

CWB Regimental Sub-Series:

Charts and Tables, v2.0

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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 Radii

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

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

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	14-22
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

Command Point Chart

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

Order Costs Chart

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

Order Delivery

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

Corps Attack Stoppage Table

		Sub-units in formation							Above Value			
		7	6	5	4	3	2	1	1	2	3	4
Wrecked sub-units	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
2, 1
0

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 Range

Type	CC	1	2	3
R	3x	2x	1x	1/2x
C	4x	2x	1x	1/2x
CR	5x	3x	1x	1x
SR	4x	3x	1x	1x
S	6x	3x	1x	1/2x
M	3x	2x	1/2x	-
P	2x	1/2x	-	-

R: Rifle Musket, C: Breechloading Carbine, CR: Colt Rifle, SR: Sharps Rifle, S: Spenser Rifle, M: Smoothbore Musket, P: Pistol

N: Napoleon, R: Rifled Cannon (3inch or 10 lb Parrott), HvyR (hR): 20 lb Parrot, SG: 4.5 in Rifle (seige gun),

H: 12 lb Howitzer, hvH: Heavy Howitzer, W: Whitworth, L: Light Artillery (6 lb Smoothbore), MH: Mountain Howitzer

Artillery

Type	CC	1	2	3	4	5-6	7-10	11-16	17-20	21-30
MH	4x	2x	1x	1x	1/2x	1/2x	1/3x	-	-	-
L	4x	3x	2x	1x	1x	1/2x	1/2x	-	-	-
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

	<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, Boulder hex, or Breastworks
- 1 Left Sunken Road Hexside
- 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

- 2-10 = No Effect
- 11 = Wounded
- 12 = Killed

Morale Table

	BL	NE	SH	SHB1*	SHB1* L1	SHB2* L1	Results		
							DGB2* L1	DGB3** L1	RB4** L2
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.

L1—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 (rating)-1 Leader Rating
- +1 Combined Arms: infantry and unlimbered artillery stacked together.
- 6 Close Combat Attacker
- 4 Close Combat Defender
- 2 Mixed Brigades in Close Combat (Attacker or Defender)
- 1 Artillery Fire (incl. Mixed fires)
- 2 Artillery Retiring by Prolonge
- +1 Up Elevation and/or behind Stone Wall

- +2 Up Slope or Extreme Slope
- 3 Railroad Cut
- 3 Night Combat
- 6 Column, Limbered, or Flanked target
- 1 Low Ammo
- 2 No Ammo
- 1 Shaken
- 3 Disorganized
- 6 Routed
- 4 Wrecked Regiment
- 2 Wrecked Brigade

Bloodlust Morale Check

11-43: No effect
44-66: Remove Bloodlust

Straggler Table

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

Modifiers:

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

Close Combat Odds Table

		Odds				
		1-2	1-1	2-1	3-1	4-1+
Die	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 brigade
- 2 Attacker became wrecked in this Close Combat's fire results.

Gun Loss Table

Die	Guns lost
1-3	0
4	1
5	2
6	3
7	4
8+	all

- +1 if in any Rocky or Boulder hex, or if across Extreme Slope
- +1 in Woods/Forest
- +2 in Close Combat

Straggler Recovery Table

Morale	Turn Type	
	Day/Twilight	Night
A	55..66	51..66
B	56..66	52..66
C	63..66	55..66
D & E	65..66	61..66

Roll two dice, if the roll is in the range above, recover one straggler.

Morale State Effects

Type	Fire	Movement	Close Combat
Blood Lust	NE	NE	Yes
Normal	NE	NE	Yes
Shaken	NE	NE	No
Disorganized	x1/2	x1/2	No
Routed	No	Special see 24.1b	No