

### 31. Turn sequence

1	<b>Asset</b>	Not compulsory. Once per turn.
2	<b>Company commander</b>	Move, replace PC, or add to PC action D6.
3	<b>Morale</b>	Any foot unit with 2 problems.
4	<b>Unit by unit</b>	Do AP (max 3 ), do actions. Square by square.
5	<b>Smoke</b>	Remove at end of target's turn.
6	<b>Remove hammered</b>	Remove any hammered markers on your units.
7	<b>Reinforcements</b>	6D6 per unit. Then arrivals.
8	<b>Countdown</b>	Reduce by 1, 2, 3.

### 33. Action points

Foot bases (no diagonals) (no vet / raw modifier)  
Effect = max 3 owned squares.

<b>With command</b>	D6 (re-roll)
<b>Close in 1-2</b>	D6
<b>Distant 3+</b>	D6 (opponent re-roll)

Vehicles and guns -1 if no own foot in proximity

<b>With command</b>	D6 (re-roll)
<b>Last one</b>	D6 (opponent re-roll)

### 33. Action cost

#### Base type

Action	Base type			
	Foot base	MMG mortar	Gun	Vehicle
First shoot	1			
Second shoot	3			
Leave difficult square	2	4		
Leave other square	1	2	4	1
Assault (from face)	4	No	No	4
Remove casualty	2		No	
Appoint new PC	1 (3, 4, 5, 6)		No	
Single chosen action (not assault)	All AP			

### 14. Company commander

1. Move D6 squares (re-roll allowed).
2. Count as the PC if the PC is dead.
3. Join PC add 1 to all AP rolls for that platoon.
4. Can cause morale test re-roll.
5. No opp shooting at CC

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

### 32. Morale platoons only

#### Morale if 2 problems

2 casualty markers

Another 2 casualty markers

No officer

Only 4 bases left

**Result**

**8 or more = OK**

**PC and CC allows re-roll**

**Fail**

lose 2, 3, 4 bases (Vet / Av / Raw)  
Else no effect.

### 42. Reinforcements

6D6 per unit OR combine (4, 5, 6 to choose unit)

3, 4, 5, 6 = foot bases are ready.  
5, 6 = vehicle / gun is ready.

**Arrival** Road = no deviation.  
Else D6 (+1 owner).  
Full deviation or none.

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### 37. Hammered

- Foot / guns hammered if HE or hits traded in get 5, 6
- Vehicles cannot be hammered.
- Hammered bases lose next turn.
- Opportunity/return shooting OK

### 23. Cavalry

Start turn with free square of movement  
Dismount =2AP  
Each 4 (or part) roll D6.  
4,5,6=base removed as horse holders.  
Can only assault in open/partial (cost 1AP)  
Shoot range=proximity

### 36. Saves

Basic = 4, 5, 6. 1 always fails, 6 success. Modifiers are cumulative

Better		Worse	
Partial cover (gun/foot)	1	Raw or short range (gun / foot)	1
Building/wood (gun/foot)	2		
Officer	1		
AC / light tank / truck	1		
Medium tank	2		
Veteran at short range	1		
Fails become casualties.			

### 35. Ranges

Officer	0
Foot base	3
Truck	2
MMG / Medium tank / AC	5
Mortar	3 - 6
Light tank / AC	3
Gun	6
Sniper	4

### 29. Roads

Roads allow bases to exit scenery as if into the open.

### 21. Flamethrowers

4D6 per shot.  
Foot short range.  
Tank proximity range.  
Foot / gun target auto hammered if hit.  
Opportunity / return shooting = 2D6.

### 20. Mortars

3D6 per shot. Range 3 - 6 squares.  
Direct shooting only. MMG movement.  
No rifle shooting or assaulting.

### 38. Fall backs

- 1D6 per pursuit base / vehicle / gun (re-roll if better quality). Vehicle still get save. Guns get no save.
- Losing assaulter falls back to launch square. Losing target nominate 3 squares. Higher roll chooses.

### 35. Shooting

How many D6 per shot  
All shooting 5,6 to hit  
(6 for opportunity / return)

Shooter	Foot target	Gun target	Vehicle target
Rifle base	1		0
LMG base	2		0
MMG base	3		1
AT guns	1	2	4
Light tank / AC	3	2	1 light targets only
Truck	2	2	
Field gun	3	2	2
Medium tank / AC	2	2	3

#### Foot base D6

Count how many bases can shoot (max 6).  
Calculate D6 total.  
-1D6 per shot if raw +1D6 per shot if Vet.  
Minimum 1D6.  
Vehicles / guns always **2D6** for opportunity / return shoot.

**Target clustered = re-roll.**

**Minimum 1D6 for shooting after modifiers.**

If the square combines two shooting actions the target only gets one attempt at return.  
If the square shoots as two actions, each action will cause a return shoot.

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### 41. Assault dice

Count bases / guns / vehicles, maximum 6 (8 for raw assaulters)

Start on 2D6 per base / gun / vehicle

Assaulter		Target	
Officer	+1	Medium tank	+1
Short assault	+1	Hammered	-1
Bomber / flame	+2	LMG	+1
Each 6 = 1 casualty		MMG	+2
		Foot in building / wood	+1
		Hasty defences	+3

**Better quality** can re-roll (they must go first)

**Vehicles (not guns) can save in an assault**

3, 4, 5, 6 (4, 5, 6 in building or wood)

**Fail = instantly dead** (count as 2 casualties).

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

Apply fall back to assault loser.