

PATTON'S BEST – Unofficial Summary of Play

MORNING BRIEFING

- Fill in preliminaries on After Action Report (Date, Scenario Code, etc)
- Check/record weather and load ammo, including any extra (16.2)
- Check sunrise/sunset & determine time, ammo, fuel already expended
- Replace crewmen if necessary (mark off 30 minutes)
- Determine Entrance/Exit areas
- *Continue on to **Battle Preparation***

BATTLE PREPARATION

- Replace crewmen if necessary (mark 30 min.)
- Determine Deployment
- Mark Hatches, Gun Load, Orientations, and Place US Control markers (Sectors 1, 2, 3)
- *Continue on to **Strategic Operations***

STRATEGIC OPERATIONS

- If no daylight remains, *skip to **Evening Debriefing***
- Determine new Entrance/Exit areas if applicable
- Check adjacent area for Resistance

Operations:

- 1) May check another adjacent area for Resistance (15 min)
- 2) May call for Artillery (mark 15 min) and/or – if not Overcast/Foggy/Snowing - Air Strike (mark 30 min total, even if Arty called). Place markers on $1d \leq 7$ or ≤ 4 , respectively.
- 3) May resupply (mark 60 min) on $1d \leq 7$
- 4) May enter adjacent area (15/30/45 min for improved/dirt/no road, plus 2 fuel units)
 - A. Advancing Fire? Record ammo use.
 - B. Determine if combat in new area (drm +1 for A, +2 for C areas).
 - Yes – *Skip to **Tactical Operations*** (15 min.)
 - No – Flip Resistance marker over, record VP and *restart **Strategic Operations***.

TACTICAL OPERATIONS

- 1) Place Advance Fire markers if applicable
- 2) Activate & place enemy units, determining terrain and facing, if applicable
- 3) Resolve Advancing Fire, Artillery Support & Airstrikes on *Friendly Action* table.
- 4) Check for Ambush, $1d \leq 7$ (DRM –1 in rain/snow/fog)
 - If Ambushed:
 - A. Check *Enemy Action* table for each enemy unit
 - B. Roll on *Random Events* table
- 5) *Continue to **Combat***

EVENING DEBRIEFING

- 1) Check each crew member for improvement
- 2) Total Victory Points
- 3) Check for Promotion and possible Decorations
- 4) Day ends. *Go to **Morning Briefing***

COMBAT

- 1) Deplete Smoke markers
- 2) Attempt to Spot/Identify enemy units (17.4)
- 3) Give Orders
 - A. Open/close hatches
 - B. Mark crew battle actions
 - C. Mark Ammo & Ready Rack reload markers
- 4) Crew Actions
 - A. Resolve any movement (11.0); expend 1 unit fuel if second die from move roll ≤ 3 .
 - B. Tank Main Gun fire (9.0)
 - Mark off ammo, consult *To Hit* table and place AP/HE hit markers if applicable
 - Check for Rate of Fire and repeat previous step
 - After all shots fired, consult *To Kill* table, remove KO'd units and record VPs
 - C. Tank MG Fire
 - Mark any Advancing Fire and check Ammo Use/Malfunctions
 - Use *Sherman Machine Guns* table against spotted targets, record ammo used & any VPs
 - D. Miscellaneous Actions
 - Replace periscopes, attempt repairs on *Gun Repair* table
 - Fire 2" smoke mortar if available and/or throw smoke grenade if previously ordered
- 5) Enemy Actions (roll on *Enemy Action* table and repeat steps A-C for each enemy unit)
 - A. Resolve Facing & Terrain for moving units (13.1)
 - B. Attacks on Friendly units: use appropriate *Enemy Action/Enemy Fire Combat* tables. (13.2)
 - C. Attacks on Your Tank: *skip to Attacks on Your Tank*
- 6) Friendly Actions (roll on *Friendly Action* table for each enemy unit)
- 7) Random Events (roll on *Random Events* table)
- 8) If battle is NOT over, *restart Combat section.*
- 9) Flip Resistance marker, record VPs and *return to Battle Preparation.*

ATTACKS ON YOUR TANK

Attacker is Tank, SPG or AT gun:

- 1) Roll on *Enemy AP to Hit* table; if miss, *return to Combat (Enemy Actions)*
- 2) Roll on *Enemy AP to Kill* table. If no Kill, *return to Combat (Enemy Actions)*
- 3) Roll on *Tank Explosion* table. If tank explodes, all crew is killed: *go to Morning Briefing.*
- 4) Check for crew casualties on *Wounds* table
- 5) Surviving crew attempt to escape. Roll on *Bail Out* table.
- 6) Crewmen may rescue trapped crew on *Wounds* table roll of $<$ Serious Wound/Killed (19.14)
 - Only one rescue attempt per rescuer AND per trapped crewmember
 - If rescuer killed/wounded, trapped crewman remains inside.
- 7) Roll on *Brew Up* table. If tank burns, all inside are killed: *go to Morning Briefing.*
- 8) Remaining crewmen automatically rescued. Record casualties and *go to Evening Debriefing.*

Attacker is LW, MG, PSW, SPW:

- 1) Roll on *Collateral Damage* table. If no effect, *return to Combat (Enemy Actions)*
- 2) Note damage and/or roll for possibly hit crewmen on *Wounds* table.
- 3) *return to Combat (Enemy Actions)*