

[9.0] VARIATIONS

The flexibility of SKIRMISH allows players to modify the basic game easily. For example, the number of defenders and vehicles and the number of adversary men can be varied. The defender's forces can be restricted to a limited total number of shotguns and rifles. The total number of barrier points required can be varied. These options, a much more extensive range of terrain, weapon choices, and initial conditions, plus the availability of response forces, are included in the advanced AMBUSH board game.

One shortcoming of playing SKIRMISH using a single map is that each player can know more about the opposing forces than is reasonable in actual combat. This situation can be remedied by using two maps and allowing each player to see only one. On his map, each player tracks his units plus those opposing units which he has located. A referee is generally required to determine which units have been restricted.

Optional Rules suggested to recreate more scenarios as the result of play testing by the Editor

Extension to fire arms table- *assumes 1 hex = 10 meters.*

Weapon:	Machine Gun MG		Sub-machine gun		Semiautomatic Rifle		Shotgun*		Pistol*	
	Firer Fit	Firer Wounded or in Vehicle	Firer Fit	Firer Wounded or in Vehicle	Firer Fit	Firer Wounded or in Vehicle	Firer Fit	Firer Wounded or in Vehicle	Firer Fit	Firer Wounded or in Vehicle
0	90	45	90	45	35	18	50	25	25	13
1	90	45	90	45	25	13	30	15	20	10
2	72	36	72	36	24	12	5	2	17	8
3-4	66	33	66	33	22	11	0	0	12	6
5-6	60	30	40	20	20	10	0	0	8	4
7-9	51	25	25	17	17	8	0	0	4	2
10-12	36	18	6	3	12	6	0	0	2	1
13-16	27	13	4	2	9	4	0	0	0	0
17-20	21	10	2	1	7	3	0	0	0	0
21-25	15	7	0	0	5	2	0	0	0	0
26-30	6	3	0	0	2	1	0	0	0	0
>31	2	1	0	0	0	0	0	0	0	0

Satchel Charges can be thrown 2 hexes (20 meters) and has a strength of 30 if adjacent, 10 if 1 hex away, 5 if 2 hexes. i.e. normal thrown from behind cover such as building or a slope hex.

Proximity IED detonates on roll of 4-6 when hex entered. If it does not donate, it is then removed. Attack strength as per satchel charge above.

Command Wire IED set up prior to start of game and can be activated from fixed hex by owner. Detonates upon command on roll of 3-6 or it is removed. Attack as per satchel charge above.

To stop a vehicle by fire requires a Kill result on the combat outcomes table. The vehicle then decelerates and is then assumed to stop within 5 hexes.

In urban areas- local law enforcement may arrive after 5 turns (5 minutes), roll 5 or 6 per subsequent turn and police car arrives with 2 policemen armed with shotguns and pistols.