

COMMAND DECISION: Test of Battle

General Reference Card & Sequence of Play
5 Phases & Lettered Subphases Revised 10/27/09

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Roll for weather...

1 Artillery & Air Phase

A) If spotted target, roll for Artillery/Air Response to place new IDF templates & smoke markers [17.4]

Artillery Response [Rules 17.4 & 17.4.1; H&I on 1-3]

Firing Stand Type	Success
Organic Artillery	1-5
Supporting Arty.	1-3

Modifiers, firing unit:
Dedicated Battery +2
Elite/Veteran +1
Trained/Green -1
Suppressed -2

B) Remove previous turn's IDF templates, smoke & suppression markers [17.5, 20 & Adv.]

C) Resolve IDF HE attacks & place suppression markers on stands in templates [17.5 17.6 & 20]
To Hit, from Equip. Chart, roll number or less in parenthesis between range & HE template size (IDF column, to right of Year) modified by:

Indirect Fire To-Hit Modifiers [14.2.1, 17.6.2]

Target is Pers. in...	Modifier	Firer	Modifier
Med. cover	-2	Pinned	-2
Hard cover	-3	vs Weak AFV	+1
Fortifications	-5	vs All AFV	-Weight

If Hit, consult Hit Results Chart 4B 3rd column, at right.

2 Movement Phase

A) Roll for initiative, high side acts as Side A

B) Side A then Side B declares Prep fire [13.1.1] & transport vehicles may return to passengers (no load/move this turn).

C) Both sides resolve Prep Fire with unpinned H/HC class (see Direct Fire To Hit chart at right 4B) & place Suppression on all targets hit or not & suppress vehicles within 12" of Pers. in cover

D) Side A reveals orders & moves* (see 2 charts below); Rally Orders take effect [21.4]

E) Side B: same as Side A *remove unloaded transport vehicles

Orders Summary [Rules 6.1, 7.1-7.3, 21.4]

Order	Basic Move. Allowance	Prep or Op. Fire?	General Fire?
Cautious Adv.	≤1x	No	Yes
Hasty [Adv] Rd/En/Hw	1x - 2x	No	Yes (-2)
Disengage+	1x-2x^	No	Yes(-2)*
Hold	None	Yes	Yes
Take Command	None	No	Yes(-2)*
Rally/Regroup [Adv]	None	No	Yes(-2)*

+ No Op Fire unless moving closer to firing enemy [7.1.3]

^ May stop in cover if out of LOS [7.1.3]

* May only fire if in physical contact [7.1.3, 21.4]

Terrain Movement Effects [8.1.1, 8.2-8.2.8]

Terrain Type	Pers.	Tracked	Wheeled
Woods	x1	x2	x4
BUA, Broken Ground, Sand	x2	x2	x4
Forest, Rubble, Steep Slope, Swamp	x2	P	P
Cliff/Escarpment	P	P	P
Creek (to cross)	x2	x2	x2*
River/Canal (to cross)	x2*	x2*	x2*

P= Prohibited x#=times normal movement *only at ford

F) Resolve Spotting: See next 2 charts [11.5.4]

Spotting, Daylight & Clear [11.5-11.5.6]

Hidden Stand is:	Personnel or Gun I-II*	Vehicles III-VI*
Concealed stationary not firing	2" @Contact Veh.	12"
Stat. in Open or Move Concealed	12"	24"
Firing in conceal.	24"	36"
M & F in Conceal.	36"	@60"+
M or F in Open	@60"+	@60"+

Halve distance if Spotter:

Pinned and/or Suppressed,

Non-Recon Vehicle only** (chart at left for Personnel or Recon Spotter otherwise)

Halve twice if Pinned/Suppressed Non-Recon Vehicle!

**@Italic text, Vehicle Spotter is not halved.

Camouflage: stands in open start Concealed if they have not moved at all & were not denied this benefit per scenario.

Man-made obstacles auto-spotted unless if in cover or camouflaged, then treat as concealed vehicles [11.5.4]

*Class I-II gun crews treat as Pers. & III-VI as Vehicles

+ = +10" for each elevation level higher [11.1] Scenario max +/-

Terrain Visibility/Spotting [11.2.7]

Terrain Type	Visibility ...Within	...In/Out/Through
Dense	2"	Edge*
Open Blocking	Line of Sight	Half Distance

Fire through Open Blocking Terrain without penalty

*Stand must be on Edge of Dense terrain to see/be seen

3 Opportunity Fire Phase

A) Resolve Opportunity Fire, Direct Fire (see charts below 4B) & Indirect (see chart at left 1A, 0 ROF only +1); place Suppression Markers [13.1.2, 17.5, 20] including vehicles within 12" of Pers. in cover

B) Resolve Spotting of firing stands [11.5.2, 11.5.4]

4 General Fire Phase

A) Stands may change facing (no move) [10]

B) Resolve remaining fire which may be Suppressed by previous IDF/Prep/OP HE fire [13.1.2, 20]

Direct Fire, Rate of Fire Mod. [13.5-13.5.11]

Bonuses	Modifier	Penalties	Modifier
Elite	+1	Passenger*	-1
Op. Fire	+1	Multiple Targets	-1#
Human Wave	+1 (CA)	Pers. CA vs AFV	1 max.
CA = Close Assault		Bn. Gun	1 max.

*No +1 Op. Fire bonus, does not include mounted cavalry, bicycles or motorcycles # = unless in contact [16.3]

Direct Fire To-Hit Modifiers [14.2.1, 17.6.2]

Target +	Modifier	Firer	Modifier
Patrol [24]	-1*	H class vs Weak AFV	+1
Pinned Pers.	-1*	Veteran/Elite	+1
Light Cover	-1*	Trained/Green	-1
AFV hull down or in BUA	-2*	Suppressed	-2
Pers. in Cover:		Hasty Advance	-2
Medium	-2	Pinned	-2
Hard	-3	A class vs Strong AFV	-2
Fortification	-5	W class vs Weak AFV	-3
+ Close Assault (A) & Flame. (FL) ignore	*HE (H&W) ignores	H class vs All AFV	-Weight Class

Hit Results Chart Roll for each hit [19.1, 19.1.1-19.1.2]

Target Stand's Troop Quality Rating	No Effect	Forced Back	Eliminated	*
Green (all Soft)	1	2-5	6+	10
Trained	1-2	3-6	7+	10
Regular	1-3	4-6	7+	10
Experienced	1-4	5-7	8+	10
Veteran	1-5	6-7	8+	10
Elite	1-6	7-8	9+	10

AP* Modifiers to Hit Results Die Roll

Bonuses	Modifier	Penalties	Modifier
Armor Value	-AV	Wpn. Pen.	+/- Pen.

Armor value & Weapon penetration from Equip Data Charts

C) Ammo Depletion [Adv. 27.1] a natural 1 for 20mm+ To Hit roll requires a ammo depletion roll; depletes if less than or equal to the caliber/10 (drop fractions e.g. 75mm = roll of 1-7) with Modifiers: **Armored Cars** +1; **Tanks** -1; **Artillery** with multiple targets in template requires only 1 of dice (different color) to deplete (no depletion for H&I); **Flame** (no resupply after 1-3 fires); pers.-carried 1, vehicle 2, trailer 3; **Following both deplete automatically - Rocket Launchers** resupply only once per game and **Special/Limited Ammo** (like Smoke) cannot be resupplied during game (do not also roll for general ammo depletion). Stand **resupplied** when it ends a later turn within 6" of battalion ammo truck, pack animal or porter.

D) Resolve additional spotting of firing stands

5 Command & Morale Phase

A) Place order See order summary, at left 2E; 6" effect radius or at head of column) & overwatch chits [6.2, 6.2.5, 7]

B) Check Morale if fired upon, within 12" of enemy as below or sees friendly company eliminated; remove previous turn Pin marker if no new check or passes this turn's check [21.3.2]

Morale Modifiers [14.2.2, 21.1.1, 21.2, 21.3]

Stand	Modifier	Enemy	Modifier
In Cover [14.2.2]	+2*	Pers. within 12" & LOS	-1
Each stand/vehicle Forced Back	-1**	AFV within 12" & LOS	-2
Each stand/vehicle Eliminated	-2**	Air Attack within 12"	-2
In Road March [Adv. 23.1.2]	-2	*any stand not in LOS of a spotted enemy counts as under cover for morale	
Targeted by TOT Mission [Adv 28.3.1]	-2		
Pinned [21.3.2]	-2	** Within company checking morale that turn	
Shaken [21.3.3]	-3	# Demoralized in contact with unpinned enemy personnel or AFV automatically elim [21.3.4]	
Demoralized [21.3.4]#	-4		

Morale Results [19.1.1, 21.3.1-21.3.4]

Exceed Morale	Result
1-2	Pinned (no op/prep fire or move toward enemy)
3-4	Forced Back, Shaken (as pinned)
5-6	Forced Back, Demoralized (as pinned, no fire)
7+	Eliminated or Surrenders

C) Occupy abandoned ground [16.7, 21.7]

D) FOW pick/discard phase (3 card max.) [5]

E) Declare Road March/Entrench/Banzai [Adv 23]

F) Move TURN MARKER, reinforcement/game end?

*A natural (unmodified) 10 for Penetration (numeric anti-armor value) roll, Elimination at Close Range or at least Forced Back at other ranges. **No modifiers for non-AP weapons.**