

Turn sequence		
1	Asset	Once per turn. 2nd asset if first successful.
2	General	Move D6, replace officer, add to officer action D6, and allow morale re-roll.
3	Morale	All units with 2 problems.
4	Opportunity shooting	Waiting player only. Do now and whenever it occurs.
5	Units do things	Give out AP (max 3), do actions, finish unit. Residual 1AP.
6	Remove pinned	Remove any pinned markers on own units.
7	Check 6's and taking cover	Excess bases placed by oppo- nent in proximity. Apply "taking cover" markers to squares with no ins/outs.
8	Reinforcements	4D6. Defender Re-roll allowed. 6D6. Attacker Re-roll allowed. 4, 5, 6 = new base. (Raw 3, 4, 5, 6)
9	Countdown	Reduce by D6 with re-roll.

Action points	
(no vet / raw modifier) Officer motivates 3 squares	
With officer	D6 (owner re-roll)
Proximity	D6
Distant	D6 (opponent re-roll)
D6 for each gun (re-roll)	

Cost of actions				
	Base type			
Action	Foot	Mounted	MG	Gun
Leave difficult	2	4		
Leave any other	1	1	2	4
Dismount	No	2	No	No
Assault	4		No	
Shock assault	3		No	
First shoot	1			
Second shoot	3			
Remove casualty	2			No
New officer	1AP 3, 4, 5, 6, success (1, 2 base removed)			No
Any single action (not assault)	All AP			
No = not allowed				

Morale units only
Morale if 2 problems
2 casualty markers
Another 2 casualty markers
No officer
Only 4 bases left at turn start
Roll 2D6 Result
9 or more = OK
Officer with general allows re-roll
Fail = roll loss D6 Raw 5D6 Av 4D6 Vet 3D6 Each 4, 5, 6 = lose base

Mounted
Shoot at proximity only for all shooting
Gallop = 2 free movements
Dismounting by square 1D6 per 4 bases (or part) Each 5, 6 = lose 1 base
Cannot assault into solid build- ings, defences, arroyos or rough hills

Pinned
Foot / guns pinned if HE, voluntary fall back <u>or</u> hits traded in get 5, 6 Success = square pinned.
Pinned bases lose next turn. Can fall back, take pinned with them.
Opportunity / return shooting not affected.
Opportunity / return shooting cannot create pinned.
Mounted and train passengers cannot be pinned.

Fighting for Mexico
Play Sheet **BACK**

FIGHTING

Fall backs

1. Roll 2D6. 5, 6 = Extra kill. Re-roll if better quality.
2. Losing assaulter falls back to launch square.
3. Other fall backers can **choose** which square to go to.
4. Fall backs can carry 1 casualty marker per base.
5. **Voluntary** fall backers become pinned (and the whole square they join)

Assault dice

Count bases (maximum 6)

Each base starts on 2D6

Apply modifiers in D6 to each base

Assaulter		Target	
Officer (max 1)	+1	Pinned (max 5)	-1
Foot short assault (max 5)	+1		
Bombers (max 1)	+2	MG base (max 2)	+2
Mounted not in scenery (max 3)	+1		
Target in solid buildings (max 4)	-1	Mounted not in scenery (max 3)	+1
Target is foot base in scattered building or rough hill (max 2)	-1		

Minimum 2D6

Better quality can re-roll (must go first)

Each 6 = casualty (dead / no save)

Target wins, unless the assaulter causes more casualties or destroys target.

There are no draws.

Apply fall-back 2D6
each 5, 6 = kill upon assault loser.

The General

Move D6 squares

Count as officer if the officer is dead

Joins officer = add 1 to all unit AP rolls

Joins officer gives morale test re-roll

No opportunity shooting at General

Saves on 2, 3, 4, 5, 6 except assaults and fall backs (no saves)

SHOOTING

Ranges in squares (No diagonals)

Officer / General	0
Mounted base	Proximity
Foot base	3
Bomber base	3
MG base	4
Gun base	8

How many D6 per shot

Each base	1D6
Field gun	2D6
MG base	3D6

Max 6 bases can shoot

Calculate D6 total.

+1D6 per shot if shooter better than target

-1D6 per shot if target better than shooter

Minimum 1D6 for shooting
after modifiers.

Paid for shooting=5,6 to hit
(6 for opportunity / return)

Crowded = more than 4 bases, any bases.
Target crowded = re-roll.

Saves

Basic = 4, 5, 6

1 always fails, 6 success

Modifiers are cumulative

Better for target		Worse	
Partial cover (not for mounted)	1	Proximity range	1
Solid building (not for mounted)	2		
Officer	1		
Taking cover (not for mounted)	1		

Owner chooses bases.
Fails become casualties.

Fighting for Mexico
Play Sheet
FRONT