Order	Actions	Reference
Step 1	If a unit suffers a ROUT or RETREAT result, a unit MUST RETREAT the intended number of hexes.	14.0
A.	The direction SHOULD be AWAY from enemy units. It should not be TOWARD enemy lines.	14.0
B.	The Retreating Unit CANNOT:	
	Enter impassable hexes (or off the map edge.)	14.1
	Enter a hex occupied by an ENEMY Unit.	14.1
	Enter the same hex more than once.	14.0
	Move through a hex occupied by a FRIENDLY Unit, UNLESS:	
	It is the ONLY path AVAILABLE according to the above limits, OR	14.31
	It is the only path without entering an Enemy ZOC	14.31
Step 2	If more than one path is available, the retreating unit will follow:	
	The path of least resistance (in MPs) UNLESS it violates A or B of Step 1 (above).	14.41
	If only one path meets these rules, this is the Retreat Path UNLESS:	
	An Enemy unit along said path could RETREAT FIRE on the Unit. (Note: not just a ZOC)	14.41
	Next higher MP cost path is chosen. If more than one path qualifies as path of least resistance, owner's choice.	14.41
FINAL	The Retreating unit MUST end the Retreat or Rout the required hexes away from it's current location.	
	3 hexes for Rout (failing a morale check); 2 hexes for R2, 1 hex for R1 results. (Generally a melee result)	14.0
	If this is not possible (not counting PIN results) the unit is captured instead.	14.0
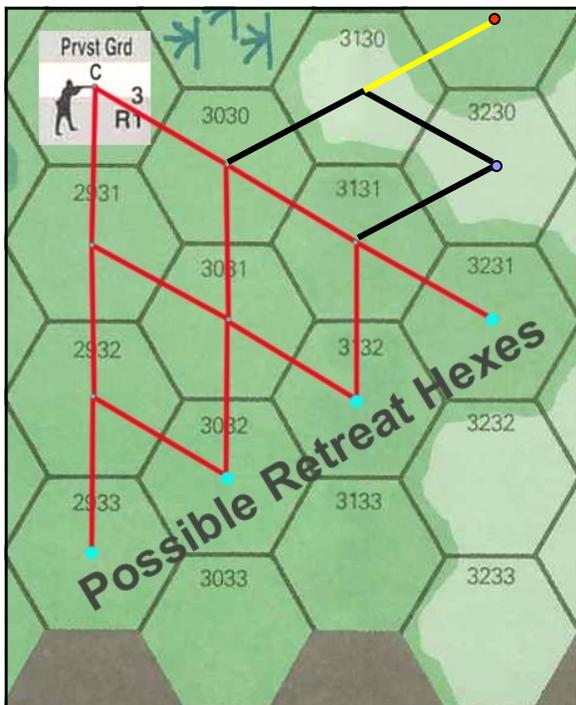
Examples:
If the enemy lines are in hexrow 28xx, then the red lines and the black lines represent the retreat paths available to the unit in 2930 if he routs. The unit would end his turn in any of the hexes with blue dots. (3230, 3231, 3132, 3032 or 2933.)

Note that all these hexes are three hexes in range from the current hex where the rout started. Thus, routing 2931—3031—3032 is ok, but you could NOT rout 2931—3031—3131. Rule 14.0 says the retreating unit MUST end the required number of units away from where it started.

Rule 14.41 says the unit must follow the 'cheapest' path in terms of MPs—so routing into 3029 is not possible if 2931 or 3030 are available. Also, the path 3030—3130—3229 is out IF the unit can go to 3230 OR any of the other blue dot hexes instead.

(EXCEPTION: if the other hexes would require them to displace a friendly unit, or cross an enemy ZOC, then the higher MP cost hex is allowable, meaning 3229 would be available.)