

## 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](http://www.adobe.com)

[bill@game.fan.org](mailto:bill@game.fan.org) 12/24/99




Game Design, PO Box 711, Decatur IL 62525

# CD3 Spot Matrix

1st # Target is <b>Concealed**</b> /Hull Down	2nd # Target is <u>Unconcealed</u> or Recon vs. Conc.	3rd # Recon Spotting <u>Unconceal.</u>
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Each final result "trio" & slashes per above ↑

Night/Fog/Hvy Rain/Snow 1"	Dark Night/Dense Fog 1"	2"	<b>When to Spot</b> Determine autospots <i>after</i> movement... after op fire do normal spotting... after general fire spot <i>only</i> firers.
Steady Rain/Snow 3"	2"	4"	
Lt. Rain/Show 5"	5"	10"	
Twilight/Mist 5"	10"	15"	
	10"	30"	

Spotter* ↓	Target/Status→	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'nry 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, MorF=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)

<b>Autospot Conditions</b> Moving in open or In contact with enemy	<b>Exceptions:</b> unsupported vehicle may not autospot stationary personnel nor moving personnel in concealment.
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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

<b>1st #</b> Target is <b>Concealed**</b> /Hull Down /	<b>2nd #</b> Target is Unconcealed or Recon vs. Conc.	<b>3rd #</b> Recon Spotting Unconceal.
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Each final result "trio" & slashes per above ↑

Spotter* ↓	Daylight Spotting Range: Close 5"			Medium 10"			Long 30"			Dark Night/Dense Fog 1"			When to Spot		
	↓Target/Status→	M&F	M or F	No MorF	M&F	M or F	No MorF	M&F	M or F	No MorF	2"	4"	10"	15"	30"
Stat'ny Infantry	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	Determine autospots after movement...	
	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	after op fire do normal spotting... after gener- al fire spot <i>only</i> firers.	
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	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		
	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		
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	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	-1/1		
	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	-1/0		
	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*	-1*		
	Infantry/Gun C. I	9/11*	5/7*	1/3*	7/9*	3/5*	-1/1*	5/7*	1/3*	-1*	3/5*	-1/1*	-1*		
	Patrol	8/10*	4/6*	0/2*	6/8*	2/4*	-0*	4/6*	0/2*	-1*	2/4*	-0*	-1*		

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## Autospot

### Conditions

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

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