CWB v3.0 Command Chart

Initiative Table

Leader Rating:	4	3	2,1	0
Success:	9	10	11	12
Loose cannon:	2	2	2	2

Command Points

Leader Rating:	4,3	2,1	0
Points available:	16	12	8

Command Radius

Corps HQ to Division Leader—8 MP
Division Leader to Brigade —4 MP

Order Delivery

Every 10 MP or portion of 10 MP between sender and receiver = 1 turn.

Order Costs

Method	Oral—3
	Written—5
Type	Complex—3
	Simple—1

Acceptance Table

Acceptance Value:

Leader Rating (Sender) + Leader Rating (Receiver*) + **Method** + **Type**

*Army HQ Rating = 2

	Method		Type	
	Oral	-1	Complex	-2
	Written	+0	Simple	+0
	In Person	+2		

Shift LEFT one column if Receiver has an Accepted order or an order in Delay.

Acceptance Value

Dice	-3	-2 to -1	0 to 1	2 to 3	4 to 5	6 to 7	8+
2	Dt	Dt	Dt	Dt	Dt	Dt	Dt
3	Dt	Dt	Dt	Dt	D2	D2	D2
4	D2	D2	D2	D2	D1	A	A
5	D2	D2	D2	D2	A	A	A
6	D2	D2	D2	A	D1	D1	A
7	D2	D1	D1	D1	D1	D1	D1
8	D1	D1	D1	D1	D2	D1	D1
9	D2	D2	D1	D1	A	A	A
10	Dt	D2	D2	D2	D1	A	D1
11	Dt	Dt	D2	D2	D1	D2	D2
12	Dt	Dt	Dt	D2	D2	D2	D2

Result:

A—Immediate Acceptance
D1—Die roll each subsequent turn for Acceptance—**1** or **2** on one die to Accept
D2—Die roll each subsequent turn for Acceptance—**1** on one die to Accept
Dt—Order distorted, thrown away.

Optional: No orders can be sent to this command until a 6 is rolled (on one die). Roll once each turn in the Delay Reduction Segment.

Stoppage Table

Number of Divisions in Corps

		7	6	5	4	3	2	1
	0	1	1	1	1	1	1	1
Number	1	1	1	1	2	2	2	3
of	2	1	1	2	2	2	3	4
Wrecked	3	2	2	2	2	3	4	
Divisions *	4	2	2	2	3	4		
	5	2	2	3	4			
	6	2	3	4				
	7	3	4					
	8	4						

Stoppage Value

		1	2	3	4
Leader	4, 3	3	5	8	10
Rating	2, 1	3	6	9	11
	0	4	7	10	12

*Roll number or greater on **two dice** to pass*

Dice Roll Modifiers:
 -3 **at Night**

Optional Defensive Orders
+1 **Defense Order** (ignore -3 for Night)

* **+1** if original Corps Leader has been lost.

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Order Costs

Method	Oral—3
	Written—5
Type	Complex—3
	Simple—1

Acceptance Table

Acceptance Value:

Leader Rating (Sender) + Leader Rating (Receiver*) + **Method** + **Type**

*Army HQ Rating = 2

Oral -1	Complex -2
Written +0	Simple +0
In Person +2	

Shift LEFT one column if Receiver has an Accepted order or an order in Delay.

Acceptance Value

Dice	-3	-2 to -1	0 to 1	2 to 3	4 to 5	6 to 7	8+
2	Dt	Dt	Dt	Dt	Dt	Dt	Dt
3	Dt	Dt	Dt	Dt	D6	D6	D6
4	D6	D6	D6	D6	D5	A	A
5	D6	D6	D6	D6	A	A	A
6	D6	D6	D6	A	D5	D5	A
7	D6	D5	D5	D5	D5	D5	D5
8	D5	D5	D5	D5	D6	D5	D5
9	D6	D6	D5	D5	A	A	A
10	Dt	D6	D6	D6	D5	A	D5
11	Dt	Dt	D6	D6	D5	D6	D6
12	Dt	Dt	Dt	D6	D6	D6	D6

Result:

A—Immediate Acceptance
D5—Die roll each subsequent turn for Acceptance—**5** or **6** on one die to Accept
D6—Die roll each subsequent turn for Acceptance—**6** on one die to Accept
Dt—Order distorted, thrown away.

Optional: No orders can be sent to this command until a 6 is rolled (on one die).
Roll once each turn in the Delay Reduction Segment.

Stoppage Table

Number of Divisions in Corps

Number of Wrecked Divisions *	7	6	5	4	3	2	1
0	1	1	1	1	1	1	1
1	1	1	1	2	2	2	3
2	1	1	2	2	2	3	4
3	2	2	2	2	3	4	
4	2	2	2	3	4		
5	2	2	3	4			
6	2	3	4				
7	3	4					
8	4						

Stoppage Value

Leader Rating		1	2	3	4
	4, 3	3	5	8	10
	2, 1	3	6	9	11
	0	4	7	10	12

*Roll number or greater on **two dice** to pass*

Dice Roll Modifiers:
 -3 **at Night**

Optional Defensive Orders
+1 **Defense Order**   (ignore -3 for Night)

* **+1** if original Corps Leader has been lost.

Close Combat Resolution & Odds Table

Sequence of Events
A) Attacker moves into defender's hex at +1 MP cost.
B) Defender's Fire Combat. Apply any losses and stragglers to Attacker.
C) Attacker's Fire Combat. Apply any losses and stragglers to Defender.
D) Attacker checks morale with -6 modifier. If required to retreat, combat ends.
E) Defender checks morale with -4 modifier. If required to retreat, the combat ends
and the defender makes an additional morale check (w/o the close combat modifier.)
F) If none of the above ends the combat, resolve the Close Combat using the Odds Table
below. Loser must retreat (2 hexes if defender, 1 hex if attacker.) Again, if the defender
must retreat, he must make an additional morale check.

Additional morale checks are only required of losing defenders and do not use the close
combat morale modifiers. The close combat modifiers are used in addition to any others
that might be applicable.

Unit Strength:	AA or more	AB	A	B	C or Arty
Point Value for Odd's Table:	6	5	4	2	1

Defender is x2 in Sunken Road or Trench (*if applicable*)
Low Ammo, DG Morale, and Formation have no effect on strength.
Strength over AA has no additional effect
*** Routed defending units automaticallyRout (Back 2, Straggle 3).*

Odds

Die Roll	1-2 or less	1-1	2-1	3-1	4-1 or more
1	D	D	D	D	D
2	D	D	D	D	1/2A
3	D	D	D	1/2A	A
4	D	D	1/2A	A	A
5	D	1/2A	A	A	A
6+	A	A	A	A	A

Die Roll Modifiers:
+1 Defender is wrecked Brigade
+2 Defender is wrecked Brigade
   of wrecked Division
-2 Attacker is wrecked Brigade

Result:
D = Defender wins. Attacker retreats 1 hex.
1/2A: roll again, 1-3 = D, 4-6 = A
A = Attacker wins. Defender retreats 2 hexes
   and makes additional Morale Check.

Example: **Council of War (Conference)**

   To hold a Conference, the player moves his Corps leaders, and the Army Commander, to the hex containing the Army HQ. This action does not require any type of orders. Once all of the leaders are there, in the Order Issue step of the player's Command Phase, the Army Commander issues and pays for **one** order that contains separate instructions for each of the Corps leaders present at the Conference. Each Corps leader treats his own instructions as a separate order and rolls for Acceptance normally. Each Corps order is treated as an "In-Person, Verbal" order which is subject to the best possible chance at acceptance. Since all of the orders are considered "In-Person", they are delivered at the instant they are written. In the subsequent New Order Acceptance step of the same Command Phase, each Corps leader can roll for Acceptance of their order.
   For the sake of argument, assume all Corps leaders except one Accept their orders and ride back to their Corps HQ. Even though the orders have been accepted, the Corps cannot begin to act on the order until the Corps leader enters the hex of his Corps HQ. Note that he need not stay in the Corps HQ's hex—he is only required to "touch base" with his HQ by moving through the hex.
   What of the Corps leader who got a delay? As he rides back to his Corps HQ, he may attempt to reduce the delay by rolling for Delay Reduction in each subsequent Command Phase. When the delay reduction is successful, the order is Accepted and the Corps leader must "touch base" with his HQ.
   Note: Only one Conference can be held in each historical game day (see rule 10.6c).