Game log sheet

Possible orders are:

Attack	Must move at run towards one or more of the nearest enemy groups. They will enter melee if in reach.
Advance	Must move directly Half –full speed… towards an objective or enemy group. They halt at 5” from enemy figures.
Move	Must move at least Half speed in any direction, and may run.
Stand	May only move up to 2”, and only to face an enemy, or for another valid reason.
Retreat	Must move at least half speed away from any enemy, and may run.
Rout	Run away from nearest enemy and end move further from all enemies.

Type	Firepower	Defence	Initiative	Melee	Notes

FPs	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

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