

**BATTLE OF MONMOUTH
RAPID ACCESS RULES CHART
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MORALE AND ROUT NOTES : (9.0)

Morale Check $dr \leq$ Morale, unit passes (EXC: 6 dr always FAILS)

$dr >$ Morale, unit FAILS. (Good Order is Disordered, Disordered unit Routs.)

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!

MORALE MODIFIERS :

- +1 if **stacked with or adjacent** to a friendly leader
- -1 to Morale per strength point lost
- -2 to Morale if unit is currently Disordered (*listed on marker*)
- Morale 0 if unit is currently Routed (*listed on marker*)

NOTE: Minimum Morale is 0

SHOCK DISORDERS :

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

EXC: Units ALREADY Disordered have no added penalty.

NOTE: *Colonial Line and broken down British Light units are NOT disordered entering Woods. (7.8)*

SHOCK MODIFIERS :

- 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 :

- 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.

ROUTED UNITS :

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.

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.

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 in Min. Fire Zone.
- May choose facing upon recovery from Rout.

Grand Tactical Movement—possible if:

- Unit is not Routed or Disordered.
- Is 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 hexsides.
- 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.