

WRG 6TH EDITION PESKY RULES SUMMARY

ROUT (Page 45,33 & 28)

Broken units rout and, as such, are considered to be both shaken and disordered.

Broken/Routing units are rallied by a reaction test result better than "Routers Continue".

This "cures" the Router's disorder, but not the unit's shaken status.

The unit cannot "rally" from shaken status, it only loses shaken status as the result of a subsequent reaction test, not any special test taken simply to resolve its shaken status.

Initial rout move is per movement table, then charge movement rate minus 20p (accumulated) each turn.

Can test for reaction to rally if not in contact with Pursuers.

If Routers movement to 0 and still in contact, they are either taken prisoner or massacred (see Pursuit). If not in contact with Pursuers and with 0 movement, assumed to have dispersed and unit removed from table.

Move directly away from attackers and then to their table edge, or if Pursuers still in contact, towards terrain that will reduce Pursuers' movement.

Pass through friends if can normally interpenetrate. If not, go for gap at least 20p wide within 50p. If not, burst through friends.

Friends burst through are then shaken and disordered. Disorder will cease at the end of the period. But shaken status must be "cured" as above.

If already shaken or irregular, unit will rout.

Routers contacted from their rear are considered shieldless.

PURSUIT (Page 45 & 28)

Initial move is as per movement table, then charge movement rate minus 30p (cumulative) each successive turn until zero (0).

If Routers movement for the game period will be zero, Pursuers can conduct a reaction test to rally. If Pursuers rally, Routers are then taken prisoner, if not, Routers are massacred.

Massacre considered the Looters' hand-to-hand action for that period and must test to rally next game period.

Pursuers may charge into enemy troops "uncovered" by routers passing around or through those enemy units, without declaring a charge. This "charge" distance cannot be longer than the pursuit move. The Pursuers cannot be countercharged by the new "uncovered" target enemy unit.

Or, the Pursuers can halt either half-way to the uncovered enemy, or 20 paces away (whichever is the shorter move).

Impetuous troops do not have the option to halt, and must charge into the "uncovered" enemy.

In all cases (except if this new charge occurs while pursuing light infantry broken in the initial period of hand-to-hand combat), Pursuers are disordered until they rally by reaction test.

MOVEMENT OFF TABLE/RETURN (Pages 45 & 17)

Pursuers/Chargers that leave table become Looters ravaging enemy camp.

This means Pursuers/Looters no longer in contact with Routers and Looters can test for return at beginning of next (after leaving table) game period.

Looters cannot return to the table until they pass a reaction test with result other than "Impetuous".

Routers cannot return to the table until they pass a reaction test.

Routers "off table" movement rates are the same as the on table rates shown in Rout (above).