

MICRO SQUAD® COMBAT TABLE CARD

SEQUENCE OF PLAY

1. INITIATIVE PHASE

1D6 + Cohesion. Highest total has initiative this turn.

2. POSTURE DETERMINATION PHASE

Moving or firing this turn?

Mark each desired stand or group in fire/move or movement posture.

3. JOINT ARTILLERY FIRE PHASE

Players alternate executing artillery fire attacks. (See Direct Artillery & Indirect Artillery Fire Procedure Charts.)

4. JOINT STANDARD FIRE PHASE

Players alternate executing standard fire attacks. Any one stand may be attacked once per fire phase. (See Standard Fire Procedure Chart.)

5. JOINT PLOT PHASE

Players alternate plotting artillery fire missions for future turns.

6. JOINT MOVEMENT PHASE

Roll on the Command Efficiency Table for number of orders. Alternate executing moves, including opportunity and covering fire. Stands that enter artillery impact markers suffer attacks.

7. MARKER REMOVAL PHASE

Remove movement, fired, and impact markers. Attempt cohesion rolls to remove "S" markers. "D" markers can only be removed with a natural die roll of "1" (see marker removal procedure).

MOVEMENT ORDERS CHART

CONDITION	DIE-ROLL EFFECT
GHQ eliminated	No further orders allowed
Each HQ stand attached to group	-2
Unit or group under order	No effect
[R] unit or group without order	No effect
Other unit or group without order	+3
Unit "Suppressed"	+4
Unit "Disorganized"	+3

AIR STRIKE PROCEDURE

BEFORE GAME BEGINS:

- Record turns in which air strike(s) arrive.
- Plot strike location(s) including "sheaf" orientation (see Indirect Artillery Fire for guidelines).

TURN OF AIR STRIKE ARRIVAL:

- Attacker reveals air strike target(s) and declares attack "type" (i.e. strafing, rockets, bombs.)
- Defender declares AA fire. (See Anti-Aircraft Procedure below.)
- Roll cohesion
- Roll for deviation. If successful, go to step 6. Otherwise go to step 5.
- Roll 1D8 for air strike direction and 2D6 for distance. (Strafing missions must maintain original sheaf pattern and orientation.)
- Ascertain defense class of target.
- Select appropriate aircraft attack value (i.e. strafing, rockets, bombs).
- Subtract defense strength from attack value to obtain "attack superiority".
- Roll 2D6 on the Combat Results Table (CRT).
- Modify the total rolled by applicable terrain on the Terrain Effects Chart.
- Cross-reference the modified die roll and attack superiority on the CRT and apply the result.

ANTI-AIRCRAFT FIRE PROCEDURE

TURN OF AIR STRIKE ARRIVAL

- Enemy AA weapons in firing posture and within range of intended air strike may attempt AA fire. Roll cohesion for each stand. Successful stands affect air strike cohesion die roll as follows:
 - Each stand of 40mm caliber or less: +1
 - Each stand of greater than 40mm caliber: +2
- Total AA modifiers.
- Perform cohesion die roll for air strike arrival modified by enemy AA fire. Failure aborts the strike.

Notes:

- AA stands may not fire on aircraft and ground targets in the same turn.
- AA stands may fire at all aircraft in range, regardless of how many there are.

COMMAND EFFICIENCY TABLE

Modified Die Roll

3-	4	5	6	7	8	9	10	11	12	13+
0	1	1	1	2	2	3	3	4	4	5

Number of Orders

OVERRUN PROCEDURE

1. Perform all movement connected with this overrun.
2. Defender makes cohesion roll for each attacking stand.
3. A +3 modifier is applied if the attacker is a "tracked" vehicle and the defender is a personnel stand.
4. A +6 modifier is applied if the attacker is a "tracked" vehicle and the defender is a weapons stand.
5. A +3 modifier is applied if the attacker is a "wheeled" vehicle and the defender is a weapons stand.
6. Defender suffers one attack at +5 superiority for each failed cohesion roll.
7. Each attacking stand makes one cohesion roll.
8. Each attacking stand that fails cohesion die roll suffers attack at +2 superiority.

CLOSE ASSAULT PROCEDURE

1. If not in movement posture, defender rolls for cohesion.
2. If successful, attack one assaulting stand with a -3 die roll modifier.
3. Each assaulting stand makes one cohesion roll.
4. If successful, each assaulting stand attacks with a -3 die roll modifier.
5. If disorganized, defending stand must move 1 inch away from assaulting stands.

Notes:

1. Assaulting engineers attack with a -6 die roll modifier.
2. Mounted cavalry strengths doubled assaulting unarmored stands.
3. Range modifiers per the terrain effects table are not applicable.

STANDARD FIRE PROCEDURE

FOR EACH ATTACK:

1. Designate target stand.
2. Designate all attacking stands. Check line of sight.

FOR EACH FIRING STAND:

1. Roll for cohesion, modified for firer "S" and "D" effects, and terrain.
2. Select appropriate attacker firepower required.
3. Subtract defence strength from firepower to obtain "attack superiority".
4. Roll two six-sided dice.
5. Modify the total rolled by applicable Terrain and Range Effects Charts.
6. Cross-reference the modified die roll and attack superiority on the CRT and apply the result.

DIRECT ARTILLERY FIRE PROCEDURE

1. Identify target location(s).
2. Designate attacking stand(s).
3. Roll for cohesion, modified for terrain, etc.
4. (Mortars only) roll for deviation.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower.
7. Subtract defense strength from firepower to obtain "attack superiority".
8. Roll two six-sided dice.
9. Modify the total rolled by applicable terrain on the Terrain Effects Table.
10. Cross-reference the modified die roll and attack superiority on the CRT and apply the result.

INDIRECT ARTILLERY FIRE PROCEDURE

1. Refer to the appropriate turn's plotted indirect fire.
2. Roll for cohesion for each firing stand, modified for terrain.
3. Roll for deviation. If successful, skip to step 5.
4. Roll 1D8 for direction and 1D6 for distance of deviation. Impact markers must maintain original sheaf pattern.
5. Ascertain defense strength class of target.
6. Select appropriate attacker firepower.
7. Subtract defense strength from firepower to obtain "attack superiority".
8. Roll two six-sided dice.
9. Modify the total rolled by applicable terrain on the terrain effects.
10. Cross reference the modified die roll and attack superiority on the CRT and apply the result.

MARKER REMOVAL PROCEDURE

1. Remove all movement and "fired" markers.
2. Roll 1D20 for each stand with "S" and/or "D" markers.
 - To remove "S" marker: Pass cohesion roll, modified for "S" (+4). Stand recovers.
 - To remove "D" marker: Roll unmodified "1". Stand rallys.
 - If die roll equals "20", stand suffers (S). Stand panics!

COMBAT RESULTS TABLE

		Combat Differential													
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	
Die Roll	19	-	-	-	-	-	-	-	-	-	-	-	S	S	
	18	-	-	-	-	-	-	-	-	-	-	-	S	S	(S)
	17	-	-	-	-	-	-	-	-	-	-	S	S	(S)	(S)
	16	-	-	-	-	-	-	-	-	-	S	S	(S)	(S)	D
	15	-	-	-	-	-	-	-	-	-	S	(S)	(S)	D	D
	14	-	-	-	-	-	-	-	-	S	(S)	(S)	D	D	D
	13	-	-	-	-	-	-	-	S	S	(S)	D	D	D	D
	12	-	-	-	-	-	-	S	S	(S)	D	D	D	D	E
	11	-	-	-	-	-	S	S	(S)	(S)	D	D	D	E	E
	10	-	-	-	-	-	S	(S)	(S)	D	D	D	E	E	E
	9	-	-	-	-	S	(S)	(S)	D	D	E	E	E	E	E
	8	-	-	S	S	(S)	D	D	D	D	E	E	E	E	E
	7	-	S	S	(S)	(S)	D	D	D	D	E	E	E	E	E
	6	S	S	(S)	(S)	(S)	D	D	D	D	E	E	E	E	E
	5	S	(S)	(S)	(S)	D	D	D	D	E	E	E	E	E	E
	4	(S)	(S)	D	D	D	D	E	E	E	E	E	E	E	E
	3	(S)	D	D	D	D	E	E	E	E	E	E	E	E	E
	2	D	D	D	D	D	E	E	E	E	E	E	E	E	E
	1	D	D	D	D	E	E	E	E	E	E	E	E	E	E
0	D	D	E	E	E	E	E	E	E	E	E	E	E	E	
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	

- Attacks at less than -3 are not normally allowed (see artillery below)
- Artillery only may attack at less than -3 (result is "S")
- Treat all attacks greater than +9 as +9 attacks.
- Modified die rolls less than 0 are treated as 0.
- Modified die rolls may not exceed 19

EFFECTS:

- = No effect

S = "Suppressed" +4 added to all cohesion rolls for this stand. Effect is not increased by further "S" results.

(S) = "Suppressed" If the stand has already suffered a "suppression" result this turn, convert the "(S)" result to a "D". Otherwise, treat it as an "S" result.

D = Disorganized +3 added to all cohesion rolls for the remainder of the game unless it rallies. If the stand is already disorganized, remove it from play.

E = Eliminated Remove stand from play.

TERRAIN EFFECTS CHART *(continued on next page)*

TERRAIN TYPE	MOVEMENT POINT COST PER 25 METERS			FIRING UNIT COHESION & CRT DIE ROLL EFFECT	IS LINE OF SIGHT BLOCKED?
	TRACKED UNIT	WHEELED UNIT	FOOT UNIT		
Clear	1	2	1	none	no
Woods	3	4	1	+4 Personnel, +2 Otherwise	yes#
Grove	2	3	1	+2 Personnel, +1 Otherwise	yes#
Gravel Plain	1	1.5	1	none	no
Broken Rock	2	5	1.5	none	no
Soft Sand, Marsh Mud	4	8	3	-1 if target in movement posture	no
Gentle Slope	+1	2	+1	none	yes#
Steep Slope	+3	not allowed	+2	+1**	yes
Hilltop or Ridge Crest	+1	+3	+1	+2**	yes
Rough Terrain 1	1	3	1	+2 Personnel, +1 Otherwise	yes personnel, no otherwise
Rough Terrain 2	2	5	1.5	+4 Personnel, +2 Otherwise	yes personnel, no otherwise
Rough Terrain 3	3	7	3	+6 Personnel, +4 Otherwise	yes#
Light Improved Position	2	3	1	+4 Personnel, +1 Otherwise	no#

TERRAIN EFFECTS CHART *(continued from last page)*

TERRAIN TYPE	MOVEMENT POINT COST PER 25 METERS			FIRING UNIT COHESION & CRT DIE ROLL EFFECT	IS LINE OF SIGHT BLOCKED?
	TRACKED UNIT	WHEELED UNIT	FOOT UNIT		
Med. Improved Position	2	4	1	+5 Personnel, +2 Otherwise	no#
Hvy. Improved Position	3	not allowed	2	+7 Personnel, +3 Otherwise	no#
Light Buildings	1	2	1	+4 Personnel, +2 Otherwise	yes#
Medium Buildings	1	2	1	+5 Personnel, +3 Otherwise	yes#
Heavy Buildings	1	2	1	+6 Personnel, +4 Otherwise	yes#
Rubble	4	not allowed	2	+6 Personnel, +3 Otherwise	no
Jungle	6	not allowed	2	+4 Personnel, +2 Otherwise	yes
Dier (Depression)	2	4	1	+4 Personnel, +2 Otherwise	yes
Good Road	.5	.5	1	none &	no
Poor Road	1	1	1	none &	no
Smoke	+1	+2	+1	Firing into or out of +3	yes
Wreck	+0	+1	+0	+2 Personnel, +1 Otherwise	no
Minefield	+1*	+1*	+1*	-2	no
Ditch	+3	not allowed	+1	none	no#
Embankment	+1	+3	+1	+3 Personnel, +1 Otherwise	no#
Wall/Berm	+3!	not allowed	+2	+4 Personnel, +2 Otherwise	no#
Hedgerow	+4\$	not allowed	+1	+4 Personnel, +2 Otherwise	yes#
Stream	+3	+8	+2	none	no
Road Block	+4@	not allowed	+1	+2 Personnel, +1 Otherwise	no#
Anti-Tank Ditch	not allowed	not allowed	+2	+4 Personnel in ditch	no
Barbed Wire	+3	not allowed	+2	-1	no
Ford	+2	+6	+1	-1 if target in movement posture	no
Hedge	+0	+0	+1	+2 Personnel cohesion only	no#
Wood Fence	+0	+0	+1	+2 Personnel cohesion only	no#
Up or Down Staircase	not allowed	not allowed	+1	none	no#
Track	1	1.5	1	none &	no

ALL TERRAIN RESULTS ARE CUMULATIVE.

* - Applies only when leaving the terrain

** - Applies only to fire coming through the ridge crest or from below the hilltop

- Applies only to fire coming through the terrain feature. In order to be spotted, a unit in this terrain must have fired in this phase or adjacent to a friendly stand.

& - Stands moving at the road or track rate do not gain the defensive benefit of covering terrain through which such stands pass. Stationary stands on roads/tracks or those paying the required movement costs of covering terrain do gain the defensive benefit.

\$ - See rule 11.5.1 (p.19)

! - See rule 11.5.2 (p.19)

@ - See rule 11.5.3 (p.19)

RANGE EFFECT ON COMBAT DIE ROLLS

Range in inches	Die Roll
1 - 2	Subtract 2
3 - 4	Subtract 1
5 - 20	No Effect
21 - 40	Add 1
41 - 60	Add 2
Each additional 20 inches	Add 1

RANGE EFFECT ON INFANTRY COMBAT DIE ROLLS

Range in inches	Die Roll
1 - 2	Subtract 2
3 - 4	Subtract 1
5 - 9	No Effect
10 - 14	Add 1
15 - 20	Add 2

MINE ATTACKS TABLE

Minefield Type	CRT Column Used
Hasty	-2
Prepared	+1
Defensive	+7
Applies when stand <u>leaves</u> the minefield	