

Hello Command Decision 3 fans!

Please proceed only if own a copy of Command Decision 3. The chart assumes many points covered therein & buying a copy supports the copyright owner & author, Frank Chadwick. This way he can continue to improve this game for our benefit.

The following 2 pages is the same chart of Spotting chances made "mathless". That's to say, you should be able to avoid most calculations with this chart.

The first chart is printed wide, "landscape" style and the second is designed tall, "portrait" format with margin for a clipboard. I hope one helps!

The title of this file Spot_v#.pdf has an actual number instead of "#". That shows the version number of this chart. If you see errors or omissions, please advise and I will post corrected versions with higher numbers on my website:

<http://members.aol.com/wmowen/spot.htm>

I am planning to have other helpful charts relating to terrain effects, turn sequence and miscellaneous charts on the same page above.

If you direct your friends (who also own Command Decision) there, please remind that they must download a free copy of the Acrobat Reader program from:

www.adobe.com

bill@game.fan.org 12/24/99

Game Design, PO Box 711, Decatur IL 62525

CD3 Spot Matrix

1st # Target is Concealed** /Hull Down	2nd # Target is Unconcealed or Recon vs. Conc.	3rd # Recon Spotting Unconceal.	Night/Fog/Hvy Rain/Snow 1" Steady Rain/Snow 3" Lt. Rain/Show 5" Twilight/Mist 5"	Dark Night/Dense Fog 1" 2" 5" 10" 10"	2" 4" 10" 15" 30"	When to Spot Determine autospots after movement... after op fire do normal spotting... after general fire spot <i>only</i> firers.
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Each final result "trio" & slashes per above ↑

Spotter* ↓	Target/Status→	Daylight Spotting Range: Close 5"			Medium 10"			Long 30"			Extreme (to Max. visibility)		
		M&F	M or F	No M or F	M&F	M or F	No M or F	M&F	M or F	No M or F	M&F	M or F	No M or F
Stationary Infantry &RV* 	Vehicle/Mtd Cav	A/A/A	12/14/A	8/10/12	14/A/A	10/12/14	6/8/10	12/14/A	8/10/12	4/6/8	10/12/14	6/8/10	2/4/6
	Gun Crew II+	15/A/A	11/13/15	7/9/11	13/15/A	9/11/13	5/7/9	11/13/15	7/9/11	3/5/7	9/11/13	5/7/9	1/3/5
	Infantry/Gun C. I	13/15/A	9/11/13	5/7/9	11/13/15	7/9/11	3/5/7	9/11/13	5/7/9	1/3/5	7/9/11	3/5/7	-/1/3
	Patrol	12/14/A	8/10/12	4/6/8	10/12/14	6/8/10	2/4/6	8/10/12	4/6/8	0/2/4	6/8/10	2/4/6	-/0/2
Moving Infantry &RV* or Stat. Veh. 	Vehicle/Mtd Cav	14/A/A	10/12/14	6/8/10	12/14/16	8/10/12	4/6/8	10/12/14	6/8/10	2/4/6	8/10/12	4/6/8	0/2/4
	Gun Crew II+	13/15/A	9/11/13	5/7/9	11/13/15	7/9/11	3/5/7	9/11/13	5/7/9	1/3/5	7/9/11	3/5/7	-/1/3
	Infantry/Gun C. I	11/13/15	7/9/11	3/5/7	9/11/13	5/7/9	1/3/5	7/9/11	3/5/7	-/1/3	5/7/9	1/3/5	-/-/1
	Patrol	10/12/14	6/8/10	2/4/6	8/10/12	4/6/8	0/2/4	6/8/10	2/4/6	-/0/2	4/6/8	0/2/4	-/-/0
Moving Vehicle 	Vehicle/Mtd Cav	12/14/*	8/10/*	4/6/*	10/12/*	6/8/*	2/4/*	8/10/*	4/6/*	0/2/*	6/8/*	2/4/*	-/0/*
	Gun Crew II+	11/13/*	7/9/*	3/5/*	9/11/*	5/7/*	1/3/*	7/9/*	3/5/*	-/1/*	5/7/*	1/3/*	-/-/*
	Infantry/Gun C. I	9/11/*	5/7/*	1/3/*	7/9/*	3/5/*	-1/1/*	5/7/*	1/3/*	-/-/*	3/5/*	-/1/*	-/-/*
	Patrol	8/10/*	4/6/*	0/2/*	6/8/*	2/4/*	-/0/*	4/6/*	0/2/*	-/-/*	2/4/*	-/0/*	-/-/*

Abbreviations: --no chance; A=Always Spotted (no amount of penalties will reduce the chance below 100%; *not* same as Autospot); (target is) M&F= Moving AND Firing, M or F=Moving OR Firing, No M&F=not moving or firing *Recon vehicles spot like Infantry & have no flank penalty **moving guns & vehicles are never in concealment; moving personnel are concealed only if cautious move

Table Modifiers:

Spotter is:	Spotter quality: if not shown 0	Vehicle spotting:
Pinned -2	Veteran/Elite +1	To flank* -2
	Trained/Green -1	With Small Turret-2

Obstacle doesn't block if it's

- below both stands' level or...
- closer to higher stand which is 1-2 levels higher or...
- over 2" from lower stand & other is 3+ levels higher.

Obstacle Heights (in levels)

- 1-Friendly stand, Rise, Dune, Bush, Destroyed Vehicle
- 2-Hill Contour (each), Built Up Area, Tall Vegetation (Forest/Woods)
- 3-Smoke

How to Spot: Cross-index for a trio of results (example shown in open circles: ①)

- Of all possible Spotters, find best spotter category of 3 (moving/stationary infantry/vehicle) & cross-index closest range... example: moving infantry ①
- Find Target Move/Fire category (3 across) & cross-index down with type... example: looking for non-moving, non-firing vehicle ②
- Of the 3 numbers separated by slashes pick whether spotter recon (right), target concealed (left) or non-recon to non-concealed (center; also serves as recon to concealed) example: non-recon looking at concealed ③
- Modify # if spotter Pinned, Quality & Vehicle to flank/small turret. example: no modifiers apply because quality is not shown & not pinned ④
Example result: roll of 4 or less to spot (on 10-side die with roll of zero = 10)

Autospot Conditions

Moving in open or In contact with enemy

Exceptions: unsupported vehicle may not autospot stationary personnel nor moving personnel in concealment.

See latest version of this chart at: <http://members.aol.com/wmowen/spot.htm> Not copyright 12/24/99 based on copyright material from Command Decision 3 by Frank Chadwick

CD3

Spot

Matrix

1st # Target is Concealed** /Hull Down /	2nd # Target is Unconcealed or Recon vs. Conc.	3rd # Recon Spotting Unconceal.
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When to Spot Determine autospots after movement... after op fire do normal spotting... after gener- al fire spot <i>only</i> firers.	Dark Night/Dense Fog 1" 2" 4" 10" 15" 30"
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Spotter* ↓	Daylight Spotting Range: Close 5"			Medium 10"			Long 30"			Usually 60" +10"/level Extreme (to Max. visibility) M&F M or F No MorF
	M&F	M or F	No MorF	M&F	M or F	No MorF	M&F	M or F	No MorF	
Stat'ny Infantry ↳ &RV* ↳ or Stat. ↳ Veh.	Vehicle/Mtd Cav Gun Crew II+ Infantry/Gun C. I Patrol	A/A/A 15/A/A 13/15/A 12/14/A	12/14/A 11/13/15 9/11/13 8/10/12	8/10/12 7/9/11 5/7/9 4/6/8	Night/Fog/Hvy Rain/Snow 1" Steady Rain/Snow 3" Lt. Rain/Show 5" Twilight/Mist 5"	14/A/A 13/15/A 11/13/15 10/12/14	10/12/14 9/11/13 7/9/11 6/8/10	6/8/10 5/7/9 3/5/7 2/4/6	2" 4" 10" 30"	
⊙ Moving Infantry ↳ &RV* ↳ or Stat. ↳ Veh.	Vehicle/Mtd Cav Gun Crew II+ Infantry/Gun C. I Patrol	14/A/A 13/15/A 11/13/15 10/12/14	10/12/14 9/11/13 7/9/11 6/8/10	6/8/10 5/7/9 3/5/7 2/4/6	Dark Night/Dense Fog 1" 2" 4" 10" 15" 30"	12/14/16 11/13/15 9/11/13 8/10/12	8/10/12 7/9/11 5/7/9 4/6/8	4/6/8 3/5/7 1/3/5 0/2/4	2" 4" 10" 30"	
⊙ Moving Vehicle ↳ Veh.	Vehicle/Mtd Cav Gun Crew II+ Infantry/Gun C. I Patrol	12/14/* 11/13/* 9/11/* 8/10/*	8/10/* 7/9/* 5/7/* 4/6/*	4/6/* 3/5/* 1/3/* 0/2/*	Dark Night/Dense Fog 1" 2" 4" 10" 15" 30"	10/12/* 9/11/* 7/9/* 6/8/*	6/8/* 5/7/* 3/5/* 2/4/*	0/2/* -1/* -1/* -1/*	2" 4" 10" 30"	

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⊙ Of all possible Spotters, find best spotter category of 3 (moving/stationary infantry/vehicle) & cross-index closest range... example: moving infantry ⊙

⊙ Find Target Move/Fire category (3 across) & cross-index down with type... example: looking for non-moving, non-firing vehicle ⊙

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