

Square Bashing rule change ideas to try out

8th July 2026

I am going to suggest some SB changes.

They are all very mild and should make the games better.

1. Countdown. One lap of the table. Both players roll at the end of their own turn. **D6-1**. Re-roll allowed. Zero results are allowed.

This allows the players to influence game length. It also stops defender being guaranteed the last turn.

2. Fights. Target rolls and re-rolls first. Then assaulter rolls and re rolls. Rolling second is an advantage that helps the assaulter.

This reduces extreme results of 3D6 beating 9D6.

Note that target and assaulter are not synonymous with defender and attacker.

3. Objectives. In rows 2,3,3,4 Total 12 instead of 13. Stops the row 6 option.

This makes the fighting more central on the table.

4. Foot and mounted units disintegrate when at half base (not MGs, guns, vehicles et al).

This stops half bases providing support etc.

5. Days to war. 15 days at the moment = 48 points (average 3 per day). Change to 1 to 5 per day without the 16 per 5 day grouping. Then play straight through all of the 15 days without the weekend confusion.

Easier for players to understand.

I hope the above all seem easy and sensible to make the games better(

