

Company type (P86)	Quality =

SCW Battle Sheet v2

Countdown

Game setup sequence

Activity	Detail
1 Choose company (P86)	Choose company quality and then calculate additions. Choose 8 scenery pieces.
2 Show and tell	Display chosen scenery and company.
3 Carry out chase (P36)	Do the 50 point chase. Winner chooses defend / attack. Select off table units.
4 Choose assets (P21)	Choose 3 assets. Then apply asset additions.
5 Roads (P46)	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 (P40)	3 of. Add up to 8. Rows 2, 3, 4, only.
7 Primary scenery (P45)	Defender deploys all scenery pieces. Attacker rolls 7D6 to move. 4, 5, 6 success.
8 Partial scenery (P44)	Attacker deploys 16 single squares of partial scenery. Defender places 7D6 . Then rolls to move
9 Defender special piece (P50)	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.

Platoon 1	
Platoon 2	
Platoon 3	
Platoon 4	
Platoon 5	
Extra unit 1	
Extra unit 2	
Extra unit 3	

My scenery (P45)

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 (P21)

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

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

17. Assets (P21)

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+)