

CWB Regimental Sub-Series:

Charts and Tables

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Initiative Table

Leader Rating:	4	3	2	1	0
Dice roll :	56-66	62-66	64-66	65-66	66
Loose cannon:	11	11-12	11-13	11-14	11-15

Command Point Chart

Leader Rating:	4,3	1,2	0
Points available:	15	11	10

Command Radii:

Regiment to Brigade—6 MPs
 Brigade to Division—8 MPs
 Division to Corps—12 MPs

Order Costs Chart

Method	Oral—2
	Written—5
Force	Force 0—0
	Force 1—2
	Force 2—3
Type	Complex—3
	Simple—1

Acceptance Table

Sender's Rating + Receiver's Rating + Method + Force + Type = Value

	AO -1	FO -1	complex -2
	AW +0	F1 +0	simple +0
	IPV +2	F2 +1	

Order Delivery

of leader movement points between sender and recipient divided by 10 = # of turns (round up)

Acceptance Value

Result	-3	-2	-1	0	1	2	3	4	5	6	7	8+
Dt	11-26	11-23	11-22	11-21	11-16	11-15	11-14	11-14	11-13	11-13	11-13	11-12
D6	31-56	24-53	23-46	22-44	21-42	16-36	15-34	15-32	14-31	14-26	14-24	13-22
D5	61-65	54-64	51-63	45-62	43-61	41-56	35-55	33-54	32-53	31-52	25-51	23-46
D4	66	65-66	64-66	63-66	62-66	61-65	56-64	55-63	54-62	53-61	52-56	51-55
A	-	-	-	-	-	66	65-66	64-66	63-66	62-66	61-66	56-66

Notes:

- Dt—Order distorted, thrown away.
 Optional: No further orders can be sent to this command until a 6 on one die is rolled (make one roll per turn until successful)
- D6—Die roll each subsequent turn for acceptance—6 on one die to accept
- D5—Die roll each subsequent turn for acceptance—5 or 6 on one die to accept
- D4—Die roll each subsequent turn for acceptance—4, 5 or 6 on one die to accept
- A—Immediate acceptance

Corps Attack Stoppage Table

Wrecked sub-units	Sub-units in formation							Value from left			
	7	6	5	4	3	2	1	1	2	3	4
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										

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

Roll number or greater on two dice to pass

-3 Attack Stoppage Checks at Night

+1 if formation leader is a casualty.

Range Tables

Small arms Type	CC	Range		
		1	2	3
R	3x	2x	1x	1/2x
C	4x	2x	1x	1/2x
SR	4x	3x	1x	1x
S	6x	3x	1x	1/2x
M	3x	2x	1/2x	-
P	2x	1/2x	-	-

Artillery Type	CC	Range								
		1	2	3	4	5-6	7-10	11-16	17-20	21-30
N	6x	4x	3x	2x	2x	1x	1x	1x	1/2x	-
R	4x	3x	2x	1x	1x	1x	1x	1x	1/2x	1/2x
hvR (or hR)	4x	3x	2x	1x	1x	1x	1x	1x	1x	1/2x
SG	3x	2x	2x	2x	1x	1x	1x	1x	1x	1x
H	5x	4x	3x	1x	1x	1/2x	1/2x	-	-	-
hvH	6x	5x	4x	2x	1x	1x	1/2x	1/2x	-	-
W	1x	1x	1x	1x	1x	1x	1x	1x	1x	1x

Modifications:

1. Any artillery is always halved firing at infantry or dismounted cavalry at ranges **greater** than 10 hexes
2. SG guns are shifted one column to the **RIGHT** on the Fire CRT when firing at artillery (any formation) in addition to any other modifiers.

Fire Combat Table

Dice	Fire Points										
	<1	1-3	4-6	7-11	12-16	17-23	24-29	30-36	37-42	43-50	51+
2	-	-	-	-	m-2	m-1	m	m	1	1	1
3	-	-	-	-	m-2	m	m	1	1	1	2
4	-	-	-	m-2	m-1	m	m	1	1	1	2
5	-	-	-	m-2	m	m	1	1	1	2	2
6	-	-	m-2	m-1	m	m	1	1	2	2	2
7	-	m-2	m-1	m	m	1	1	1	2	2	3
8	-	m-2	m-1	m	1	1	1	2	2	2	3
9	m-2	m-1	m	1	1	1	2	2	2	3	3
10	m-1	m	1	1	1	1	2	2	3	3	4
11	m	m	1	1	1	2	2	2	3	3	4
12	1	1	1	1	2	2	2	3	3	4	4

Shifts:

- 1 Left for Low Ammo
- 1 Left Stone Wall, Slope Hexside, Extreme Slope Hexside, Sunken Road Hexside, Boulder hex, or Breastworks
- 1 Left in Twilight
- 2 Left at Night
- 3 Left Defender's Fire in Close Combat attacked from flank
- 2 Right for Flank, Column, Limbered, or Routed target.
- 3 Right if target is Mounted

Leader Loss Table

- 2 = Killed
- 3 to 11 = No Effect
- 12 = Wounded

Morale Table

Unit Morale	BL	NE	SH	SHB1*	Results				
					SHB1*	SHB2*	DGB2*	DGB3**	RB4**
					s1	s1	s1	s1	s2
A	11-16	21-45	46-54	55-61	62-63	64	65	66	-
	11-15	16-43	44-51	52-55	56-61	62	63-64	65-66	-
B	11-14	15-41	42-46	51-54	55-56	61	62-63	64-65	66
	11-13	14-36	41-45	46-53	54-55	56	61-62	63-65	66
C	11-12	13-35	36-44	45-52	53-54	55	56-61	62-65	66
	11-12	13-31	32-41	42-51	52-53	54	55-61	62-65	66
D	11	12-26	31-36	41-46	51-52	53	54-56	61-64	65-66
	11	12-24	25-34	35-43	44-45	46	51-55	56-64	65-66
E	11	12-23	24-32	33-41	42-44	45	46-54	55-63	64-66
	-	11-21	22-31	32-36	41-43	44	45-52	53-63	64-66
F	-	11-16	21-25	26-34	35-41	42	43-46	51-61	62-66
	-	11-15	16-24	25-33	34-36	41-42	43-45	46-56	61-66
G	-	11-14	15-23	24-32	33-35	36-42	43-45	46-56	61-66
	-	11-13	14-22	23-31	32-34	35-41	42-44	45-56	61-66
	-	11-12	13-21	22-26	31-34	35-41	42-44	45-56	61-66

* units stacked with unlimbered artillery or in a sunken road, breastworks, or trench do not retreat.

** Unlimbered artillery must limber and retreat, roll on the gun loss table if in ZOC.

s1—Treat as straggler unless in Close Combat, AND if losing unit is or becomes R or DG, then it is a casualty instead.

Shifts:

- | | |
|---|--|
| +3 Sunken Road, Trench | -3 Railroad Cut |
| (rating)-1 Leader Rating | -3 Night Combat |
| +1 Combined Arms: infantry and unlimbered artillery stacked together. | -6 Column, Limbered, or Flanked target |
| -6 Close Combat Attacker | -1 Low Ammo |
| -4 Close Combat Defender | -2 No Ammo |
| -2 Mixed Brigades in Close Combat (Attacker or Defender) | -1 Shaken |
| -1 Artillery Fire (incl. Mixed fires) | -3 Disorganized |
| -2 Artillery Retiring by Prolonge | -6 Routed |
| +1 Up Elevation and/or behind Stone Wall | -4 Wrecked Regiment |
| +2 Up Slope or Extreme Slope | -2 Wrecked Brigade |

Straggler Table

Unit Morale:A	Combat Table Result				Unit Morale: A	Combat Table Result				
	1 or less					2 or more				
	B	C	D	E	A	B	C	D	E	
1	-	-	-	-	1	-	1	1	1	2
2	-	-	-	1	1	-	1	1	2	2
3	-	-	1	1	1	1	1	2	2	2
Die	4	-	1	1	1	2	2	2	2	3
	5	1	1	1	2	2	2	2	2	3
6	1	1	1	2	2	2	2	3	3	
7	1	1	2	2	2	2	3	3	4	
8+	1	1	2	2	3	2	3	3	4	4

Modifiers:

- +1 for Dg or Flank target
- +2 for Routed or Wrecked Regiment target

Close Combat Odds Table

Die	Odds				
	1-2	1-1	2-1	3-1	4-1+
1					
2					1/2A
3				1/2A	1/2A
4			1/2A	A	A
5		1/2A	A	A	A
6+	A	A	A	A	A

Calculate odds (ratio of attacker strength to defender strength, round down) and roll one die; A = attacker wins, 1/2A = roll again, 4-6 attacker wins

Each artillery unit counts as 1 strength point for odds calculation.

Modifiers:

- +1 Defender is wrecked
- +2 Wrecked regiment of Wrecked division
- 2 Attacker became wrecked in this Close Combat's fire results.

Gun Loss Table

Die	Guns lost
1	0
2	1
3	2
4	3
5-6	all

+1 if in any Rocky or Boulder hex, or if across Extreme Slope

Straggler Recovery Table

Morale	Points recovered		
	0	1	2
A	1-3	4-5	6
B & C	1-4	5-6	-
D & E	1-5	6	-

+2 to roll at night