

# Square Bashing questions

## Hasty Defences

Each hasty defence gives this status to a whole square. *e.g. I am rolling for a hasty defence asset. I succeed. I nominate this square (pointing) to have all round hasty defences.*

If the pre-game awards a hasty defence, then that applies to all four faces of a chosen square.

## Grand manor objective

This can be placed on a road or off a road. Player choice.

## Extra free square of movement

An extra free square of movement can be had if that square of movement does not touch any opponent occupied square either on its corner or face. *i.e No free square if moving into proximity of opponent held squares,*

## Assaults

### Assaulting in the flank

When a square is assaulted from the flank only, if the target loses and needs to retreat or choices to retire which direction do they go?

A – towards their own base line. Right angles from the assault

B – directly away from the assault. i.e. a sideways move

*Page 52 (assaulter wins the fight)*

*"target units all moved back towards the baseline by 1 square"*

*So, be careful when you get behind the enemy as there is a penalty for not falling back toward base edge!*

### Attacking the rear

If a square fails a morale test and has to retire does it always go towards its baseline. We had a weird looking one where some cavalry assaulted the rear of the square ... lost .. got some casualty markers. Subsequently failed the morale but its movement was blocked by the square it was trying to assault previously.

*as above*

### Winning the fight

If 1 unit has a winning the fight marker in a square , with other units that do not. If you win

another fight can you award it to another unit? so 2 units can have a marker?

Yes , page 53... *winning the fight*

*"... result in several units having winning the fight markers"*

## Winning the fight

If you win the fight do you remove all casualty markers for the square or only those inflicted as part of the assault?

Yes, page 52 ...

*"The winner of the fight removes **all** their own casualty markers"*

## Losing 'Winning the fight'

It says that these are only lost when you lose the fight. Am I right in thinking this does not include retire/fall backs from morale checks as a result of shooting?

*"You only need to lose the "winning the fight" markers if you actually lose a fight or withdraw from an enemy assaulting you"*

## Calculating assault winner

When determining 'winning the fight' is it just casualties inflicted as part of the assault? or do casualties in the square also count (for a prior barrage in the same turn say)

*"Only casualties gotten in the fight will count toward the win/lose calculation. The other casualties will make morale much worse when it does come about. However, a winning square can discard all of its casualty markers because they are elated at winning."*

## Calculating assault winner

When determining 'winning the fight' is it just casualties inflicted as part of the assault? or do casualties in the square also count (for a prior barrage in the same turn say)

*"Only casualties gotten in the fight will count toward the win/lose calculation. The other casualties will make morale much worse when it does come about. However, a winning square can discard all of its own casualty markers because they are elated at winning."*

## Measuring LOS

Do you measure from square centre to centre to determine LOS through trees etc? or can it be any part of the square that blocks LOS?

*Square centre to square centre. Of course, it might TOUCH the corner of a wood square etc but that is OK. Thus, a diagonal of squares can ignore buildings etc that touch that diagonal*

## BEF shooting dice

+1 fight D6 for each infantry unit (max 2) in an assaulted /target square.

*You get +1 for each BEF infantry battalion(unit) in a square that is assaulting. You also get +1 D6 for each battalion in a square that is the target of an assault. It does not apply to shooting, but only to units involved in assaulting, or being the target of an assault. This models close range effect of the BEF shooting.*

## MGs and Guns in Support

MG and Gun bases **do not count** as bases to give rear support, to either assaulter or defender. This is because they are not mobile enough to plug gaps and offer other mobile support.

## Retiring from assault

Play sheet and p46 says

- 1 hit if in woods, buildings, MG or A/c Present
- 1 hit if professional unit or mounted cavalry present

P51 says

- 1 hit if in woods, buildings, cavalry or A/c Present
- 1 hit if professional unit or MG present

*Let us go with the P46. This means use P46 version.*

- 1 hit if in woods, buildings, MG or A/c Present**
- 1 hit if professional unit or mounted cavalry present**

## Advance after retiring from assault

When a square chooses to retire rather than face the assault. Does the assault counts as winning the assault? The reason for confusion is that on the QRS there is a separate section on assault outcomes. The third section being 'target chooses to retire'. In this section it defines the outcomes. So, 3 hits and assaulted gets 'winning the fight'. What it doesn't mention is whether the assaulter does the other things that occur when you win an assault.

Do you removing the 'winners' casualties? (are they still elated?)

Does the assaulter have to move at least one unit into the assaulted square?

*I say "yes it does count as wining a normal assault".*

*You do get a winning the fight marker and must move at least 1 unit into the vanquished square. Also remove all casualty markers from the winners initial square (the square next to the target square).*

## Allocating hits

To clarify allocating hits. From shooting, the target allocates the **1st hit**, from assault the target allocated the **first 2 hits**. This is as per the QRS , and not the rules.

The idea was to let the owner apply the first hits in order to prevent the shooter cherry picking his favourite target.

Because shooting generates fewer hits, only first hit application is the owner's choice.

In assaults there will be more hits, thus the owner allocates the first **two**.

These allocations should end up with the owner choosing the hits when the action is not that decisive. When actions create a lot of death does the shooter/opponent get a big say. The rules are designed to prevent stop the occasional shot taking out that valuable MG etc,

## Taking excess casualties

When a damaged gun is allocated 2 hits and then fails both. Does it generate 1 or 2 casualties? The rules say all unsaved hits generate a casualty marker, subsequently it says than when a damaged gun takes a 2nd casualty it is totally destroyed

*"You CAN put two hits on a unit or gun with only 1 casualty potential left. Useful and allowed ruse de guerre. An already damaged gun taking extra hits might fail both but still only place 1 casualty marker as that was all that was remaining on that gun."*

## Stormtroopers

Stormtrooper deployment . The rules state, "held off until depletions are finished "  
*"Another one that needs a ruling. My suggestion is that - just before you start assets for turn 1".*

The +5 to the assault of Stormtroopers in the first phase . Is that by unit or by square ?  
*"I thought it would be per square like shock assault. I assume you are having two stormtrooper units on the same squares. Else +10 is pretty mind blowing. "*

There is a difference in the rules between the printed book, and the later PDF. The PDF has the additional bullet point -

- Stormtroopers are all positioned in the same square and must stay together for this part of the pre-game. They cannot go in different directions to accomplish different tasks.

# Victory points

## Damaged Artillery and MGs

P62 point 5 makes it clear that damaged MGs and Artillery do count for scoring

*Damaged or destroyed light AC or tanks attract 2 victory points.*

## Infantry and Cavalry half bases on table

P62 point 8,9,10 make it clear that even 1/2 a base on table means the units is not lost

*These victory points are a bonus for finally destroying a unit. A destroyed unit is one which has not even a half base left on the table. A battered unit might be of further use in a campaign, whereas a destroyed unit ceases to exist. A unit that still exists will be able to cater for its wounded whilst a destroyed unit will have surrendered. been dispersed or have been massacred. This category does not include defender's units lost from the game because of depletions. They were not there anyway!*

## Holding Objectives

The only thing that cannot hold an object is a Higher Command base.

P62. point 14

The objectives are specific points that are assumed to be important to the tactical battlefield, adjoining countryside and future battles near the present battlefield. These points can be claimed if any unit is on that square (*e.g half an MG base*) , but not by a higher command base.

## Claiming occupancy of squares in row 2 and 3

These squares can be claimed even if the same square has been claimed as an objective.