

COMMAND/ORDER KEY TO SYMBOLS



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 Disengager unless it's moving closer to firing enemy

BMA=Basic Movement Allowance