

Sequence of Play

1. Issue orders for each unit in command
2. Movement Phase
3. Fire Phase
4. Reaction Phase
5. Melee Phase
6. Morale/Casualty checks

Orders (may be given to a whole unit or to single figures)

Advance	Unit can may move and take a non move action such as fire or reload
Aimed Shot	+2 to the die roll but only one attack and no move or actions
Hold	Unit stands in place and makes 2 attacks or actions
Charge	May not shoot 1.5x base move but gets charge bonus in assault
Reaction	May shoot OR move. Fire at -1 and move at 3/4 In reaction may do the same thing again
Search	Can move up to 1/2 move and searches building or area
Rally	Unit does nothing, morale check +2
Run	double move but may not attack

Actions are things like reloading or fixing broken weapons