

Square Bashing pre-game

Before the on table game with figures SB has a pre-game mechanism. This is to make sure each battle is different and to make one player the attacker and the other the defender.

In the mechanism players will collect attack points.

The player who collects the most attack points will be the attacker (no choice).

The attack points are not awarded in the same way for all armies. Some armies are given higher attack point results because they were historically more likely to attack.

In this example there will be a Turkish army (29) against an Arab revolt army (30). This is from army book pages 32/33. They will be called "Turks" and "Arabs".

FIRST

Players fill in their "countdown to battle". Each of the 15 boxes will have a number 1,2,3,4,5 or 6 put in it. The total of each row must be 16. No zeroes or numbers higher than 6 are allowed in order to maintain balance.

These grids are kept secret.

Each player will use his day 1 against the other's day 1. Then the players will use day 2 against each other. etc. The result of each clash/comparison/dice rolls will be either a win/draw/lose.

Note: Players who put down a higher number in the hope of winning on that day might not always do so.

TURKISH					
Countdown to battle sec 11.					
	Mon	Tue	Wed	Thur	Fri
Week 1	3	5	2	3	3
Week 2	1	1	4	5	5
Week 3	3	3	4	3	3

ARAB					
Countdown to battle sec 11.					
	Mon	Tue	Wed	Thur	Fri
Week 1	5	4	4	2	1
Week 2	3	3	6	1	3
Week 3	3	3	4	3	3

SECOND

Players look at week 1 day 1 (Monday). The Turk has 3D6 and the Arab has 5D6.

The Turk's scores are 3,2,5 giving 1 success (5,6 is a success).

The Arab's scores are 3,2,5,6,6 giving 3 successes.

The player with more successes wins that day (no matter how many more, just more). The player with the lower number of successes loses that day. If the number of successes are the same then no player wins that day. The day is not re-rolled.

The Arab has more successes, so wins day 1.

The Arab goes to page 33 in the army book and rolls 2D6. His D6 scores are 3 and 5 giving a score of 8.

8 gives the result "French NCO advisors help with infantry tactics. Etc" this gives the Arabs the ability to re-roll their dice in a fight. It also gives the Arab 5 attack points.

THIRD

The Arab and Turkish player now move on to week 1 day 2 (Tuesday).

The Arab has 4D6 and the Turk 5D6. The Arab adds 1D6 because he won the previous day.

So the D6 totals are now Arab 5D6 Turk 5D6.

The Arab rolls 5D6 and scores 3,6,2,6,5 giving 3 successes.

The Turk rolls 5D6 and scores 1,6,2,2,3,2 giving 1 success.

The Arab has achieved more successes (5,6 scores), so wins the day.

The Arab now turns to page 33 in the army book (ARAB REVOLT 1916-18).

He rolls 2D6 scoring 3 and 4 giving a total of 7. the result is "The men are motivated by religious fervour" one unit of the Arab's choice is upgraded by a quality. He decides to improve a reservist infantry unit to regular quality. The Arab also gains 4 attack points (see right hand column on page 33).

This means the Arab now adds 4 attack points to his previous 5 attack points. He now has 9 attack points (4+5).

FOURTH

Week 1 day 3 (Wednesday)

The Turk has 2D6 and the Arab has 4D6. The Arab win the previous day (Tuesday) so adds 1D6 to his number of D6.

This means the Turk has 2D6 and the Arab 5D6.

The Turk rolls his 2D6 and score 6,5 giving 2 successes. The Arab rolls his 5D6 and scores 3,5,4,4,4 giving 1 success.

The Turk has more success (2 compared to the Arab 1). So the Turk turns to page 32 in the army book (TURKISH ARMY) The Turk now rolls 2D6, scoring 5 and 4 giving a total of 9.

The result from the army book is "The correct ammunitions have arrived for our new German field guns." This allows the Turk to add 5 points to his point effect barrage. His point effect barrage was 5 so the extra 5 now makes it a 10. Also the Turk has gained 3 attack points.

This means the Turk now has a total of 3 attack points and the Arab has a total of 9 attack points. The Arab is winning so far!

etc

The above method will continue for all 15 days. The above is just the first 3 days.

At the end of the 15 days each player (Turk and Arab) will have a total number of attack points.

The higher total will be the attacker.

Players must then calculate the difference in the attack scores.

e.g If the Arab has a total of 29 attack points and the Turk has a total of 37 attack points the Turk will be the attacker (37-29 = 8)

Now go to the bottom left hand corner of the battle sheet and see that 8 difference in attack points makes the game an "Attack in force" scenario. **After deployment** the defending player (Arab) will now roll 6D6 for every one of his units. Each score of 6 removes a base of soldiers from the game.

Finally

A player may wish to not use his win to refer to the army book but instead add 3D6 to his next days D6. If wins he will **also** +6 on to his 2D6 roll upon the outcomes. Thus a winning the day player can add 3D6 if he does not claim a result from the army book or just claim a 1D6 bonus if he does use his success to roll from the army book.

eg A Turk that wins a day might say "I will not use the army book for my win today, but instead carry it over to the next day and add 3D6 to my number of D6". So, if the Turk would have 2D6 on the day he can now add 3 giving 2+3=5D6.