

## COMMAND DECISION: Test of Battle

General Reference Card & Sequence of Play  
5 Phases & Subphases (C) Revised 9/20/07

### A) Artillery & Air Phase

- ① Roll for Artillery/Air Response to place new IDF templates & smoke markers [17.4]

#### Artillery Response [Rules 17.4 & 17.4.1]

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

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

- ② Remove previous turn's IDF templates, smoke & suppression markers [17.5, 20 & Adv.]  
③ 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 G2, at right.

### M) Movement Phase

- ① Roll for initiative, high side acts as Side A  
② Side A then Side B declares Prep fire [13.1.1]  
③ Both sides resolve Prep Fire with unpinned H/HC class (see Direct Fire To Hit chart at right G2) & place Suppression on all targets hit or not & suppress vehicles within 12" of Pers. in cover  
④ Side A reveals orders & moves (see 2 charts below); Rally Orders take effect [21.4]  
⑤ Side B: same as Side A

#### 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, Sleep 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

- ⑥ Resolve Spotting: See next 2 charts [11.5.4]

## Spotting, Daylight & Clear [11.5-11.5.6]

| Spotter > (p/s)                 | Personnel or Recon |                  | Non-Recon Vehicle |                  |
|---------------------------------|--------------------|------------------|-------------------|------------------|
|                                 | Pers. or I-II*     | Vehicles III-VI* | Pers. or I-II*    | Vehicles III-VI* |
| Target v (0)                    |                    |                  |                   |                  |
| Concealed stationary not firing | 2"                 | 12"              | C contact         | 6"               |
| Stat. in Open or Move Concealed | 12"                | 24"              | 6"                | 12"              |
| Firing in Conceal.              | 24"                | 36"              | 12"               | 18"              |
| M & F in Conceal.               | 36"                | 60"+             | 18"               | 60"+             |
| M or F in Open                  | 60"+               | 60"+             | 60"+              | 60"+             |

p/s=spotter Pinned &/or Suppressed, reduce distance by 1/2  
0 = 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        | 2x Distance       |

Fire through Open Blocking Terrain without penalty except Line of Sight \*Stand must be on Edge of Dense terrain

### O) Opportunity Fire Phase

- ① Resolve Opportunity Fire, Direct Fire (see charts below G2) & Indirect (see chart at left A1, 0 ROF only +1); place Suppression Markers [13.1.2, 17.5, 20] including vehicles within 12" of Pers. in cover  
② Resolve Spotting of firing stands [11.5.2, 11.5.4]

### G) General Fire Phase

- ① Stands may change facing (no move) [10]  
② 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                               | 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

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

- ③ 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.

- ④ Resolve additional spotting of firing stands

### C) Command & Morale Phase

- ① Place order See order summary, at left M5; 6" effect radius or at head of column) & overwatch chits [6.2, 6.2.5, 7]  
② 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                      |

- ③ Occupy abandoned ground [16.7, 21.7]  
④ FOW pick/discard phase (3 card max.) [5]  
⑤ Declare Road March/Entrench/Banzai [Adv 23]