

## ACW Order Cards

FIRE	All regiments can fire at 40% per stand
MOVE	All regiments can move upto 10"
Move leaders RALLY & STAND UP	Attempt to rally all head down and routing units
CHARGE +3	Regiments can charge upto 10"
MOVE ONLY UNITS IN COLUMN	Move only units in column upto 13"
MOVE ONLY UNITS ON ROADS	Move upto 20"
MOVE – Units on roads move double	Regiments can move 8" or 16" on roads
MOVE & FIRE	Move upto 6" <b>or</b> fire at 20% or Move upto 3" and Fire at 10% (regiments in the Brigade can each do any combination)
MOVE OR FIRE	Move at 8" <b>or</b> Fire at 30% (all regiments in Brigade must do the same)
MOVE – Units in Column +3"	Units in line move at 8" units in column move 11"
MOVE OR CHARGE +1	Move or charge at 8" (all regiments in Brigade must do the same)
MOVE AND CHARGE +1	Move <b>&amp;</b> charge upto 6" (regiments in the Brigade can do different things)
CHARGE OR FIRE	Fire at 30% <b>or</b> charge upto 8" (all regiments in Brigade must do the same)
CHARGE & FIRE	Fire at 20% <b>&amp;</b> charge upto 6" (regiments in the Brigade can do different things)
RALLY & STAND UP – Move units with leaders	Attempt to rally all head down and routing units. Move units within 2" upto 6"
RESUPPLY – Move units with leaders	Resupply all units & Move units 6" within 2" of a leader
RESUPPLY – Move units on roads	Resupply all units & Move at 12" if on a road