**Battle of Monmouth**

**Morale and Rout Notes: (9.0)**

Morale Check: 
- dr <= morale, unit passes (EXC: 6 always fails)
- dr > morale, unit fails. (Good Order is Disordered, Disordered unit Routed)

Only top unit checks:
- If Unit passes, stack passes.
- If top unit fails MC, mark stack with -2 Disorder.
- If stack already Disordered, stack Routs 3 hexes. Flip Disorder counter to Rout.

Morale check necessary due to:
- Fire Combat or Shock Results of M, R, etc.
- Retreat or Elimination of a unit in hex or adjacent hex due to Fire or Shock Combat.
- Disordered Unit Shock Attacked across Enfilade hexside immediately checks Morale.

**Morale Modifiers (9.1)**

Morale as printed on counter, modified by:
- -1 per SP lost.
- -2 if Disordered.
- + Leader Bonus if stacked with or adjacent to a leader.
- Morale 0 if Routed.

*NOTE: Minimum Morale is 0*

**Shock Disorders:**

- Shock across flank/rear hexside Disorders Defender (11.6)
- Advance across Stream/Bridge Disorders Attacker (11.4)
- Shock Advance in Woods Disorders Attacker (7.8)

*EXC: Units already disordered have no penalty.*

*NOTE: Colonial Line and Broken down Brit Lt. Are NOT disordered entering woods.* (7.8)

**Shock DRMs:**

- Defender in Higher Terrain: -1
- Defender in Lower Terrain: +1
- Defender behind Stream: -1
- Defender behind Hedgerow: -1
- Defender in Woods: -2

**Infantry Special Rules:**

- Unit in Column may NOT enter Enemy Minimum Fire zone.
- Brit Lt. Inf. Units that are broken down are ALWAYS considered in Open Order (7.7)
- Colonial Inf. Units in Woods are ALWAYS considered in Open Order (7.7)
- Infantry entering Woods are Disordered. (EXC: Units in column on road, Colonial units. Broken down Lt. British units.) (7.8)

**Artillery Special Rules:**

- Must be Limbered to move, Unlimbered to fire.
- May not enter new hex and fire in same turn
- May change facing or formation and fire in same turn
- Small Arms Fire vs. Artillery affects only crew
- Arty fire at range < 5 affects only crew (M, Dr, R1 eliminates crew)
- Arty fire at range > 4 affects only guns. (D or R elim 1 gun, no MC)

**Leaving Enemy Min. Fire Zone**

Voluntarily leaving Enemy Min. Fire Zone triggers Withdrawal Fire (EXC: Leaders NA)

*NOTE: Shock Combat attempt to leave defender’s Min. Fire Zone triggers fire from defender as well as from other units.*

- Range is 1 hex (EXC: Artillery Formation Change is at actual range.)
- Unit may be enfiladed (since unit must face hexside it is moving into.)

**Routed Units**

Routed Units Rally in Friendly Rally Phase if:
- Stacked with any leader
- In Command Radius of its leader
- If it is in command radius of an Army leader and he uses command point to rally unit.

*Routed Units that do NOT rally immediately ROUT additional 4 hexes.*

**Phases Rules:**

- Rally: Rally occurs for NON-phasing player.
- Formation: Formation change ONLY happens in Formation change phase.
- Change of formation may trigger fire if in enemy Min. Fire zone.
- Units of Different Types or Formation may not stack.
- Facing: May change facing at no cost in Formation change phase.
- Facing change costs 1 MP during movement. (EXC: Grand Tactical movement)
- Changing facing may trigger fire if in enemy Min. Fire zone.
- May choose facing after recovery from Rout.

Grand Tactical Movement possible if unit:
- Is not Routed or Disordered
- Is in Command and Activated
- Starts on road
- Stays 6 hexes from an enemy unit

**March Phase:**
- May only change Stacking during March Phase
- Changing Stacking may trigger fire if in enemy Min. Fire zone.
- Moves into hexes unit is facing.
- May trigger fire if leaving enemy Min. Fire zone.

**Fire Combat:**
- May only fire front hexes.
- May not Split fire
- Shock:
  - Must take enemy fire for leaving enemy Min. Fire zone.
  - May NOT voluntarily retreat before Shock combat.

**Command 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

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- Colonial Inf. Units in Woods are ALWAYS considered in Open Order (7.7)
- Infantry entering Woods are Disordered. (EXC: Units in column on road, Colonial units. Broken down Lt. British units.) (7.8)