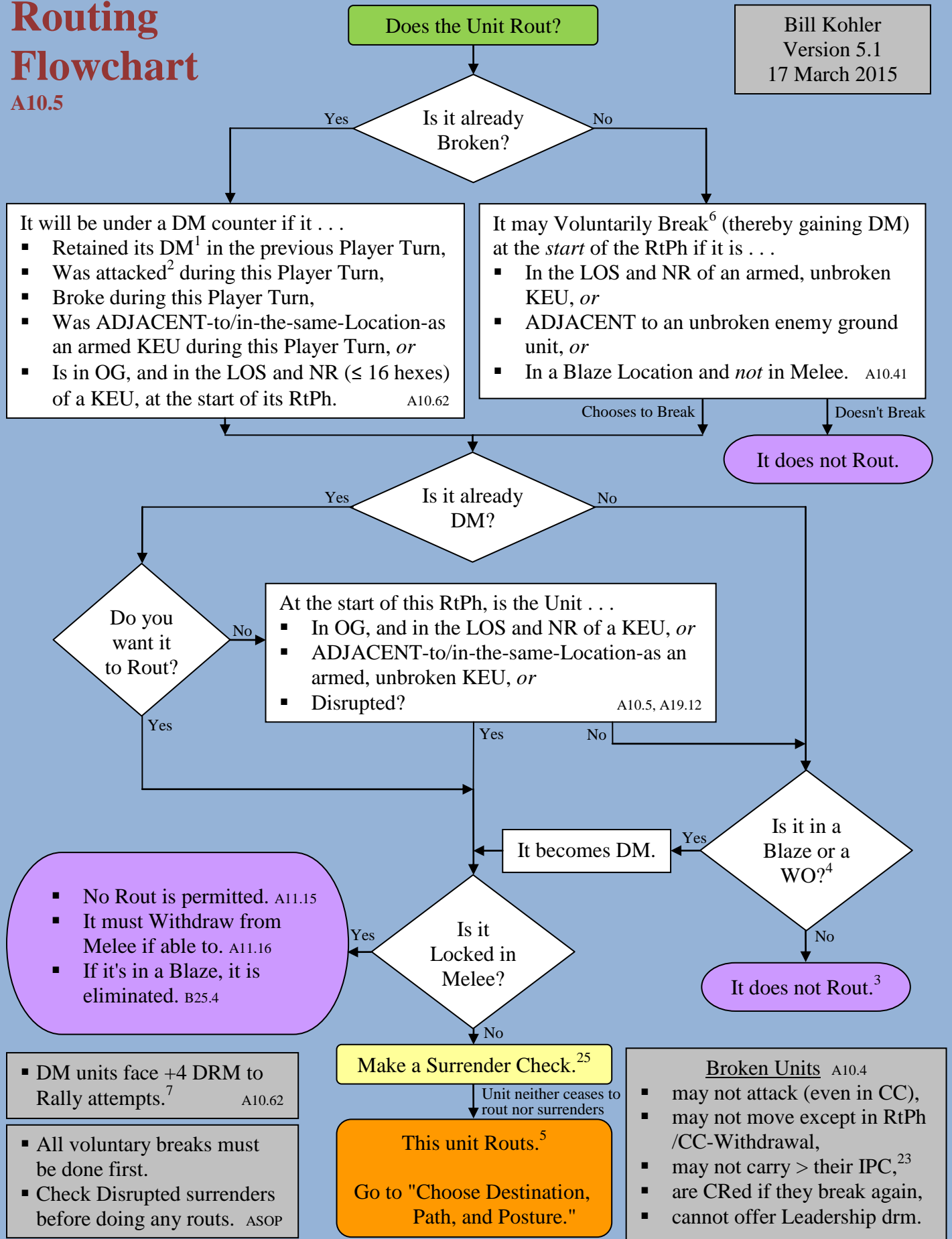


Routing Flowchart

A10.5

Bill Kohler
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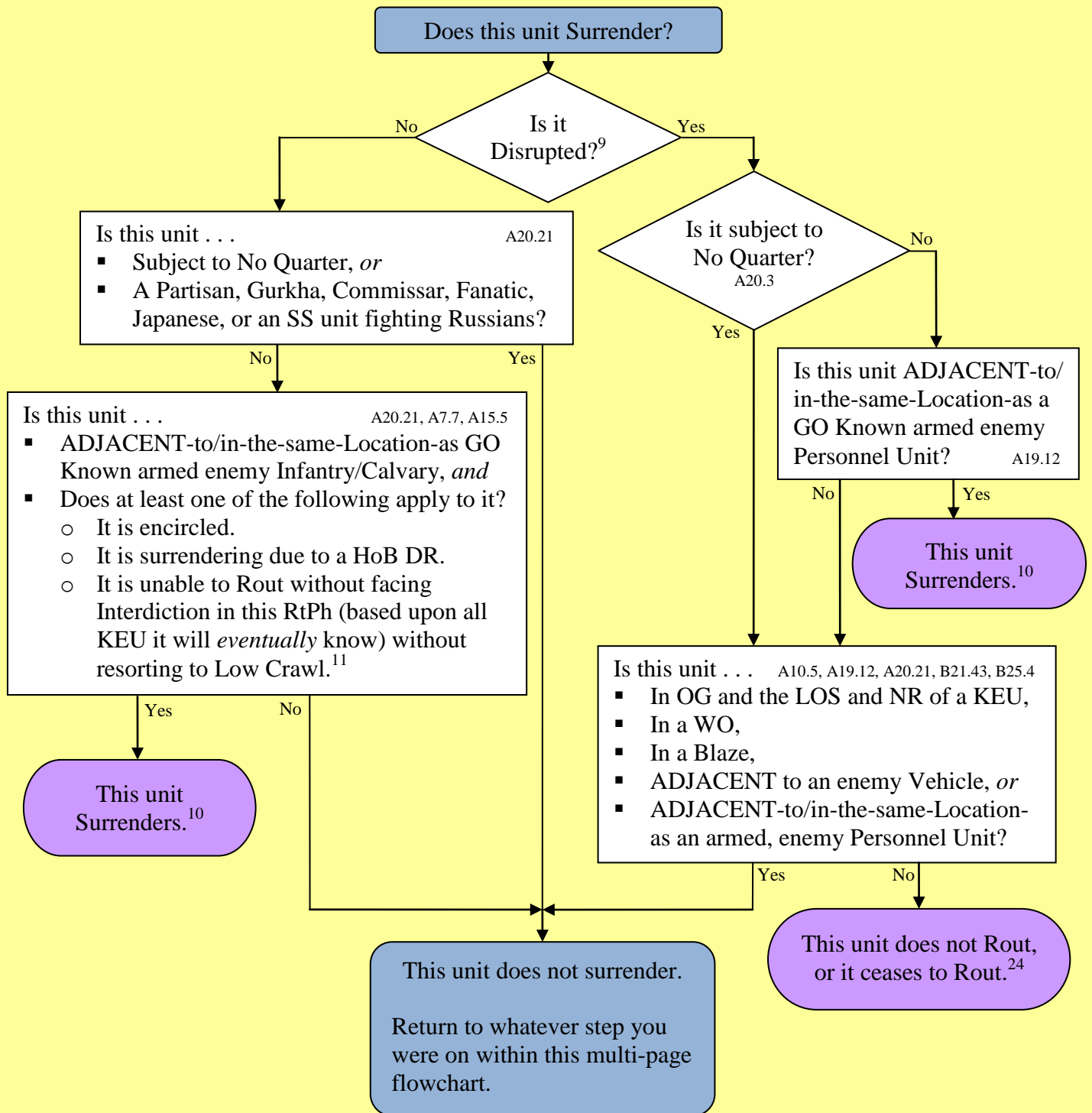
▪ DM units face +4 DRM to Rally attempts.⁷ A10.62

▪ All voluntary breaks must be done first.
▪ Check Disrupted surrenders before doing any routs. ASOP

Broken Units A10.4

- may not attack (even in CC),
- may not move except in RtPh /CC-Withdrawal,
- may not carry > their IPC,²³
- are CRed if they break again,
- cannot offer Leadership drm.

Surrender Check A20.21



- The Attacker routs first.
- Routing Units have 6 MF (3 MF if wounded).
- Any co-stacked, unbroken, unpinned leaders may accompany the unit.⁸
- Routing Units may not use bypass.
- Broken Units rout individually.

Destination, Path, Posture

Choose the Destination, Path, and Posture.

Destination A10.51

The routing unit must select . . .

The building¹²/woods Location (even if overstacked) that is the fewest MF¹³ away from its current Location (taking into account any overstacking MF).

- The routing unit must disregard any building/woods Locations that would force it to violate the Path Restrictions listed below (in the purple box).

The routing unit may ignore . . .

- Any other Locations it wishes to ignore that are within the same building that it occupied at the start of its RtPh (even if it has to cross those Locations or OG to reach a different Rout destination).
- Any building/wood hexes of its choice that are *no farther* (in hexes) from any KEUs¹⁴ than the unit presently is from those same KEUs.

If no building/woods are reachable in this RtPh (taking into account the above permissible exclusions), the routing unit may choose *any* Location that complies with the Path Restrictions listed below.

Path A10.51

The routing unit must move *toward* its destination Location.¹⁵

- At no point may the routing unit *increase* the number of hexes between itself and its destination.¹⁶
- The routing unit *must* end its RtPh closer to its destination hex than it began its RtPh unless--in the course of routing--it discovers any new KEU(s) that prevent it from doing so.

Was it able to choose a legal rout destination and path?

No

"Stop"

Yes

Posture A10.52

A routing unit may choose to **Low Crawl**.¹⁸ Low Crawl is not an option, however, if the routing unit . . .

- Has moved previously during this RtPh, *or*
- Is currently in an enemy-occupied Location, *or*
- Is Disrupted.

During the RtPh, a Low Crawling unit may only move one Location [EXC: when surrendering].

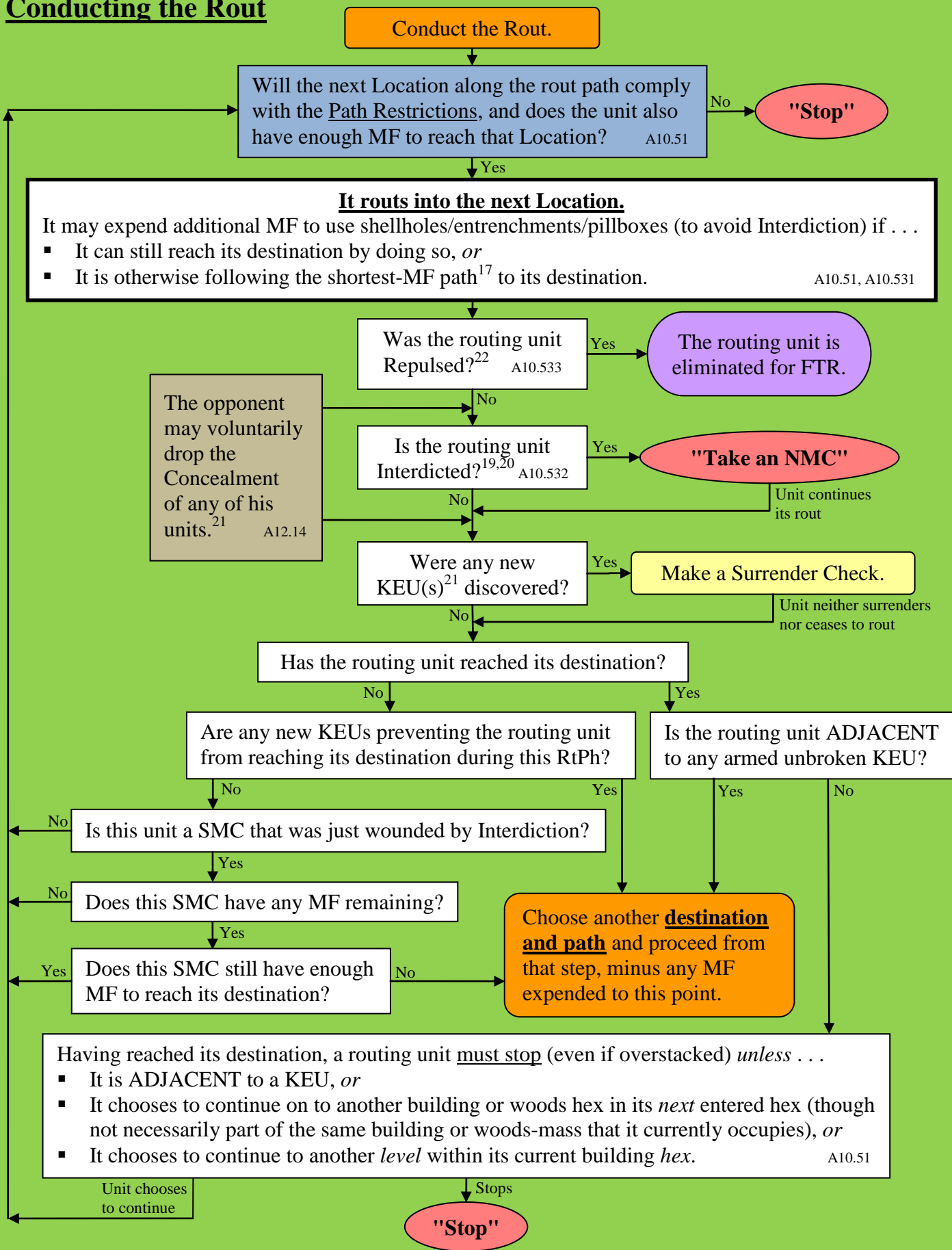
Having chosen a destination, a path, and a posture, the unit now conducts its Rout.

Path Restrictions A10.51

- A routing unit may not enter a Location ADJACENT to a KEU unless--at the same time--it is also leaving that KEU's Location.
- If a routing unit is ADJACENT to an armed KEU, the routing unit may not later rout into another Location that is ADJACENT to this *same* KEU.
- A routing unit may not decrease its hex range to any armed KEU that is now in its LOS--or that has been in its LOS during this RtPh--even if that KEU is broken, DM, or Disrupted.

Interdiction occurs if a routing unit is in OG in the LOS and NR of at least one unbroken enemy unit that is capable of firing at the routing unit with at least 1 FP without any form of LOS Hindrance.¹⁹ Any positive DRM that would affect an attack prevents that unit from causing Interdiction.²⁰

Conducting the Rout



Conduct the Rout.

Will the next Location along the rout path comply with the Path Restrictions, and does the unit also have enough MF to reach that Location? A10.51

"Stop"

It routs into the next Location.
It may expend additional MF to use shellholes/entrenchments/pillboxes (to avoid Interdiction) if . . .
▪ It can still reach its destination by doing so, or
▪ It is otherwise following the shortest-MF path¹⁷ to its destination. A10.51, A10.531

Was the routing unit Repulsed?²² A10.533

The routing unit is eliminated for FTR.

The opponent may voluntarily drop the Concealment of any of his units.²¹ A12.14

Is the routing unit Interdicted?^{19,20} A10.532

"Take an NMC"

Were any new KEU(s)²¹ discovered?

Make a Surrender Check.

Has the routing unit reached its destination?

Are any new KEUs preventing the routing unit from reaching its destination during this RtPh?

Is the routing unit ADJACENT to any armed unbroken KEU?

Is this unit a SMC that was just wounded by Interdiction?

Does this SMC have any MF remaining?

Does this SMC still have enough MF to reach its destination?

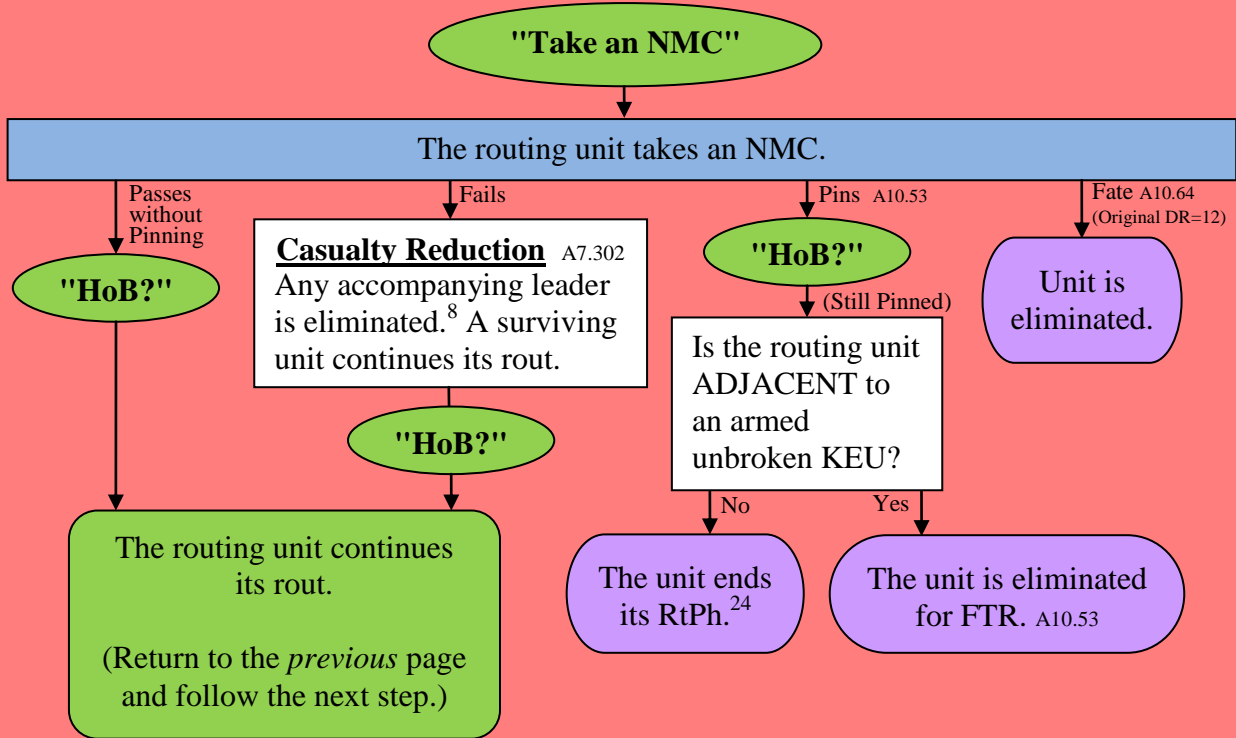
Choose another **destination and path** and proceed from that step, minus any MF expended to this point.

Having reached its destination, a routing unit must stop (even if overstacked) *unless* . . .
▪ It is ADJACENT to a KEU, or
▪ It chooses to continue on to another building or woods hex in its *next* entered hex (though not necessarily part of the same building or woods-mass that it currently occupies), or
▪ It chooses to continue to another *level* within its current building hex. A10.51

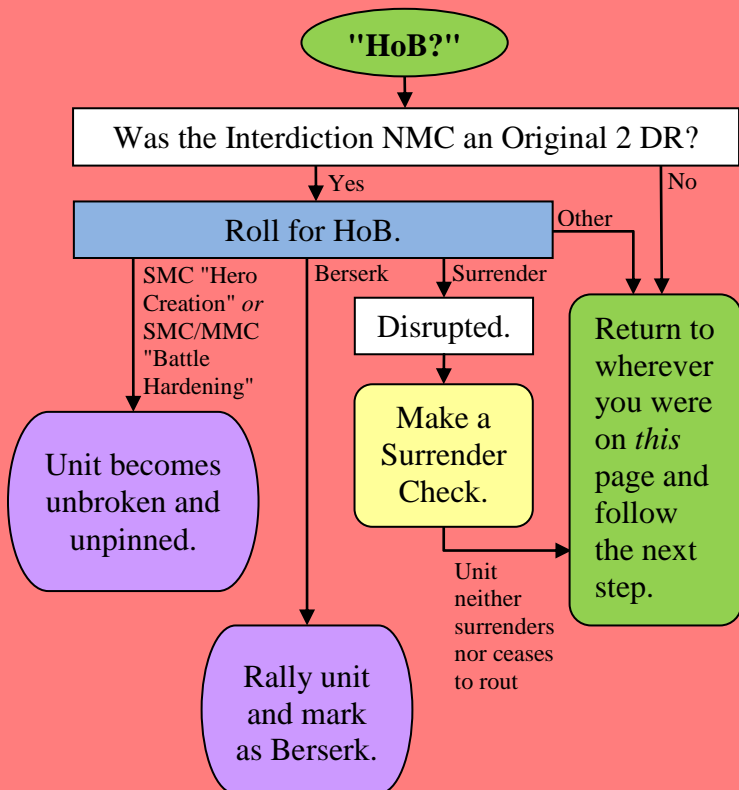
Unit chooses to continue

"Stop"

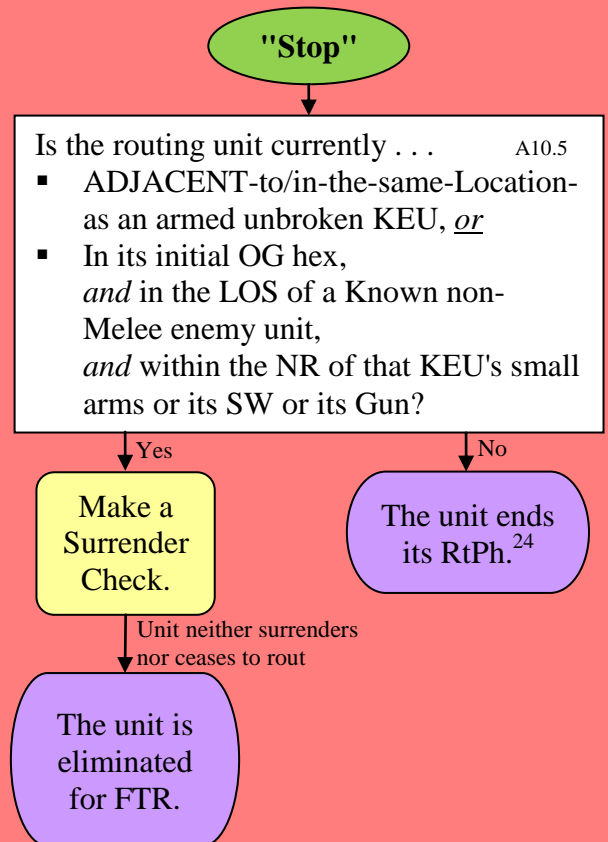
Interdiction A10.53



Heat of Battle A15



Rout Stops A10.5



Abbreviations

CR - Casualty Reduction, A7.302.
Path Restrictions - see the purple box above, A10.51.
FTR - Failure to Rout, A10.5.
GO - Good Order, A.7.
HoB - Heat of Battle, A15.
KEU - Known Enemy Unit, A12.11.
NQ - No Quarter, A20.3.
NR - Normal Range, A1.22.
OG - Open Ground, B1, A10.531.
Rally Terrain - building/Pillbox/woods/Trench, A10.61.
RS - Random Selection, A.9.
WO - Water Obstacle, B21.

General Notes

- Aerial units do not affect voluntary breaking, DM placement, or routing.
- Caves: G11.73, G1.77.
- Desert: FTR only applies within 6 hexes, F.1C.
- Evacuations: G14.41.
- Fording: B21.43.
- Night: E1.54.
- Paratroopers: E9.5.
- Skis: E4.33.
- Tunnels: B8.62.
- Wire: B26.41.

Specific Notes

- 1- It may retain its DM if it's not in Rally Terrain, or if it's in Rally Terrain but is overstacked, A10.62.
- 2- An attack causes DM if it is WP, it has enough FP to *possibly* cause an NMC (after any Cowering), it is from a non-Smoke FFE in the routing unit's hex, it is an Ordnance hit, or it is an effective Sniper attack in its Location.
- 3- Broken Infantry must leave Crest status during the RtPh, B20.96.
- 4- Blazes - A10.5, B25.4. WO - B21.43.
- 5- Passengers may remain in their vehicle if the vehicle's Inherent Crew is not broken, and even if it is ADJACENT-to/in-the-same-Location-as enemy units, D6.1, D5.311. Passengers may still become DM. If the Inherent Crew breaks, the vehicle stops (no Stop MP), and the Crew (and broken Passengers) only routs under the vehicle in its initial RtPh. Riders Bail Out if they break, D6.23-.24.
- 6- The unit may break even if Pinned. The unit may *not* break if doing so will immediately cause it to be Reduced or eliminated, or if it's incapable of breaking (Heroes and Berserk Units). Voluntary Breaks occur before any routs. A10.41, ASOP.
- 7- Rally DRM include Leadership, -1 for Rally Terrain, +1 for Self Rally. DM can be removed at the end of the RPh.
- 8- If a leader is eliminated--whether voluntarily routing or not--it causes an LLMC (only) to whatever unit it is routing with (if any), A10.711. A leader that is wounded has its MF lowered to three, A17.2.
- 9- If a Disrupted Unit is ever in the same Location as GO enemy Personnel, it surrenders [EXC: NQ], A19.12, A20.21. If a Disrupted unit is in Melee, it will not surrender nor Withdraw from CC: it is eliminated for FTR, A11.16.
- 10- Surrendering Units abandon all SW in their current Location. The Opponent chooses which ADJACENT unit captures them, A20.21. Surrendering Units are not subject to FFE/Mines. Stacks surrender simultaneously and are accepted/rejected as a stack.
- 11- If a valid non-Low Crawl route exists, the unit may still choose to Low Crawl, or it may choose to face Interdiction.
- 12- Tower Locations (Q6.6) and Rubbled building Locations are *not* building Locations for rout purposes. Each Rowhouse hex is a separate building, B23.71. Pillboxes count as buildings. Broken Units in Pillboxes are *never* forced to rout.
- 13- A routing unit may ignore paths through Blazes/unbridged-WOs. It may rout through/into/out-of FFE or Known Minefields, but it is not forced to do so merely to reach the closest Rally Terrain. Being in an FFE/Minefield, however, does not negate the imperative to rout. Ignore the MF for entering entrenchments/shellholes and for leaving Wire when computing the quickest route.
- 14- A routing unit *must* ignore any enemy units that have not yet been in its LOS during this RtPh, and any Concealed Units, A10.533.
- 15- Units may not rout off the map, A2.6. Units may not enter Sewers, and when routing they ignore any units within Sewers, B8.45.
- 16- Units may rout vertically within a building hex if otherwise permitted. If routing through an FFE, treat the routing unit as if it were using FFNAM in the MPh. If it is using Low Crawl, treat the routing unit's Low Crawl as Assault Movement.
- 17- In this case--if it has already routed one or more hexes--it may decline entering its next hex if it has insufficient MF to simultaneously enter any shellholes/entrenchment/pillbox in that hex.
- 18- Low Crawl cannot be used to enter Marsh/WOs/Streams (unless dry). Units cannot Minimum Move in the RtPh: they Low Crawl.
- 19- An Interdictor can Interdict any number of routing units, any number of times each. FFE does not cause Interdiction. There is no additional adverse effect if there is more than one Interdictor. Having already fired, having used Area Fire, or having fired two SW does *not* prevent a unit from causing Interdiction.
- 20- Interdiction is prohibited from Guns that would need to change CA; from CX firers; from Melee Units; from weapons paying +1 BU penalties; from units with halved FP [EXC: Mortars]; from Pinned Units; from Spotted Fire; from Motion or Mounted Fire; from "+1 Stun" AFVs; from Encircled Units; etc. Interdiction is also prohibited beyond 16 hexes, A10.531, A10.532.
- 21- Concealed Units may drop Concealment at any time, thereby forcing Interdiction (by dropping Concealment immediately *after* a unit has routed into a new Location) or rout path changes (by dropping Concealment immediately *before* a routing unit moves into a new Location). If Concealment is dropped after the RtPh has ended, or after another unit has started routing, the revealed unit has no effect on previously routed Units, even if it is now ADJACENT to them.
- 22- If a Unit routs into a Concealed enemy stack, and if the stack contains only dummies, the enemy stack is removed; otherwise RS selects which Concealed unit(s) is revealed and the routing unit is repulsed (and eliminated for FTR), A10.533, A12.15, A20.21.
- 23- Nor may they Recover or Abandon SW [EXC: Fording, B21.41].
- 24- A unit may opt to retain its DM if it's not in Rally Terrain *or* if it's overstacked.
- 25- The possible Surrender of Disrupted units in/ADJACENT to enemy Infantry/Cavalry Locations is done before any routing. ASOP.