

5. ACTIONS

Description	cost in PA	various	Legenda
Retreat in hex free (see 9.7)	free	S	
Fractioning Unit	1		divide the units using the fractional units
Movement (see 7)	1	S	Artillery moves only with a vehicle
Melee if you are already in the same hex with your opponent (see 9)	1	S	
Attack (see 8)	1	S	
Movimento fino a 1/2 PM e Assalto	1		no artillery
Move up to half of the PM and Assault	1		no artillery
Move up to half of the PM and Attack	1		no artillery
Opportunity Attack (see 8.7)	1	S	
Opportunity Assault (see 9.9)	1		no artillery
Build a bunker/trench	2		Makes a terrain like a C
Recover	3	U	Only Command units in range of Command

The cost is for the first action of the unit during the turn; from the second action, add 1 PA

S action can be performed also by Out of Command units

U action can be performed only by Command units