Image: Dedicitient of the command o	Image: Property of the physical contact. + May stop in cover out of LOS; no Op Fire at disengager unless moving closer.       CAUTIOUS       HASTY       DISENGAGE       RALLY       TAKE COMMAND         Image: Property of the physical contact. + May stop in cover out of LOS; no Op Fire at disengager unless moving closer.       Image: Property of the physical contact. + May stop in cover out of LOS; no Op Fire at disengager unless moving closer.       Image: Property of the physical contact. + May stop in cover out of LOS; no Op Fire at disengager unless moving closer.	Image: BMA/Fire Modifier       HOLD NONE       CAUTIOUS Example       HASTY Provide       DISENGAGE Provide       RALLY Provide       TAKE COMMAND         BMA/Fire Modifier       NONE       \$\$1x       \$\$2x / -2       \$\$2x / -2*+       \$\$2x / -
ORDER:       HOLD NONE       CAUTIOUS =1x       HASTY NONE       DISENGAGE =2x       RALLY DISENGAGE =2x       TAKE COMMAND Point         BMA/Fire Modifier       NONE       =1x       1x-2x/2       =2x/2+1       -2*       -2*       -2*         1	Image: Source in the constraint of the constrant of the constraint of the constraint of t	Image: Book of the control of the c
ORDER:       HOLD NONE       CAUTIOUS =1x       HASTY HASTY HX-2x/-2       DISENGAGE (*)       RALLY (*)       TAKE COMMAND (*)         BMA/Fire Modifier       NONE       =1x       1x-2x/-2       =2x/-2*+1       -2*       -2*       -2*         1	B       ORDER:       HOLD NONE       CAUTIOUS SIX       HASTY NONE       DISENGAGE SIX       RALLY SIX       TAKE COMMAND SIX         BMA/Fire Modifier       NONE       SIX       IX	ORDER:       HOLD NONE       CAUTIOUS SIX       HASTY MAY       DISENGAGE UNACHINE       RALLY MODE       TAKE COMMAND         BMA/Fire Modifier       NONE       SIX       IX

<b>3</b> Limitations for Commanders Present $(\checkmark)$	<b>2</b> Limitations for Commanders Present $(\checkmark)$	<b>1</b> Limitations for Commanders Present $(\checkmark)$
Battalion/Regiment Staff – may place Move orders anywhere or may only Rally or Take Command <i>if adjacent</i> to its Commander.           Bn./Regt. Commander – in LOS of the issuer or may also place a Move order anywhere if adjacent to his staff.           Company Pure Command – in LOS of the issuer.	Battalion/Regiment Staff – may place Move orders anywhere or may only Rally or Take Command <i>if adjacent</i> to its Commander.           Bn./Regt. Commander – in LOS of the issuer or may also place a Move order anywhere if adjacent to his staff.           Company Pure Command – in LOS of the issuer.	Battalion/Regiment Staff – may place Move orders anywhere or may only Rally or Take Command <i>if adjacent</i> to its Commander.           Bn./Regt. Commander – in LOS of the issuer or may also place a Move order anywhere if adjacent to his staff.           Company Pure Command – in LOS of the issuer.
Company Joint Command – adjacent to the issuer.	<b>Company Joint Command</b> – adjacent to the issuer.	<b>Company Joint Command</b> – adjacent to the issuer.
Self-Ordered – adjacent to the issuer, <i>Move orders only</i> .	<b>Self-Ordered</b> – adjacent to the issuer, <i>Move orders only</i> .	<b>Self-Ordered</b> – adjacent to the issuer, <i>Move orders only</i> .
▲ Do not erase grey areas! Orders are followed by all subordinates within 6" of placement unless if an Overwatch marker is placed. Pinned, Shaken, or Demoralized stands may not issue orders. Newly pinned stands may not advance toward a visible enemy. Staff may not order if it is moving in a vehicle. Unless AFV description says Joint' it is a Pure Commander and fires as "Other." A Joint Commander fires as the type noted (tank, infantry etc.)	◆ Do not erase grey areas! Orders are followed by all subordinates within 6" of placement unless if an Overwatch marker is placed. Pinned, Shaken, or Demoralized stands may not issue orders. Newly pinned stands may not advance toward a visible enemy. Staff may not order if it is moving in a vehicle. Unless AFV description says 'Joint' it is a Pure Commander and fires as "Other." A Joint Commander fires as the type noted (tank, infantry etc.)	▲ Do not erase grey areas! Orders are followed by all subordinates within 6" of placement unless if an Overwatch marker is placed. Pinned, Shaken, or Demoralized stands may not issue orders. Newly pinned stands may not advance toward a visible enemy. Staff may not order if it is moving in a vehicle. Unless AFV description says 'Joint' it is a Pure Commander and fires as "Other." A Joint Commander fires as the type noted (tank, infantry etc.)
<b>6</b> Limitations for Commanders Present $(\checkmark)$	<b>5</b> Limitations for Commanders Present $(\checkmark)$	<b>4</b> Limitations for Commanders Present $(\checkmark)$
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Company Joint Command – adjacent to the issuer.	<b>Company Joint Command</b> – adjacent to the issuer.	<b>Company Joint Command</b> – adjacent to the issuer.
Self-Ordered – adjacent to the issuer, Move orders only.	Self-Ordered – adjacent to the issuer, Move orders only.	Self-Ordered – adjacent to the issuer, <i>Move orders only</i> .
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<b>9</b> Limitations for Commanders Present $(\checkmark)$	8 Limitations for Commanders Present $(\checkmark)$	<b>7</b> Limitations for Commanders Present $(\checkmark)$
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Under the Hasty column, order's initial: (R)oad March at least full Road Move allowance up to 5 times that. Morale check at -2. May not enter HE or smoke template. Must start on road & may not leave it. Follows road, not arrow.\*\* (E)ntrench for foxholes (Medium Cover, unless scenario overrules) on a roll of 5 or less. In a later turn, may entrench again for Hard Cover on roll of 3 or less. On each try, apply Troop Quality die roll modifiers from the direct fire chart.\*\* (B)anzai 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 Human Wave attackers causes double damage. \*Unless if in contact, -2. \*\*No fire even in contact.

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