

# Square Bashing -battle record sheet

- 16 points/D6 per row.
- Min1 –Max 6 points /D6 per day.
- +1D6 if won the previous day (not applied when using a +3 carry over). **OR**
- +3D6 if won the previous day **and** carried over that victory without claiming attack points from the results chart.
- Scores of 5,6 are successes.
- +6 spots on event chart 2D6 score if carryover successful.

## Countdown to battle sec 11.

	Mon	Tue	Wed	Thur	Fri
Week 1	3	3	4	3	3
Week 2	3	3	4	3	3
Week 3	3	3	4	3	3

## Attack points. From the army book

Tally

+1 for each cavalry unit.

Your total      Opponent total

Difference =

## Game set up table sec 8.

Activity	Rules section
1 Calculate composition of army. Agree if the game is to feature a canal or trench system.	
2 Choose 4/6 (standard/big game) scenery pieces.	12
3 Fill out "Countdown to battle".	11
4 Carry out "Countdown to battle".	11
5 Determination of attacker and defender.	11
6 Defender places the fort. Defender places the trenches or canal if used.	
7 Defender deploys transverse road. Some armies do not have a road.	13
8 Attacker deploys here to there road. Some armies do not have a road.	13
9 Defender deploys 4/6 (standard/big game) objectives. Totalling 13/19 position points.	15
10 Defender deploys all 8/12 (standard/big) pieces of scenery.	16
11 Attacker rolls D6/D6+2 and places dice for scenery moves.	16
12 Attacker carries out scenery moves.	16
13 Attacker deploys army in row 6 (his base edge).	17
14 Defender deploys army in rows 2 and 3.	17
15 Carry out depletions on defender's army only. Defender must have one in three infantry and cavalry off table as reinforcements by end of depletions.	18
16 Choose and declare higher command order type.	
17 Defender places 2 squares of hasty defences.	18
18 Attacker has first turn of game.	19

## Higher command rating.

1	2
3	4
5	6

## Higher command orders rule section 9.

Higher command stance.	Stance chosen	Effect of a higher command order success.
A. Fighting.		Success= +2D6 to <b>this</b> turns fight dice. Assaulters only.
B. Morale.		Success = -2D6 from morale this turn. Applies to whole square.
C. Movement.		Success = the square inflicts no movement penalty. No D6 needed to exit.
D. Asset.		Allows any 1,2,3 rolled for an asset to be re-rolled.

## Events and army notes, from the army book lists and "Countdown to battle".

1	2	3
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## Depletion chart rule section 18.

Difference in attack points.	D6 per inf/cav unit
Reconnaissance in force. 1-5.	5
Attack in force. 6-14.	6
Attack all along the sector. 15-30.	7
The big push. 31+.	8
Canal used. See rule section 36.	+1D6.
Professional.	-1D6.
Cavalry.	-1D6.
In objective.	-1D6.
Each 6 = lose 1 base removed to the soldier box. OR ignore loses but move unit to reserves.	
<b>MG, mortars ,flamethrowers and artillery. ROLL 2D6 (1D6 if in objective). Score of 6=move to reinforcement.</b>	
<b>Tanks, AC and higher command DO NOT ROLL</b>	

## Artillery quality.

Poor	Average	Good
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## Scenery pieces sec 12.

1	
2	
3	
4	
5	
6	

## Assets rule section 20.

Aircraft	
Hold the line	
Hasty defences	
Urgent arrivals	
Shock assault	
Suppressing barrage	
Point barrage	
Rolling barrage	
Gas barrage	
<b>Army status</b>	

Start 21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1 End
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