

Routing

SIMPLE QUESTIONS ABOUT ROUTING.

At the start of the Rout Phase all broken units that are:

- a) In Open Ground, LOS and normal range of a KEU
- b) ADJACENT to an unbroken and armed KEU
- c) In same location of an unbroken and armed KEU
- d) in a Blaze

must do one of the following things:

- a) rout away
- b) surrender
- c) be eliminated for Failure to Rout

A. When must broken units rout?

- a) In Open Ground, LOS and normal range of a KEU
- b) ADJACENT to an unbroken and armed KEU
- c) In same location of an unbroken and armed KEU
- d) in a Blaze

B. When may (but not must) a broken unit rout?

- a) under a DM marker in any hex
- b) a Passenger, even if ADJACENT to a KEU

C. What is the rout destination?

Closest **building** or **woods** hex in MF without being subject to Interdiction (if ADJACENT to a KEU and No Quarter is not in effect)

- Destinations that **must** be ignored
 - a) the units moves closer to any to him KEU
 - b) the hex is ADJACENT to any to him KEU
- Destinations that **can** be ignored:
 - a) hexes equidistant from any KEU
 - b) other locations of the same building the routing units starts in.
- Hexes that the unit is **not allowed** to use:
 - a) hexes equidistant to a KEU it was ADJACENT (not in the same hex)
 - b) Blaze hexes
 - c) Water hexes
- Hexes that the unit does **not have** to use:
 - a) minefield hexes
 - b) FFE hexes

After reaching THAT closest building or woods hex the unit can continue routing if

1. the unit has MF remaining
2. there are other building or woods hexes adjacent to its current hex

D. When can't a unit rout and pass Interdiction?

1. the unit is ADJACENT to a good order KEU
 - a) If KEU is infantry/cavalry -> surrender
 - b) If only KEU is a vehicle -> eliminated for Failure to Rout
2. No Quarter is not in effect.

E. When can't a unit use Low Crawl?

- a) to exit an enemy occupied Location
- b) to enter a Water obstacle
- c) to enter a non-dry stream hex
- d) to enter a Marsh obstacle

F. When does a unit Surrender?

1. No Quarter is not in effect
2. the unit is ADJACENT to a good order armed infantry/cavalry KEU
3. the unit is Disrupted or Encircled or unable to rout away without Low Crawl or Interdiction.

Special: in ABTF, units about to be eliminated for Failure to Rout will instead surrender to any ADJACENT, armed, infantry KEU.

Special: Partisans, Gurkhas, Commissars, SS troops facing Russians, Fanatics and Japanese never Surrender via the RtPh method; they always use Low Crawl or risk Interdiction to avoid Surrender (as if No Quarter is in effect). If unable to do any of these, they are eliminated (for Failure to Rout) rather than surrender.

G. When is a unit eliminated for Failure to Rout?

- a) It starts the RtPh in an Open Ground Hex and can't rout away without:
 - routing toward a Known armed enemy unit
 - routing ADJACENT to an armed KEU (see D.1.b)
- b) it ends the RtPh ADJACENT to an armed and unbroken KEU
- c)
 1. No Quarter is in effect
 2. The unit can't use Low Crawl
 3. The unit can't rout away using Interdiction

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