

TOURNAMENT RULES

This tournament will be fought by battle groups which each contestant assembles and brings to the game. The contestants will then be matched by random draw on a table with pre-set terrain.

The players will roll a die and high die roll will chose which side of the table they will use as a baseline.

That player who won the die roll will then draw two Mission Cards, and his opponent will draw three Mission Cards. Each player chooses one mission card to execute and returns the rest to the referee.

1.1 Assembling A Battle Group

A **Battle Group** consists of 3 Forces, **Holding Force**, **Reserve Force** and **Assault Force**. This tournament uses late war battle groups, and so the total points are available to each force:

First you create your **Holding Force**; this force will consist of up to 750 point. Next you create your **Reserve Force** which will consist of up to 600 points, plus whatever points are left over from the Holding Force. Finally, you create your **Assault Force** which will consist of up to 600 points plus all left over points from previous forces.

| Force | Points |
|---------|--------|
| Holding | 750 |
| Reserve | 600 |
| Assault | 600 |

These points are used to add additional companies to the battalion, add additional troops to companies in the battalion, of upgrade the morale, quality, or equipment of troops in the battle group.

The order in which these forces are created is significant; it is also the order in which they will arrive on the battlefield, or their proximity to the enemy in initial deployment. The Holding Force arrives first, then the reserve, then the assault

1.1.1 Leftover Points

As stated above, the first group you create is your **Holding Force**. Once this is created you may have points left over that you could not use. These points may be added to your **Reserve Force** and points not used in the **Reserve Force** may be added

to the **Assault Force**. If your **Assault Force** has any points left over they are lost.

One additional prohibition: once purchased, a force may never be upgraded in equipment, morale, or training.

1.1.2 Split Companies

Many companies can be increased in size by adding additional stands. The additional stands added need not be part of the same Force as the original company.

For example, a player could use points from his Holding Force to add a tank company to the Holding Force. If his list allows him to add one extra tank for every tank company purchased, he could use points from *any* Force to add that extra tank, but if he used point from a different Force, the extra tank would arrive with that Force, not the Holding Force.

1.2 Game Length

Regardless of the mission, all games will last at least eight turns, and may last longer. At the end of turn eight, roll a die and if the roll is 8 or higher, the game ends. If it continues, keep rolling at the end of each subsequent turn, but add an additional 2 to the die roll each turn (add 2 to the roll on Turn 9, 4 on Turn 10, etc.) The longest the game can last is twelve turns.

Some missions may shorten the game by requiring additional modifiers to the die roll.

1.3 Missions

Now that you have your army painted and the battlefield ready, it's time to decide on a mission. There are six separate missions: Delay, Hold At All Costs, Probe, Counterattack, Advance, and Break Through. These can be put together in different ways to make different scenarios.

1.3.1 Break-Through

The player receives his **Holding Force**, **Reserve Force** and **Assault Force**. He deploys the **Holding Force** and his **Reserve Force** in his Area of Operations and/or Assembly Area. His **Assault Force** may deploy anywhere above or may be held off the table initially and used to conduct a Flank Attack (see *Special Rules* below).

A player with a Break Through mission wins the battle if he:

- controls any three objectives by the end of Turn 3, or
- all four objectives by the end of the game.

Due to the need for a speedy breakthrough, add 1 to the game-ending die roll.

1.3.2 Counterattack

The player receives his *Holding Force*, *Reserve Force* and *Assault Force*. He deploys the *Holding Force* in his Area of Operations and/or Assembly Area. His *Reserve Force* and *Assault Force* are held off the table initially and appear as reinforcements. The *Reserve Force* appears as a normal reinforcement on the player's baseline. The *Assault Force* appears two turns later and may be used as a normal reinforcement or a flank attack.

If the player chooses, he may instead play any 2 Fog of War cards and have his *Assault Force* appear the same turn as his *Reserve Force*. The *Assault Force* may still make a flank attack.

A player with a Counterattack mission wins the battle if he:

- controls any three objectives by the end of Turn 5 or
- all four objectives by the end of the game.

1.3.3 Advance

The player receives *Holding Force*, *Reserve Force* and *Assault Force*. He deploys the *Holding Force* and his *Reserve Force* in his Area of Operations and/or Assembly Area. His *Assault Force* is held off table initially and appears on his baseline as a reinforcement (see *Special Rules* below).

A player with an Advance mission wins the battle if he controls any three objectives by the end of the game.

1.3.4 Probe

The player receives *Holding Force* and *Reserve Force*. He deploys the *Holding Force* in his Area of Operations and/or Assembly Area. His *Reserve Force* may deploy in his Assembly Area only.

A player with a Probe mission wins the battle if, at the end of the game if he:

- holds any three objectives, or
- holds two objectives and has stationary unpinned troops within 6 inches of two other objectives.

1.3.5 Hold At All Costs

The player receives his *Holding Force* and *Reserve Force*. He deploys the *Holding Force* in his Area of Operations and/or Assembly Area. His *Reserve Force* is held off table initially and appears on his baseline as a reinforcement (see *Special Rules* below).

If the player adds a Target of Opportunity (see *Special Rules* below) he may either add the *Assault Force* as an off-board reinforcements, or he may leave the *Assault Force* off and use the *Reserve Force* to conduct a Flank Attack (see *Special Rules* below).

A player with Hold At All Costs mission wins the battle if he:

- controls any three objectives (other than his own Target of Opportunity) at the end of any turn, or
- any two objectives at the end of the game.

If facing a player with a Probe mission, the player must thwart the opponent's victory conditions by:

- holding two objectives and
- keeping the enemy away from at least one other.

If facing a player with a Delay mission, the criteria for victory is increased by one objective:

- the player must control any four objectives at the end of any turn after Turn 1, or
- any three objectives at the end of the game.

This mission receives 8 entrenchments and 2 bunkers.

Tactical Note:

Even on the defensive, you can't afford to just sit back and take it easy. You need too exercise some initiative, and even act aggressively now and then. If you have a Hold At All Cost mission, but you're up against just a delaying force, you actually have to get out there and push, since you have to hold three objectives by the end of the battle to win.

1.3.6 Delay

The player receives his ***Holding Force***. He deploys all of his troops anywhere in his Area of Operations and/or Assembly Area. If the player adds a Target of Opportunity (see *Special Rules* below) he may add his ***Reserve Force*** and deploy it in his Assembly Area.

A player with a Delay mission wins by preventing his opponent from winning.

In addition, when it comes time to roll for ending the game, add 2 to the die roll, in addition to any other modifier.

This mission receives 4 entrenchments.

1.4 Deployment On The Battlefield

After the missions are determined, both players deploy as directed by their mission.

Players first make any cross-attachments desired, so all troops are grouped by company, as they will be placed on the table. Then each side rolls a die, and the high die roll places one company on the table.

After that, the two sides take turns placing companies on the table, until all companies are placed.

1.5 Holding Stands Off Table

A player may hold stands off the table if they are currently available to him. These stands may be brought on during his movement phase of any turn. These stands may arrive anywhere on his base line but must be at least 12" from any enemy stand or out of line of sight of all enemy stands within 24 inches.

1.6 Reinforcements

In some battles, one (or both) sides may have troops held off the table which arrive as reinforcements. Players roll for reinforcements at the start of each Command Phase. However, no roll is made during the special command phase which precedes the first turn of the battle. If they roll a 7 or higher, the troops arrive next turn and so are given orders to move this command phase. The troops measure their movement onto the table starting at the friendly baseline.

Regardless of the die roll, all reinforcements, which have not yet arrived, do so at the start of Turn 5.

1.7 Flank Attacks

In some battles, one (or both) sides may be eligible to conduct a flank attack with their reinforcements. In this case, the reinforcements are rolled for normally, but when they arrive, they arrive on a table side instead of the player's baseline.

All flank attack troops arrive with a Hasty Advance order, but are treated as having already expended their base movement allowance.

Any flank attack which arrives on turn 2 or 3 may arrive in No Man's Land or the owning player's Area of Operations or Assembly Area. Any flank attack which arrives on Turn 4 or later may arrive in the same areas or in the opposing Area of Operations. If a player successfully rolls for reinforcements but wishes to delay his attack until later (in order to attack from a deeper position), he is not obligated to bring on any troops. He must, however, roll again in subsequent turns for the troops to arrive.

If both players successfully roll for reinforcements and both are entitled to make a flank attack, Side B (the side which moves second) may not enter on the same table edge as did Side A's flanking attack. Side B may either enter the opposite edge as a flanking attack, enter on their own baseline as a standard reinforcement, or delay their entry and roll again the following Command Phase.

Tactical Note

Usually only Breakthrough and Counterattack missions may conduct flank attacks, but there's nothing keeping you from pretending to conduct a flank attack. If you have a Probe or Delay mission, all of your forces start on the battlefield, but you can hold off some or all of your phantom stands and roll for them as if they were reinforcements conducting a flank attack. When they enter, enter them in covering terrain, where the enemy can't immediately spot them. This may get you a turn or two of hesitation by the enemy, and with a Delay mission, that could make a big difference.

1.8 Targets of Opportunity

Players with a defensive mission (*Hold At All Costs* or *Delay*) may increase the size of their force by accepting additional responsibility. The additional forces received are detailed

above in the mission descriptions. The additional responsibility is in the form of a *Target of Opportunity*.

A Target of Opportunity is an additional installation placed anywhere in clear terrain in the 'No Mans Land'. This additional installation counts as an additional objective for the scenario for the player's opponent, but does not count as an objective for the player himself. The installation is 4 inches square and is open terrain. The installation itself is not placed on the table until either the opponent has an unblocked LOS to it or the end of Turn 5, whichever comes first.

1.9 Placing Entrenchments and Bunkers

Entrenchments (hard cover) and Bunkers (fortifications) are improved positions and may only be placed in a player's Area of Operations or Assembly Area.

Players entitled to improved positions do not deploy them at first. Instead, entrenchments are placed on the table only when the stands occupying them are spotted for the first time. There is no need to record the location of entrenchments in advance. Instead, entrenchments may be placed anywhere in a player's own Area of Operations and/or Assembly Area with a stationary stand the moment the stand is first spotted.

1.10 Phantom Stands

Each player starts with 8 Phantom Stands. These may be deployed with any of his Forces. As noted in the Command Decision: Test of Battle™ (CDTOB) rules, (Rule 12.4.2.1) Phantom Stands are removed from the game once they are spotted and may never spot enemy stands.

2 VICTORY CONDITIONS

There are 2 ways to achieve victory: the first is a Mission victory; and the second is an Attrition Victory.

2.1 Mission Victory

Each scenario in TOB has its own specific victory conditions for each player. If a player successfully completes his mission, he has won the game.

If both players manage to complete their missions, or neither player completes his mission, victory is determined by attrition.

2.2 Attrition Victory

If neither player wins outright by being the only one to accomplish his mission, then the winner is determined by the amount of damage he has inflicted on his opponent.

A player scores points in several ways by:

1. Eliminating an enemy company
2. Eliminating any command stand which is a battalion command or higher.
3. Eliminating an independent platoon
4. Eliminating over 50% of an enemy company
5. Routing an enemy company or independent platoon

In all cases, the points received by a player are based on the point cost of the unit as purchased by his opponent, including any additional purchases such as for special ammunition or integral antitank weapons.

2.2.1 Eliminating an Enemy Company

If, at the end of the game, all the stands of an enemy company have been eliminated through combat or morale, the player receives a number of points equal to the point value of the enemy's company. All stands on the company, for victory purposes, are all of the original stands of the company, regardless of cross attachments made before or during the game.

2.2.2 Eliminating an Independent Platoon

If, at the end of the game, an independent platoon has been eliminated through morale or fire, the player receives a number of points equal to the point value of the enemy platoon. Independent platoons are those purchased as separate assets at the start of the game, such as *a single M10 TD platoon bought for an American armored infantry battalion*.

2.2.3 Eliminating Over 50% of an Enemy Company

If, at the end of the game, over 50% of the original stands of an enemy company have been eliminated through combat or morale, the player receives a number of points equal to half the point value of the enemy's company. It doesn't matter what the point value of the separate stands are, if over half the stands are

eliminated, then the opponent receives half the point total of the company.

2.2.4 Routing an Enemy Company or Platoon

If, at the end of the game an enemy company, independent command stand (battalion or higher) or independent platoon is demoralized, the opposing player receives a number of points equal to half their point value.

2.3 Adding it All Up

Once all the point totals have been added up, compare the players' totals. If one player has eliminated twice as many (or more) points as the other, the player has achieved a tactical victory. If one player has eliminated more points (but less than double) than his opponent, the player has achieved a marginal victory.

****IMPORTANT****

If the total point difference is less than 100 points, the game is a draw.

| Point Difference | Level of Victory |
|---------------------|------------------|
| Twice or More | Tactical |
| Up to twice as many | Marginal |
| Less than 100 | Draw |

When running a tournament, players advance from one round to the next based on points received for victory in a round. Players who achieve a mission victory receive four tournament advance points, those who achieve a Tactical victory receive three advance points, those who achieve a Marginal victory receive two advance points, and those who achieve a Draw receive one advance point.

3OPTIONAL RULES

The optional rules, noted below, are found in the Advanced Rules of Command Decision: Test of Battle™ (CDTOB).

The optional rules will be used:

25 Special Stands and Weapons

27 Tactical Doctrine

29.1 Smoke