

Combat Action Command - Quick Play Reference Guide

Turn Sequence

- 1 Roll Initiative - select Side A/B
- 2 Side A Moves
- 3 Both Sides Fire
- 4 Side B Moves
- 5 Rally, Repair, Reorganize

AP Fire Steps

- A Select Target, measure range
- B Roll 2d6 Accuracy
- C Roll d6 for Armor & Penetration
- D Penetration minus Armor = Hit*
- E Target rolls d20 for Damage

* If '0' roll 1d20, if '+' add to d20 roll

HE Fire Steps

- A Select Team as Aiming Point
- B Roll 2d6 Accuracy
- C Roll Deviation if required
- D Roll Hits teams under template*
- E Target team roll 1d20 per Hit

*50+% under Template = Bulls-eye; <50% Near Miss

CAC Interriupt

- 1 Fire during a Movement Phase
- 2 Move beginning of Fire Phase
- 3 Call in Air/Arty during move

Air & Artillery

- A Select Team as Aiming Point
- B Roll Deviation (Scatter Die)
- C Roll Hits teams under template*
- D Target team roll 1d20 per Hit

*50+% under Template = Bulls-eye; <50% Near Miss

Cover Classes

- 1 **Open:** no cover
- 2 **Light:** terrain => team size
- 3 **Light:** also Breaking Cover
- 4 **Light:** Hull Down positiona
- 5 **Heavy:** Lightr Cover; **CQtest**
- 6 **Dug-In:** prepared positions

Spotting*

* Spotting & LOS are Key Concepts - see full rules in Section 7.1 thru 7.5

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|--------------------|---|
| Sighted | Roll full #d6; Fire Direct Fire AP & HE; Call in Air & Artillery |
| Suppressing | Roll 2/3 #d6; Fire Direct Fire HE (no AP); Call in Artillery (no Air) |
| Searching | Roll 1/3 #d6*; no Direct Fire AP & HE; no Air or Artillery |
- * Searching Fire must target a Terrain Feature, not an Enemy Team

Team Location for Spotting

- In The Open:** No Cover
- At The Edge:** within 3" of edge
- Within:** >3" from edge
- Behind:** = Cover blocks LOS