

## SCW Page 20 Section 17 (insert)

# Assets

There are ten types of assets in SCW.

Each asset represents something that company commander might be able to call upon. An example of an asset is HE (high explosive) . HE might be called in by a company commander, but its arrival is not guaranteed.

To simulate this, SCW lists those things that a company commander might be able to call upon as "assets".

There are 10 types of asset for each company.

Each asset has a numerical value.

This is the number of D6 available to attempt "call ins" of that asset.

*e.g an asset value of 5 means that 5D6 are available for attempts to call in that asset.*

Once a player knows whether he is defending or attacking, he may choose 3 assets (only 3) from the 10 available. The time of choosing allows a player to choose assets that are of particular help to a defender or attacker as appropriate.

- All companies have 10 assets from which to choose 3.
- Players can choose any **3** assets from the 10 listed.
- These 3 assets are the only ones allowed to the player during the game.
- The chosen assets must be listed on the player's ***Battle Record Sheet***.
- A player might choose a low pointed asset over a higher pointed one because he really wants it.
- Assets do not use any motivations or cost any AP to carry out.

### Method of use

1. Player chooses which of his 3 assets he would like to call up at his turn start.
2. He may choose any number of the D6 available for a particular asset. Once chosen and rolled, the D6 are lost from the asset availability total.
3. The Chosen D6 are rolled.
4. If one or more scores of 6 are achieved the asset arrives and is carried out instantly.

### **Example of asset call ins**

A player decides to use the "International Brigade" company.

Having won the chase and decided to be the attacker he chooses his assets.

From the ten assets available he chooses three assets. The chosen three are HE (value 4), Delay (value 9) and Air support (value 3).

This means he has 4D6 available for calling in HE, 9D6 available for calling in delay and 3D6 for calling in air support.

In his first turn he decides to use 3 of his 4 HE D6. He roils the 3D6 and scores 3,6,5. One or more scores of 6 indicate that the HE has successfully been called in. Multiple cores of 6 do not increase the amount of HE. There is either success in calling in the asset or failure.

Having used 3 of the 4 available HE D6 means there is only 1D6 left for future HE call ins.

## Second version of asset explanation

Assets can be a difficult concept to understand.

Thus a second version of explanation is given here.

Each SCW company has 10 potential assets available.

Here is an example ( the numbers are different for different companies)

Sniper	Shock assault	HE	Smoke	Rapid arrival	Gifted leader	Delay	Tank hunters	Air support	Hasty defence
3	5	2	4	6	4	5	3	1	5

A player chooses 3 from the list of 10.

He chooses Sniper (value 3), Gifted leader (value 4) and Hasty defences (value 5).

He then obtains 3 plastic cups and labels them "Sniper", "Gifted leader" and " Hasty defences".

In the sniper cup he places 3D6. In the Gifted leader cup he places 4D6. In the Hasty defences cup he places 5D6.

Each turn he can choose ONE of the cups and remove one or more D6 from it. He rolls these D6 and if one or more scores of 6 are achieved the asset will arrive. If no scores of 6 are achieved then the asset has failed to arrive. After the asset D6 are rolled the rolled D6 are lost. When all the D6 are gone from a cup then there are no more left to be called upon and the asset will never happen again.

End