



# GERMAN – LATE WAR, WESTERN FRONT

## Key

A = Circle the A, & write order here in the **earliest turn and action** the order can be actioned by the receiving group.

## Format

“Activity (preposition) location”, for example “move to 016230”, “attack Ranville”, “support attack on Ranville from current position”, “clear enemy from woods at 025125”, “suppress enemy line at 0120”, “link up with I battalion pzgren at Ranville”. Your Kampfgruppe, division or higher command will have a specified mission: if there is variance between a unit’s orders and the mission of the overall command up to 2 steps above the unit’s level, you should follow the higher level orders (for example, battalion up to division).

Examples of activities:

<b>Advance to contact</b>	Move forward to small arms range of enemy
<b>Attack</b>	Take offensive action [in specified direction or against specified position]
<b>Clear</b>	Remove all enemy from specified area
<b>Counterattack</b>	Attack enemy’s attacking troops
<b>Defend</b>	Defeat attacking enemy from current position
<b>Delay</b>	Prevent enemy from taking position for specified period, then withdraw to specified new position
<b>Destroy</b>	Render specified enemy force ineffective
<b>Exploit</b>	[after attack] Disorganise enemy in depth
<b>Feint</b>	Deceive enemy in specified direction or position by seeking contact without decisive engagement
<b>Hold</b>	Maintain current position [may include “at all costs” instruction]
<b>Link up</b>	Establish contact with specified friendly unit at specified position
<b>Locate</b>	Discover and identify enemy units or situation
<b>Move to</b>	Manoeuvre to specified position
<b>Screen</b>	Cover friendly forces by observing and reporting activity
<b>Seize</b>	Take specified position whether enemy occupied or not [may include Attack]
<b>Suppress</b>	Temporarily reduce specified enemy’s capability
<b>Withdraw</b>	Disengage and move away from specified enemy [to specified position]

## Artillery

In Group ID, write the Battery ID & gun type.

Under each Turn space indicate: **Moving** or **Preparing** or **Ready to Fire**. Note: light & medium mortars don’t need Preparing.

If **Ready to Fire** state: **target – ammunition type**.

Note: artillery (not light & medium mortars) must cease fire 1 turn to switch targets.

State any change to **FOO assignment**.