CD3 Reference Chart

Hello Command Decision 3 fans! Please proceed only if you 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 page is reference charts for use with CD3 plus NEW spotting charts called Simplex Spotting (see end of this page and notes on bottom of page 3). As a further aid to new players, the color of each box's header corresponds to the Turn Sequence (see following) that is part of 13x19" Miscellaneous Play Aids available separately (Adobe Acrobat PDF file: cd3misc#.pdf):

1. The **Turn Sequence** is designed to print out on 13x19" paper via a color inkjet printer. You can tile it or reduce to 85% of size for 11x17". Cut out the panels in the same order as the numbers in the lower right… then paste them into one long strip or stacked like a calender. The idea of the Turn Sequence is that it can be hung up & followed by new players who are bewildered by the initial impression of complexity of the rules.
2. The **Spotting Sticks** are designed to print out on 8.5x14" (legal size in U.S. parlance) paper and then affixed to sheet styrene or wood sticks.
3. The **Weather/Night Hexagon** is designed to print out on 11x17" (ledger size in U.S. terms) paper via a color inkjet printer. The idea is to fold the paper over so that it can be seen from both sides of the table. The current Weather/Night visibility/environment condition is displayed facing up and can be turned when and if changes during the game. You also need a heavy wire support to hang the hexagon onto and the wire is attached to the ceiling.

The process of gathering this information into this format was laborious. And subject to some interpretation as effects are condensed. Therefore, if you find goofs (like pinned is only -1 morale) advise.

The title of this file, cd3_ref#.pdf, has an actual number instead of "#". That shows the version number of this chart. As I make improvements or correct snafus, I will post corrected versions with higher version numbers on my website:

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

On this same web page, I've also posted a Spotting chart that condenses virtually all of the math plus a Terrain Key and Reference Chart. However, what follows the general reference chart is a newer version of spotting called **"Simplex Spotting"** which breaks up the chore of spotting into a logical fashion: the player with spotters calculates his modifiers and separately the player with hidden units finishes the calculation.

Does it seem too much trouble to recalculate spotting each turn? Relax, you don't have to! Some turns you may not need to recalculate anything! Only the *best* spotters who've *changed* status! You don't need to calculate items with bad spotting at all. Actually, out of 2 dozen stands, you may only have 4 or 5 top spotters based on proximity, ability (Recon), or status (moving or pinned). The dice, blocks or spotting disks (see last page) can be kept "in action" turn after turn… changing only when they need to.

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

www.adobe.com

bill@game.fan.org www.game.fan.org/~bill (new e-mail/url as of 7/23/04; aids made: 11/21/2002)
a product of the ICD game club's research laboratory
Game Design, PO Box 711, Decatur IL 62525

ICD
Do You?

COMMAND DECISION 3 General Reference Chart

FOR USE BY OWNERS OF CD3 BY PERMISSION OF AUTHOR

TURN SEQUENCE

Movement & Opportunity Fire	Reveal orders & Move all stands Autospot of stands moving in open Declare/resolve opportunity fire Autospots by move to contact & attempt to spot other hidden stands
General Fire	All stands may change facing Resolve all remaining fire Resolve spotting against hidden firers Remove depleted smoke screens Place all new smoke missions
Command	Place order chits
Morale	Resolve all morale checks Adjust pin status markers Rally & Regroup

SPOTTING

Roll to spot-	Close (7)	Med. (5)	Long (3)	Ext. (1)
Daylight	5”	10”	30”	Max
Twilight, Mist	—	5”	10”	30”
Light Rain/Snow	—	5”	10”	15”
Steady Rain/Snow	—	3”	5”	10”
Night/Fog/Hv Rain/Snow	—	1”	2”	4”
Dark Night, Dense Fog	—	—	1”	2”

Target	Mod	Spotter	Mod
Moved or Fired/both	+4/+8	Recon (ignore AFV)	+2
Vehicles/Mtd Cavalry	+3	Quality Vet-El/Tr-Gr	+/-1
Gun Crews-Class II+	+2	AFV to front/flank	–2/–4
Patrols	–1	& Small Turret AFV	–2
Concealed or Hull Down	–2	Moving or Pinned	–2

ORDERS SUMMARY

Order	Movement	Opp. Fire	Gen. Fire
Take Command	None	Y	Y
Call Fire	None	Y	Y
No Order	None	Y	Y
Cautious Advance	Up to 1/2 MA	N	Y (-1)
Full Advance	1/2 to full MA	N	Y (-2)
Travel March	1/2 to 2xRMA	N	N
Disengage	1/2 to full MA	N	Y*(-2)
Rally, Regroup	None	N	Y*(-2)

*May only fire at enemy units if in physical contact with them.

DIRECT FIRE

ROF Modifiers:

Condition	Mod	Condition	Mod
Elite	+1	Passenger (not mtd cavalry)	–1
Opportunity Fire	+1	ST/ hull weapon (not MG/FT)	–1
Human Wave (CA)	+1	Multiple Targets	-1
		Battalion gun or integral AT *max* 1	

Roll to Hit-/Modifiers: Close (7) Med. (5) Long (3) Ext. (1)

Target	Mod	Firer	Mod
Pinned Personnel Stand*	–2	Moved full/cautious	–2/–1
Patrol Stand	–1	Pinned	–2
Emerging From Smoke**	+1	Quality Vet-El/Tr-Gr	+/-1
Pillbox	-3	HMG/from bunker each	+1
Bldg/Entrnch/Bnkr/Rubble	–2	SA fire vs Weak AFV*	–3
Vehicle Hull Down*	–2	Close Assault vs AFV:	
In Cover/Uphill/Tankrider*	–1	vs Weak/Unsupprtd	0
		vs Other AFV	–3

*Except for close assault. **Op fire only

PENETRATION RESULTS Exceed Armor by 1-3 1 hit
4-6 2 hits
7+ destroyed

HE BURST MODIFIERS

Target	Mod	Terrain	Mod
Pinned	–2	Pillbox	–5
Class I-III AFV	–3	Bunker	–4
IV-V	–4	Entrnch/Rub/Stone Bldg	–3
VI	–5	Wood Building	–2
		Stationary Personnel*	–1

ARTILLERY/AIR RESPONSE *Chance to come this turn:*

Stand Type	Bttn. Asset	Rgt/Brig. Asset	Direct Support	General Support
FO/FAC	—	—	7	5
Spotter	—	—	5	3
Pure command	10	7	3	1
Mixed command	10	7	—	—
Any personnel	7	—	—	—

Quality Vet-El/Tr-Gr: Elite/Veteran +1 Trained/Green –1

TERRAIN MOVEMENT EFFECTS

Terrain Type	Personnel	Wheeled/ Halftrack	Tracked Vehicle
Broken Ground	X2	X4	X2
Sand	X2	X4	X2
Woods	—	X4	X2
Forest	X2	P	P
Town	X2	X4	X2
Rubble	X2	P	P
Steep Slope	X2	P	P
Cliff/Escarpment	P**	P	P
Swamp	X2	P	P
Creek (to cross)	X2	X2*	X2
River/Canal	X2*	X2*	X2*

P=Prohibited —=Normal movement *Only at ford **Mountain-trained units only

MORALE

Reason to check: fired upon, within 10” of known enemy; sees friendly company elim.

Condition	Modifier	Cond.	Mod.
Close (10”) to enemy personnel	–1	In travel march	–2
Close (10”) to enemy AFV	–2	In cover	+2
Close (20”) to Air Attack	–2	Pinned	–1
Each stand or vehicle hit / disabled	–1	Large Company	
Each stand eliminated/vehicle destroyed	–2	(6+ stands)	+2
Friendly company eliminated	–2		

Results:

Exceed Morale by:		
	1-2	Pinned
	3-4	Forced Back, Pinned Morale -1
	5-6	Demoralized, Morale -2
	7+	Eliminated (surrenders)

Updated 11/21/2002

SIMPLEX SPOTTING

	Close	Medium	Long	Extreme
Roll to spot-	**7**	**5**	**3**	**1**
Daylight	5”	10”	30”	60”max*
Twilight, Mist	—	5”	10”	30”
Light Rain/Snow	—	5”	10”	15”
Steady Rain/Snow	—	3”	5”	10”
Night/Fog/Hv Rain/Snow	—	1”	2”	4”
Dark Night, Dense Fog	—	—	1”	2”

*+10” per level spotter is higher

Target	**>10”- 30” Long Base**
Range (+/–2 or +4)	3
	Mod
Move/Fire or both	+4/+8

	Mod
Concealed/Hull Down	–2
Spotter’s AFV to Flank (ad’nal to mod. at right)	–2

Type: Vehicle/Mtd Cav	+3
Gun Crews-Class II+	+2
Patrols	–1

(Translates to:)

Hidden Player Calculates Net Base then:

Long >10” - 30”

	Concealed & Stationary	Stat. in Open	Any Move or Fire	Move & Fire
Vehicle	4	6	10	14
Gun	3	5	9	13

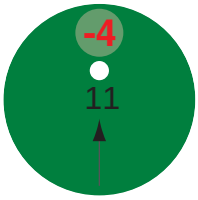
	Any Stationary	Cautious in Concealm.	Full Move or Fire	Move & Fire
Personnel	1	5	7	11
Patrol	0	4	6	10

Medium/Extreme +/–2 (Close +4)
>5-10” >30-60” ≥5”

Spotter is AFV to Flank –2

First, Spotting Players uses right side to place dice/disk↓

↙Then player with Hidden Units uses left side to figure spot chance & rolls



Dial to -4 for moving tank’s net modifier

Spotter	**Mod**
Recon (ignore AFV)	+2
AFV (to front)	–2
& Small Turret AFV	–2

	Mod
Quality Vet-El/Tr-Gr	+/-1
Moving or Pinned	–2

(Translates to:)

Spotting Player Calculates Net Modifiers:

	Stat.	Move/Pin
Recon	+2	0
Personnel	0	-2
AFV	-2	-4

Above assume Exp./Regular

Quality:Elite/Veteran	+1
Trained/Green	–1
AFV with ST	–2

ICD
DO YOU?

Procedure: each player with units able to spot places a 20 sided die at some locations, generally every 10-15”, with the greatest ability to spot i.e. recon or stationary personnel.

Using hand-numbered blocks of wood* or 20-sided die numbered 0-9 twice, place the number = that spotter’s net modifier from green-bordered chart above. Red numbers=negative, black=positive. For example, a stationary Veteran Recon, place with black 3 facing up (represents +3 total modifiers); or a Green AFV moving with ST turret, place with Red 6 facing up (represents total -6 modifiers).

*Since range will only be from -7 to +3, you need 11 numbers. Blocks of wood, like Risk armies, could be numbered (somehow). Or make Spotting Disks pictured upper right (see also last page).

Player(s) with hidden units takes best die (usually nearest) to those stands and calculates Target Net Base (from red-bordered chart at left) and adds positive (black) numbers & deducts negative (red) numbers. Owning player rolls to see if his hidden unit(s) are spotted.

Tips: if both sides have hidden units, you really should place the dice on a pair of hidden movement maps—or their positions give away the respective units! If only one side is hidden, then placing the known side’s dice is not a problem. The hidden side would need to place its spotter dice (a different color) close to what it’s looking for instead of at their positions (again to avoid giving away their positions). In multi-battalion games you can use different colored 20-sided die for each battalion’s spotters.

When multiple rolls per die are necessary, you don’t have to memorize the Net Spotter Modifier if you roll a different die than the spotter die. Then, pick up the spotter die only after it has spotted all possible hidden stands.

Following pages are large print chart to be enlarged to 11x17 or larger. You choose whether to use only 1 commonly-needed chart (like Long), a succession of charts or 2+ at once. You can misdirect players simulating an unprepared force by using the wrong prevailing distance (i.e. Extreme when hidden enemy actually is very close).

Spotting Player Calculates Net Spotter Modifiers & places dice with #:

	Stationary	Move/Pin
Recon	+2	0
Personnel	0	-2
AFV	-2	-4

Above assumes Experienced/Regular

Quality:	Elite/Veteran	+1
	Trained/Green	–1
AFV with ST		–2

Long >10” - 30”

Hidden Player Calculates Net Base & Rolls:

	Concealed Stationary	Stationary in Open	Any Move or Fire	Move & Fire
Vehicle	4	6	10	14
Gun	3	5	9	13
	Any Stationary	**Cautious in Concealm.**	**Full Move or Fire**	**Move & Fire**
Personnel	1	5	7	11
Patrol	0	4	6	10

Medium/Extreme	+/–2	(Close +4)
>5-10” >30-60”		≤5”

Spotter is AFV to Flank –2

ICD
Do You?

Spotting Player Calculates Net Spotter Modifiers & places dice with #:

	Stationary	Move/Pin
Recon	+2	0
Personnel	0	-2
AFV	-2	-4

Above assumes Experienced/Regular

Quality:	Elite/Veteran	+1
	Trained/Green	–1
AFV with ST		–2

Medium >5” - 10”

Hidden Player Calculates Net Base & Rolls:

	Concealed Stationary	Stationary in Open	Any Move or Fire	Move & Fire
Vehicle	4	6	10	14
Gun	3	5	9	13
	Any Stationary	**Cautious in Concealm.**	**Full Move or Fire**	**Move & Fire**
Personnel	1	5	7	11
Patrol	0	4	6	10

Close/Long +/–2 (Extreme –4)
≤5” >10-30” ≤5”

Spotter is AFV to Flank –2

ICD
DO YOU?

Spotting Player Calculates Net Spotter Modifiers & places dice with #:

	Stationary	Move/Pin
Recon	+2	0
Personnel	0	-2
AFV	-2	-4

Above assumes Experienced/Regular

Quality:	Elite/Veteran	+1
	Trained/Green	–1
AFV with ST		–2

Close ≤5”

Hidden Player Calculates Net Base & Rolls:

	Concealed Stationary	Stationary in Open	Any Move or Fire	Move & Fire
Vehicle	4	6	10	14
Gun	3	5	9	13
	Any Stationary	**Cautious in Concealm.**	**Full Move or Fire**	**Move & Fire**
Personnel	1	5	7	11
Patrol	0	4	6	10

Medium/ >5-10”	Long/ >10-30”	Extreme >30-60”	–2/–4/–6

Spotter is AFV to Flank –2

ICD
Do You?

Spotting Player Calculates Net Spotter Modifiers & places dice with #:

	Stationary	Move/Pin
Recon	+2	0
Personnel	0	-2
AFV	-2	-4

Above assumes Experienced/Regular

Quality:	Elite/Veteran	+1
	Trained/Green	–1
AFV with ST		–2

Extreme >30” - 60”

Hidden Player Calculates Net Base & Rolls:

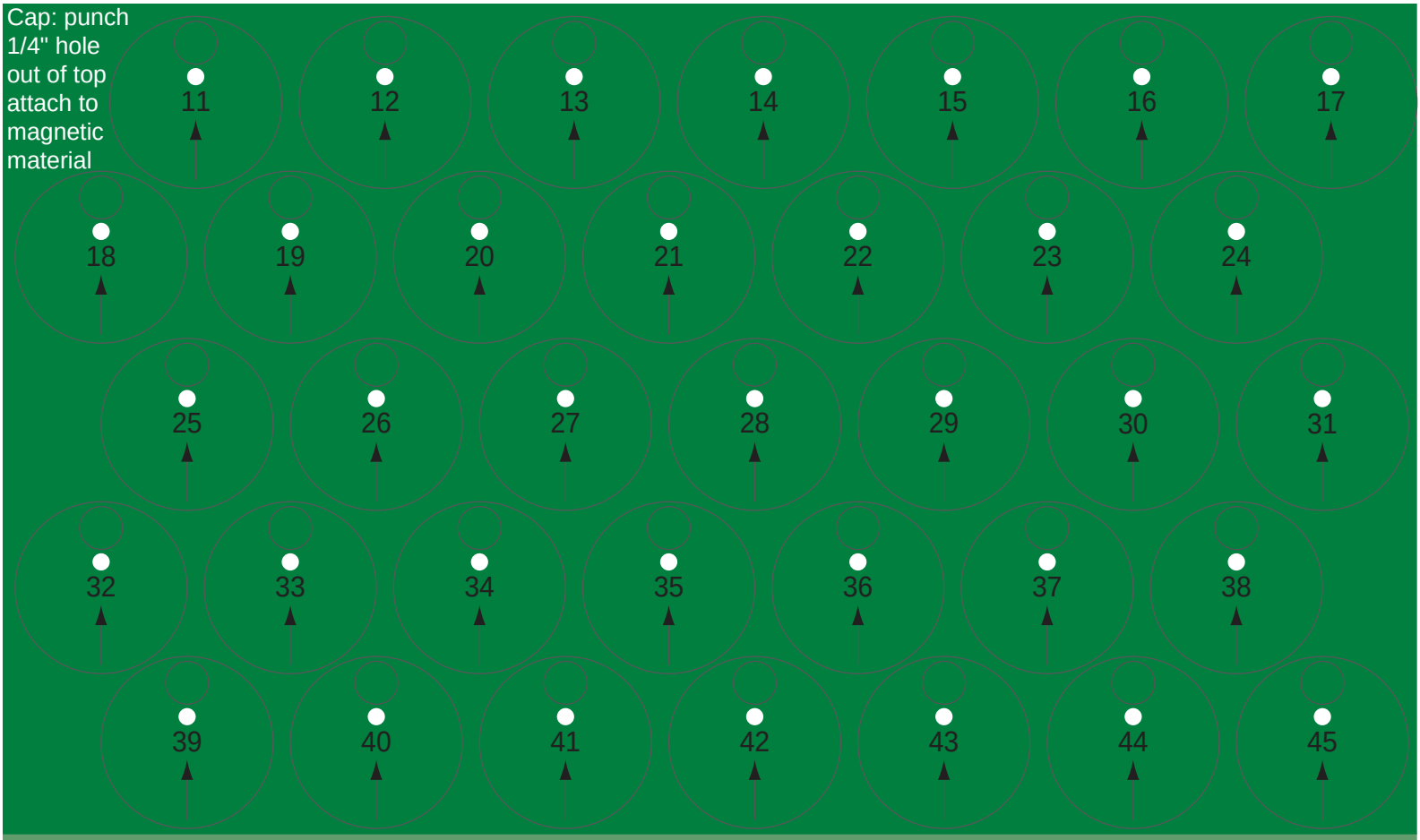
	Concealed Stationary	Stationary in Open	Any Move or Fire	Move & Fire
Vehicle	4	6	10	14
Gun	3	5	9	13
	Any Stationary	**Cautious in Concealm.**	**Full Move or Fire**	**Move & Fire**
Personnel	1	5	7	11
Patrol	0	4	6	10

Close/ ≤5”	Medium/ >5-10”	Long >10-30”	+6/+4/+2

Spotter is AFV to Flank –2

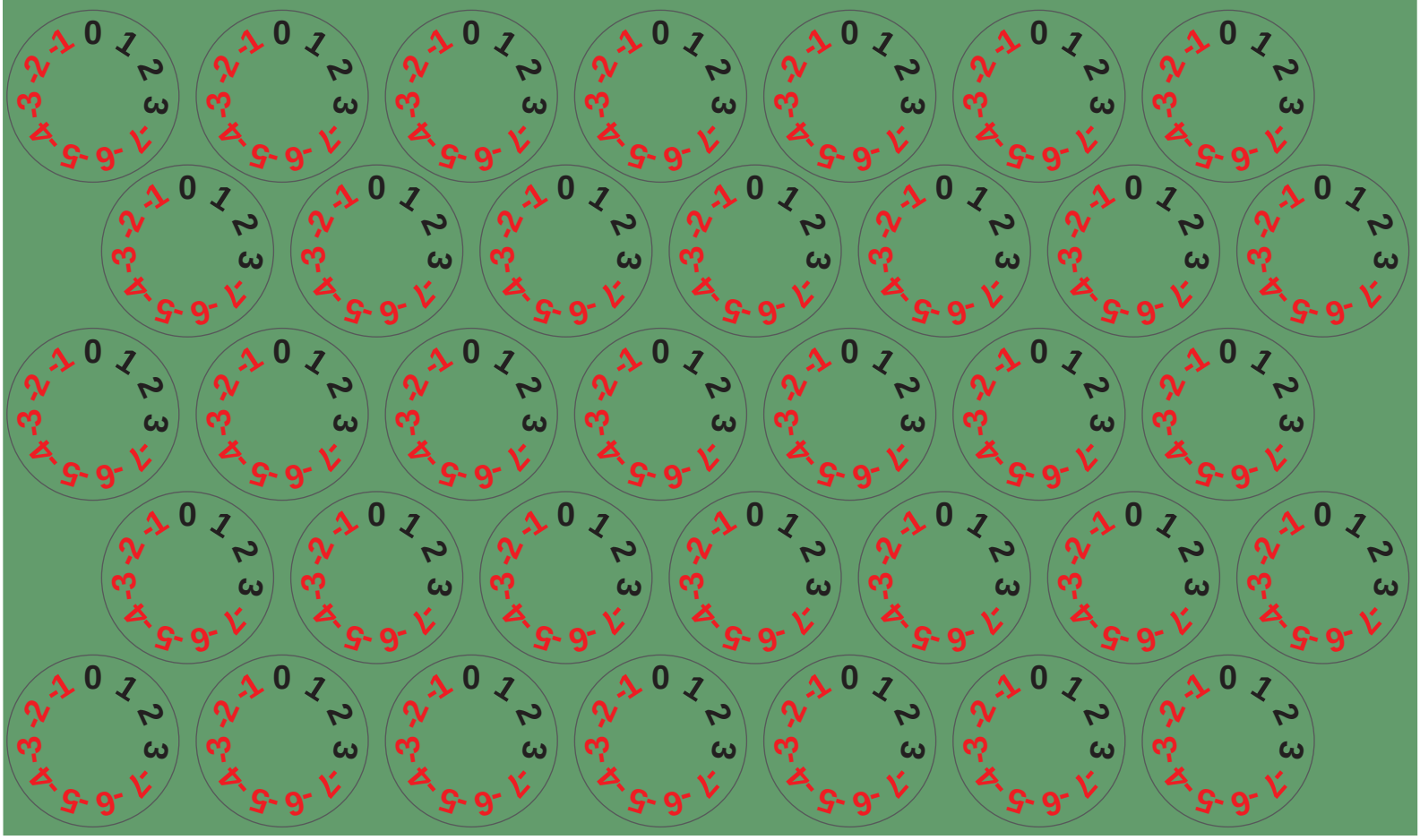
ICD
Do You?

Cap: punch 1/4" hole out of top attach to magnetic material



Base: attach to "steel paper" (so you can "dial" spotter's net modifier)

Make disks out of both with 1" craft punch.



White spot is so you can make up more than one set and color various regiments' colores in with magic markers. Arrow is direction of movement for figuring AFV to flank (and arrow base for measurement point. Attach tops to magnet stock & bottom to steel paper.

Moving Target Doesn't Get Cover/Concealment If

Terrain	Stand/Move State	Op Fire	General Fire
Cover	Any Full/Travel March	0	0
"	Vehicles, Cautious	0	Yes
"	Personnel, Cautious	Yes	Yes
Open	Personnel, Any Move	0	0
"	Personnel, *stationary*	Yes	Yes

0=no cover modifier; Yes=gets modifier indicated in charts
Note: patrols get cover with any move

Hit Effects & Modifiers

	Hit Number				
Quality	1st	2nd	3rd	4th	Mod.
Green	Elim				–1
Trained	FB	Elim			–1
Regular	FB	Elim			0
Experienced	NE	FB	Elim		0
Veteran	NE	FB	Elim		+1
Elite	NE	NE	FB	Elim	+1