

COMMAND CARD INDEX / MEMOIR 44

MEDICS & MECHANICS Issue an order to 1 unit in the Center. Medics do not have a combat value. They can be used to repair units. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	DIG-IN Issue an order to 1 unit in the Center. Units that dig in are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	AMBUSH Issue an order to 1 unit in the Center. Units that ambush are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	AIR POWER Issue an order to 1 unit in the Center. Units that use air power are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	BEHIND ENEMY LINES Issue an order to 1 unit in the Center. Units that go behind enemy lines are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	RECON Issue an order to 1 unit in the Center. Recon units are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	THEIR FINEST HOUR Issue an order to 1 unit in the Center. Units that fight during their finest hour are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	BARRAGE Issue an order to 1 unit in the Center. Units that use a barrage are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	FIREFIGHT Issue an order to 1 unit in the Center. Units that engage in a firefight are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	ARTILLERY BOMBARD Issue an order to 1 unit in the Center. Units that use artillery bombardment are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	CLOSE ASSAULT Issue an order to 1 unit in the Center. Units that engage in a close assault are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.
COUNTER ATTACK Issue an order to 1 unit in the Center. Units that counter attack are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	DIRECT FROM HQ Issue an order to 1 unit in the Center. Units that are directed from HQ are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	MOVE OUT! Issue an order to 1 unit in the Center. Units that move out are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	ARMOR ASSAULT Issue an order to 1 unit in the Center. Units that use armor assault are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	INFANTRY ASSAULT Issue an order to 1 unit in the Center. Units that use infantry assault are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	RECON Issue an order to 1 unit in the Center. Recon units are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	INFANTRY ASSAULT Issue an order to 1 unit in the Center. Units that use infantry assault are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	ARMOR ASSAULT Issue an order to 1 unit in the Center. Units that use armor assault are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	MOVE OUT! Issue an order to 1 unit in the Center. Units that move out are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	DIRECT FROM HQ Issue an order to 1 unit in the Center. Units that are directed from HQ are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.	COUNTER ATTACK Issue an order to 1 unit in the Center. Units that counter attack are immune to all attacks. They can also be used to transport units. They can also be used to transport units. They can also be used to transport units.
RECON Issue an order to 1 unit on the Left Flank.	RECON Issue an order to 1 unit on the Left Flank.	RECON IN FORCE Issue an order to 1 unit on each position.	RECON IN FORCE Issue an order to 1 unit on each position.	RECON IN FORCE Issue an order to 1 unit on each position.	RECON Issue an order to 1 unit on the Right Flank.	RECON Issue an order to 1 unit on the Right Flank.				
PROBE Issue an order to 2 units on the Left Flank.	PROBE Issue an order to 2 units on the Left Flank.	PROBE Issue an order to 2 units on the Left Flank.	PROBE Issue an order to 2 units on the Left Flank.	GENERAL ADVANCE Issue an order to 2 units on each position.	PINCHER MOVE Issue an order to 2 units on the Left Flank and 2 units on the Right Flank.	PROBE Issue an order to 2 units on the Right Flank.	PROBE Issue an order to 2 units on the Right Flank.	PROBE Issue an order to 2 units on the Right Flank.	PROBE Issue an order to 2 units on the Right Flank.	
AIR SORTIE Issue an order to 2 units in the Center.	PROBE Issue an order to 2 units in the Center.	PROBE Issue an order to 2 units in the Center.	PROBE Issue an order to 2 units in the Center.	PROBE Issue an order to 2 units in the Center.	PROBE Issue an order to 2 units in the Center.	AIR SORTIE Issue an order to 2 units in the Center.				
ATTACK Issue an order to 3 units on the Left Flank.	ATTACK Issue an order to 3 units on the Left Flank.	ATTACK Issue an order to 3 units on the Left Flank.	ATTACK Issue an order to 3 units in the Center.	ATTACK Issue an order to 3 units in the Center.	ATTACK Issue an order to 3 units in the Center.	ATTACK Issue an order to 3 units on the Right Flank.	ATTACK Issue an order to 3 units on the Right Flank.	ATTACK Issue an order to 3 units on the Right Flank.		
ASSAULT Issue an order to all units on the Left Flank.	ASSAULT Issue an order to all units on the Left Flank.	ASSAULT Issue an order to all units in the Center.	ASSAULT Issue an order to all units in the Center.	ASSAULT Issue an order to all units in the Center.	ASSAULT Issue an order to all units in the Center.	ASSAULT Issue an order to all units on the Right Flank.	ASSAULT Issue an order to all units on the Right Flank.			