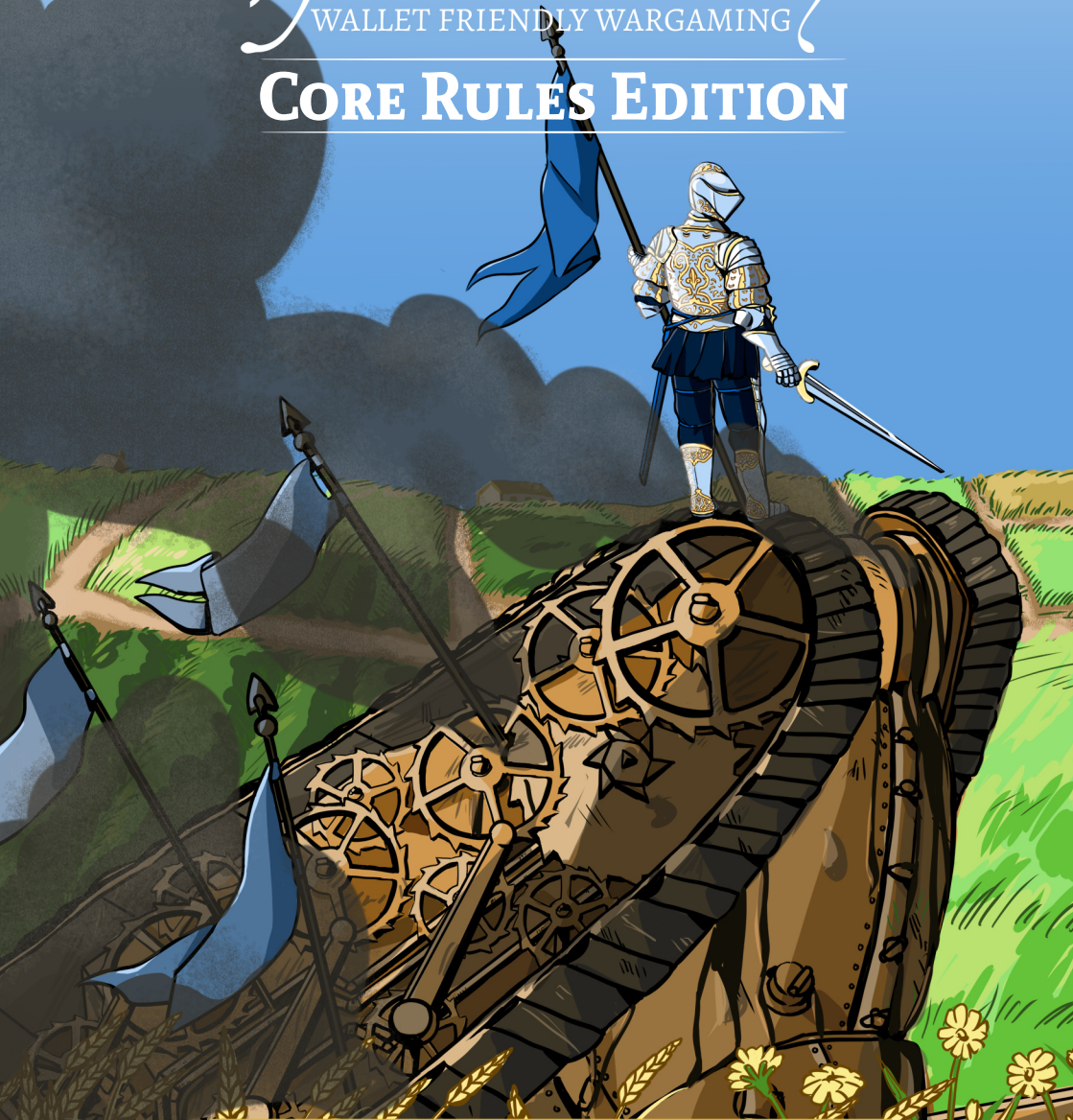


Skirmish

WALLET FRIENDLY WARGAMING

CORE RULES EDITION



BISCUIT FUND GAMES

SKIRMISH

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CORE RULES EDITION

By Biscuit Fund Games

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WHAT IS SKIRMISH?

Skirmish is a tactical wargame depicting combat encounters between two small armies, battling either for objectives or for annihilation. Unlike similar wargames, however, Skirmish does not use miniatures or measurements, and is played entirely with dice and an eight-by-eight square grid. The aim is a wargame with a low barrier to entry that's accessible on a tight budget, with simple base rules but plenty of space to build on.

The **Skirmish** Core Rules Edition contains the basic rules for playing Skirmish, including simple objective play rules and notes on army design. It also includes two sample armies from the first Chronicle, the *Tamerlane Wars*, which is included in the full release – the brutal warriors of the Mordaunt 1st Regiment and the passionate sorcerors of the Amber Adepts. Representing the Mordaunt Empire and the Ventrasse Alliance, these two forces are emblematic of **Skirmish** as a whole.

The Core Rules Edition contains everything you need to play, as well as some pointers to get started on designing and developing your own armies and forces. We hope that you enjoy this sample of the wide world of warfare **Skirmish** has to offer!

PLAYING THE GAME - SETUP

Skirmish is played by two players, named Commanders, on an eight-by-eight square grid, with squares large enough to fit one standard die on them. A chessboard is ideal, but even a rough grid drawn on scrap paper should work.

Before playing, each Commander agrees on the starting Budget and method of army selection - **Quick** or **Draft** - then rolls a d10, re-rolling ties. The highest roll chooses to play first or second.

Quick

Each Commander secretly selects an army, reveals the army they intend to play simultaneously, and builds their retinue from among that army's units. This is the quickest way to play Skirmish.

Draft

Each Commander secretly selects three armies from the same Faction, then reveals them simultaneously. The starting Commander chooses one of their opponent's armies to ban, then their opponent bans one of theirs. Repeat this until each Commander has one unbanned army left to build from. This takes a little more time, but will usually lead to a fairer, more strategic game.

We recommend a starting Budget of 100 for basic games, but feel free to modify this as you see fit. Each Commander may purchase up to 50 Budget of Cover before the game. For more information on how Cover works, check out the Cover section on page 11.

Each Commander takes it in turns to set up their units. The Commander going first deploys one unit in the two rows closest to their side of the board, then their opponent deploys one, taking turns until all units are deployed. Repeat this for any purchased Cover. Make sure any scenario rules are understood ahead of time, and that each unit can be easily identified before proceeding.

PLAYING THE GAME - TURNS

Turns are divided into two phases - Move and Action.

Move

For each unit they have, the active Commander may move that unit a number of spaces up to their maximum Move stat. Units can only move in the four cardinal directions - if a unit wishes to move to the space to its northeast, it must move two spaces, north then east. Once the active Commander is done moving, the game progresses to the Action phase.

Action

For each unit they have, the active Commander may choose to use one of that unit's Actions if possible. Actions often have Ranges, which are based off of the cardinal directions as well - a unit with a Range 1 Action cannot use it on a unit to its northeast, but could use a Range 2 action on that unit instead. A unit can only use one Action a turn, no matter when that action was taken.

Once the active Commander has no more actions to take, their turn ends, and the next Commander's turn begins with their Move phase. Some Actions and effects will activate on the beginning or ending of a turn - if multiple effects happen simultaneously, the active Commander's effects resolve first in the order of their choice, followed by the next Commander in a clockwise direction.

Gameplay continues this way until the game's objectives have been completed, or one Commander's units are wiped out.

Rule of Unit Precedence

Some or all of the above may be broken by the rules of a unit or Army - a unit may have an Action that Moves them, or an Action that can be used outside of the Action phase. In all cases, *the unit's rules take precedence over the base rules.*

PLAYING THE GAME - UNITS

Each Army consists of several Units, which are usually a single model represented by a die ranging in size from a four-sided die (a d4) to a twenty-sided die (a d20). A Unit's entry in its army looks like this:

	Size	Action List	
	d4 Temperance	Actions	
Move	Move 2	Shine	Give a friendly unit within 3 range Resist 1 until the start of your next turn.
	Cost 10	Crackleface	Deal 2 damage, 1 range.
	Cost	Action Name	Effects

Size - Represents both the unit's die size and its maximum Health. When the unit is set up, turn it to the highest numbered face.

Move - How many spaces the unit can move each Move phase. Units don't need to move their full move distance, or at all.

Cost - The amount of Budget it costs to field this unit in the sortie.

Action List - The list of all actions the unit can take in the Action phase, divided into their **Name** and **Effects**. When you declare an Action, its effects happen instantly in the order they're written. A **Constant** effect is always active and cannot be declared.

When a Unit takes damage, turn the die that represents the unit to what the unit's new Health is. If a Unit's Health reaches 0, it is Defeated, and usually removed from the board.

Unless the scenario specifies otherwise, a Commander with no Units left to command is **Tabled**, and immediately loses the game.

PLAYING THE GAME - OBJECTIVES

Objective Play adds another layer of complexity to Skirmish, where total elimination of your opponent's army isn't the only way to win; sometimes, focusing on destroying your enemies can actually make you lose. Objectives are entirely open-ended in design, and can include anything from securing points on a battlefield, escorting key units to the certain locations, obtaining and securing items to planting bombs in the heart of the enemy's territory.

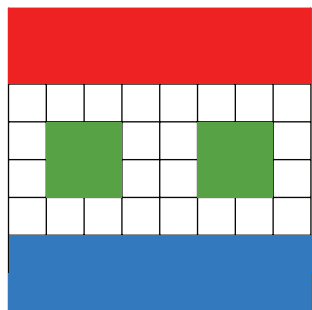
Most Objectives will measure score by Victory Points (VPs), which are earned by completing mission objectives. At the end of a preset number of rounds, whichever Commander has the most VPs claims victory. However, unless the scenario specifies otherwise, a Commander who is *Tabled* automatically loses the game as normal. Focus too much on the mission and ignore your opponent at your peril!

Over the next two pages, we've suggested a couple of starting Objectives you can try playing **Skirmish** with. These are excellent jumping-off points for designing your own Objectives as well. Discuss with your playgroup what kind of missions you'd like to bring to the table if you want something more than a simple slugfest.

PLAYING THE GAME - OBJECTIVES

CONTROL ZONES

Setup: Establish two *Zones* on the battlefield (the green squares on the below diagram.) No Cover can be placed on these spaces. Deployment zones are denoted in red and blue.



Scoring: At the end of each Commander's turn, they gain 1 VP for each Zone that contains a friendly unit and no enemy units.

Victory: At the end of the seventh round (after all Commanders have taken seven turns) the Commander with the most VP's wins. If it's a tie, the army with the most units left alive in terms of Budget wins. If this is a tie, the game ends in a draw.

CAPTURE THE FLAG

Setup: During Deployment, each Commander also deploys a Flag Token in their deployment zone. This Flag Token is represented by a counter or coin that can be placed below a unit to indicate it being carried. Each Commander must have a distinct Flag Token.

Scoring: Each unit gains the *Take the Flag* and *Drop the Flag* actions:

<p>Take the Flag</p>	<p><i>Claim an adjacent enemy Flag Token. (Place that Token under this unit. If this unit is destroyed, place the Flag Token in a space this unit was occupying.)</i></p>	<p>Drop the Flag</p>	<p>If this unit has a <i>Claimed</i> Flag Token, deploy it in an adjacent unoccupied space. If there's no space to deploy it, you can't use this action.</p>
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If a unit that is *Claiming* a Flag Token moves over a friendly Flag Token, destroy the *Claimed* enemy Flag Token. That unit's Commander scores 1 VP. The destroyed Flag Token's Commander then deploys a Flag Token in their deployment zone.

Victory: The first Commander to 3 VP's wins the game.

FLAG DELIVERY

Setup: During Deployment, each Commander also selects a space in their deployment zone as a Goal Space. These Goal Spaces do not move during the game and must be clearly marked.

Set up a Flag Token in one of the the two rows in centre of the board. Flip a coin to select one of them, then roll a d8 to determine the column it's placed in. No Cover can be put in these two rows.

Scoring: Each unit gains the *Take the Flag* and *Drop the Flag* actions. If a unit that is *Claiming* the Flag Token moves over the enemy Commander's Goal Space, destroy the *Claimed* enemy Flag Token. That unit's Commander scores 1 VP, and the scoring unit may Move that unit up to 2.

When the Flag Token is destroyed, redeploy it using the same method as during *Setup*. If it would be placed on the same space as a unit, reroll the result. If there is no valid space for it in those two rows, use the next row of the battlefield closest to the designated row and randomly select a column as normal.

Victory: The first Commander to 3 VP's wins the game.

PLAYING THE GAME - COVER

In addition to spending Budget on Units, a Commander can also purchase Cover to fortify their position. Each piece of Cover occupies one space, and can be one of the following:

Full Cover - Cost 10

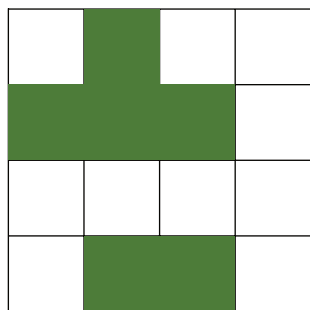
Full Cover can't be moved through and interrupts line of sight, so normally it can't be attacked over.

Half Cover - Cost 5

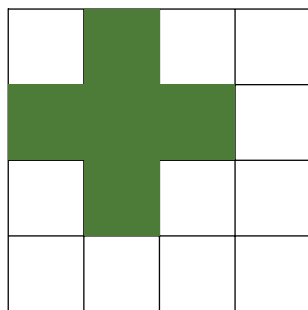
Half Cover can't be moved through, but does not interrupt line of sight and so can be attacked over. A unit adjacent to a piece of Half Cover can perform the following Action:

Go to Ground	This unit treats all Half Cover adjacent to it as Full Cover until it moves or takes another Action.
--------------	--

You may spend no more than 50 Budget on cover in a single army. Purchased Cover can be put in any space outside of an enemy deployment zone. *Unless the scenario specifies otherwise*, no more than four pieces of Cover can be put in a connected piece.



Valid cover distribution



Invalid cover distribution

Occupying Cover

Some units have abilities that let them occupy Cover. In addition, some units can ignore Cover when moving, and if they finish a move on the same space as a vacant piece of Cover immediately occupy it.

Occupying Cover makes a unit Visible, so line of sight can be drawn to and from them, but they receive the following abilities:

Full Cover

A unit on top of Full Cover can't be the target of any other unit's action with range 2 or less.

Half Cover

A unit on top of Half Cover can't be the target of any other unit's action with range 1 or less.

A unit can only occupy or leave Cover if a their Actions or Constants permit them to. If the Cover a unit's on top of is destroyed, place it on the space the cover once occupied.

Destroying Cover

Cover can be targeted by any Unit's Actions that deal direct damage. If a piece of Cover of any type is hit by three damaging Actions, it is destroyed and removed from the game.

A piece of Cover cannot be forced to move, ignores all non-damaging effects of an Action, and takes three hits to destroy no matter the Damage of each Action used to destroy it.

GLOSSARY

UNIT CHARACTERISTICS

Health: A unit's initial Health is the highest face on the die representing it. As units take and heal damage, turn them over to the corresponding face that represents their new Health total. In most circumstances, a unit with 0 Health is destroyed.

Move X: A Unit can move a number of spaces up to its Move number on its Commander's Move Phase. Some actions also Move units. The controller of the moving or acting unit decides how many spaces the unit moves, up to the Move value. It does not have to move the full Move value, or at all.

Friendly: A unit treats another unit as friendly if it's controlled by the same Commander.

Enemy: A unit treats another unit as an enemy if it's controlled by a different Commander.

Token: Some Actions create specific types of Tokens, such as a Ward Token. Use coins to represent these. Tokens are Units that can be moved over (unless another rule says they can't). They have their own effects dictated by the Action that created them.

ACTIONS

Constant: A Constant effect is always active. If a unit leaves the battlefield, its Constant immediately stops applying.

Damage X: If an Action deals damage to a unit, reduce the target unit's Health by the damage dealt. Negative damage counts as 0.

Force Move: A unit being Force Moved must move exactly that

number of spaces. Abilities that prevent movement do not stop Force Moves. If a unit cannot Force Move the required distance - for example, if it must Force Move 1 but there is a unit on each adjacent tile - the unit is crushed in the confusion and is destroyed.

Grow: Increase the size of the die a unit uses. This follows the standard scale of d4 - d6 - d8 - d10 - d12 - d20. A d20 unit cannot Grow. When it Grows, Heal the unit by the difference in its die size - for example, a d6 growing into a d8 would heal 2.

Heal X: If an Action heals a unit, increase the target's Health by the number of the Heal, up to their maximum Health.

Range X: An action with X Range targets a unit within that many spaces. Diagonals count as 2 spaces for the purpose of Range.

Resist X: Each point of Resist decreases any damage that unit takes by 1. Resist and Vulnerable cancel out - a unit with Resist 2 and Vulnerable 1 is treated as having Resist 1.

Shrink: Decrease the size of the die a unit uses. This follows the standard scale of d4 - d6 - d8 - d10 - d12 - d20. A d4 unit cannot Shrink. If a unit's current Health is higher than its new maximum, Damage it to its new maximum health.

Transform: Change the target unit into another unit defined by the action that causes the Transform effect. This transformation happens immediately: any Constants the unit used to have immediately stop applying.

Vulnerable X: Each point of Vulnerable increases any damage that unit takes by 1. Resist and Vulnerable cancel out - a unit with Resist 1 and Vulnerable 2 is treated as having Vulnerable 1.

CHRONICLE AND ARMY DESIGN

Here's a few pointers to get you on your way to designing your own Chronicles, based on the design process we used to make the Tamerlane Wars and that inspired guest armies.

DIFFERENT DESIGN STYLES

There's two main ways we designed the armies of the Tamerlane Wars, which were both inspired by collectible card games.

Some armies, like the Amber Adepts and the Machinist Core, were based on a mechanical concept first and foremost, what's termed "bottom up" design. The Amber Adepts were designed to be a way to field massive quantities of the most common die - the d6 - without making a player feel this was suboptimal. The Machinist Core was designed to push the boundaries of what could be represented by **Skirmish's** dice-based miniatures system by having multiple dice move as one "titanic" unit. The fiction then evolved around these armies as we developed them.

Other armies were designed from a flavour perspective first, in what's termed "top down". For the Cordelian Troupe, we wanted a group of swift assassins that could pull off dramatic leaps in order to diversify the Mordaunt's unit lineup. This meant we needed to design a mobility mechanic, leading to the *Climb* Constant and Actions based around moving into combat and then escaping.

A mix of both styles is usually pretty healthy when designing a Chronicle, as you'll tend to find that both lore and mechanics work in a cyclical fashion. Start with the most well-defined idea in your mind, develop your choice of lore or mechanics, and see where the process takes you. The Tamerlane Wars have gone through so many revisions the Chronicle barely resembles its first draft!

DESIGNING NEW WORLDS

When originally designing **Skirmish's** first Chronicle, we wanted to establish two opposed factions with different approaches to war, that would enable different top-down designs. At the same time, we wanted to leave some ambiguity about which of these factions were that opened the way for alternative play style - while the Mordaunt are clearly legible as imperialists, consuming cultures like the Shenta, Ventrasse's rebellion might end up spelling doom for Tourlian. We introduced references to the War of Roots, a cataclysmic druid war, to emphasise that the Mordaunt anti-magic stance is not simply born of petty superstition, as there is empirical evidence uncontrolled wizards could destroy the entire continent.

As with most wargames, it's usually best to leave some room for interpretation about a player's army's beliefs and characters. Wargaming is just as much about telling stories as it is about victory on the battlefield - remember to allow your players to own their armies, and evolve them dynamically.

Let's consider a space-themed Chronicle about zero-G dogfights in small spaceships, inspired by things like Star Fox and Star Wars. Both of these series have clear heroes (Star Fox and the Rebellion) and villains (Star Wolf and the Empire), but often the lines between the two blur under moments of duress. The primary difference between them in a game sense is the way they wage war. The Empire, for example, has vast resources that allow it to field advanced cruisers protected by disposable fighters, while a more scrappy team like Star Fox would play more as an elite faction of maverick, swift pilots who can't suffer too many losses. Let your gameplay inform your worldbuilding - the world of Tourlian shifted and changed numerous times as we developed its armies.

LORE

The Mordaunt may claim that the iron talent is the currency of the Empire, but out in the hinterlands and imperial border, blood is the only substance that holds real value. Mordaunt's architectural marvels, scientific colleges, rich libraries and labyrinthine legal system exist in relative safety because of the great Regiments of the Imperial Army. The 1st Regiment, originally formed from the militia of old Mordaunt, is the Imperial Army's largest occupying force, with most of its troops operating in towns where the Mordaunt foothold is shakiest.

The Provisional Governor of the Mordaunt's western frontier expansion, Lord Des'rin Revinant, employs the 1st Regiment as their primary method of keeping civil control. At the merest hint of unrest, his regiment of trained enforcers can be mobilised to fill streets and quell rebellions, their shined buttons and immaculate caps as much a symbol of Mordaunt supremacy as their blades. Trained to work efficiently in both tavern raids and pitched battle, the 1st is a flexible force of brutes the empire uses where more subtle tools would fail.

TACTICS

The Mordaunt 1st are a surprisingly subtle army focused on battlefield control and shutting down enemy units. With decent movement, strong crowd control and cheap units, they are capable of singling out units and battering them under a bevy of blows.

Your army is entirely melee-focused, so the first couple of turns will be spent slogging your units forward. Make sure your Regimental Captains are never alone, as they are the biggest source of burst damage in your army. The "hot potato" strategy of spamming Move abilities can be used to send units over to them while dissecting them with *Opportunist*.

d6 Recruit	Actions	
Move 3 Cost 20	Truncheons Out	Deal 2 damage, 1 range.
	Tripping Strike	Give a unit within 1 range Vulnerable 1 until your next turn.
	<i>Opportunist Constant</i>	If an adjacent enemy unit moves, except during a movement step, this unit may take an Action targeting that unit before the move occurs.

d8 Field Officer	Actions	
Move 3 Cost 20	Weathered Blade	Deal 3 damage, 1 range.
	You're Coming With Me	Deal 1 damage, 1 range. If any damage was dealt this way, move this unit and the target unit 1, keeping them adjacent to each other.
	<i>Opportunist Constant</i>	If an adjacent enemy unit moves, except during a movement step, this unit may take an Action targeting that unit before the move occurs.

d10 Regimental Captain	Actions	
Move 3 Cost 25	Apprehend	Deal 1 damage, 1 range. If any damage was dealt this way, that unit can't Move or take Actions next turn.
	Mob 'em Down!	Deal 2 damage, +2 for each friendly unit adjacent to the target unit, 1 range.

LORE

Deep within the Arcadia Academy's catacombs, in the long fourteenth hour of night, a clandestine class is taught. Students are scouted for weeks to ensure their suitability, and, if they are found worthy are discreetly given a pass-spell to access a warded chamber dozens of floors below ground. There, in a cold, soundproofed cellar, the rogue professor Bernard Holmok teaches the art of fireweaving.

The spell-art of fireweaving taps into a sorcerer's passion, letting them fully unleash wellsprings of magic that are normally used to construct spells. This raw emotional energy is either expelled from the body or funnelled into other fireweavers, resulting invariably in pure fire.

When the war began, Holmok's students revealed themselves, pledging their services to the Sorceress-Regent. Despite significant pressure from the Academy to punish Holmok for teaching hedge-magic, Ventrasse saw the benefit of a clade of loyal combat-mages. Dubbing them the Amber Adepts, her demolitionist corps, the Adepts go wherever Ventrasse needs an asset burnt or a city levelled. The implications of her sudden tolerance for hedge-wizardry, however, are as of yet unknown...

TACTICS

The Amber Adepts are a simple swarm army of combat mages who do one thing and do it well - damage. With excellent range and anti-cover, the Amber Adepts make up for their inflexibility with pure efficiency.

Lanterns are cheap and can be fielded en-masse to ping down multiple units, or can pool their resources to deal massive damage to a single unit. The latter is especially important against armies with Resist, which performs very well against small pings. Your Torches can be siphoned into the *Consuming Passion* as well, so if they're out of range they can still assist. Torches are strong battlefield control options, and can make life miserable for cover-focused armies.

d6 Lantern	Actions	
Move 2 Cost 10	Fireball	Deal 1 damage, 4 range.
	Consuming Passion	Damage *, 4 range. To determine this attack's damage, count the number of adjacent friendly Amber Adepts units that haven't acted. Those units can't act this turn. 1 - 3 damage 2 - 5 damage 3 - 7 damage 4 - 9 damage

d8 Torch	Actions	
Move 2 Cost 20	Splashfire	Choose a space within 3 range. Deal 2 damage to each enemy unit within or adjacent to that space.
	Sunder	Choose a piece of cover within 3 range. Destroy it. If that cover was <i>Occupied</i> , deal 5 damage to the unit that was <i>Occupying</i> it.

KICKSTARTER BACKERS

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