

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	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
Number of Wrecked Divisions *	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						

* +1 if original Corps Leader has been lost.

Stoppage Value

		1	2	3	4
Leader Rating	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)

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
 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 Wrecked Divisions *	Number of Divisions in Corps						
	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						

* +1 if original Corps Leader has been lost.

Stoppage Value

Leader Rating	Stoppage Value			
	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)