

COMMAND FRICTION 2.0

~ ruleset for applying *Command Friction* effects in the *Combat Mission* series of games ~



“Decisions without actions are pointless. Actions without decisions are reckless.”

– *John Boyd*



Designer: Bil Hardenberger

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INTRODUCTION

One of the most important aspects on the battlefield is command, control, and communication (C3). While the command and control (C2) status with a superior is identified in Combat Mission (CM), the effects are not enforced or modeled beyond affecting morale. Communication as well is represented and helps determine when a unit is in or out of C2 Range.

The intent of these rules is to simulate the effects of battlefield C3 plus the friction normally prevalent with the communication status upon a force in battle. Communication is how units and formations are given orders; if that link does not exist then information cannot move up, down or laterally.

The inspiration for this set of rules comes from this outstanding thread started by MOS:96B2P on [Command and Control and information sharing](#). Upon reading his findings a light bulb came on and I began to think about a way to take advantage of the in-game representation of C3 in an easy to follow manner and with little record keeping by the players involved. I recommend reading the linked thread until you fully understand the concepts involved.

To get the full benefit of these rules the game must be played on IRON difficulty against a trusted opponent or the AI. I recommend that both players have the same level of expectation, basically both should have a passion for representing combat in the most realistic and uncompromising fashion and be more interested in the journey rather than the destination. In other words, the effect that is being represented should be more important than who wins or loses.

The intent is to keep these rules simple to use and easy to understand. To that end I am providing an Excel workbook (Battle Log) that can be used to track Tasks and will automatically calculate when the player can change a Task or use Initiative.

DEFINITIONS

- **Force:** the player's command including all formations and units either on the map or that will be entering the map as reinforcements during the scenario.
- **Formation:** a group of two or more units make up a *Formation*: i.e. split squad, support team and weapon bearer (MG or mortar), Mortar Section, Platoon, Battery, Company, or Battalion
- **Unit:** one asset represented by one counter: i.e. un-split squad, team, HQ team, vehicle, gun, mortar, or other independent asset
- **Enemy Contact:** an enemy unit, enemy UI icon, enemy engineering structure (foxhole, trench, etc.), enemy fire, animated terrain changes caused by enemy vehicle movement (i.e. destroyed fences, walls, water wakes, dust plumes, etc.)
- **C2 Range:** Unit has a red command line to its direct superior HQ and/or a C2 Icon and a green dot to its HQ indicating a communications link.

Example showing a formation within C2 Range:



Example showing a formation NOT in C2 Range:



BASIC RULES

● C2 RANGE

- **Formations and Units MUST be within C2 range in order to receive either an HQ Task or a Unit Task change**
- Task changes are input at the end of the previous turn, and “rolled for” in the following turn’s order phase
- Units that are in C2 Range can change Tasks at any time, as long as they pass the Die Roll test

● COMMAND TASK

- **Represents the commander’s intent, and is stipulated in the scenario brief, or by the Quick Battle (QB) type.**
- This is set in the FORCE COMMAND tab and sets the mission for the entire force
- Can be changed during a game as the situation develops
- **CAUTION:** changing this Task is a drastic move, and can have dire consequences, so should only be used as a last resort or in emergency
- **Command Task changes are input at the end of the previous turn, and “rolled for” in the next turn’s order phase**
- ALL units and formations MUST Change Tasks to adhere to the new Command Task (if their current Task does not already support it).
For example, if a Command Task goes from Attack to Defense, all units (in C2) must receive new orders in order to align with the new tasking, i.e. stopping and defending, moving back to a defensive line, set up a defensive perimeter, etc.

● HQ TASKS

- **Must be in support of the Command Task**
- **HQ Task changes are input at the end of the PREVIOUS turn, and “rolled for” in the next turn’s order phase**
- If an HQ Task is used, then all subordinate units (if in C2) do not need individual Unit Tasks, they will move on the Platoon Leader’s schedule and when he passes the die roll.
- If a subordinate is not in C2 then it cannot receive the HQ Task and must have a Unit Task.
- A Leader (of any unit with subordinate units, i.e. Platoon) can change HQ Tasks at any time, as long as he passes the Die Roll test
- There are no limits to the number of waypoints used in a HQ Task
- Waypoints can be beyond visual range

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- A formation (any unit with subordinate units, i.e. Platoon) given an HQ Task with no defined Unit Tasks will maneuver all subordinate units in support of that Task, as long as all are within C2 Range
- **HQ UNITS can rove around within their formation AO without being given a specific task for every movement.**

● UNIT TASKS

- **Must be in support of the HQ Task (Mission)**
- **Unit Task changes are input at the end of the PREVIOUS turn, and “rolled for” in the next turn’s order phase**
- Best used for scout units, or individual vehicles and when the unit has radio comms to its superior
- A Leader (single unit or vehicle) can change its Unit Task at any time, as long as he passes the Die Roll test and as long as he is within C2 Range
- There are no limits to the number of waypoints used in a Unit Task
- Waypoints can be beyond visual range
- Unit Tasks make the unit semi-autonomous, but the Unit Leader cannot change his assigned Unit Task without being in C2 Range
- Any Unit NOT in C2 Range, MUST be assigned whatever the last HQ Task is (or whatever its last Unit Task was if one was assigned), and this cannot be changed until the unit is once again in C2 Range, regardless of what the HQ Task might change to

● INITIATIVE TASKS

- **Units MUST have an Enemy Contact in order to use an Initiative Task**
- **A Unit CANNOT use Initiative if it is also scheduled for an HQ or Unit Task Change that turn, i.e. an HQ or Unit Task change was identified at the end of the previous turn (this simulates the Leader being too busy in planning to be able to react effectively to other events)**
- **Initiative Tasks are entered during the order’s phase and rolled for at the same time as all of the Unit and HQ Tasks that were input during the previous turn’s Order Phase**
- Units can use Initiative at any time (if the above is true), as long as they pass the Die Roll test
- **Initiative Task waypoints can only be placed on points within the Unit Leader’s LOS**
- These represent a Leader’s Hip Pocket orders, which are always within his visual range, i.e. “Squad A, move to that tree line”, the Leader commanded pointing at the trees, “to get a better look at that enemy sound contact in the field beyond.”
- As many waypoints as necessary are allowed, as long as they all are within the Unit Leader’s LOS, all waypoints must fall within his LOS

- **AREA FIRE**

- **Units can ONLY use an Initiative Task to Area Fire against a UI enemy contact**
- This is accomplished by using either the Engage or the Move and Engage Initiative Tasks
- Area Fire is defined as targeting an area of an enemy UI (sound) contact
- **If under a Target type Task, units may ALWAYS fire at the area around a fully IDed target**

- **RECON BY FIRE**

- **Units MUST be within C2 range to use Recon by Fire**
- This is the **ONLY** time a unit may fire at a target without an enemy contact present
- This is accomplished by using either the Engage or the Move and Engage Initiative Tasks
- Recon by Fire is defined as targeting an area where no enemy contact (fully IDed or UI (sound) contact) exists

- **DIE ROLL TEST**

- **There is only ONE die roll allowed per turn in the Command Tab and one in each Company Tab:** this rolls for all Command, HQ and Unit Task changes, and Initiative Tasks in that tab
- If the HQ or UNIT QUALITY (%) column is equal to or greater than (=>) the DIE ROLL column in the Battle Log (the field will be green) then the unit passes the Die Roll Test, if it's red then that unit fails

- **TANKS IN AN INFANTRY SUPPORT ROLE**

- Battalion level command is considered to have normal radio communications with any attached tank formation and assigns New Tasks normally to these formations or units.
- If however, a tank, or a tank platoon, is attached to an infantry formation (Company or Platoon); **to receive a New Task:**
 - **The infantry HQ MUST be co-located with the tank, in the same action spot**
 - Alternate rule: ANY HQ within the infantry formation the tank is attached to can be used to give the tank an order, as long as they are within C2 Range of their HQ
- Tanks at this timeframe could not communicate via radio with infantry, the only way they could communicate with Company and below Infantry HQs was via the phone mounted on the rear of the tank
- Disregard this rule if using these rules in CMBS or CMSF



- **LOSS OF FORMATION HQ**

- Either the XO team, or the lowest numbered unit in the formation will take over formation command (i.e. Squad 1 will become the Platoon leader if the Platoon HQ is eliminated).
- The commanding team and the unit or formation getting a change of Task must both have active radios, OR the team must be within line of sight AND voice range (within three action spots or 30 meters)
- **ALTERNATE RULE:** For units without radios: when a unit takes over for a lost HQ, it must be in the same action spot as the new subordinate unit in order to give a New Task. This represents unfamiliarity with acting in the command role and closer coordination to ensure orders are understood.

TASK DESCRIPTIONS

Formations and/or units must be given a Task which determines their actions in the game.

As long as the unit or formation is given orders generally within the confines of their Task then there is no problem... **if an enemy contact appears (perhaps identified by another unit or formation) then the unit or formation must check to see if it has that contact, if not then it cannot react to it in any way**, in other words it cannot abandon its assigned Task (i.e. use Initiative).

Different types of Tasks include:

- **Command Task** – Battalion and Force Command level Task – usually this will be the force's mission laid out in the scenario briefing
- **HQ Task** –
 - Formation Tasks given at the Company and Platoon level – these are formation specific.
 - Used to control a formation (platoon, tank section, etc.) but only usable when all units are within and remain in C2 Range.
- **Unit Tasks** – given to individual units

Following is a description of the Task types and the intent for each.

- **COMMAND TASKS**

The Force command or each Battalion command (if more than one in a scenario) must give the main intent for the scenario via a Command Task.

The subordinate formations must be Tasked to support this Command Task.

Possible Command Tasks:

- Probe
- Attack
- Assault
- Move to Contact
- Defend

NOTE: I think these Command Tasks are self explanatory and do not require elaboration.

● HQ TASKS

At the Company and Platoon levels the HQ must be given an HQ Task that will guide how its subordinate unit's Tasks are assigned. These are intended to drive the Unit Tasks in order to complete the HQ Task and ultimately the Command Task..

- **HQ Tasks are meant to be formation specific and they identify the commander's intent.**
- **The Company or Platoon HQ must be within C2 range in order to change the HQ Task.**
- HQ Tasks may be assigned only to formations containing more than one unit (Platoon and smaller). Some examples:
 - Platoons
 - Split Squads (A Team will be the HQ in this case)
 - MG and Mortar Sections with ammo bearers
 - Tank Sections
- **Squads or teams that are within C2 to their Platoon HQ** do not need to have a Unit Task assigned; they **can operate using the HQ Task as guidance**. This rule will simplify Task assignment especially in large battles.
 - This is only available when the units are within C2 range.
 - Units that fall out of C2 range must be assigned a Unit Task.
 - This will be the Task that most closely matches the orders they are currently on.
 - This Task will be in effect until the unit is back in C2 range and then must go through the Task change procedure to get back within the Formation's Task.

● UNIT TASKS

Each unit can be given a unique Unit Task. This is done when:

- The player desires the unit to operate independently
- The unit falls out of C2 Range with its HQ

Units with UNIT TASKS are considered to be independent, as such they must follow their orders, and only the use of Initiative can interrupt their assigned mission until they are back in C2 Range.

- **HQ and UNIT TASK TYPES**

- **IDLE-RESERVE**

- **No current orders, or can be ordered to move to a specified area and stand-by for orders.**
- This Task will not end until changed.

- **MOVE**

- Currently on move orders
- The final position(s) must be spelled out in the comments field
- It is okay to have flank units (for a formation) off the route to protect the flanks.
- **This order is cancelled upon reaching the destination** (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **SCOUT**

- This Task is used to send units ahead of your main body in order to scout either an area, or a route
- Must specify area or route to recon and destination
 - Description placed in the comments field
 - Must operate within the specified boundaries
- A unit or formation on Scout orders can withdraw (or send one or more units) to contact their HQ or a neighbor unit in order to share information (if required).
- Once the HQ or neighbor unit has the enemy contact themselves the Scout unit must return to its area of operation and continue its task.
- **This order is cancelled upon reaching the destination if conducting a Route Reconnaissance or after completing the Area Recon** (to the player's satisfaction) (Formation or Unit assumes a Defend Task)

- **ENGAGE**

- Fire orders on a specific enemy unit or formation
- Preferred is to let the units self target, but if you must give target orders:
 - Must specify targeted enemy contact(s) in the comments field
 - The target **MUST** be a firm contact, not a UI or sound contact (see Area Fire)
- Only target orders and small movements to allow for shoot and scoot and small repositioning moves to allow engagement of multiple targets.
- The Task ends:
 - When the enemy unit is destroyed or withdraws out of view (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))
 - When the Target Briefly clock expires (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))
 - When the target order is cancelled (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **MOVE & ENGAGE (ATTACK by FIRE (ABF))**

- Orders to move and engage a specific enemy unit or formation
- The ABF position(s) must be spelled out in the comments field
- Preferred is to let the units self target, but if you must give target orders:
 - Must specify targeted enemy contact(s) in the comments field
 - The target **MUST** be a firm contact, not a UI or sound contact (see Area Fire)
- Only target orders and small movements to allow for shoot and scoot and small repositioning moves to allow engagement of multiple targets.
- The Task ends:
 - When the enemy unit is destroyed or withdraws out of view (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))
 - When the Target Briefly clock expires (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))
 - When the target order is cancelled (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **ATTACK**

- An Attack Task is intended to attack an area, an enemy formation or unit.
- Must specify (in the comments field) either:
 - Enemy unit or Enemy Formation being attacked
 - Objective area being attacked
- This Task can include:
 - Attack (by maneuver) a position, area, or enemy unit missions
 - Indirect fire missions (on map mortars, FO tasking, etc.)
 - FOs must be within C2 in order to plot a fire mission (i.e. they use the Attack Task)
- This Task does not include Attack by Fire (ABF). See the Move & Engage Task
- The Task ends when:
 - The objective area is occupied
 - The enemy unit or formation has been destroyed
 - Canceled (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **DEFEND**

- Must specify area to defend in the comments field
- Applicable for the area the unit or formation currently holds - the unit or formation can redeploy within the general area as desired without changing the Task
- A Defend Task can be active or positional; it is up to the player how to actually perform the Defend Task
- Local counter-attacks are okay as long as the unit being ordered to counterattack can itself identify the enemy contact and it must be within C2 Range
- This Task will not end until changed

- **DELAY**

- Used when the player wants a unit or formation to slowly give ground to an advancing enemy taking up temporary defensive positions, only giving ground when the pressure gets too high
- All delay positions must be spelled out in the comments field, so too must be the final position
- This Task is cancelled upon reaching the final position (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **WITHDRAW**
 - This Task is used to move away from an enemy, or to move a formation/unit off the line
 - The Withdraw destination must be spelled out in the comments field
 - It is okay to have flank units (for a formation) off the route to protect the flanks
 - This Task is cancelled upon reaching the destination (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **RESUPPLY**
 - When a unit or formation requires ammo replenishment, you must assign a Resupply Task
 - Must specify the resupply point in the comments field, can be:
 - A vehicle(s)
 - An ammo dump
 - The **Resupplying unit or formation** (if a vehicle(s)) will be assigned the Idle-Reserve Task and cannot move during the resupply operation
 - This Task cancels when all units in the formation have finished Resupplying (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

- **ENGINEER**
 - Used for a unit or formation that is being ordered to perform an Engineering Task, examples:
 - Clear or mark mines
 - Breach walls.
 - Must specify the point or area requiring an Engineer Task in the comments field
 - This Task cancels when the unit or formation has completed the Engineer Task (Formation or Unit assumes a Defend Task or an Idle-Reserve Task (player's choice))

INTRODUCTION TO THE BATTLE LOG

Of course to use these rules there must be some way to log what each unit is doing and to plan for changing Tasks or to use Initiative. With this in mind I have created a spreadsheet to help with this accounting and make it as easy and trouble free as possible.

Have the Battle Log example open as you read the following descriptions and explanations. Links to the two template Battle Logs:

[ALLIED TEMPLATE](#)

[AXIS TEMPLATE](#)

The Battle Log will automatically determine the turn where a change of Task can take place and the turn where Initiative can be used. It will also, in the form of dropdown selections, make Task selection easy for change of Tasks or Initiative.

The Battle Log is organized into the following tabs:

- **FORCE COMMAND TAB** - This tab is where the Command Task is assigned that drives the overall mission for the player's entire command. It is also where you assign tasks to any Battalion support assets.
- **COMPANY TAB** - Each company in the player's force will have its own tab. It is within this tab that all of the planning and accounting for the Company's subordinate formations, support assets and individual units will take place.

All of the following examples are from my [live play-test on the Battlefront forum](#). They show early iterations of the Battle Log.

FORCE COMMAND TAB

This is where the player sets the Command Task (overall scenario mission), he/she also assigns any tasks for any high level support assets that are assigned to the highest command level. Often smaller scenarios will not have a Battalion or higher command echelon, in these cases this tab (like it is below) will mainly be only for assigning the Command Task (look for the blue text, the Command Task for this scenario is in the ACTIVE TASK Column - Attack has been assigned at scenario start) . the Command Task can be seen in the Company Tab at the top, look for FORCE MISSION.

The MANEUVER FORMATIONS section identifies the main combat power of the formation in this scenario. The SUPPORT ASSETS area is empty, but this is where any Battalion level support would go and be assigned Tasks.

	BATTALION	SUBORDINATES	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	CHANGE TASK USE INITIATIVE	DIE ROLL (PERCENT)	
3	Battalion				Attack	Command Task			0%	71%	
4	MANEUVER FORMATIONS:				TASKS ARE ASSIGNED IN COMPANY TAB						
5	Charlie Company Infantry										
6	Dog Company Tank										
7	SUPPORT ASSETS:				ASSIGN TASK BELOW:						
8									0%	80%	
9									0%	31%	
10									0%	74%	
11	UNITS MUST BE IN C2 RANGE TO CHANGE TASK									PASSES IF => DIE ROLL	

COMPANY COMMAND TAB

There will be a separate Company Tab for each Company level unit in the scenario.. in this case there is one Infantry Company (Charlie Company), Dog Company's tanks are one platoon that are actually support assets for Charlie Company in this scenario. Thus the parts of this tank platoon present on the map have been placed in the SUPPORT ASSETS section of this tab. AS reinforcements arrive the entries on this tab will grow.

Note the blue text, it identifies HQ TASKS and UNIT TASKS so you can get an idea of which is which. I have also assigned, as examples, one NEW TASK and one INITIATIVE TASK. For these to become active the white column (CHANGE TASK/USE INITIATIVE) must be either equal or higher than the entry in the yellow column (DIE ROLL). The white column numbers are based on Training and Leadership ratings for each unit... the yellow column is a percentage die roll (1 to 100) and will identify which tasks become active in the next Orders Phase. In the example below, the 2nd Squad INITIATIVE TASK fails as the Unit's Leadership/Training level (white column) is less than the die roll (yellow column), while the HQ TASK change for the tank Platoon passes as the white column number is higher than the die roll. Obviously the higher the Leadership/Training level (white column) is, the better chance the Unit Task, HQ Task, or Initiative Task has of being successfully implemented.

1	FORCE MISSION: Attack								CHANGE TASK	DIE ROLL
2	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	USE INITIATIVE	(PERCENT)
3	Charlie Company Infantry				Move to Contact	HQ TASK Co. HQ arriving approximately 10 minutes			0%	36 %
4	MANEUVER FORMATIONS:				ASSIGN TASK BELOW:					
5		1st Platoon HQ Infantry	Regular	+2	Scout	HQ TASK Scout approach to St. Martin Farm			70%	38 %
6		1st Squad	Regular	0	Scout	UNIT TASK Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques			50%	7 %
7		2nd Squad	Regular	-1	Defend	UNIT TASK Move to hedgeline and orient toward St Martin Farm to provide support by fire for recon teams		Move & Engage	45%	80 %
8		3rd Squad	Regular	0	Defend	UNIT TASK Move to hedgeline and orient toward St Martin Farm to provide support by fire for recon teams			50%	13 %
9		4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	HQ TASK Move along road behind angled hedgerow & await further instructions			73%	94 %
10		1st Team MMG	Regular	+1					63%	43 %
11		1st Team Ammo Bearer	Regular	+1					63%	23 %
12		2nd Team Light Mortar	Regular	0					50%	42 %
13	SUPPORT ASSETS:				ASSIGN TASK BELOW:					
14		1st Platoon HQ (M4A3)	Regular	+1	Idle-Reserve	HQ TASK Reserve - Stay in position until called forward	Move		63%	26 %
15		1st Tank (M4A3)	Regular	0					50%	74 %
17	UNITS MUST BE IN C2 RANGE TO CHANGE TASK								PASSES IF => DIE ROLL	

SETTING UP THE BATTLE LOG

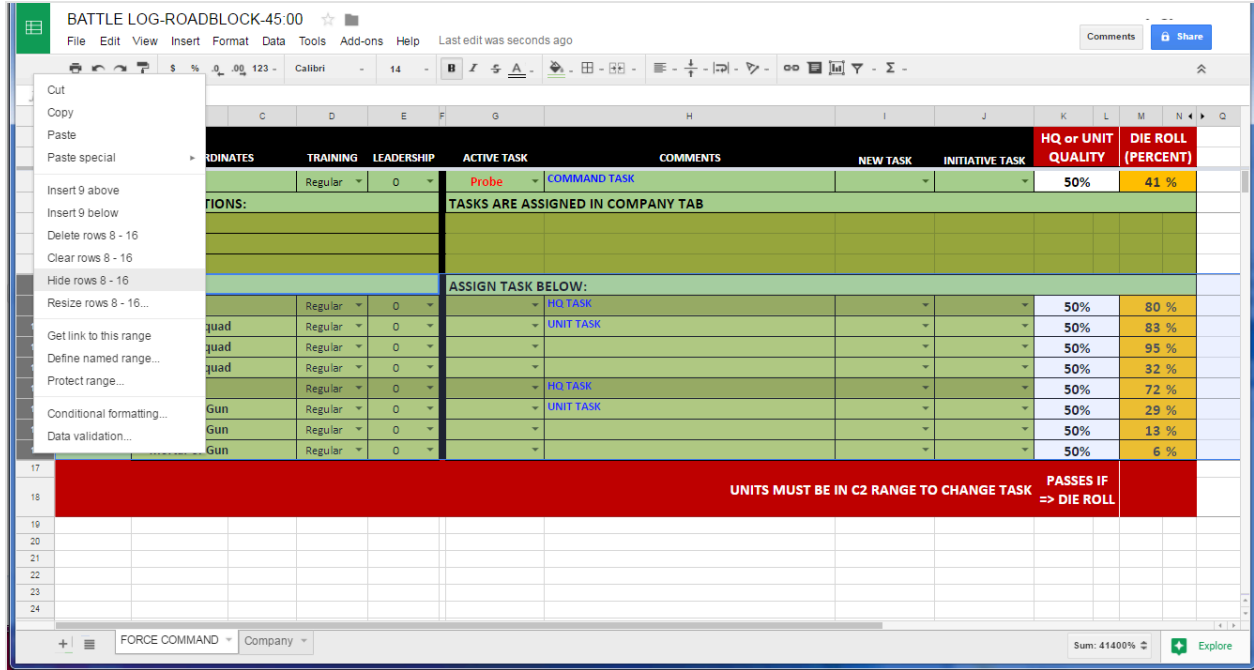
The spreadsheet is the heart of the system, it is fairly simple to use Google Sheets, but I will give a few basic pointers as we go, apologies to those of you who are more advanced users.

Starting with the template, the first thing I do is save a copy, this is done in the File menu. Once that is done I start with the FORCE COMMAND tab... at the bottom of the spreadsheet you will see two tabs, one called FORCE COMMAND, the other COMPANY. Clicking on these will take you from one to the other.

In this scenario there is no Battalion HQ or support, so I hide the SUPPORT ASSETS section by clicking on the #8 row (on the left side, click the number to the far left, this will select the entire row, then use shift click to select the rest of the rows in this section. Right click and select Hide Rows...

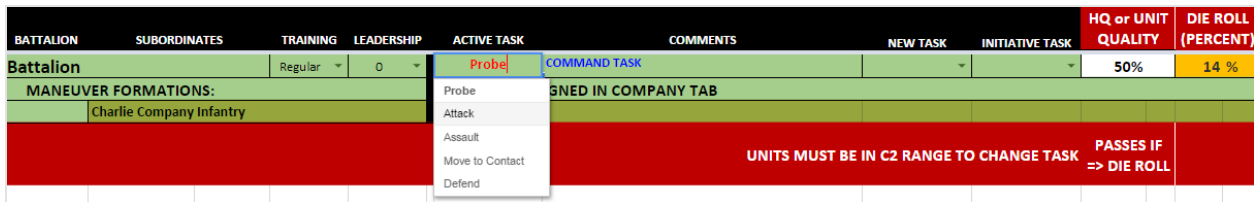
BATTALION	SUBORDINATES	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	HQ or UNIT QUALITY	DIE ROLL (PERCENT)
Battalion		Regular	0	Probe	COMMAND TASK			50%	41%
MANEUVER FORMATIONS:		TASKS ARE ASSIGNED IN COMPANY TAB							
	Company								
	Company								
SUPPORT ASSETS:		ASSIGN TASK BELOW:							
	Platoon	Regular	0		HQ TASK			50%	80%
	Team or Squad	Regular	0		UNIT TASK			50%	83%
	Team or Squad	Regular	0					50%	95%
	Team or Squad	Regular	0					50%	32%
	Battery	Regular	0		HQ TASK			50%	72%
	Mortar or Gun	Regular	0		UNIT TASK			50%	29%
	Mortar or Gun	Regular	0					50%	13%
	Mortar or Gun	Regular	0					50%	6%
UNITS MUST BE IN C2 RANGE TO CHANGE TASK								PASSES IF => DIE ROLL	

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After this I then use the same techniques to delete two of the Company rows (only need one in this scenario) and then assign the COMMAND TASK. The following image shows the choices available for this Task type. All entries are drop downs except for the COMMENTS field. Remember I am playing the Roadblock scenario and reading the scenario briefing this scenario is an ATTACK scenario, so that is what I select for the COMMAND TASK.

I also click in the TRAINING and LEADERSHIP fields (one at a time) and hit delete so there are no selections in these as we do not have a Battalion HQ.



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The Company tab is next. According to the scenario briefing and the in game exploration I know that I will need two Platoons and two rows for the tank support. I am putting the tanks in the SUPPORT ASSETS section of this tab. So I pare down the available entries on this tab to just what I need. In a later post I will explain how to add rows and copy entries to quickly add another Platoon, more tanks, etc.

BATTLE LOG-ROADBLOCK-45:00

File Edit View Insert Format Data Tools Add-ons Help All changes saved in Drive

Comments Share

Platoon

1	FORCE MISSION: Attack							HQ or UNIT QUALITY	DIE ROLL (PERCENT)	
2	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK		
3	Charlie Company Infantry			Regular	0		HQ TASK		50%	52%
4	MANEUVER FORMATIONS:							ASSIGN TASK BELOW:		
5	Platoon		Regular	0			HQ TASK		50%	13%
6	Squad		Regular	0			UNIT TASK		50%	9%
7	Squad		Regular	0					50%	32%
8	Squad		Regular	0					50%	46%
9	Platoon		Regular	0					50%	12%
10	Squad		Regular	0			UNIT TASK		50%	62%
11	Squad		Regular	0					50%	10%
12	Squad		Regular	0					50%	13%
13	SUPPORT ASSETS:							ASSIGN TASK BELOW:		
14	Platoon		Regular	0			HQ TASK		50%	90%
15	Team or Squad		Regular	0			UNIT TASK		50%	34%
16	UNITS MUST BE IN C2 RANGE TO CHANGE TASK							PASSES IF => DIE ROLL		
17										
18										
19										
20										
21										
22										
23										
24										
25										

FORCE COMMAND Charlie Company

Explore



COMMAND FRICTION 2.0

I then start to enter the information, direct from the game to the spreadsheet, ensuring the training level (red circle in the above image) and the leadership rating (blue circle in the above image) matches. Again, these are all done through drop down menus...

Charlie Company Infantry		Regular	0	HQ TASK
MANEUVER FORMATIONS:				ASSIGN TASK BELOW:
1st Platoon HQ	Regular	0	HQ TASK	
Squad	Regular	0	UNIT TASK	
Squad	Conscript	0		
Squad	Green	0		
Platoon	Veteran	0		
Squad	Crack	0	UNIT TASK	
Squad	Elite	0		
Squad	Regular	0		

Charlie Company Infantry		Regular	0	HQ TASK
MANEUVER FORMATIONS:				ASSIGN TASK BELOW:
1st Platoon HQ	Regular	'0	HQ TASK	
Squad	Regular	'0	UNIT TASK	
Squad	Regular	'+2		
Squad	Regular	'+1		
Platoon	Regular	'-1		
Squad	Regular	'-2	UNIT TASK	
Squad	Regular	0		
Squad	Regular	0		

It just takes a few minutes to fill out the details for both platoons and the two tanks:

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A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
FORCE MISSION: Attack										HQ or UNIT QUALITY	DIE ROLL (PERCENT)			
1	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK						
2	Charlie Company Infantry			Regular	0	HQ TASK				50%	47%			
3	MANEUVER FORMATIONS:				ASSIGN TASK BELOW:									
4	1st Platoon HQ Rifle	Regular	+2		HQ TASK					70%	56%			
5	1st Squad	Regular	0		UNIT TASK					50%	84%			
6	2nd Squad	Regular	-1							45%	77%			
7	3rd Squad	Regular	0							50%	52%			
8	4th Platoon HQ Weapons	Veteran	+1							73%	75%			
9	1st Team/A Team MMG	Regular	+1		UNIT TASK					63%	79%			
10	1st Team/B Team AMMO	Regular	+1							63%	68%			
11	2nd Team Light Mortar	Regular	0							50%	86%			
12	SUPPORT ASSETS:				ASSIGN TASK BELOW:									
13	1st Platoon HQ M4A3	Regular	+1		HQ TASK					63%	86%			
14	1st Med. Tank M4A3	Regular	0		UNIT TASK					50%	39%			
15	UNITS MUST BE IN C2 RANGE TO CHANGE TASK										PASSES IF => DIE ROLL			
16														
17														
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ASSIGNING TASKS

At game start, and whenever reinforcements arrive you can assign HQ and Unit Tasks, any other time during the game Tasks can only be set by assigning a New Task and testing for success. The assigned Tasks will remain in effect until changed, even when using Initiative the HQ or Unit Task remains in effect, as Initiative is meant to be temporary.

The Company HQ (not yet on the board) HQ task is set first. Though the FORCE MISSION is set at ATTACK a battle is not so simple, I always start my games with an Approach march, so I select Move to Contact for the initial Company Mission. Note, as the Company HQ is not set to arrive for 10 minutes, this will not be able to change until he arrives on the scene.

Note available entries for the Company level HQ Task in this image:

COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	HQ or UNIT QUALITY	DIE ROLL (PERCENT)
Charlie Company Infantry				Regular	0			50%	47%
MANEUVER FORMATIONS:									
	1st Platoon HQ Rifle	Regular	+2	Probe				70%	56%
	1st Squad	Regular	0	Attack				50%	84%
	2nd Squad	Regular	-1	Assault				45%	77%
	3rd Squad	Regular	0	Move to Contact				50%	52%
	4th Platoon HQ Weapons	Veteran	+1	Defend				73%	75%
	1st Team/A Team MMG	Regular	+1					63%	79%
	1st Team/B Team AMMO	Regular	+1					63%	63%
	2nd Team Light Mortar	Regular	0					50%	86%
SUPPORT ASSETS:									
ASSIGN TASK BELOW:									
	1st Platoon HQ M4A3	Regular	+1					63%	86%
	1st Med. Tank M4A3	Regular	0					50%	39%
UNITS MUST BE IN C2 RANGE TO CHANGE TASK								PASSES IF => DIE ROLL	

COMMAND FRICTION 2.0

The Platoon level HQs have more flexibility and finer detail in their selections.
1st Platoon will be in the reconnaissance role for the Company:

1	FORCE MISSION: Attack									
2	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	HQ or UNIT QUALITY	DIE ROLL (PERCENT)
3	Charlie Company Infantry		Regular	0	Move to Contact	HQ TASK			50%	91%
4	MANEUVER FORMATIONS:				ASSIGN TASK BELOW:					
5	1st Platoon HQ Rifle		Regular	+2		HQ TASK			70%	66%
6	1st Squad		Regular	0	Idle-Reserve	UNIT TASK			50%	17%
7	2nd Squad		Regular	-1	Move				45%	77%
8	3rd Squad		Regular	0	Scout				50%	92%
9	4th Platoon HQ Weapons		Veteran	+1	Engage				73%	10%
10	1st Team/A Team MMG		Regular	+1	Move & Engage	UNIT TASK			63%	14%
11	1st Team/B Team AMMO		Regular	+1	Attack				63%	99%
12	2nd Team Light Mortar		Regular	0	Defend				50%	18%
13	SUPPORT ASSETS:				:LOW:					
14	1st Platoon HQ M4A3		Regular	+1	Delay	HQ TASK			63%	21%
15	1st Med. Tank M4A3		Regular	0	Withdraw	UNIT TASK			50%	82%
16					Resupply					
17					Engineer					
UNITS MUST BE IN C2 RANGE TO CHANGE TASK									PASSES IF => DIE ROLL	

In the below image you can see that each of the squads in 1st Platoon have been assigned individual Unit Tasks, this makes them relatively independent units, while the other two platoons have only received HQ Tasks, this means that they will operate as formations, not individual units. I also add some quick descriptions on what I expect the formations to do. this is important, you need to set the boundaries of the Task, otherwise you could tend to "cheat" the system.

COMMAND FRICTION 2.0

BATTLE LOG-ROADBLOCK-45:00

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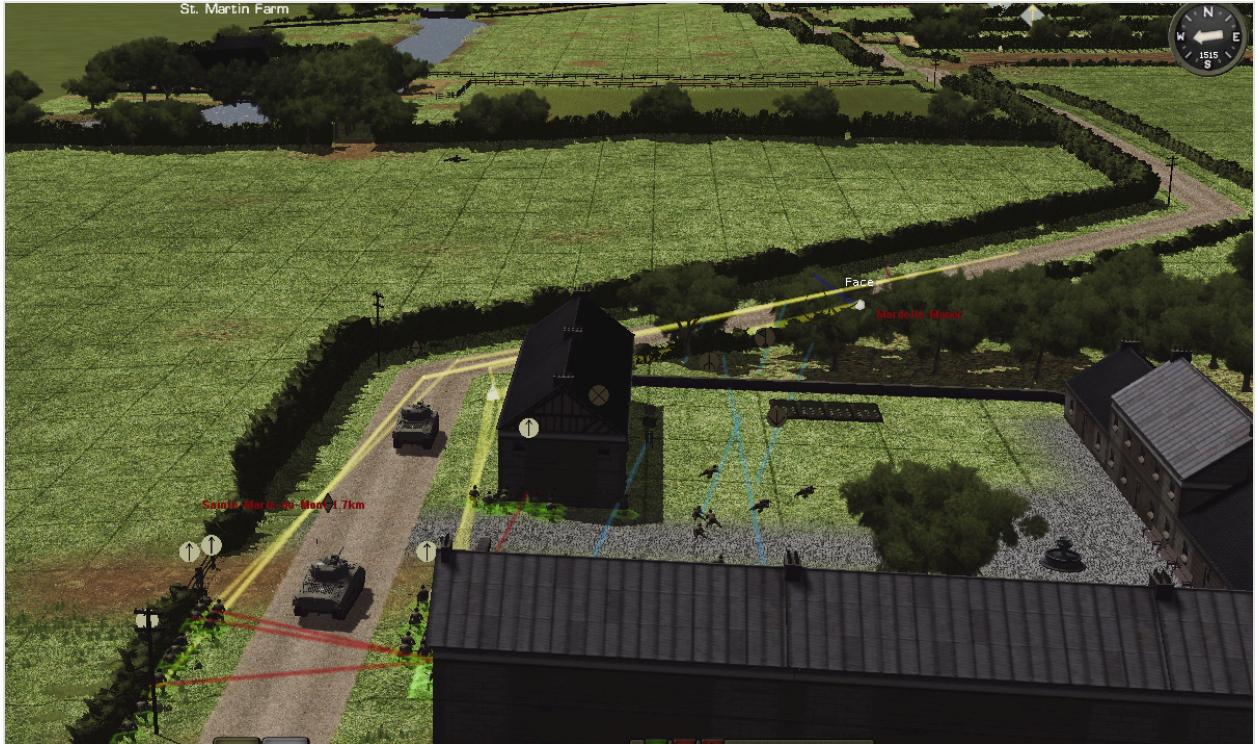
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1	FORCE MISSION: Attack							HQ or UNIT	DIE ROLL	
2	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	QUALITY	(PERCENT)
3	Charlie Company Infantry		Regular	0	Move to Contact				50%	90%
4	MANEUVER FORMATIONS:				ASSIGN TASK BELOW:					
5	1st Platoon HQ Rifle	Regular	+2	Scout	Scout approach to St Martin Farm				70%	42%
6	1st Squad	Regular	0	Scout	Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques				50%	14%
7	2nd Squad	Regular	-1	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams				45%	16%
8	3rd Squad	Regular	0	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams				50%	45%
9	4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions				73%	35%
10	1st Team/A Team MMG	Regular	+1						63%	39%
11	1st Team/B Team AMMO	Regular	+1						63%	58%
12	2nd Team Light Mortar	Regular	0						50%	14%
13	SUPPORT ASSETS:				ASSIGN TASK BELOW:					
14	1st Platoon HQ M4A3	Regular	+1	Idle-Reserve	Reserve - Stay in position until called forward				63%	27%
15	1st Med. Tank M4A3	Regular	0						50%	19%
16	UNITS MUST BE IN C2 RANGE TO CHANGE TASK								PASSES IF => DIE ROLL	
17										
18										
19										
20										

FORCE COMMAND Charlie Company

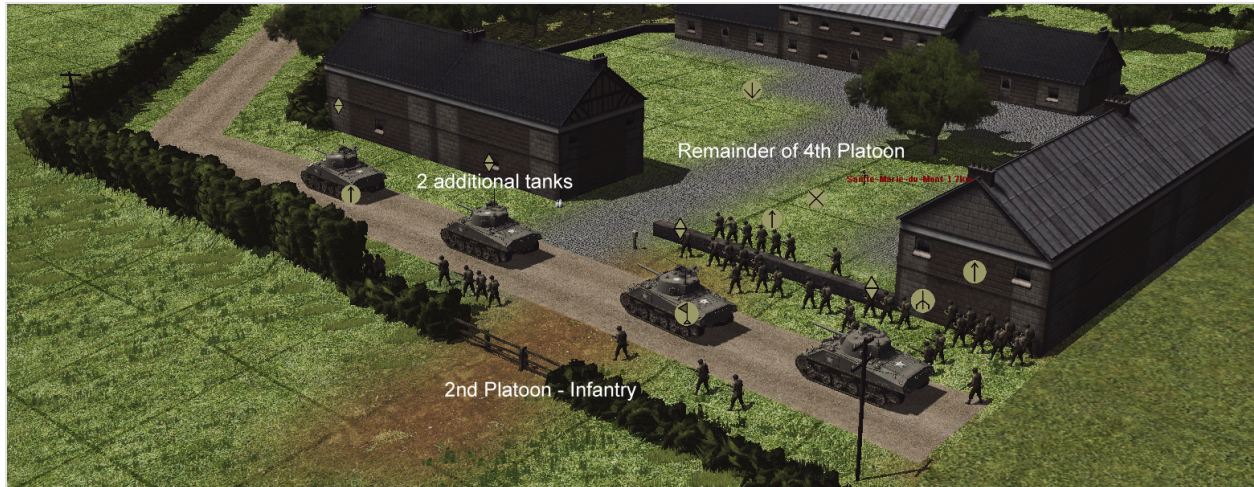
We are now ready to start the game.. give your orders in game and get moving. these are my initial orders, assigned with the instructions laid out in the Battle Log as constraints. Note that 1st Squad has been split and each Team given separate orders.

COMMAND FRICTION 2.0



REINFORCEMENTS

In the 40th minute I receive my first reinforcements. This includes another mortar, HMG team and ammo bearer belonging to 4th Platoon, the 2nd Infantry platoon, and two more tanks out of an eventual five.



So now we need to add these units to the Battle Log. Don't worry, this is painless. note, this is all done during the Orders Phase. We will add the two tanks first.

We need to add two rows below the 1st Tank's row, so we select two rows, right click and select add two rows below...

NOTE: Please note in the image below that 1st Squad now has three individual Team rows... this is because they are all acting independently and required their own Tasks. This was done in the turn one Order Phase. They can now each use Initiative as the situation warrants, rather than having to operate as a Squad. 2nd and 3rd Squads are not split.

FORCE MISSION: Attack										HQ or UNIT QUALITY	DIE ROLL (PERCENT)
COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK				
Charlie Company Infantry		Regular	0	Move to Contact						50%	41%
MANEUVER FORMATIONS:				ASSIGN TASK BELOW:							
	1st Platoon HQ Rifle	Regular	+2	Scout	Scout approach to St Martin Farm					70%	38%
	1st Squad A Team	Regular	0	Scout	Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques					50%	3%
	1st Squad B Team	Regular	0	Scout						50%	24%
	1st Squad C Team	Regular	0	Scout						50%	32%
	2nd Squad	Regular	-1	Defend	Move to hedgeline and orient toward St Martin Farm to provide support by fire for recon teams					45%	52%
	3rd Squad	Regular	0	Defend	Move to hedgeline and orient toward St Martin Farm to provide support by fire for recon teams					50%	13%
	4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions					73%	38%
	1st Team/A Team MMG	Regular	+1							63%	25%
	1st Team/B Team AMMO	Regular	+1							63%	65%
	2nd Team Light Mortar	Regular	0							50%	30%
SUPPORT ASSETS:				ASSIGN TASK BELOW:							
	1st Platoon HQ M4A3	Regular	+1	Idle-Reserve	Reserve - Stay in position until called forward					63%	21%
	1st Med. Tank M4A3	Regular	0							50%	26%

COMMAND FRICTION 2.0

Once we have the two rows, I select only the 1st Tank Row.. I want the information in the two new rows to be identical to the 1st Tank's row. Select copy from the right click menu, then select the two new rows, right click and select paste. They both will now read exactly like the 1st Tank's row.. change the identity of each tank, ensuring that the Leadership rating and training levels match the in-game information and you now have all of the tanks accounted for in the Battle Log.

1	FORCE MISSION: Attack								HQ or UNIT	DIE ROL
2	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	QUALITY	(PERCENT)
5		1st Platoon HQ Rifle	Regular	+2	Scout	Scout approach to St Martin Farm			70%	1 %
6		1st Squad A Team	Regular	0	Scout	Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques			50%	9 %
7		1st Squad B Team	Regular	0	Scout				50%	77 %
8		1st Squad C Team	Regular	0	Scout				50%	26 %
9		2nd Squad	Regular	-1	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams			45%	72 %
10		3rd Squad	Regular	0	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams			50%	59 %
11		4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions			73%	15 %
12		1st Team MMG	Regular	+1					63%	55 %
13		1st Team AMMO	Regular	+1					63%	38 %
14		2nd Team Light Mortar	Regular	0					50%	67 %
15	SUPPORT ASSETS:									
16		1st Platoon HQ M4A3	Regular	+1	Idle-Reserve	Reserve - Stay in position until called forward			63%	70 %
17		1st Med. Tank M4A3	Regular	0					50%	77 %

As these new tanks are in C2 Range they instantly fall under the platoon HQ's HQ TASK that was set in the first turn:

1	FORCE MISSION: Attack								HQ or UNIT	DIE ROLL
2	COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	QUALITY	(PERCENT)
5		1st Platoon HQ Rifle	Regular	+2	Scout	Scout approach to St Martin Farm			70%	12 %
6		1st Squad A Team	Regular	0	Scout	Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques			50%	51 %
7		1st Squad B Team	Regular	0	Scout				50%	40 %
8		1st Squad C Team	Regular	0	Scout				50%	59 %
9		2nd Squad	Regular	-1	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams			45%	14 %
10		3rd Squad	Regular	0	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams			50%	57 %
11		4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions			73%	100 %
12		1st Team/A Team MMG	Regular	+1					63%	17 %
13		1st Team/B Team AMMO	Regular	+1					63%	49 %
14		2nd Team Light Mortar	Regular	0					50%	81 %
15	SUPPORT ASSETS:									
16		1st Platoon HQ M4A3	Regular	+1	Idle-Reserve	Reserve - Stay in position until called forward			63%	96 %
17		1st Med. Tank M4A3	Regular	0					50%	90 %
18		2nd Med. Tank M4A3	Regular	+2					45%	79 %
19		3rd Med. Tank M4A3	Green	+2					45%	21 %

I now do the exact same thing with the 2nd Platoon and the new 4th Platoon units... once you are used to the process it takes just a few minutes.

NOTE: the new 4th platoon units are not in C2 Range, so each must be given a UNIT TASK, they DO NOT immediately fall under the 4th Platoon's HQ TASK. However, as they are reinforcements you can instantly give them Tasks, so I just order them to move forward and link up with the 4th Platoon HQ.

COMMAND FRICTION 2.0

FORCE MISSION: Attack										HQ or UNIT QUALITY	DIE ROLL (PERCENT)
COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK				
	1st Platoon HQ Rifle	Regular	+2	Scout	Scout approach to St Martin Farm					70%	12 %
	1st Squad A Team	Regular	0	Scout	Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques					50%	27 %
	1st Squad B Team	Regular	0	Scout						50%	46 %
	1st Squad C Team	Regular	0	Scout						50%	29 %
	2nd Squad	Regular	-1	Defend	Move to hedgeline and orient toward St Martin Farm to provide support by fire for recon teams					45%	18 %
	3rd Squad	Regular	0	Defend	Move to hedgeline and orient toward St Martin Farm to provide support by fire for recon teams					50%	29 %
	2nd Platoon HQ Rifle	Regular	+2	Move	Move into the field to the right of the tank Platoon and advance toward St. Martin Farm, support the Recon teams in this area					70%	55 %
	1st Squad	Regular	0							50%	80 %
	2nd Squad	Regular	-1							45%	90 %
	3rd Squad	Regular	0							50%	68 %
	4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions					73%	92 %
	1st Team/A Team MMG	Regular	+1							63%	60 %
	1st Team/B Team AMMO	Regular	+1							63%	4 %
	2nd Team Light Mortar	Regular	0							50%	34 %
	2nd Team/A Team MMG	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ					38%	44 %
	2nd Team/B Team AMMO	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ					38%	72 %
	3rd Team Light Mortar	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with					38%	60 %

+ | FORCE COMMAND Charlie Company



ASSIGN NEW TASK

I decide that I now want to maneuver the tank platoon toward the St. Martin Farm, so in the 40th minute Order Phase, in the NEW TASK column I select Move from the available selections (blue circle).

NOTE: New Tasks are not rolled for in the turn they are identified.. they are rolled for in the next turn's Order Phase. this simulates some prep time by the HQ unit prior to implementing the New Task. If the New Task fails, then the New Task stays as it is and rolls for in the succeeding turn again.. you will do this until it passes. Once identified, the NEW TASK cannot be deleted until it passes. This simulates the unit taking longer than expected to complete plans for the New Task.

REMINDER: If a Unit or Formation is under the NEW TASK process it cannot use Initiative (see the rules in my first post).

So for now this New Task is not in effect and the Platoon must sit on the road. Next turn we will determine if the New Task passes and takes effect.

4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions		73%	19%
1st Team/A Team MMG	Regular	+1				63%	100%
1st Team/B Team AMMO	Regular	+1				63%	31%
2nd Team Light Mortar	Regular	0				50%	61%
2nd Team/A Team MMG	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ		38%	18%
2nd Team/B Team AMMO	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ		38%	8%
3rd Team Light Mortar	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ		38%	31%
SUPPORT ASSETS:			ASSIGN TASK BELOW:				
1st Platoon HQ M4A3	Regular	+1	Idle-Reserve	Reserve - Stay in position until called forward	Move	63%	53%
1st Med. Tank M4A3	Regular	0				50%	11%
2nd Med. Tank M4A3	Regular	+2				45%	67%
3rd Med. Tank M4A3	Green	+2				45%	51%
UNITS MUST BE IN C2 RANGE TO CHANGE TASK						PASSES IF => DIE ROLL	

USING AN INITIATIVE TASK

CONTACT!

The very next turn after my reinforcements arrive, one of my scout teams (B Team) runs into enemy fire from a German HMG, as they were under Hunt orders they immediately stop and take cover.. not the best situation.



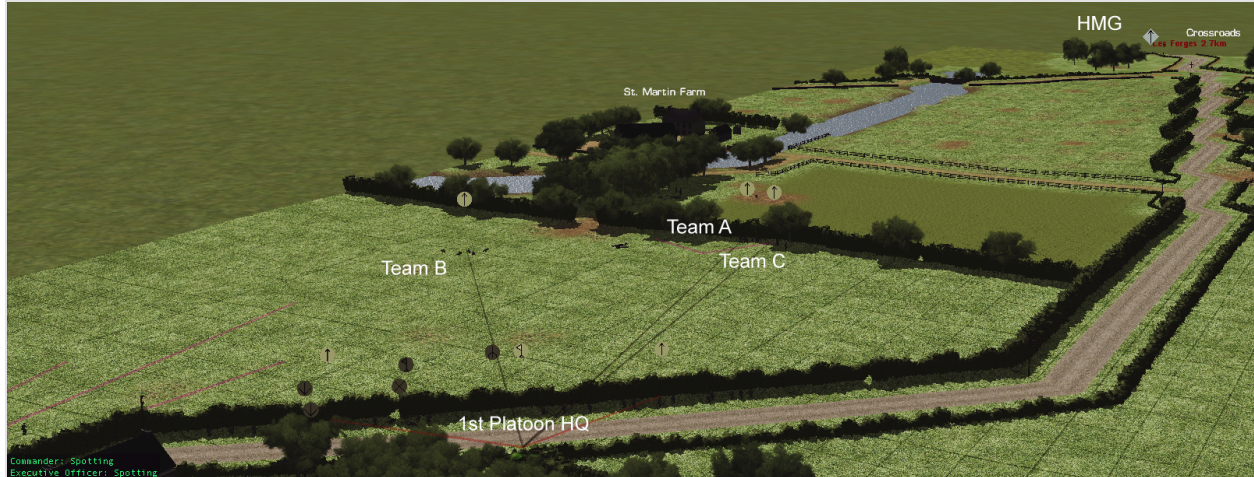
To recap:

Initiative Tasks:

- Units MUST have an Enemy Contact in order to use an Initiative Task
- A Unit CANNOT use Initiative if it is also scheduled for an HQ or Unit Task Change that turn, i.e. an HQ or Unit Task change was identified at the end of the previous turn (this simulates the Leader being too busy in planning to be able to react effectively to other events)

In the image below you can see that all of my Scout Teams are out of C2 Range (the command lines are black), this means that they cannot change Unit Tasks, they must use Initiative to get out from under the fire.

COMMAND FRICTION 2.0



This unit DOES have an enemy contact and it is NOT scheduled for a Task change so it can use Initiative.

In the INITIATIVE TASK column for B team select the drop down menu and select the task you want. I am choosing Withdraw, this will allow me to use the withdraw button and get this team out of harm's way.

A word on the available Initiative Tasks... they are very limited as these are supposed to represent a leader's hip pocket orders. Any waypoints for this Task MUST be within LOS of the team.

NOTE: The DIE ROLL column updates with every entry, so now that we have the Initiative Task specified and we have no other New Tasks or Initiative task to specify we are done. Remember, last turn we specified a New Task for the Tank Platoon, we will see if it passes the test this turn along with the Initiative Task.

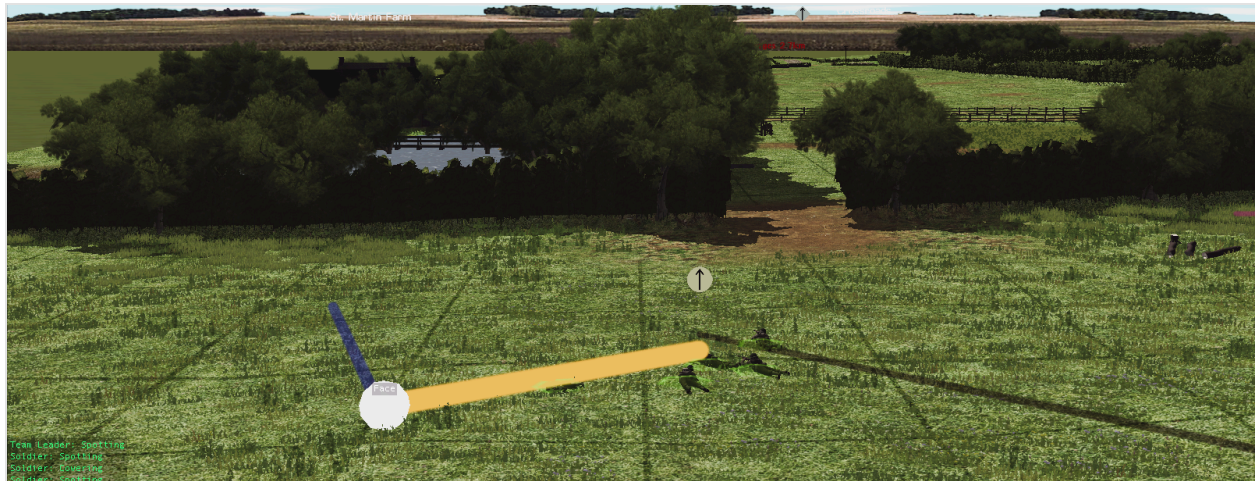
REMINDER: Initiative Tasks take effect immediately if they pass, New Tasks can only be rolled for in the turn following when they are entered.

Comparing the HQ or UNIT QUALITY column entry for B Team - 50% - to the DIE ROLL entry right next to it - 31% - this unit PASSES as the QUALITY field is greater than the Die Roll field.

COMMAND FRICTION 2.0

FORCE MISSION: Attack						HQ or UNIT	DIE ROLL		
COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	QUALITY	(PERCENT)
	1st Squad A Team	Regular	0	Scout	Split into three teams - move through the angled hedge forward of our position through a couple holes, then using proper movement techniques, approach the next hedgeline, applying proper scouting techniques			50%	56 %
	1st Squad B Team	Regular	0	Scout			Withdraw	50%	31 %
	1st Squad C Team	Regular	0	Scout			Withdraw	50%	76 %
	2nd Squad	Regular	-1	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams		Move	45%	19 %
	3rd Squad	Regular	0	Defend	Move to hedge line and orient toward St Martin Farm to provide support by fire for recon teams		Engage	50%	20 %
	2nd Platoon HQ Rifle	Regular	+2	Move	Move into the field to the left of the tank Platoon and advance toward St. Martin Farm, support the Recon teams in this area		Move & Engage Hasty Attack	70%	99 %
	1st Squad	Regular	0				Hasty Defense	50%	11 %
	2nd Squad	Regular	-1					45%	87 %
	3rd Squad	Regular	0					50%	69 %
	4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions			73%	64 %
	1st Team/A Team MMG	Regular	+1					63%	83 %
	1st Team/B Team AMMO	Regular	+1					63%	35 %
	2nd Team Light Mortar	Regular	0					50%	78 %
	2nd Team/A Team MMG	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ			38%	10 %
	2nd Team/B Team AMMO	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ			38%	34 %
	3rd Team Light Mortar	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ			38%	86 %

I can immediately give the order to B Team.



After all the checks are done you will want to delete all of the Initiative Tasks that might have been tested for, whether they passed or not. Initiative is done fresh each turn, they do not carry over turn to turn like New Tasks do.

NEW TASK DIE ROLL CHECK

Tank Platoon: the DIE ROLL column updated when we entered the B Team Initiative Task so all we have to do is scroll down to check the Task Platoon's New Task results...

Comparing the HQ or UNIT QUALITY column entry for the Tank Platoon - 63% - to the DIE ROLL entry right next to it - 80% - this unit FAILS as the QUALITY field is less than the Die Roll field.

The Tank Platoon cannot receive orders this turn and must remain on its original Idle-Reserve Task sitting on the road. The New Task remains where it is and will be rolled for in the following turn.

FORCE MISSION: Attack							HQ or UNIT	DIE ROLL	
COMPANY	SUBORDINATE	TRAINING	LEADERSHIP	ACTIVE TASK	COMMENTS	NEW TASK	INITIATIVE TASK	QUALITY	(PERCENT)
	3rd Squad	Regular	0	Defend	Move to hedge line and orient toward St. Martin Farm to provide support by fire for recon teams			50%	20 %
	2nd Platoon HQ Rifle	Regular	+2	Move	Move into the field to the left of the tank Platoon and advance toward St. Martin Farm, support the Recon teams in this area			70%	99 %
	1st Squad	Regular	0					50%	11 %
	2nd Squad	Regular	-1					45%	87 %
	3rd Squad	Regular	0					50%	69 %
	4th Platoon HQ Weapons	Veteran	+1	Idle-Reserve	Move onto road behind angled hedgerow & await further instructions			73%	64 %
	1st Team/A Team MMG	Regular	+1					63%	83 %
	1st Team/B Team AMMO	Regular	+1					63%	35 %
	2nd Team Light Mortar	Regular	0					50%	78 %
	2nd Team/A Team MMG	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ			38%	10 %
	2nd Team/B Team AMMO	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ			38%	34 %
	3rd Team Light Mortar	Regular	+1	Idle-Reserve	Move onto road behind angled hedgerow & hook up with HQ			38%	86 %
SUPPORT ASSETS:				ASSIGN TASK BELOW:					
	1st Platoon HQ M4A3	Regular	+1	Idle-Reserve	Reserve - stay in position until called forward	Move		63%	80 %
	1st Med. Tank M4A3	Regular	0					50%	56 %
	2nd Med. Tank M4A3	Regular	+2					45%	39 %
	3rd Med. Tank M4A3	Green	+2					45%	84 %
								PASSES IF	