

Please note that this sequence track may be altered in individual games. See the Exclusive Rules for specific changes. Place unused marker chits in the appropriate box as the game progresses.
Created by Lee Enderlin.

GBACW GAME TURN SEQUENCE TRACK

First Player Turn

Initial Command

Movement

Defensive Fire

Offensive Fire

Retreat before Melee

Melee

Ammunition Resupply

Rally

Final Command

Second Player Turn

Initial Command

Movement

Defensive Fire

Offensive Fire

Retreat Before Melee

Melee

Ammunition Resupply

Rally

Final Command

Game Turn Record Interphase