

86. MELEE - PURSUIT

Whenever an enemy unit in melee voluntarily withdraws from a melee or is forced to break off from a melee due to a morale test result or is reduced to ROUTING/BROKEN status, then all forward units and any supporting units that took part in the melee must pursue (Except artillery which is not permitted to pursue), the withdrawing/ fleeing enemy for 1 turn. **NOTE:** The pursuit move shall be carried out in the same turn that the enemy withdrew or fled from the melee, irrespective of whether it is Side A or Side B's turn.

- 1) After the first pursuit move the pursuing unit shall carry out a basic morale test. **NOTE:** Galloper (Horse) units may only use their base morale rating, plus any command bonus when carrying out their BASIC morale test, they are not permitted to add the score of 2 x D6.
- 2) Should the unit **PASS** the test then it has the option to remain in its present location until the next time it is activated or to pursue the fleeing enemy.
- 3) Should the unit **FAIL** the test then it must pursue the fleeing enemy for another turn, at the end of which it shall retest.
- 4) Once the compulsory or voluntary pursuit move has been completed the pursuing unit must remain in its present location until the next time it is activated in its own turn.
- 5) If the pursuing unit is able to make base contact with the withdrawing/ fleeing enemy unit then a melee is fought in the next player's turn, but this will not apply to a ROUTING/BROKEN unit, which will continue to flee. **NOTE:** Flank and rear attack rules apply. See SECTION 90 - Flank or rear attacks.

86.1. Assaulting a new enemy during a pursuit

If during the pursuit move, the pursuing unit passes within 15 cm of a new enemy unit, then the pursuing player has the option to either continue the pursuit or try and attempt to attack the new enemy, as detailed below. **NOTE:** Where it is possible for the pursuing unit to attack a number of enemy units, then it must attack the first (nearest) enemy unit it encountered along its pursuit route.

- 1) The pursuing player declares a CHARGE move and carries out a CHARGE morale test.
- 2) Should the pursuing unit **PASS** this test then it is moved into base contact with the new enemy. The new melee will be fought in the next player's turn.
- 3) Should the pursuing unit **FAIL** this test then it must continue to pursue the original enemy unit.
- 4) The new enemy unit, if attacked, must carry out a UNIT RECEIVING CHARGE morale test. Should the defending unit pass this morale test then it may countercharge or fire at the pursuing unit.
- 5) Should the new enemy unit opt to fire it must carry out a FIRING RANGE OF UNITS BEING CHARGED morale test before firing. Any reduction in morale rating inflicted on the pursuing unit due to firing should be removed from the unit prior to fighting the melee.

87. MELEE - INFANTRY HEDGEHOG DEFEATED IN MELEE

Should infantry in Hedgehog lose a round of melee, then the Hedgehog automatically collapses and the infantry unit will move down – **3 morale points** and ROUT.

88. MELEE - SECURE FLANKS

A unit is not permitted to attack an enemy unit in the flank if the flank that is to be attacked is either:

- Protected by an impassable topographical object, such as a building or rock outcrop etc. that is 15 cm or less away from the defending unit's flank. **NOTE:** The gaming table edge cannot act as an impassable topographical object.
- Protected by a supporting friendly unit (this may be an infantry, cavalry or artillery unit) that has 75% or more of its frontage within 15 cm or less away from the defending unit's flank that is to be attacked.