| Mission Commander's Board: | | Date: |

Group ID	Turn:	Turn:	Turn:	Turn:	Turn:	Turn:
	A A	A A	A A	A A	A A	A A
	A A	A A	A A	A A	A A	A A
	A A	A A	A A	A A	A A	A A
	A A	A A	A A	A A	A A	A A
	A A	A A	A A	A A	A A	A A
	A A	A A	A A	A A	A A	A A

BRITISH AND COMMONWEALTH – LATE WAR, EUROPEAN THEATRE

Key

Top line: Battalion-level orders; other lines: orders for each group.

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

Format

"Activity (preposition) location", for example "move through S wood to 016230", "attack Escoville from north", "locate enemy in Villers-Bocage from west along road", "destroy enemy in woods at 025125", "withdraw north to 0120 from enemy in front of current position", "move south on road to link up with paras at Benouville". In all cases a location must be stated; where movement is required, a direction or route must also be stated. If no orders, or orders become impossible, you must Hold and seek further orders. You cannot exceed phase objectives.

Examples of activities:

Attack	Take offensive action against specified location in stated direction.
Counterattack	Attack enemy's attacking troops at specified location in stated direction.
Defend	Defeat attacking enemy from current location. State likely direction of attack (or all-round if encircled).
Delay	Prevent enemy from taking current location for specified period. State likely direction of attack.
Destroy	Render enemy forces at specified location ineffective in specified period. State route of advance if needed.
Hold	Maintain position at current location [may include "at all costs" instruction].
Link up	Establish contact with specified friendly unit at specified location using stated direction or route.
Locate	Discover and identify enemy units or situation at specified location using stated direction or route.
Move to	Manoeuvre to specified location along stated direction or route.
Screen	Cover friendly forces by observing and reporting activity at specified position or along specified line.
Seize	Take specified position from stated direction whether enemy occupied or not [may include Attack].
Withdraw	Disengage and move away from specified enemy in stated direction 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 location and ammunition type**. Fire continues till order to cancel or change target is received. Skip 1 round of fire to change target. Correcting fall of shot or moving a barrage up to 200m counts as same fire mission.

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

State any change to **FOO assignment.**