

“SIMPLE” ORDERS
for
Civil War Brigade Series
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This brief rules set is as an intermediate stage between playing the CWB series without the orders system used whatsoever and using the full-blown orders. The primary utility would be as part of a “programmed instruction” approach to learning the game system. A newcomer could play a couple of games without using the orders system whatever, then progress to this stage to learn the mechanics of the orders structure. Then finally on to the nuances of actual order writing.

Since there are much looser geographical limits to attack orders, this version is a little more liberal (and thus not quite as realistic) as the full system, but it does at least introduce stoppage, orders in transit, and delayed acceptance into the mix, removing some of the player control as compared to playing without using orders. So *some* of the friction of the battlefield is here.

In use: All of the mechanics of the orders system – Command ratings and command points, verbal versus written, initiative, stoppage, order transit, acceptance, Divisional Goals

Not in use: actual detailed orders

A command will always be in one of three states: Attack Orders, Defensive Orders, or No Orders.

Attack orders are Complex. When accepted, the command must advance toward the enemy and attack. One to three “objective hexes” for the attacker’s Corps HQ are designated. The command must advance towards the objective each turn, at a reasonable pace (minimum 50% of available MP is a loose definition of “reasonable” and faster is of course allowed), until the HQ reaches the hex or battle is joined short of it. (If multiple objective hexes are chosen, a sequential order must be assigned them, and that order followed. This is how, for example, a fairly wide flanking maneuver could be ordered.)

If two objective hexes are chosen, the acceptance roll shifts one column left. If three objective hexes are chosen, shift two columns left.

Once battle has commenced, the command is governed by circumstances but must keep fighting with the objective(s) as a goal, until reached or the attack rolls a stoppage. Needless to say, the Corps HQ moves as needed to keep up with the advance/attack.

Once the corps HQ reaches the last of its objective hexes (assuming it isn't stopped in the meantime) it is bolted to the ground and immediately converts to Defensive orders status (for stoppage purposes) in the Command Phase of the following turn. Defensive orders are Simple. They involve occupying a defensive position. An objective hex is defined for the command's HQ as with an Attack order, except it cannot be closer to any enemy units than the closest Friendly unit is at the time of writing. The HQ moves to the designated hex and bolts to the ground there

If enemy units interpose between the Defensive Orders command and its goal before the hex is reached, the command must stop before reaching small-arms range of the enemy, choose a nearby hex to bolt the HQ to, and take position with all elements outside enemy small-arms range. They are now in No Orders status. (They may subsequently advance into small-arms range if within their proper radii, but their HQ will not be able to move again until new orders are accepted.)

No Orders status is the same as Defensive Orders status, except that the player has had less control over HQ placement (i.e. either the HQ started the game with no orders, or has had a stoppage, Loose Cannon or other event place them in No Orders status in a given position.)

Note that in all cases, units within proper radii of a stationary HQ are free to act as they choose, including local attacks. The orders status simply controls the Corps HQ.

Units on Divisional Goals that are ordered to rejoin their corps and assume its orders are considered under Defensive Orders until they reach their Corps HQ radius, at which time they assume the Corps orders. (This means they will have to halt if enemy units block their route. So if it is anticipated that the division might need to fight its way back to the corps, then it should be issued an Attack order instead, with its own Corps HQ as an objective.)

Loose Cannon orders also specify an objective hex for the chosen command's HQ – an objective that holds for the turn in question, after which the command is in No Orders status with its HQ in the position it moved to under the Loose Cannon order. The objective hex (if not an attack) should be within 6 *Leader* MP's from the current hex of the HQ in question, to avoid drastic moves (an HQ that is ordered to a hex a full leader's road march away, for example, could theoretically move 24 hexes away, making the one-turn penalty into a multiple-turn penalty.)

The more-detailed, more restrictive orders that commands are under in the start of a given scenario will still need to be followed as written. But if using Simple orders, all subsequent orders follow the guidelines above/

Sample orders:

Attack (one objective hex): 14 Corps: Attack with objective 18.22

Attack (multiple objective): 14 Corps: Attack with objective 18.22, via 13.21 then 15.25

Defend: B-Corps move to and defend 27.40

Loose Cannon: C-Corps HQ move to 13.08