**MORALE AND ROUT NOTES: (9.0)**

Morale Check: \( dr \leq Morale \rightarrow \) Passes

Morale Check: \( dr > Morale \rightarrow \) Fails

Minimum Morale: 0

Stacks: Only Top Unit Checks Morale:
- If Top Unit Passes MC, Stack Passes
- If Top Unit Fails MC, mark stack with ~2 Disorder.
- If Stack already Disordered, Stack Routs 3 hexes, Flip Disorder to Rout

Morale Check necessary due to:
- Fire Combat result of M, R, etc.
- Shock Combat result of M, R, etc.
- Retreat or Elimination of a Friendly Unit in hex or adjacent hex caused by Fire or Shock Combat result.
- Disordered Unit Shock Attacked across Enfilade hexside must immediately check morale!

**PHASE RULES:**

Rally Phase:
- Rally Units for NON-phasing player. First all Disordered return to Good Order if not in Minimum Enemy Fire Zone. (EXC: Woods).
- Next Routed units Rally to Disordered. (See Routed Notes.)

Facing and Formation Phase:
- Formation Changes only happen in this phase.
- Changing Formation in Min. Enemy Fire Zones triggers Fire.
- May change facing at no cost in this phase.
- Changing Facing during movement is 1 MP per change.
- Changing Facing can trigger Withdrawal Fire in Min. Fire Zone.
- May choose facing upon recovery from Rout.

Grand Tactical Movement—possible if:
- Unit is not Rout or Disordered.
- In Command and is Activated.
- Starts on Road
- Stay at least 6 hexes from Enemy Unit

March (Movement) Phase:
- May only change stacking during March Phase.
- Changing Stacking in Enemy Min. Fire Zone may trigger fire.
- Unit must be facing the hex it wishes to move into. (Facing defined by vertex of two hexes to the ‘top’ of the unit.)
- May trigger Withdrawal Fire if leaving Enemy Min. Fire Zone.

Fire Combat:
- May only fire out Frontal hexes.
- May not split Fire.

Shock:
- Must take Enemy Fire if advancing into Shock Combat from Min. Enemy Fire Zone.
- Defending Units may NOT voluntarily Retreat Before Shock Combat.

**INFORMATION SPECIAL RULES:**
- Units in Column may NOT enter Enemy Minimum Fire Zone.
- British Light Infantry units that are broken down are considered to be in Open Order. These are the only British units that can use Open Order
- Colonial Infantry units in Woods are ALWAYS in Open Order. (7.7)
- Infantry entering Woods are Disordered. EXC: Units in Column on Road; Units in Open Order (7.8)

**ARTILLERY SPECIAL RULES:**
- Must be Limbered to Move, Unlimbered to Fire
- May not enter a new hex and fire in the same turn.
- May change facing or formation and Fire in same turn.
- Small Arms Fire vs Artillery affects only the Crew.
- Arty Fire at range < 5 affects only Crew (M1, Dr, R, R1 eliminates Crew.)
- Arty Fire at range > 4 affects only guns (D or R eliminates 1 Gun. No MC)

**DEF FIRE, ENEMY MIN. FIRE ZONES:**
- A unit may be immediately fired on for voluntarily changing facing, formation, or stacking order in an Enemy Minimum Fire Zone
- A unit voluntarily leaving an Enemy Minimum Fire Zone in March Phase may be fired on. (EXC: Leaders)
- Retreating from Enemy Minimum Fire Zone due to a combat result does NOT trigger Fire. However, if Retreating unit leaves another Minimum Fire Zone hex, unit may be fired on.
- Advancing into Shock Combat from a Minimum Fire Zone DOES allow Fire from the Defending Unit (or any other unit that has the vacated hex in their Minimum Fire Zone.)
- Range of Withdrawal Fire is 1 hex (EXC: Withdrawal Fire caused by Artillery Formation Change is actual range.)
- Realize the moving unit may be enfiladed, depending on facing.

**COMMANDED RULES:**

Out of Command units:
- Move half Movement allowance. (FRD)
- No Grand Tactical Movement
- May not enter Enemy Minimum Fire Zone
- May not fire in Fire Combat Phase.
- May not initiate Shock Combat.

**SHOCK MODIFIERS:**
- Stacked with any Friendly Leader
- In Command Radius of Units actual leader
- In Command Radius of Army leader who uses a Command Point.

**ROUTE UNIT:**
- Units Rally in the Friendly Rally Phase IF:
- Stacked with any Friendly Leader
- In Command Radius of Units actual leader
- In Command Radius of Army leader who uses a Command Point.

Routed units Rally to Disordered Units, Disordered Rally to Good Order
Routed units that DO NOT RALLY Rout an additional 4 hexes.
Routing through Good Order Units Disorders them, Routs Disordered.

**PHASE RULES:**

**RALLY PHASE:**
- Rally Units for NON-phasing player. First all Disordered return to Good Order if not in Minimum Enemy Fire Zone. (EXC: Woods).
- Next Routed units Rally to Disordered. (See Routed Notes.)

**FACING AND FORMATION PHASE:**
- Formation Changes only happen in this phase.
- Changing Formation in Min. Enemy Fire Zones triggers Fire.
- May change facing at no cost in this phase.
- Changing Facing during movement is 1 MP per change.
- Changing Facing can trigger Withdrawal Fire in Min. Fire Zone.
- May choose facing upon recovery from Rout.

**GRAND TACTICAL MOVEMENT—POSSIBLE IF:**
- Unit is not Rout or Disordered.
- In Command and is Activated.
- Starts on Road
- Stay at least 6 hexes from Enemy Unit

**MARCH (MOVEMENT) PHASE:**
- May only change stacking during March Phase.
- Changing Stacking in Enemy Min. Fire Zone may trigger fire.
- Unit must be facing the hex it wishes to move into. (Facing defined by vertex of two hexes to the ‘top’ of the unit.)
- May trigger Withdrawal Fire if leaving Enemy Min. Fire Zone.

**FIRE COMBAT:**
- May only fire out Frontal hexes.
- May not split Fire.

**SHOCK:**
- Must take Enemy Fire if advancing into Shock Combat from Min. Enemy Fire Zone.
- Defending Units may NOT voluntarily Retreat Before Shock Combat.