




COMMAND TABLE FOR ECW				
Left Wing Commander		Centre Commander-in-Chief		Right Wing Commander
Number of Command dice based on Quality of Commander: Poor = Red; Competent = Orange; Extraordinary = Green				
				
RUN = Charge (Must start within Charge range and finish in base contact with enemy)				
ADVANCE = Up to Maximum Move (Terrain features +/- apply)				
DOWN = Halt & Reload (adds 2d6 to next Fire command)				
AMBUSH = Ambush (Can interrupt opponent's turn when they enter Fire range)				
RALLY = Restore 1 Cohesion point (2d6 needing 7+ to restore 1 point). Failure reduces maximum Cohesion to current level)				
FIRE = Fire (engage at appropriate range)				
Command used for ALL units under relevant command SO LONG AS the command is the same for all troops. If commanded troops given different commands, additional dice removed from the bag and applied accordingly				