

COMMON ACTIONS

Shoot

1st action only.

Use any type of fire of which element is capable against any eligible target.

Moving element

- If element intends to move as 2nd action, indicate this before shooting.
- Point-to-point fire: -2 modifier to hit if the element intends to move
- Point-to-point fire: vehicles suffer penalty on the distance to be moved

Suppression

- -1 to hit per suppression marker when shooting.

Move once

Hot situation only.
Can be 1st and / or 2nd action.

Move up to normal movement allowance.

Turning in place / changing facing

- Movement includes turning in place, unless as part of overwatch.

Move twice

Cold situation only.
Can be 1st and / or 2nd action.

Move up to normal movement allowance twice.

Turning in place / changing facing

- Movement includes turning in place, unless as part of overwatch.

Overwatch

First action only.

Places an element in a position to carry out opportunity fire at any enemy element that is moving during an opponent's bound and located by the overwatching element.

Turning in place / changing facing

May turn in place / change facing.
This doesn't count as movement.

Suppression

Suppressed units cannot do this action.

Communicate

Cold: either action
Hot: last action only

Carry out all communications activities.

Changing orders

Players must not use this action to preempt a change of orders.
In a hot situation players must choose a communicate action for each element as soon as possible after the command element of a commanded group has received a change of orders.

Battery preparation

Batteries of guns and howitzers (excluding infantry guns) must take a Battery Preparation special action after moving to a new position. During Battery Preparation the battery must be stationary and carry out no other activity. Battery preparation time is normally one turn, so takes both actions for the elements; scenario details may vary this time.

Attach separated element

Costs both actions for command and separated elements.

Individual separated elements, or multiple elements in a unit with no command element, can be taken under command by a parent command element in their line of command.

Command range

Command element must be in command range of separated elements.

Paratroops

Any paratroop HQ element may take under command any separated paratroop element of the same nationality.

Conceal troops

Cold situation only. Costs both actions.

An element that is not in open terrain may expend both its actions to conceal itself.

Concealed elements can carry out an overwatch action without losing concealed status.

A concealed element loses its concealed status when:

- it moves out of its concealed position;
- it fires when it can be seen by an enemy;
- an enemy element is at or within target location range.

Self-preservation

Any element may optionally do this instead of following current orders, if it comes under direct fire from a previously unlocated enemy within 500 metres.

Costs all actions.

Either

- Carry out direct fire at one of the enemy elements that fired at it, or
- Retreat as if it had suffered a Reaction Test retreat result (-5). This retreat does not change the group's morale state, but counts as a retreat for reaction test adjustments. Must continue to retreat in subsequent bounds until it can no longer locate the enemy element(s) that fired at it. No rally is required.

SEQUENCE OF PLAY

