

Company type	Quality =

SCW Battle Sheet

Countdown
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1

Game setup sequence		
	Activity	Detail
1	Choose company	Choose company quality and then calculate additions. Choose 8 scenery pieces.
2	Show and tell	Display chosen scenery and company.
3	Carry out chase	Do the 50 point chase. Winner chooses defend / attack. Select off table units.
4	Choose assets	Choose 3 assets. Apply asset modifiers from additions.
5	Roads	Attacker road in column 5. Both roll D6. Draw = no change. Else winner must move road by 1 column. Defender road in row 3. Me to you road cuts it in two. Left part roll opposed D6. Repeat for right part. Draw = no change. Else winner must move road by 1 row.
6	Objectives	3 of. Add up to 8. Rows 2, 3, 4, only.
7	Primary scenery	Defender deploys all scenery pieces. Attacker rolls 7D6 to move. 4, 5, 6 success.
8	Partial scenery	Attacker deploys 16 single squares of partial scenery. Defender places 7D6. The rolls to move
9	Defender special piece	Defender can swap a building for his special piece. Cavalry remove 2 scenery pieces.
10	Defender deploys	Defender lays out his units within rows 1-4.
11	Attacker deploys	Attacker deploys in row 6.
12	Attacker has turn 1	

My company	
What is in the units. Only list extras for platoons.	
Platoon 1	
Platoon 2	
Platoon 3	
Platoon 4	
Platoon 5	
Extra unit 1	
Extra unit 2	
Extra unit 3	

My scenery		
Buildings	2-3	
Woods	0-1	
Rough hills	1-3	
Dead ground	1-2	
Gentle hills	0-2	
Total 8 pieces and a road		
Also 8 single squares of partial		

My assets		
Asset	Roll	Total remaining
	1,2	
	3,4	
	5,6	

17. Assets				
5. Rapid arrival Choose 1 unit. Re-roll allowed. Min 1. D6+3 foot bases. D6-2 other bases.	1. Sniper Own table half. Range 4. 4, 5, 6 = hit. Ignore opp / return. Saves on 2, 3, 4, 5, 6. Lost if touched.	3. HE 2 squares. 1 = short. 6 = over. 3, 4, 5, 6 = Hit. Target square hammered.	4. Smoke 3 squares. No deviation. Removed end of target turn.	10. Hasty defences Adds 3D6 to assault target dice.
2. Shock assault 4 square path. Short assault. Victory or death. NOT TURN 1.	8. Tank hunters 6 square clear path from any PC. 7D6 assault. Re-roll allowed.	9. Air support 1 square of HE. No deviation.	7. Delay Reverts ready bases back to reinforcement.	6. Gifted leader 6 AP for one square.

My chase	
Level 1 (0-15)	
Level 2 (16-34)	
Level 3 (35-43)	
Level 4 (44-49)	
Level 5 (50+)	