SUMMARY OF ORDERS

ALL [30]
Costs 2 Initiative to activate any unit that is Out of Command; 1 if under Tactical Command; 0 if under Mission Command [30.1].
Flip activated units to their reverse (white stripe) side. Flip them back (“unactivate” them) after each has performed its activities.
A turn ends at the conclusion of any order in which no cubes remain on the Order Matrix [21.12].

ADVANCE [31]
Infantry are the only unit type that may enter/exit melee during an Advance order.
Activated units may move a maximum of 1 hex. Guns/vehicles can pivot once (before, after or instead of advancing). MPs are ignored. Friendly Command may accompany advancing units. Units with a hit marker attached containing a circled M can’t advance or pivot.

ASSAULT [32] – Op Fire is allowed (see bottom of page)
Vehicles are the only unit type that may enter/exit melee during an Assault order.
Activated units have their printed Speed halved. Activated units spend MPs as if for a Move order. Each activated unit may fire once by spending 1 MP, suffering −1D (unless in melee). Friendly Command may accompany assaulting units.

ASSET [33]
Play up to one Asset order from your hand.

FIRE [34]
Units with a hit marker attached containing a circled F can’t fire. Units with a hit marker attached containing a circled M can’t pivot.

DIRECT: Activated units may each make one fire attack outside their own hex. See the Player Aid for detailed procedure.
MELEE: Activated units may each make one fire attack at a unit in their own hex. See the Melee Tables for detailed procedure.

RETURN FIRE [34.3]
Inactive player only: Up to one unspent unit may Return Fire at an activated unit that just completed its Fire order. Lose 2 Initiative to Return Fire with a unit that is Out of Command; lose 1 Initiative to Return Fire with a unit under Tactical Command; units under Mission Command Return Fire for free. If either attack die is less than or equal to the Return Firing unit’s ROF, place a Spent marker on it. Remove all Spent markers at the end of the order.

MOVE [35] – Op Fire is allowed (see bottom of page)
Guns are the only unit type that may enter/exit melee during a Move order.
Activated units move from hex to hex, expending MPs as they go. Friendly Command may accompany moving units. Units with a hit marker attached containing a circled M can’t expend MPs.

RALLY [36]
Attempt to remove hit markers from activated units. Rolls greater than or equal to a hit marker’s rally number are successful. A failed attempt with a red-colored rally number eliminates the unit, otherwise a fail has no effect.
Start with 2d10: −2D if rallying unit is in melee; +1D if stacked with a friendly Command; +1D if rallying unit has Cover of 1 or more.

SNIPER [37]
Flip the Sniper marker so that your side is face up. Then perform any one order that lies below your side’s Sniper order.

SUPPORT [38]
Draw X asset cards (as indicated on the Order Matrix).

OPPORTUNITY (OP) FIRE [35.6]
Inactive player only: Any number of unspent units may Op Fire – one at a time – at an activated unit(s) that just expended any number of MPs during a Move or Assault order. Lose 2 Initiative to Op Fire with a unit that is Out of Command; lose 1 Initiative to Op Fire with a unit under Tactical Command; units under Mission Command Op Fire for free. If either attack die is less than or equal to the Op Firing unit’s ROF, place a Spent marker on it. Remove all Spent markers at the end of the order.