

# ORDERS

## ISSUING

Order Cap &  
Who Can Issue

Where He Can Place Order

	<b>Battalion/Regiment Staff</b> Gold Circle	Move orders* <i>anywhere</i>
	<b>Bn/Regt Cmdr.</b> Gold Square (Pure Cmd.)	In LOS of issuer**
	<b>Company Pure Cmd.</b> Black Square	In LOS of issuer
	<b>Company Joint Cmd.</b> Black Rectangle	Adjacent to issuer
	<b>Self Ordered</b> Triangle	Adjacent to issuer & <i>Move orders only</i>

**Notes:** Numbers on Order Caps correspond to keep same-numbered order cube together (2nd column). Place the cap at desired destination if moving and keep order at original location. If destination is further than you can move (or minimum you are required to move), you may stop short & move the cap back.

Orders are followed by all subordinate within 6" of placement unless Overwatch marker placed on some stands in same company.

Pinned, Shaken or Demoralized stands may not issue orders. Newly pinned stands may not advance towards visible enemy.

## ADVANCED GAME

**Hasty Advance orders** (if revealed & declared at end of Command Phase, current initiative winner 1st):

**Road March** at least full road move allowance up to 5x that. Morale check at -2. May not enter HE or smoke template. Must start on road & may not leave it. Follows road not arrow.††

**Entrench** for foxholes (Medium Cover, unless scenario overrules) on a roll of 5 or less. Then in later turn, may entrench again for Hard Cover on roll of 3 or less. In each try apply Troop Quality die roll modifiers from direct fire chart.††

**Banzai** human wave attack, +2 to morale & ignore forced back results (-1 to morale still applies) & enemy stand still in contact to Human Wave -2 to morale; +1 ROF to close assaults on personnel & ignore -2 for Hasty Advance command (no ranged fire). All fire at HW attackers causes double damage.

**Rally also allows Regroup** which is the return of one of a pair of eliminated stands *of the same type (if different quality, return the lesser)*, placed adjacent to orderer. May not be done if in close proximity (12") to a visible enemy. The stand not returned is permanently eliminated.

## BASIC GAME

Turn Order Cube face up to order desired

### Movement Orders

with direction of movement being "arrowhead"



**Hold:** Only order that allows Op Fire & Prep Fire. (Overwatch is treated as Hold for those not to move.)



**Cautious Advance:** Up to full movement allowance; no fire penalty, in General Fire Phase only.



**Hasty Advance:** Full up to 2x movement allowance. In General Fire Phase at -2 fire penalty.



**Disengage:** Full up to 2x movement allowance away from enemy—may stop when entering cover & out of LOS. Enemy may not Op Fire at stand unless it inadvertently moves closer to it. No fire unless in contact with enemy†.

### Leadership Orders

May only be placed adjacent to issuer.



**Rally:** Placed adjacent to issuer & affects whole company only if all stands are within 6" of order.†



**Take Command:** Recipient may not move or issue own orders. May not Take Command of Demoralized stands.†

†May fire only if in contact with enemy, in General Fire Phase, at -2 fire penalty.

††No fire even if in contact with enemy.

\*Staff may only Rally or Take Command if adjacent its Commander; staff moving in a vehicle loses its order capability.

\*\*A Battalion or Regiment Commander may *also* place a Move order *anywhere* if adjacent to his staff.

Unless AFV description says 'Joint' it is considered a Pure Cmdr. *and* also a normal stand. All other non-joint, personnel commanders are considered "Other" for fire.

If Pinned, flip order cap over to "P" side; this signifies that order cannot be used until unpinned.

## COMMAND DECISION: TEST OF BATTLE