

Army=	Quality =
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Piggy Chase Jotter

Game setup sequence

1	Build army	Distribute additions.
2	Choose scenery	4 pieces per player.
3	Piggy chase	First to 40. Remember mounted.
4	Defender carries out depletions	D6 per base. Each 5, 6 = base lost. Re-roll allowed. Min unit 5 bases. Guns do not roll.
5	Road	Defender = "me to you" road. Not at flanks.
6	Railway	Defender = railway in row 1 or 6. Or on top of the road.
7	Objectives	3 objectives placed by D efender. One each of rows 2, 3, 4 N ot columns 1 or 10. At least 2 columns between them.
8	Scenery templates	4 off. Put into base edge pit stop.
9	Place scenery templates	Defender places all solid buildings. Then start with Attacker, place pieces alternately.
10	Single square partials	Attacker deploys 16 single square partials. Partial pieces cannot be placed on any template except hills. Defender does same with 4.
11	Defender deploys	Defender deploys in rows 1-3.
12	Attacker deploys	Attacker deploys in row 5,6.
13	Defender dis-mounts cavalry	Mounted can be dismounted, roll for horse holder losses.
14	Both players have 2 asset attempts	Carry out 2 asset attempts. Attacker goes first. Take it in turns. Bonus attempts if successful
15	D6 to see who has turn 1	Attacker D6 Defender D6+1

My army unit additions	
Unit 1	
Unit 2	
Unit 3	
Unit 4	
Unit 5	

My scenery (4 pieces)		
Solid buildings	1	
Scattered buildings	0-2	
Scrub	0-2	
Rough hill	0-2	
Arroyo /Dead ground	0-2	
Gentle hills	0-2	
Total 4 pieces + single-square partials (16 Attacker, 4 Defender)		

Depletions (per unit)		
Number of Bases = number of D6 to roll (modifiers below) 5, 6 = remove base. Re-roll allowed.		
Gap	Winner choice = Attacker	Winner choice = Defender
1-7	Defender rolls 3 fewer D6	Defender rolls 0 fewer D6
8-18	Defender rolls 2 fewer D6	Defender rolls 1 fewer D6
19-31	Defender rolls 1 fewer D6	Defender rolls 2 fewer D6
32-40	Defender rolls 0 fewer D6	Defender rolls 3 fewer D6

Fighting for Mexico Battle Sheet

Assets	You	Them
Shock assault		
Defences		
Extra ammo		
Sneak move		
High morale		
Train arrival		
HE		
New General		
Excellent Officer		
Low on ammo		
Low morale		

Asset summary

Maximum
7D6 per roll

1. Shock assault (Attacker)

3AP for assaults
Lost if assault fails.

2. Defences (Defender)

Target in square rises by one level if fighting.

3. Extra ammo

Improve by 1 quality.

4. Sneak move

Move 4 bases, new square must include 1 own base

5. High morale

Owner chooses re-roll

6. Train arrival (Defender)

14 travel points.
D6 + blockers needed to proceed.

7. HE 2 Squares.

1 = short. 6 = over.
All squares pinned.
3, 4, 5, 6 per base for a hit.

8. New General

New general loses +1AP effect.

9. Excellent Officer

+1 to AP for whole unit.

10. Short on ammo

Decrease by 1 quality.

11. Low morale

Opponent chooses re-roll

Count down

30

29

28

27

26

25

24

23

22

21

20

19

18

17

16

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13

12

11

10

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4

3

2

1