

MORAL CHECK

- When out of sight of enemy (see V.I.1) all units will do as asked.
- When a unit is IN sight of the enemy and:

| | A. In The Open | | | B. In Fort or Trench or Equivalent | | |
|--------------------------------|----------------|----------|---------|------------------------------------|----------|---------|
| | 3 Stands | 2 Stands | 1 Stand | 3 Stands | 2 Stands | 1 Stand |
| Charge | 2 | 4 | 8 | 4 | 6 | 10 |
| Advance | 1 | 3 | 6 | 3 | 5 | 8 |
| Fall Back | - | 2 | 4 | 2 | 4 | 6 |
| Stand Fast or Change Formation | 1 | - | 2 | 1 | 3 | X |
| Retreat | 1 | 1 | 1 | - | - | 3 |
| (Rout) | 0 | 0 | - | 0 | 0 | - |

- When unit is within medium range of enemy small arms (other than skirmishers) or manned, unlimbered enemy artillery or within ½ the charge range of mounted enemy cavalry (including units "Engaged" in melee) and:

| | A. In The Open | | | B. In Fort or Trench or Equivalent | | |
|--------------------------------|----------------|----------|---------|------------------------------------|----------|---------|
| | 3 Stands | 2 Stands | 1 Stand | 3 Stands | 2 Stands | 1 Stand |
| Charge | 4 | 5 | X | 6 | 8 | 10 |
| Advance | 3 | 4 | 9 | 5 | 7 | 10 |
| Fall Back | 2 | 4 | 9 | 4 | 6 | 7 |
| Stand Fast or Change Formation | - | 3 | 7 | 2 | 4 | X |
| Retreat | 1 | - | 5 | - | - | 4 |
| (Rout) | 0 | 0 | - | 0 | 0 | - |

When a unit fails a Morale Check it will take the action indicated by "-"

Stand Fast = to remain unmoved.

Advance = to move closer to enemy unit(s).

Charge = to use the Charge Movement rate.

Fall Back = to move in the opposite of the direction faced.

Retreat = to move away from the enemy - if *forced* to Retreat, unit must move as *far* as possible.

Route = unit breaks up into individual stands, which must retreat as far as possible. Stands are treated as 1 – Stand units until re-united. When a 1 – Stand unit routs it is removed from the game.

MODIFIERS:

PLUSES

Own Brigade C.O. within 1" of (only one) unit = +1
 Own div/corps C.O. within 1" of (all such) unit(s) = +1
 Own army/higher C.O. within 1" or (all such) unit(s) = +2
 Unit on right does same or better = +1
 Supporting units within 3" to rear = +1
 Unit is elite = +1
 Unit (not skirmishers) charging skirmishers = +2
 Charging rear of *enemy* unit = +2
 Charging flank of *enemy* unit = +4
 Unit is in column formation = +1

MINUSES

Unit on right fails to do same or higher = -1
 Enemies in unit's immediate rear (within 6") = -1
 Enemies on unit's flank (within 6") = -2
 Unit is green = -1
 Enemies on unit's supply line and visible to unit = -1
 Unit's within *close* range of *enemy* or 1/3 the charge range of *enemy* cavalry = -2