

**BATTLE OF MONMOUTH**  
**RAPID ACCESS CHART 2005 BY RUSS GIFFORD**

**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** result.
- 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 (M1, Dr, R, 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)

Retreat from original enemy Min. Fire Zone does not trigger Fire. If unit retreats **out of another** enemy Min. Fire Zone, then fire is triggered.

NOTE:

Shock Combat attempt to leave defender's Min. Fire Zone triggers fire from defender as well as from other units.

Specifics:

- 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.

Rout through Friendly units disorders good order, routs disordered.

**PHASE 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 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 out front hexsides.
- 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