

Motivation
Count squares including start and end square. 1 diagonal allowed. THEN +1 wood/building/rocky/enemy foot (max 1) Success if total equalled or exceeded. Militia officers have 2 square motivation reach

Action points
Once a square is motivated a D6 is rolled for how many APs are awarded.
Modifiers
Raw -1 Veteran +1 Pinned down -2

Cost in AP of foot base actions
1 Shoot (up to 3 points allowed)
1 Move out of an open or partial square
2 Move out of a closed square
3 Set or take down MMG or mortar
2 To shoot a mortar (per shot)
3 MMG to shoot at vehicle
4 Assault

Cost (AP) for vehicle/tank/towed guns
1 Shoot MG(up to 3)
3 Shoot main gun/flamethrower (up to 3)
1 Change facing
4 Change facing of towed gun
1 Move out of an open square
2 Move out of a partial square
5 Move out of a closed square
5 Deploy or limber up a towed gun
3 MMG to shoot at vehicle in anti tank role
4 Assault
1 <u>Extra cost per square</u> for moving backwards

Saving foot bases from shooting
Basic save = 4,5,6
Modifiers that improve the save roll
1 Platoon commander or veteran (not both)
1 Partial cover
1 Target did not move in own turn
2 Target in closed square
Modifiers that worsen the save roll.
1 Raw target
1 Short range
1 = always dead 6 = always saved

Assaults
Initially place 3D6 next to each vehicle or foot base. Each 6 = dead. Owner chooses casualties. Tanks and vehicles are allowed a saving roll, foot bases and deployed towed guns are not.
Assaulter modifiers
+3 If bomber (max 2)
+2 If cavalry in partial or open (max 2)
+2 If assaulter started turn in facing square
+2 tank or armoured car fighting in an open square
+1 If veteran
+1 If SMG armed
+2 If militia officer(max 1)
-1 if targets are in woods or buildings
-1 if raw
Mortar,MMG bases are = 1D6 with NO modifiers
Target modifiers
+1 If SMG armed
+1 If militia officer(max 1)
+1 If veteran
-1 If pinned
-1 If raw
-1 If mortar, towed gun or MMG crew
After saves, add up casualties. Target wins unless assaulter has achieved more casualties or wiped out target. No draws. Assault casualties remain in target square.
If assaulter wins
D6 for each remaining assaulter base /vehicle/ tank. 6 = additional casualty Target fall back 1 square and becomes pinned.
If target wins
D6 for each target base/vehicle/tank. 6 = additional casualty Assaulter withdraws to facing . Not pinned

BAIT Playsheet Side A

How many D6 to shoot with	
Rifles	D6 per AP used
Machine guns	2D6 per AP used
Modifier	4D6 per MG shot if target has 4 or more foot bases. MMG add 3D6 to final total on each target engaged.

Pre-game sequence of activities	
1	Players arrive at the agreed venue.
2	Players show their companies and scenery to one another.
3	Players carry out the reconnaissance part of the game.
4	Once the attacker is decided, the two players sort out which units are on table and which are reinforcements.
5	Players decide which table edge is theirs.
6	Defender deploys his road (left to right).
7	Attacker lays down his road (here to there).
8	Defender deploys objectives.
9	Defender deploys scenery.
10	Attacker rolls D6 to attempt scenery moving (D6+5).
11	Defender deploys his forces in rows 1,2,3,4,5,6.
12	Attacker deploys his units in row 8.
13	Barrage
14	Attacker has first turn.

Turn Sequence	
1	Aircraft intimidation Twice per game. 9 Squares size. 5,6 to pin each square.
2	Company commander does 3 things. Move, help, help or help,help,help.
3	Foot units carry out morale if they have 2 problems. Morale 7,8,9 (2D6). This or higher = unit lost from game.
4	Enemy opportunity shooting. Always carried out before the moving player's own shooting. Roll 5,6 per base that can shot. THEN choose which bases to actually use.
5	Attempt to motivate squares, one at a time. Include commander and bases square. Un-motivated may carry out 1 point shooting, moving, setting up or casualty removal
6	Reinforcements. 4D6 per unit or all combined. 5,6= vehicles ready. 3,4,,5,6= foot bases ready.
7	Roll "count down" D6 if player is defender.

BAIT Playsheet

Side B

Reinforcement rolls	
Each unit off table as reinforcements is allowed to roll 4D6 at the player's turn end.	
For foot base units	3,4,5,6
For vehicle units or support units	5,6

Gun Shooting	
Determination of shot difficulty. Start at MEDIUM	
Veteran shooting	Up
Range 1 or 2 squares	Up
Vehicle target moved 2 or more squares in it's most recent turn	Down
Raw shooting	Down
Foot base or deployed gun target	Down
Shooter moved this turn (before shooting)	Down
Foot base target at 4 or more squares	Down
Target is in closed square	Down
To hit roll 2D6.	
Easy	7-12 Medium 8-12
Difficult	9-12 Very difficult 11-12
Effect	
Shooter roll D6 per gun effect. Each 3,4,5,6= 1 effect	
Target roll D6 per armour value. Each 3,4,,5,6= save (4,,5,6 side armour. 5,6 rear armour)	
Shooter effects—Target effects	
Outcome	
0 = No outcome 1,2= immobilised 3+= destroyed	

Morale
2 or more problems must apply
Foot unit problems
1st two casualties still on table.
2nd two casualties
Below half strength
Officer dead (CC can cancel if with unit)
Vehicle/towed gun problems
Immobilised
No OK vehicle of same unit in proximity
In proximity to wood/buildings and no own foot in proximity
ROLL 2D6
7+ Raw rout
8+ Average rout
9+ Veteran rout