

TYPES OF ORDERS

Maneuver Order (2 AP)

- Standard Actions
- March Special Action
- At the Double Special Action

1 AP can be used **only** for one of the following Actions:

- Move Action
- March Special Action
- At the Double Special Action

Regroup Order (2 AP)

- Standard Actions
- Reform Special Action (*max. 1 per activation*)

1 AP can be used for **any** Standard Action. The **2nd AP** can be used **only** for one of the following Actions:

- Reform Special Action
- Retreat Action

Defend Order (2 AP)

- Standard Actions *except* Move Action

No **more** than 1 AP can be used for one of the following Actions:

- Retreat Action
- Change Facing Action
- Change of Position Action

Advance Order (1 AP)

- Charge Special Action
- Move Action
- Change Facing Action

TYPES OF ORDERS

Standard Actions (1 AP)

- Move
- Retreat
- Change Facing
- Change of Position
- Change Formation (*only units with Special Rule*)
- Basic Fire (*no more than 1 per activation*)
- Reload

Special Actions

- Melee Attack (1 AP)
- At the Double (2 AP)
- March (2 AP)
- Break off (2 AP)
- Reform (1 AP)
- Charge (1 AP)
- Special Fire (X AP) (*only units with Special Rule*)
- Occupy / Abandon Structure (1 AP)

In addition, special Unit, scenario or terrain rules may give access to Standard or Special Actions other than those listed.