

SKULL CRUSHER

INTRODUCTION -SKULL-CRUSHER is a skirmish war-game developed by, and for, those of us who **(a)** are fantasy fans, **(b)** have purchased our fair share of fantasy miniatures and **(c)** have neither the finances or time to commit to a proper war-gaming hobby-**BUT** who still want to kick some orc-butt when we have a spare hour to kill !!

All that is required is at least two players, a pile of fantasy miniatures, some terrain and a load of six sided dice(1d6).

SKULL-CRUSHER is best enjoyed in a fast and furious fashion and I welcome any players to pass on any comments they may have to the following email address - bal3000@hotmail.com

1 - WARBAND CREATION

FIRSTLY determine the moral outlook of your war-band.

Simply put this is a choice is to be a strident defender of GOOD or a wicked servant of EVIL.

Easy!!

SECONDLY....choose your warriors

If the war-band is GOOD then it stands tall with a combination of DWARFS, ELVES, HALFLINGS and MEN.

If the war-band is EVIL it'll creep about with a mixture of ORCS, GOBLINS and MEN to make up the numbers.

The basic racial cost of a miniature with a one handed weapon is -

DWARF - 5
ELF - 5
GOBLIN - 3
HALFLING - 3
MEN - 3
ORC - 4

The cost of a miniature increases with the arms and armour it carries.

A miniature is considered equipped with whatever can actually be SEEN to be equipped with and is costed accordingly.

SHIELD +1
LIGHT ARMOUR +1

HEAVY ARMOUR + 2
TWO HANDED WEAPON +1
THROWING WEAPON +1
SLING +2
SHORT BOW +3
LONG BOW +4
CROSS BOW +5

For example -a DWARF warrior (cost of 5 points) wearing chain-mail (light armour. +1 cost) , shield (+1 cost) and sword costs 7 points in total. Another DWARF with chain-mail, axe and a crossbow (+5 cost) costs 11 points.

War bands should have total points values that are within 5 points of one another.

2 - LET BATTLE COMMENCE

Once war bands have been created , set up a 24" x 24" battle field with one terrain piece per five miniatures fielded by both sides. Each terrain piece should be placed no closer than 6" to any side of the battlefields edge. Each player places a terrain piece in turn. Each terrain piece should be no bigger than 4 square inches.

Each player starts by rolling 1d6 for initiative .

The player with the lower roll places this war band on the battlefield first.

All war band miniatures may be no more than 2" any from any other war band member when initially placed , within 4" of that player's table edge and both war bands must be separated by at least 16" of table.

The player with the higher initiative roll goes first .

During his turn the player moves each of his figures in turn.

When this is done he may have any of his figures with missile weapons use them OR engage in combat with any opposing figure IF it is within 1" of it .

3 - MOVEMENT

1d6 is rolled for each figures movement and this is added to the figures racial modifier.

This is the distance in inches a figure can move that turn .

DWARF + 1"
ELF + 4"
MEN, GOBLIN, HALFLINGS AND ORCS + 2"

If after moving a figure does not fire a missile or engage another figure in battle it may be moved another 1d6" as long as this does not bring it within 1" of any opposing figure.

A figure moving over difficult terrain, such as marsh-land or rocky ground, or that moves over a wall or up a ladder loses 1d6" of movement. If this reduces his move to 0 or a minus figure , the figure is placed at the other side of the obstacle / terrain but cannot fire missiles or engage another figure in battle that turn.

4 - FIRING MISSILES

A figure can only fire at another figure that is within range AND has a straight line of fire to AND that it can see, even if only partially.

To determine a hit roll 1d6 and consult the range -

SHORT RANGE - 4
MEDIUM RANGE - 5
LONG RANGE - 6

The actual range in inches depends on the weapon used.

range - short / medium / long
THROWN WEAPON - 3 / 6 / 9
SLING - 6 / 9 / 12
SHORT BOW - 6 / 12 / 18
LONG BOW - 9 / 18 / 27
CROSS BOW - 6 / 12 / 18

The following modifiers apply to any roll to hit with a missile weapon -

If the figure did not move	+1
If the target is behind soft cover (hedge etc.)	-1
If the target is behind hard cover (wall etc.)	-2
If the missile is fired by an elf	+1
If the missile is being fired at a goblin or halfling	-1

4 - ENGAGE BATTLE

Battle is engaged when any figure is within 1" of an opposing figure.

Both sides roll 1d6 and the highest roll wins .

The figure that moved into battle that round adds one to the roll. If his opponent is behind cover , such as wall , this is NOT added to the first figures roll.

If a figure is outnumbered in battle by opposing figures it rolls against each opponent individually but it subtracts one from the roll for each additional opponent.

Figures engaged in battle may not move or fire missiles until their opponent is dead .

5 - KILLED?

To see if a hit figure is killed and removed from the battlefield , the figure who hit

(attacker) rolls 1d6 and adds the appropriate modifiers . The figure who was hit (defender) also rolls 1d6 and adds the appropriate modifiers .

The figure is killed if the attackers roll is higher than the defenders roll .

The following modifiers apply to the attacker's roll -

SHORT/LONG BOW +1
CROSSBOW +2
TWO HANDED WEAPON +1
ORC IN BATTLE +1

The following modifiers apply to the defender's roll -

SHIELD +1
LIGHT ARMOUR +1
HEAVY ARMOUR +2
DWARF +1

6 - AN EVIL ALTERNATIVE

The evil player may want to field an Un-dead army instead of a normal evil horde.

Certain rules apply to an Un-dead commander.

At least TWO THIRDS of an Un-dead force must be composed of raised skeletons and zombies. The basic cost of both is -

SKELETONS - 1.5
ZOMBIES - 2

Movement for both is 1d6 + 1 and neither can move an extra 1d6 if they don't fire missiles or engage in battle.

When un-dead engage in battle , the opponent adds one to his roll to hit them because they are slow to react.

When hit, skeletons add one as a defender modifier against being killed and removed. Zombies add two.

Each Un-dead war-band must have a LIVING commander chosen before the game.

Each round the commander can move, fire missiles, fight etc., as normal AND control the actions of 1d6 un-dead of his choice. All other un-dead can take NO actions but can fight if an opposing figure comes within 1" of them.

If the commander does NOT act in a round, ALL the un-dead can be commanded to act.