle, regardless of which player makes that first **attack**.

Last Stand. If a unit is the **last surviving unit of its side** and is either attacking or defending an attack, it reduces its **opponent's** health by two.



Deployment hexes for each player are tinted **red** and **blue**. The rooks represent the bastions. The **X** represent generic blocking terrain. **A** would reduce the health of **C** or **B** by one while **C** or **B** would reduce the health of **A** by two. Both **D** and **E** would reduce each others health by one.

VALID MINIATURE COMBINATIONS FOR EACH UNIT HEALTH VALUE

HEALTH 1



HEALTH 2



HEALTH 3



HEALTH 4



HEALTH 5



HEALTH 6



The example miniatures depicted above are part of the 'Daemons of War' faction by [ONE PAGE RULES](#)



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