Shooting effect (27)

Range Infantry/ MG/AC/Dismntd cav= 1 sq Artillery = 4 sq Mortars/mountain guns = 2 sq

1D6 infantry/AC/dismounted cavalry unit **or damaged** gun/mortar/MG.   **2D6** per OK MG   **3D6** per OK artillery gun/mortar.

+1D6	**Once** per square if professional infantry present.	Each **6** = 1hit. Refer to saving chart
-1D6	**Once** per square if reservist infantry or dismounted cavalry present.	

Assaulter square D6   Minimum 2D6   (26)

	Units in the square
3	Each assaulting infantry or mounted cavalry *unit at strength
3	Each assaulting heavy tank (2 if damaged)
2	Each assaulting AC or light tank (1 if damaged)
1	Each unit in square not already counted
2	Assaulting flank or rear (max 1)
	If any help from other squares
1	Each additional assaulting unit (max 2 units per face)
2	Each support square (max 2)
	If any markers in the square
2	If square contains a "winning the fight" marker (max 1).
2	If square contains a "fighting bonus" marker (max 1).
3	Player using a shock assault asset
	If any defences in target square
-1	Target square contains a hill and assaulting square does not
-2	Target square has hasty defences (reduce to -1 for rear attack)
-3	Target square is trenches or fort (reduce to -2 for flank/rear attack)

Then roll total number of D6. Each 5,6 = Hit

Target square D6   Minimum 2D6 (26)

	Units in the square
2	Each infantry or cavalry (foot/mntd*) unit at strength
1	Each damaged infantry or cavalry unit
5	Each MG at strength (only 3 if damaged)
2	Each artillery gun (only 1 if damaged)
1	Each tank
2	Each AC (1 if damaged)
	If any help from other squares
1	Each support square (max 4)
	If any markers in the square
2	Winning the fight marker (max 1)
-1	Per barrage marker in square (max3)
	If any additional assaults from the enemy
-1	Each additional assaulting unit (max 2 units per face)

*Mounted cavalry
Woods, buildings, defences or rough hills . When mounted cavalry are a target in these **or** assaulting these only 1D6 allowed.

Then roll total D6 . Each 5,6 = Hit

If unit chooses to retire from an assault

Suffer 3 hits

+1 hit if reservist unit present   -1 hit if professional unit or cavalry present
+1 hit if artillery present   -1 hit if in woods, building, MG or AC present

Saving chart

- Target player applies first 2 hits (1 hit if shooting). Shooter /assaulter applies all remaining hits.
- All hits are applied at the rate of up to 2 per unit until all units have 2 hits.
- After this additional hits are applied anywhere the shooter/assaulter wishes, including all on to one target.
- Each failed save will cause a 1/2 base to be removed (casualty)
- All units save on 3,4,5,6 in fort defences

Saving rolls (assaulter never counts as if in cover for saving purposes)

Infantry	**4,5,6** +1 professional **or** in woods/buildings/defences -1 reservist
Cavalry	**4,5,6** +1 professional -1 reservist
MG	**3,4,5,6** +1 in trenches
Tanks or AC	**3,4,5,6** -1 light AC –1 assaulted whilst in woods or buildings
Artillery	**5,6** +1 in woods/buildings/defences

Fighting outcomes

Assaulter achieves more casualties	• Artillery guns removed (no additional casualties placed). • 3 hits applied to target square (6 hits if no withdrawal possible). Saves carried out. • Target withdraws 1 square. Taking casualties along too. • Assaulter must move at least 1 infantry or cavalry unit into square. • Assaulter awards a winning the fight marker to any infantry or cavalry unit in the assaulting square.
Target achieves more or same casualties	• 3 hits applied to assaulter (normal fighting placement). Saves carried out. • No movement caused. • Target awards a "winning the fight marker" to any infantry or cavalry unit in the assaultling square.
Target unit chooses to retire before the assault	• 3 hits (and modifiers) applied to target square units • Assaulter awards a winning the fight marker to any infantry or cavalry unit in the assaulting square.

Square Bashing Quick Sheet

Turn sequence (19)

Players move alternately.   Attacker has first move.

1	Roll for own gas. 1, 2 disperse 3 forward 4 back 5, 6 stay. Carry out 2 hits on gas filled squares.
2	Roll for a single chosen asset.
3	Carry out higher command orders (2, 3, 4 attempts).
4	Morale tests. On a square by square basis (R to L).
5	Movement for all units (R to L).
6	Carry out assaults (R to L).
7	**Opponent carries out shooting with squares not assaulted.** (R to L).
8	**Remove higher command markers.**
9	**Remove any opponent inflicted barrage markers.**
10	Reinforcements. Dice for all units, 6 per unit to arrive) OR choose 1 unit OR 1 on road +2 attempts at 6.
11	Defender rolls for countdown in his turn only.

Morale (28)

Dice	Reason
1	Per casualty marker (max 4).
1	Reservist unit in square (max 1).
1	Per barrage marker (max 3). Includes gas.
1	Per face of square, after 1st, occupied by enemy (max 3).
-1	Professional unit in square (max 1).
-1	MG, tank, or AC in square (max 1).
-1	In hasty defences.
-1	Square contains woods or buildings.
-2	If "morale bonus" marker present (max 1).
-2	In trench defences.
-3	If "hold the line" marker present (max 1).

Roll D6   Each 4, 5, 6 = fail.

Barrage deviation (22) (per square)

Quality	Short	On target	Over
Poor	1,2	3,4	5,6
Ave	1	2,3,4	5,6
Good	1	2,3,4,5	6

Reinforcement arrivals   (29)

Choose A,B or C

A = Roll 1D6 for all units. Each 6 = arrival.

B = 1 auto arrival. No dice roll.

C = 1 auto arrival as B **and 2 1D6** rolls on choice units. 6 = arrival on road at own base edge.

Basic movement distances (24)

Each unit does ALL movement before next unit moved.

Unit type.	Standard movement	D6 Exit scenery
Infantry.	2	3,4,5,6
Cavalry (mounted).	3	5,6
Cavalry (dismounted).	1	No cost
MG's.	1	3,4,5,6
Artillery/Higher command.	1	5,6
Tank light.	2	3,4,5,6
Tank heavy.	1	3,4,5,6
A/C .	2	5,6
A/C used in trench scenario.	1	5,6

+1 to D6 if professional unit.

-1 to D6 if reservist unit.

No roll needed for scenery exit on road face unless into square adjacent to enemy. Dismounted cavalry 1 square per turn.

This might be basic or extra movement.

Extra movement

1 extra square allowed disregarding any scenery rolls.

Extra square is not allowed if the unit would be brought into a square adjacent to the enemy.

Morale outcomes (28)

1 fail	"Steady"	No units may leave the square this turn. No assault can be initiated from the square.
2 fails	"Retire"	FIRST. Owner applies and rolls for 1 hit. Casualty marker is placed if save unsuccessful. SECOND. All units in the square fall back 1 square toward the baseline. Difficult scenery will not hinder this move. If retire is impossible due to enemy in rear square, then apply 6 hits and roll saves. Any own units in the rear square cannot be displaced. Retiring units leapfrog. Units which retire off the table will lose 1 base and become reinforcements. Retire uses up a units whole turn. Face figures toward base edge to indicate fall back.
3 fails or more	"Run"	FIRST. Owner rolls 1D6 for each unit. Score of 5, 6 (+1 reservist, -1 professional) indicates that the unit has routed and removed/lost from the game. Then as detailed above for 2 fails.

Barrages (22)

All barrages - Shooting in, out or across barrage squares is not allowed. Barrage squares cannot claim or count as support squares.

Suppression barrage	Row of 5 squares (continuous) in either row 2,3,4,5. **No units of either player may enter or leave** the barrage squares.. 1 barrage marker per square. 1 artillery hit per square.
Point effect barrage	Deploying player chooses 3 squares in a letter L. D6 artillery hits per square. 3 barrage markers per square.
Rolling barrage	Only allowed to an attacking player. Row of 5 squares. In any row number. Each square continues forward on if 3,4,5,6 is rolled . Right to left. Stop at failure or 3 square depth of barrage. 2 artillery hits and 2 barrage markers per square
Gas barrage	Row of 5 squares. 2 hits per square (no cover benefit) Units moving into or out of these squares have a maximum of 1 square movement (including extra movement).