**Commands will be in order of Prepatory and then execution. Example: Right (prepatory), Face (execution). Commands can be given to the company by saying “Squad/Platoon” before the prepatory, or they can be given to the platoon “1st Squad/1st Platoon” before the prepatory to order just that element to do something. Not all commands need to use “company/platoon” before them. Most can be given without, it has been marked where they are needed with (Squad/Platoon). Commands marked with a “!” means they are forcefully said for effect.**

**“Company!” should be Repeated as “Platoon” by the platoon Sgt. or the LT Only for formation and marching orders (the echo of this confirms all are listening)**

**Formation Commands: commands during formation**

**(Squad/Platoon/Company) Fall in!: unit forms formation**

**(Squad/Platoon/company) Dismissed!: unit falls out**

**Post!: tells assigned officer to take his position**

**(Squad/Platoon/company)Attention: command to call unit to order, quiet in the ranks and to listen**

**(Squad/Platoon/Company) At Ease: command to let the men turn their heads direct of the command**

**(Squad/Platoon/Company) Rest: Command to stay in formation but free to talk.**

**Report!: tells NCO’s of each squad to report strength to Platoon SGT then to Command. This is done while saluting.**

**Form Line, March: unit forms line, shoulder to shoulder, dressed down on senior NCO**

**to the right in formation. <for a single rank then good otherwise “fall in” covers this**

**(Open Ranks, March: with 2 or 3 ranks, 1st rank steps forward 5 paces, 2nd rank stays in**

**place, 3 rank takes 5 paces back, all dress down.)**

**Dress Down/Dress Right: everyone aligns themselves to the right.**

**At Open Interval, Dress Down: spacing between each person is opened 3 paces.**

**At Closed Interval, Dress Down: spacing between each person is closed to shoulder to**

**shoulder**

**Facings: Command to change direction of men in place.**

**(Squad/Platoon/company) Right, Face: Turn 90 degrees to the right.**

**(Squad/Platoon/Company) Left, Face: Turn 90 degrees to the left.**

**(Squad/Platoon/Company) About, Face: Turn 180 degrees facing the opposite direction.**

**Commands of Motion: Commands to move a unit, turn, and stop. Only needs the order**

**“Company” at the beginning order to move and for halting.**

**(Squad/Platoon/Company) Forward, March: Begin moving forward walking**

**(Squad/Platoon/Company) Quicktime, March: Moving forward in a jog (C keyboard command)**

**(Squad/Platoon/Company) Doubletime, March: Moving forward in a sprint (LShift Keyboard**

**command)**

**Column Left, March: turn 90 degrees left while moving**

**Column Right, March: turn 90 degrees right while moving**

**Column Half Right, March: turn 45 degrees right while moving**

**Column Half Left, March: turn 45 degrees left while moving**

**To the Rear, March: Turn 180 degrees and move in the opposite direction while moving**

**Guide Right, March: Lets the Guide move freely to the right**

**Guide Left, March: Lets the Guide move freely to the left**

**Backwards, March: Moves to the rear without turning around**

**(Squad/Platoon/company) Halt: Stops forward movement**

**Firing Commands: Commanding to order different firing techniques. Always needs**

**“Squad/Platoon” to order firing movements.**

**(Squad/Platoon/company) Fire by Squad/Platoon/Company: Prepares unit to fire a volley**

**(Squad/Platoon/company) Fire by File: Prepares unit to fire down the line, also timing is needed Example “Fire by File, 3 second interval.”**

**(Squad/Platoon/company) Fire by Rank: Prepares unit to fire by ranks.**

**(Squad/Platoon/company) Form Skirmishers, March: Sends the unit out in skirmishers**

**(Squad/Platoon/company) Skirmishers, Retreat: unit falls back in skirmishers**

**(Squad/Platoon/company) Skirmishers Reform, Form Line: Skirmishers retreat and fall back in.**

**Ready!: unit places cap on nipple to prepare to fire (Right mouse click keyboard**

**command).**

**Take Aim!: unit aims weapons (Hold right mouse button keyboard command).**

**Fire!: unit fires (Left Mouse Button click keyboard command).**

**Battle Drills: Commands used to react to a certain situation. All battle drills need the command “Halt” then “Contact” before giving the battle drill. For example: “Squad/Platoon/Company, Halt!**

**Contact Front/Right/Left/Rear: lets unit know direction of enemy fire, more time to act in this situation**

**React to Contact Right/Left / Front: Immediate reaction to the enemy**

**Right: 2nd platoon will face Right towards the enemy and take a knee with immediate opening fire against the enemy. 1st platoon will extend the line when possible thus trying to flank the enemy or extend the fire line making it harder for the enemy to withstand our rate and field of fire.**

**Left: 1st platoon will face left towards the enemy and take a knee with immediate opening fire against the enemy. 2nd platoon will extend the line when possible thus trying to flank the enemy or extend the fire line making it harder for the enemy to withstand our rate and field of fire.**

**Front: 1st platoon will form a line towards the enemy take a knee with immediate opening fire against the enemy. 2nd platoon can move either left or right or each squad from 2nd platoon can go to a different side.**

**Rear: 180 degree turn for the whole company, 1st platoon will form a line towards the enemy take a knee with immediate opening fire against the enemy. 2nd platoon can move either left or right or each squad from 2nd platoon can go to a different sides**