

# Battlefront: First Echelon Tables v1.4

## PLAYER TURN SEQUENCE

### Phase 1: Chemical Agent Dispersion Check

Friendly player rolls on the Non-Persistent Chemical Agent Dispersion Table for ALL areas contaminated by non-persistent chemical agents.

### Phase 2: Offensive Fire Combat

- a. Friendly player resolves call for fire support.
- b. Friendly player resolves indirect fire.
- c. Friendly player resolves call for close air support & helicopter arrival.
- d. Friendly player resolves close air support and helicopter movement & attacks.
- e. Friendly player resolves offensive fire.

### Phase 3: Manoeuvre

Friendly player resolves Manoeuvre checks; conducts voluntary and involuntary unit actions; declares close combats and overwatch; resolves interdiction fire, minefield passage, contaminated area passage and overrun; resolves hull down, improved position, engineering tasks and bog-down checks. Enemy player resolves opportunity fire.

### Phase 4: Defensive Fire Combat

- a. Enemy player resolves defensive fire.
- b. Friendly player resolves overwatch fire.

### Phase 5: Close Combat

Resolve close combats. Resolve interdiction fire, minefield passage and chemical attacks that occur due to retreat from close combat through contaminated areas.

### Spotting

Both sides check for spotted and suspected targets throughout the player turn.

Discipline Rating			
Unit Rating	Order Status		
	Good Order	Suppressed	Disordered
Elite	+1	0	-1
Veteran	+1	-1	-2
Experienced	0	-1	-3
Trained	0	-2	-4
Raw	-1	-2	-5

BOG DOWN TABLE	
Die Result	Effects
6 or more	Traverse
4,5	Bogged down OR Displace
3 or less	Bogged down
<b>Modifiers:</b>	
+2 Troops or tracked vehicle <b>OR</b>	
+1 Half-tracked or High-Mobility Wheeled vehicle <b>OR</b>	
-1 Troops in barbed wire or manhandled Gun	
±r vehicle's bog down rating	
-1 currently bogged down	



## MANOEUVRE TABLE

Die Result	Effects
<b>3 or more</b>	Manoeuvre for two actions <b>OR</b> Regroup and manoeuvre for one action if suppressed or disordered.
<b>2</b>	Manoeuvre for one action <b>OR</b> Regroup and hold position if suppressed or disordered.
<b>1</b>	Hold position. Cannot regroup if suppressed or disordered.
<b>0</b>	Fall back for one action or to closest cover, disordered ( <i>may pop smoke</i> ).
<b>-1 or less</b>	Panic for two actions, disordered ( <i>may pop smoke</i> ). <b>OR</b> Helicopters return to base.

MODIFIERS	ACTIONS
<p>±r discipline rating</p> <p><b>+1</b> command radius: the commander, or within 5 of an undisordered commander, or within 10 of a command vehicle or command post or a helicopter within 20 inches of a command helicopter.</p> <p>Casualties:  <b>+1</b> none <b>OR</b>  <b>-1</b> 25% <b>OR</b>  <b>-2</b> 50% <b>OR</b>  <b>-3</b> 75%</p> <p>Enemy proximity (not applicable to helicopters unless landed):  <b>+2</b> no LOS to spotted or suspected enemy ground units <b>OR</b>  <b>-1</b> undisordered enemy ground units within 5 or in a barrage <b>OR</b>  <b>-2</b> troops, gun or soft vehicle within 5 of undisordered enemy armour</p> <p>Chemical warfare:  <b>-1</b> Manoeuvre modifier for all units currently within a contaminated area <b>OR</b>  <b>-2</b> Manoeuvre modifier for all units attempting to enter a contaminated area <b>OR</b>  <b>-4</b> Manoeuvre modifier for all units within a contaminated area at NBC Defence Posture 0</p>	<p>Hold position (only action permitted if unit fired in Offensive Fire or attempted to call for fire/air support this turn)</p> <p>Move at road speed or cross-country speed (declare close combat and resolve overruns)</p> <p>Rapid advance for two move actions (declare close combat and resolve overruns)</p> <p>Change facing</p> <p>Emplace (only action permitted for a Gun unit)</p> <p>Displace (<i>may pop smoke</i>)</p> <p>Breaching (declare close combat)</p> <p>Mount or dismount troops (declare close combat)</p> <p>Vehicle hull down check</p> <p>Improve position check (only action permitted)</p> <p>Declare overwatch (only action permitted)</p> <p>Take command</p> <p>Change NBC Defence Posture</p> <p>Helicopter move</p> <p>Helicopter change altitude band (may also land and disembark passengers or embark passengers and take off)</p> <p>Perform engineering action</p>

NON-PERSISTENT CHEMICAL AGENT DISPERSION TABLE	
Die Result	Effects
<b>10 or more</b>	Agent dispersed
<b>9 or less</b>	No effect
<b>Modifiers:</b>	
<b>+1</b> for each turn after the first dispersion check (max +4)	
<b>+3</b> if raining or strong wind	



## SPOTTING TABLE

Concealment	Target Type & Size			
	Large Vehicle Helicopter	Medium Vehicle Large Gun	Small Vehicle Medium Gun	Troops Small Gun
None	60	40	20	10
Sparse (Edge/Deep)	40/20	20/10	10/5	5/2
Dense (Edge/Deep)	20/4	10/3	5/2	3/1

### DISTANCE MODIFIERS

Down:	Up:
<p>1 Spotter suppressed armoured vehicle or disordered</p> <p>1 Spotter in rapid advance or spotting to the rear</p> <p>1 Spotter is at NBC Defence Posture 3</p> <p>1 Target cover: improved position, dug-in, in pill box or hull down</p> <p>1 Obscured: barrage, burning wreck or dissipating smoke† OR 2 smoke†</p> <p>* 4-inch maximum distance to suspect or spot targets in dense area concealment</p> <p>† Units equipped with thermal sights are not affected by smoke</p>	<p>1 Target moving or firing OR r Target's spotting penalty for using large-signature weapons (see unit card)</p> <p>1 Spotter is a forward observer or recce</p> <p>1 Spotter on higher elevation</p> <p>1 Spotter has thermal sights OR 1 Spotter is equipped with GSR and is observing T or G targets‡ OR 2 Spotter is equipped with GSR and is observing V targets‡</p> <p>‡ GSR provides no bonus against units in Urban concealment (Built-Up, Street or Rubble). See GSR rules.</p>

### MODIFIED SPOTTING DISTANCE

80	60	40	20	10	5	4*	3	2	1
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#### IMPROVED POSITION TABLE

Die Result	Effects
10 or more	Improved Position
9 or less	No effect
<b>Modifiers:</b>	
±r discipline rating	
+1 engineers	
+1 each turn improving position (max +4)	
+3 dozer-capable vehicle attached to the ME and within 2 inches of the unit	

#### HULL DOWN TABLE

Die Result	Effects
6 or more	Hull Down
5 or less	No effect
<b>Modifiers:</b>	
±r discipline rating	
±r vehicle's hull down check modifier	
+1 on rough, rocky or sloping ground, or if conformed to linear hard cover (this modifier does not apply to helicopters)	



# FIRE COMBAT

Target Discipline Rating					Effects	<b>Bail Out Check.</b> Must roll for troops mounted in a knocked out armoured vehicle or helicopter. Troops in disordered or suppressed soft vehicles may voluntarily roll for Bail Out.  Must roll for tank riders on a KOd, suppressed or disordered armoured vehicle.  <b>Opportunity fire &amp; Interdiction fire effects.</b> Lose second action if disordered or suppressed by fire during first action. Halt if disordered or suppressed during second action.  <b>Antiaircraft fire effects.</b> Aircraft cannot conduct a subsequent pass if disordered by fire.
Elt	Vet	Exp	Trn	Raw		
10 or more	10 or more	10 or more	10 or more	10 or more	Knocked out	
8, 9	8, 9	8, 9	7, 8, 9	7, 8, 9	Disordered (Chobham & ERA degraded by DF)	
-	-	7	6	6	Suppressed <b>OR</b> Disordered if attacked by air-to-ground or chemical KOd if already Disordered (ERA degraded by DF)	
7	6, 7	5, 6	5	4, 5	Suppressed (ERA degraded by DF)	
6	5	4	4	3	No effect <b>OR</b> Suppressed if attacked by indirect, air-to-ground or chemical	
5 or less	4 or less	3 or less	3 or less	2 or less	No effect	

## DIRECT FIRE MODIFIERS

### Firer:

- $\pm r$  direct fire weapon rating
- $\pm r$  discipline rating
- 1 fire to rear
- 2 target of air-to-ground attack

### Target:

- +1 disordered or bogged down
- +1 ambushed
- r vehicle front armour rating or rear armour rating if enfiladed **OR**
- +1 enfiladed troops, gun or soft vehicle
- 3 armour has Reactive ('R') or Chobham ('C') Armour protection and is attacked by green weapon factors
- 1 armour has Composite Sandwich ('S') Armour protection and is attacked by green weapon factors
- 1 cover: improved position, hard cover, troops in soft cover or hull down vehicle over 5 inches **OR**
- 2 improved hard cover, dug in, log pillbox **OR**
- 3 concrete pillbox
- 1 obscured: barrage, burning wreck or dissipating smoke **OR**
- 2 smoke
- 2 suspected target
- +1 is within a chemical attack template

## INDIRECT FIRE MODIFIERS

### Firer:

- $\pm r$  indirect fire weapon rating
- $\pm r$  discipline rating (on-board fire only)
- 1 fire mission: random shelling or danger close **OR**
- +1 concentration **OR**
- +2 thickened concentration **OR**
- +1 each time-on-target battery

### Target:

- +1 disordered or bogged down
- r vehicle rear armour rating **OR**
- 3 Helicopter flying at Nap-of-Earth
- 1 cover: hard cover, dug in, built-up area, ditch or gully **OR**
- 2 log pillbox **OR**
- 3 concrete pillbox
- 2 additional cover modifier if target is attacked by DPICM ammunition while occupying urban, sheer or rocky terrain, log pillbox or concrete pillbox.
- 1 obscured (self-observed fire only): barrage, burning wreck or dissipating smoke **OR**
- 2 smoke (self-observed fire only)
- +1 is within a chemical attack template

## AIR-TO-GROUND MODIFIERS

### Firer:

- $\pm r$  air-to-ground weapon rating
- $\pm r$  discipline rating

### Target:

- +1 disordered or bogged down
- r vehicle rear armour rating
- 1 cover: hard cover, dug in, built-up area, ditch or gully **OR**
- 2 log pillbox **OR**
- 3 concrete pillbox
- 1 obscured (ranged fire only): barrage, burning wreck or dissipating smoke **OR**
- 2 smoke
- +1 is within a chemical attack template

## UNRELIABLE TECH

- Attacks will automatically fail on the following **unmodified** rolls:
- 1 – All units
  - 1,2 – All ATGMs, SAMs and Helis
  - 1,2,3,4 – All units with **Unreliable Tech** printed on their unit cards

**CHEMICAL ATTACK MODIFIERS  
(INDIRECT, AIR-TO-GROUND OR INTERDICTION ATTACK)**

**Firer:**

+4 chemical weapon attack

**Target:**

- 3 NBC Defence Posture 3
- 2 NBC Defence Posture 2
- 1 NBC Defence Posture 1
- +1 NBC Defence Posture 0
- +1 Disordered

**NBC Countermeasures:**

- 1 if first-line NATO country
- 1 if an armoured vehicle equipped with an NBC protection system
- 1 if a dedicated NBC reconnaissance unit is within 5 inches

Note that cover provides no benefit to the defender.



(a) Explosive Reactive Armour protection is lost after the first SUPPRESS or DISORDER effect is caused on the vehicle by any type of Direct Fire against the front armour. Chobham Armour protection is lost after the first DISORDER effect is caused on the vehicle by any type of Direct Fire against the front armour.

(b) Landed helicopters are classed as Soft Vehicles. Helicopters flying at Nap-of-Earth are attacked using the artillery's vV rating. Ignore helicopter armour rating (helicopter 'armour' is a representation of its target size, manoeuvreability and engine power, as well as physical armour protection for vital areas, so does not apply when a helicopter is subjected to indirect fire).

(c) Helicopters use normal Direct Fire modifiers, not Air-To-Ground Modifiers.

BAIL OUT TABLE	
Die Result	Effects
9 or more	Dismount
6, 7, 8	Dismount Suppressed
3, 4, 5	Dismount Disordered
2 or less	Knocked Out
<b>Modifiers:</b>	
+1 dismounting from Suppressed vehicle or helicopter <b>OR</b>	
+2 dismounting from Disordered vehicle or helicopter <b>OR</b>	
+3 dismounting from vehicle or helicopter in good order	
-3 dismounting from helicopter that was KO'd in the air	
-1 if helicopter KO'd over terrain unsuitable for landing	
-r Any Bail Out penalty printed on unit card	
+r Any MPV rating printed on unit card (if KO'd by minefield)	



MINEFIELD PASSAGE TABLE	
Die Result	Effects
8 or more	Traverse
6, 7	Halt Suppressed
4, 5	Halt Disordered
3 or less	Knocked Out
<b>Modifiers:</b>	
Engineering modifiers to be inserted here	

## CALL FOR FIRE TABLE

OBSERVER		LEVEL OF SUPPORT			
		Organic	Direct	General	Air Support
<b>Soviet Doctrine</b>	Forward Observer	3 or more	4 or more	7 or more	4 or more
	BG Commander	4 or more	5 or more	-	-
	ME Commander	4 or more	6 or more	-	-
<b>NATO Doctrine</b>	Forward Observer	3 or more	4 or more	6 or more	3 or more
	Commander	4 or more	5 or more	7 or more	5 or more†
	Troops & Vehicles*	5 or more	6 or more	8 or more	7 or more†
<b>Developing World</b>	Forward Observer	4 or more	5 or more	8 or more	6 or more
	BG Commander	5 or more	6 or more	-	-
	ME Commander	5 or more	-	-	-
<b>Insurgent</b>	Forward Observer	5 or more	6 or more	-	-
	BG Commander	6 or more	-	-	-
	ME Commander	6 or more	-	-	-
<b>MODIFIERS</b>				<b>ANY UNMODIFIED ROLL OF 10</b>	
±r observer's discipline rating +1 preregistered or bracketed fire -1 obscured: barrage, dissipating smoke or knocked out vehicle <b>OR</b> -2 smoke				<b>Danger Close</b>	

\* 'Vehicles' means tanks, attack helicopters, scout helicopters and recce vehicles with no dismounts. Where a vehicle has an organic or attached dismountable unit, it is the dismountable unit that calls for fire, even if mounted. APCs, AT, AA, softskins, etc may not call for fire. Note that not all armies were trained to this standard and if in doubt, limit this capability to professional NATO armies such as the USA, UK and Canada.

\*\* Note that 'Soviet/NATO Doctrine' also includes aligned and non-aligned armies outside of NATO or Warpac with similar organisation and training structures, that might be considered to be a cut above 'Developing World Army' status. E.g. Australia, South Africa, Sweden, South Korea, China, Israel, etc.

† Where a NATO Doctrine Commander or Troop unit calls for air support, this will normally be routed via an on-table Forward Air Controller (FAC). The FAC is therefore considered to be 'calling for fire' for that turn and may not perform other actions. Scenario designers may specify exceptions (e.g. Special Forces teams). However, where multiple units are allowed to call for air support, there needs to be a limiting factor to prevent the simultaneous arrival of dozens of fighter-bombers over the table!

‡ Light Mortar, Medium Mortar, Recoilless Rifle and Grenade-Launcher units that are organic to an ME do not need to be called in. They can fire indirectly at any enemy unit that is spotted or suspected by another unit within the ME. These missions must be single-template Shelling, Random Shelling or Smoke missions and may not be concentrated with others or fired as 'batteries'. Attached units may not use this rule and must be called in as normal.



## CLOSE COMBAT

DIE RESULT DIFFERENCE	EFFECTS
4 or more	<b>ATT:</b> Seize the position. <b>DEF:</b> Knocked out.
1 to 3	<b>ATT:</b> Seize the position. <b>DEF:</b> Abandon position and fall back for one action or to closest cover, disordered.
0	<b>ATT:</b> One unit knocked out, remaining units seize the position. <b>DEF:</b> Knocked out.
-1 to -3	<b>ATT:</b> All units abandon position and fall back for one action or to closest cover, disordered. <b>DEF:</b> Hold position.
-4 or less	<b>ATT:</b> One unit knocked out. Remaining units abandon position and fall back for one action or to closest cover, disordered. <b>DEF:</b> Hold Position.

### MODIFIERS

- ±r **ATT/DEF:** discipline rating
- ±r **ATT/DEF:** close combat rating
- 2 **ATT/DEF:** vehicle vs troops in concealment
- 1 **DEF:** outflanked
- +1 **DEF:** in built-up sector, hard cover, dug-in or pillbox
- +1 **ATT:** foothold

