



Quick Reference Sheet Activations/Force Morale

COMMAND DICE 4.3.1, 4.5.2

ROLL	EFFECT
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1	Deploy a team NOT part of a section or leaderless vehicle (may fire) or Activate one Fire Team
2	Deploy (may fire) or activate one Section
3	Deploy one Junior Leader with Section or vehicle: may then activate it but neither it nor he may move or Activate one Junior Leader
4	Deploy or activate one Senior Leader
5	Add one to CoC dice tally
6	Special Effect - see below
One 6	Pass initiative
Two 6's	Retain next phase
Three 6's	As 2, + end turn
Four+ 6's	As 3, + CoC dice, random event

USING CHAIN OF COMMAND DICE 5.1.1

Interrupt with unpinned Section or Team to fire or move
End Turn
Move a friendly Jump-Off Point up to 18" (in/behind cover, 6" in rear of friendly troops)
Ambush with single infantry Team
Relocate sniper
Avoid taking Force Morale Test
Keep mortar barrage firing on Turn end

THE TURN END 6.2

Remove: Smoke, Tactical, Overwatch, captured JOP
Pinned units re-check shock
Un-rallied broken units/leaders Rout from table
Test Force Morale for Routed Leaders

COMMAND RATINGS	4.5.1		
RANK	INIT. RANGE		ROLL
Junior Leader/Superior	2	6"	3/3,4
Senior Leader/Inferior	3/2	9"	4
Ranking Leader	4	12"	4

LEADER ACTIONS 4.5.2

Activate one team or section to move/fire
Activate & place a single team on Overwatch
Activate team, section or squad for covering fire

NOT ACTIVATIONS 4.5.3

Rally one Shock from Team in CR, not in LOS of enemy
Rally one Shock from Team he is attached to
Unit not Tactical or on Overwatch to throw grenade, fire rifle grenade or use Section AT weapon
Move (once/Phase, if not already moved with unit)
Transfer one man between Teams if both within 4"

FORCE MORALE 3, 15.1

INITIAL VALUE	1-	2	3	4	5	6+
Green -2, Elite +2 on dice	8	8	9	9	10	11

SETBACK

		1	2	3	4	5	6
Team	Breaks	0	-1	-1	-1	-1	-2
	Wiped out	0	0	-1	-1	-1	-1
Section	Breaks	-1	-1	-2	-2	-2	-2
	Wiped out	-1	-1	-1	-2	-2	-2
Jun. Ldr	Wounded	0	0	-1	-1	-1	-2
	Killed	-1	-1	-1	-2	-2	-2
	Routs	-1	-1	-2	-2	-2	-2
Sen. Ldr.	Wounded	-1	-1	-1	-1	-2	-2
	Killed	-1	-2	-2	-2	-2	-3
	Routs	-2	-2	-2	-2	-3	-3
Support	Killed	-1	-1	-1	-2	-2	-2
	Routs	-1	-1	-1	-1	-2	-2
JOP	Lost	-1	-1	-1	-2	-2	-2
Friendly Platoon	loses cmd dice	0	0	0	-1	-1	-1
	destroyed/breaks	-1	-1	-2	-2	-2	-3
AFV	imm/main gun KO	0	0	-1	-1	-1	-1
	KOed	-1	-1	-2	-2	-2	-2
	Command AFV KO	-1	-2	-2	-2	-3	-3

FORCE MORALE EFFECTS 15.1

4	Command Dice reduced by 1
3	Command Dice reduced by 2
2	Command Dice reduced by 2, remove one JOP
1	Command Dice reduced by 3
0	Rout or Surrender

SECTION/TEAM ACTIONS 4.4, 7.1

No Movement	Fire at full effect or Tactical stance
Tactical Move	1D6, + 1 level of cover (Tactical stance)
Move & Fire	1D6, + fire at half effect
Normal Move	2D6, may not fire
At the Double	3D6, each Team takes 1 Shock

TERRAIN 7.2

Broken	No "at the double"
Heavy	No "at the double", -1 pip/dice
Really Heavy	No "at the double". -2 pips/dice
Low Obstacle	2D6, remove lower
High Obstacle	2D6, remove higher
Dense Obstacle	one Phase to cross

HIT TABLE 9.1

TARGET IS	GREEN	AVERAGE	ELITE
Close	3-6	4-6	5-6
Effective	4-6	5-6	6
Elites under covering fire are hit on 6 then 4+ on d6			

EFFECT OF HIT 9.1

COVER	MISS	SHOCK	KILL
Open	1-2	3-4	5-6
Light	1-3	4-5	6
Heavy	1-4	5	6

HITS ON LEADERS 9.1.1

1	Killed outright
2-3	Wounded - no activation for rest of Turn
4-6	Lightly wounded, -1 Command Initiative

HITS ON FOOS 9.1.1

1-3	Killed
4-6	Wounded, may not move for rest of game

EFFECTS OF SHOCK 14

Movement (14.3)	-1 pip from total per point of shock
Firing (14.4)	-1 dice per 2 points (-1 on roll/point for AT fire)
Pinned (14.5)	shock > remaining men: no move & fire at 1/2 effect, for rest of turn
Broken (14.6)	shock >= 2 x remaining men: fall back 6 + 2D6

CLOSE COMBAT 13.1.1

Per man (not including Leaders)	1D6
Per Leader Command Initiative	+1D6
Per troop quality level higher	+2D6
Per D6 enemy moved (first round)	+1D6
Per two points of Shock	-1D6
Aggressive troops	+1D6/3 men
Per SMG/Assault Rifle	+2D6
Defending, per LMG	+4D6 (first round)
Defending, per M/HMG	+6D6 (first round)
Defending Light cover, or inside building defending from another floor	+1D6/3 dice (first round)
Defending Heavy cover, or inside building defending from outside	+1D6/2 dice (first round)
Hit in rear (first round)	remove half dice
Pinned	remove half dice

CLOSE COMBAT EFFECTS 13.1.1

If one side more than four times as many dice as the other, the side with fewer dice immediately falls back 3D6 with backs to enemy and takes 8 shock.

5	1 Kill
6	1 Kill, 1 Shock

RESULTS OF CLOSE COMBAT 13.1.2

Draw	Fight again unless one side breaks due to Shock (3 times, then retire 3")
Lose by 1	Fall back 6"
Lose by 2	Fall back 9", +1 shock per Team
Lose by 3	Flee 12", +2 shock per Team
Lose by 4+	Break & flee 18". double shock per Team, will surrender if no escape

VEHICLE MOVEMENT 11.2

Slowly	1D6, fire any activated weapons at full effect
Fast	2D6, may fire activated MGs at half effect
Flat Out	3D6, no firing, may not turn 90° or more
Stationary	Fire at full effect

MODIFIERS 11.6

	WHEELED	SLOW	AVERAGE	FAST
Road/Solid	x2		+1/die	+2/die
Broken			+1/die	+2/die
Heavy Going	No			
Soft	double bogs down (11.6.1)			

RESTRICTIONS 11.6.1

Wheeled	May not cross linear obstacles. May move when deployed.
Tracked	Low obstacles. no penalty Tall obstacles, fast speed, discard lowest dice. immobilised on double
Reversing	2D6, no modifiers
Stationary	Fire at full effect

DISEMBARKING FROM VEHICLES 11.6.2

Vehicles disembarking troops may only move with a maximum of 1D6 in that Phase. Vehicles embarking troops may not move at all in that Phase.

Disembarking troops may move as normal if vehicle is stationary, but may not double.
If vehicle has moved, disembarking troops move 1D6 but count as moving normally

TANK OVERRUNS 13.2

vs Infantry	Roll D6 vs current Shock - if succeeds may evade 2D6. If fail, 1D6 men will be crushed, rest move 4"
vs entrenched	Must remain stationary for phase. Roll 1D6, +1 for hard ground, -1 for soft. 0: position crushed, bogged down 1-3: position and troops crushed 4+: troops pinned

FIRE AGAINST VEHICLES - 2D6 12.1

-1	Target moved flat out in last/current phase
-1	Firer moved this phase
-1	per point of shock on Firer
-1	Firer's gun sight is damaged
-1	Target is small or low profile
-1	range band after first for infantry AT
-1	for replacement gunner
+1	commander using 2 CI to activate gunner
+1	Target stationary and firer has already hit it

TO HIT A VEHICLE 12.1

TARGET	ROLL REQUIRED
In the open	5
View obscured (some cover)	7
View badly obscured (Hull Down)	9

WEAK SPOT 12.1

Unmodified double 6 to hit = + 3D6 to **Firer** roll.

STRIKE ROLLS 12.1

Firer: 1D6 for each AP strike factor of weapon
Target: 1D6 for each Armour factor (+1D6 for Schurzen on side). Compare successes (as per tables on page 4)
Softskins:
Firer uses HE strike factor
Target doesn't get a roll.

TARGET NUMBER 12.1

FIRER VS	TARGET
Front armour	5-6
Side Armour	4-6
Rear Armour	3-6
Save	5-6

TANK RAMMING 13.3

Roll 1D6 per point of Armour, compare number of 5s,6s

Equal	1 Shock each, no action next Phase
< double	both vehicles out of action
>= double	vehicle takes 2 net AP hits. enemy KO

TANKS. ACs, SPGs 12.1 EQUAL HITS AND SAVES

1-2	No effect
3-4	Halt and engage firer next Phase
5-6	1 Shock, reverse 1D6

ONE NET HIT

1	1 Shock, driver may not be activated next Phase
2	1 Shock, gunner may not be activated next Phase
3	1 Shock, vehicle may not be activated next Phase
4	1 Shock, movement fast/flat out remove lowest dice
5	1 Shock, gun sight damaged, -1 to hit
6	2 Shock, reverse 2D6 immediately

TWO NET HITS

1	2 shock, driver killed, 2 phases to change
2	2 shock, gunner killed, 2 phases to change
3	2 shock, CO wounded, reduce Command by 1
4	2 Shock, immobilised
5	2 Shock, hull MG KO
6	Main gun KO

THREE+ NET HITS

1-4	KO
5-6	Explodes, 1D6 hits on infantry within 4"

SOFT-SKINS 12.2 ZERO/ONE SUCCESS

1-2	No effect
3-4	Reverse 1D6 immediately
5	Immediately drive flat out forwards
6	Passengers must deploy now

TWO+ SUCCESSES

1-4	Destroyed. D6 hits on passengers as if in open
5-6	Explodes, D6 on infantry in 4", 2D6 on passengers

HALFTRACKS AND CARRIERS 12.1 EQUAL HITS AND SAVES

1-2	No effect
3-4	Reverse 1D6 immediately
5	Immediately drive flat out towards cover
6	1 Shock, passengers must deploy now

ONE NET HIT

1	1 Shock, driver may not be activated next Phase
2	1 Shock, gunner may not be activated next Phase
3	1 Shock, vehicle may not be activated next Phase
4	1 Shock, movement fast/flat out remove lowest dice
5	1 Shock, forward weapon destroyed
6	2 Shock, reverse 2D6 immediately

TWO NET HITS

1	2 shock, driver killed, 2 phases to change
2	2 shock, D6 hits on weapon crew/passengers
3	2 shock, CO wounded, reduce Command by 1
4	2 Shock, immobilised, passengers disembark
5	2 Shock, 2D6 hits on passengers
6	3 Shock, reverse 2D6, D6 hits on passengers

THREE+ NET HITS

1-4	KO, D6 hits on passengers as if in open
5-6	Explodes, 1D6 on infantry in 4", 2D6 on passengers

INFANTRY FIRE VS SOFT-SKINS 9.1.4

Roll as normal vs crew/passengers, counting target as in light cover, plus:

2 6s	Roll on zero net hits table for Soft-skins (sheet 4)
3 6s	Roll on one net hit table for Soft-skins (sheet 4)
4 6s	Roll on two net hit table for Soft-skins (sheet 4)

VEHICLE NOTES

Normal Turret	Rotate 120°/phase, arc of fire 120°
Slow turret	May only rotate 90°/phase, arc of fire 90°
Fast turret	May rotate 180°/phase, arc of fire 180°
Heavy Armour	Treat side armour as front, rear as side
Ronson	Explodes on 4-6 on Three Net Hits table

WEAPON TYPES 10

Infantry Guns (10.1)	Hit on 4,5,6: reduce cover by one level
Anti-Tank Guns firing HE (10.2)	Hit on 4,5,6: reduce cover by one level
Off-table Mortars (10.3)	Count as Effective Range (Close if in wood/orchard), pinned until barrage ends. Ranging shot does 2 hits if hits. Barrage covers 18" square area centred on aiming point.

OFF-TABLE MORTARS 10.3

First activation: battery contacted (check availability if not first time)
Second activation: place aiming point within LOS of FOO: roll 2D6 on deviation table for barrage or ranging shot.
Third+ activation: if already firing, may shift aiming point 6" in any direction. If ranging shot off target may call for another with (cumulative) +1 on deviation table.

OFF-TABLE MORTAR DEVIATION 10.3

2	Deviates 6D6"
3	Deviates 5D6"
4	Deviates 4D6"
5	Deviates 3D6"
6	Deviates 2D6"
7	Deviates 1D6"
8+	On target

BATTERY AVAILABILITY 10.3.3

1	Not available again
2	Not available for rest of this Turn
3-4	Not available this Phase
5-6	Immediately available

HE vs BUILDINGS 10.3.6

3 6s	Building unstable. Occupants must leave before end of Turn or roll 1D6/figure, killed on 6
4 6s	Building collapses: roll 1D6/figure, killed on 5,6

VEHICLES IN A BARRAGE 10.3.7

Roll 1D6 on below table. Add 2 for 120mm/4.2"+ calibre, 1 for open topped vehicle

SOFT-SKINS

1-3	No effect
4	1D6 hits on passengers
5	Destroyed, 1D6 hits on passengers
6+	Destroyed, one hit on each passenger

ARMoured CARRIERS

1-2	No effect
3-5	-1 Commander's Command initiative for next Phase
6	Destroyed, passengers disembark
7+	Destroyed, one hit on each passenger

TANKS AND ARMoured CARS

1-3	No effect
4-5	-1 Commander's Command initiative for next Phase
6	One hit on vehicle damage table and 1 Shock
7+	Two hits on vehicle damage table and 2 Shock

LIGHT MORTARS 9.4

LOS to target = Close range
 No LOS = Effective range
 double 1 = out of ammo

LIGHT MORTAR SMOKE 9.4.1

1	6" right
2	6" left
3	Hit if LOS, else 6" over
4	Hit if LOS, else 6" short
5-6	Hit

FLAMETHROWERS 9.6

Ignore all cover, double all Shock
 Set wooden building on fire if roll 2+ 6s

VS VEHICLES 9.6, 12.5

Soft-skins	Automatically destroyed
Armoured transports	All cover ignored, shock doubled
AFVs	Ignore kills, all Shock doubled

CoC QRS V2.4 Designed by Mike Whitaker: for latest version, check <http://troubleatthemill.blogspot.com/>

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GRENADES

9.2

Target must be 4"+ away
Roll 2D6 > range in inches to hit, with modifiers (double 1 = dropped at feet, roll effect on *throwing* unit)

-2	target is door/large ground floor window
-4	target is upstairs window, open-topped vehicle
-6	target is firing slit/open tank turret

SNIPERS

9.5

May deploy within 12" of friendly JOP

May redeploy within 18" of current position/>12" from enemy on use of CoC dice. Otherwise do not move.

1D6, hits on 3+, target **any** unit in LOS. counts as in open

Inflict double shock, leader -1 on roll to see if hit

Can only be spotted by unit on overwatch: roll D6, spot on 6, cumulative +1 bonus to roll on each attempt

Any kill will remove sniper team, any Shock ignored

GRENADE EFFECT

9.2

open/light cover	2 hits
confined space	3 hits, ignore cover
inside AFV	3D6, each 4,5,6 = one hit on vehicle damage table

MASTER ARSENAL TABLE

9.1

WEAPON	FIREPOWER	CLOSE	EFFECTIVE	NOTES
Bolt Action Rifle	1	0-18"	18"+	
Semi-automatic Rifle	1	0-18"	18"+	Re-roll 1s
Automatic Rifle (BAR)	3	0-18"	18"+	Re-roll 1s
Magazine LMG	6	0-18"	18"+	-2 firepower when crew = 1
Belt-fed Bipod LMG	8	0-18"	18"+	-3 firepower when crew = 1
SMG/Machine pistol	4/2	0-6"	6-12"	Firepower is range dependent
Assault rifle	3/1	0-18"	18-48"	Firepower is range dependent
Tripod MMG/HMG	10	0-24"	24"+	-3 firepower when crew = 1. HMG reduce cover by 1 level
Pistol	1	0-9"		
Sniper	1	unlimited		See above
Grenade				See above
Rifle Grenade	2		18-60"	Reduce cover by one level
Infantry flamethrower	12	0-12"		All cover ignored, all shock doubled. See page 5
2" or 50mm mortar	2	with LOS	No LOS	Reduce cover by 1 level unless target has overhead cover
60mm mortar	3	24"+ with LOS	24"+ no LOS	Reduce cover by one level
3", 80mm, 81mm mortar	4		Any range	Dice for hits on all teams within barrage area, all units pinned. See page 5.

VEHICLE WEAPONS

WEAPON	FIREPOWER	CLOSE	EFFECTIVE	NOTES
Internal vehicle MG	6	0-18"	18"+	
Top MMG/HMG	10	0-24"	24"+	Reduce cover by 1 level
20mm cannon	6	0-24"	24"+	Reduce cover by 1 level
Vehicle Flamethrower	16	0-36"		All cover ignored, all shock doubled. See page 5