

Command Cube Decoder



Hold

Movement
(BMA)

Fire Modifier

None



Cautious Advance

$\leq 1x$



Hasty Advance

1x-2x

-2



Disengage

+ ^ 1x-2x

* -2



Rally

None

* -2



Take Command

None

* -2

* May only fire if in physical contact

^ May stop in cover if out of LOS + No Op Fire at Disengage unless it's moving closer to firing enemy