COMMAND DECISION: Test of Battle

General Reference Card & Sequence of Play

5 Phases & Subphases (①) 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.

Spotting, Daylight & Clear [11.5-11.5.6]

Spotter > (p/s)	Personnel or Recon		Non-Recon Vehicle	
Target v (O)	Pers. or I-II*	Vehicles III-VI*	Pers. or I-II*	Vehicles III-VI*
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
o = 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 +/-

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, 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

⑥ Resolve Spotting: See next 2 charts [11.5.4]

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

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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

Morale Results

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]

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-armor 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**

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		