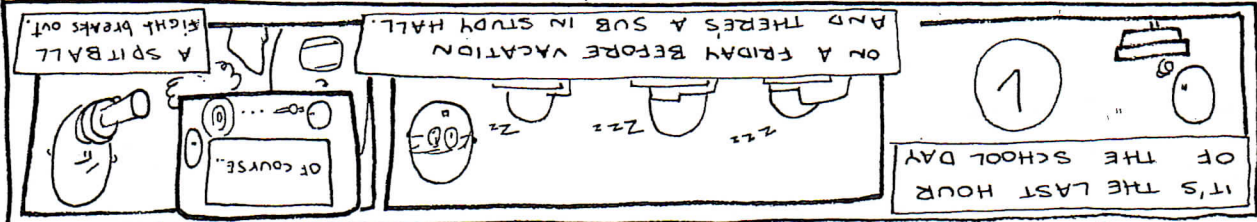


STUDY HALL SKIRMISH!

MADE BY GORDON LEVASSEUR WITH HELP FROM MATT LOTER. ILLUSTRATED BY GFF



PLAYERS will buy classroom combat troops, set them up on the **STUDY HALL BATTLE GRID**, and wage **SERIOUS PENCIL-DRIVEN WARFARE!**

PLAYERS TAKE TURNS SPENDING **12 TROOP POINTS**, BUYING AND PLACING A SINGLE TROOP EACH TURN.

TROOPS ARE REPRESENTED BY UNIQUE SYMBOLS, COST THE NUMBER OF SQUARES THEY COVER, AND EACH HAVE AN ACTION DESCRIBED IN THE **TROOP CHART**.

TROOPS CANNOT MOVE ONCE THEY ARE PLACED.



ONCE ALL 12 POINTS OF TROOPS HAVE BEEN PLACED, PLAYERS WILL TAKE TURNS USING THE ACTIONS OF ALL OF THEIR AVAILABLE TROOPS. SOME TROOPS ARE ONLY AVAILABLE ON SOME ROUNDS, AND DESTROYED TROOPS CAN NEVER TAKE AN ACTION. TROOPS CANNOT MOVE, ONCE THEY ARE PLACED.

ACTIONS

*NO SCRIBBLIN'
*NO ZIGGY-ZAGGY

TO USE AN ACTION, PLACE YOUR PENCIL TIP ON THE ACTING TROOP, **CLOSE YOUR EYES & DRAW A LINE**. AN ACTION LINE - TOWARD ANOTHER TROOP. AN ACTION IS ~~UN~~SUCCESSFUL IF THE ACTION LINE TOUCHES ANOTHER TROOP, AFFECTING THE FIRST TROOP IT TOUCHES, UNLESS TROOP DESCRIPTION TELLS DIFFERENTLY. AN ACTION LINE DOESN'T HAVE TO BE RULER-STRAIGHT, BUT IT MUST TRAVEL IN WHAT IS GENERALLY A STRAIGHT LINE.

DAMAGE!

WHEN A TROOP IS DAMAGED,

SHADE IN ONE OF ITS SQUARES. IT DOESN'T MATTER WHAT SQUARE GETS SHADED. REPAIRS WORK THE SAME WAY, BUT YOU ERASE THE DAMAGE FROM THE AFFECTED TROOP. WHEN A TROOP HAS ALL ITS SQUARES SHADED IN, IT IS **DESTROYED!!** IF A TROOP HAS BEEN DESTROYED, IT CAN STILL BE REPAIRED.

FIRST PLAYER TO DESTROY ALL OPPONENT'S WINS

IF NO WINNER BY THE 24TH ROUND, LEAST DAMAGE WINS