

<b>9.3 Interception</b>	Interception Table
	Current Order                  die roll needed
	Charge                                0-5
Friendly Cav Unit	Make Ready                      0-4
Intercepting Unit is not FB	Receive Charge                0-3
Enemy unit w/in 4 hexes	Rally                                N/A
Enemy not using Interception Movement	
Has not intercepted yet this Wing Activation	
Friendly Cav Unit ABLE to move adjacent to Enemy	
<b>Procedure</b>	
Roll on the Interception Table	
If successful, the intercepting player must move adjacent to the moving enemy unit	
Each Hex MUST be 1-hex closer to intercepted unit	
All normal movement and formation rules apply	
Defending unit may reaction fire (9.4)	
Intercepting unit may then fire (10.2)	
Intercepting unit may then initiate close combat	
After CC, active Wing player continues to move active Wing	

<b>Formation and Formation State</b>
Formation Normal [FN]: No restrictions, full movement
Formation Shaken [FS]: MP's halved, adverse fire and CC mods
Formation Broken [FB]: No MP's, able to adv after CC
<b>Hedgehog Formation [HH] (6.3.2)</b>
Units in HH may not voluntarily MOVE or FIRE
Units in HH have NO FLANK OR REAR hexes
Units in HH get good CC mods, are easy to shot at
Units in HH advance and retreat as others do (CC)
Units leave HH status by reverting to FB via Reform
Units in HH ignore formation hits from CC/adv after CC, but take casualties instead of formation hits due to enemy fire combat
<b>Open Order (6.3.3)</b>
Units in OO do not take formation hits from movement.
For fire and CC OO units are treated as FS.
Units in OO may move to/from OO via REFORM
Units in OO which take a formation hit are
Immediately set to Formation Broken, OO marker removed
<b>Column (6.3.4) [COL]</b>
Units may only START a scenario in COL, never entering during play. Units may change from COL to FB via a REFORM action.
Units in COL that are ATTACKED (Fire or CC) are immediately placed in FB status.

<b>Reaction Movement (Facing Change, Form HedgeHog &amp; Withdraw) [9.2.2-9.2.4]</b>	
Reaction Movement is triggered.	
There are no limits to the number of times a unit may reaction move.	
Only <b>ONE</b> type of reaction movement is allowed per 'trigger'.	
<b>Triggers 9.1.3</b>	<b>Facing Change (9.2.2)</b>
An eligible Inactive unit may Reaction Move or Reaction fire each time:	Enemy unit w/same or less movement allowance moves into adjacent flank or rear hex, reactor can:
An active Enemy unit enters a Reaction Zone (typically 2-hexes) either by Normal Movement or Advance After combat; or	~ If single hex, non-arty may pivot up to TWO vertexes; or
An Active Enemy unit changes Facing w/l a Reaction Zone; or	~ If HI may pivot half their counter up to 2-hexes (see 9.2.2b)
An Active unit performs a Reform/Rally action w/l a Reaction Zone [RZ]; or	<b>Withdraw (9.2.4)</b>
An Active Unit Fires on or Salvo Fires w/l a RZ (only target can react) [see 10.3.2 & 10.3.3 for special cases when reacting to advancing and Retreating fire]	If an enemy unit (w/ same or less MP) expends MP's w/l 2-hexes unit may withdraw (if Cav or Leader)
And the Reacting Unit has a CLEAR LOS to the triggering event.	Unit may use full movement allowance and moves/takes formation hits/changes facing normally
	Eligibility: Any unit under Rally Orders; Leader, Cav reacting to HI
	<b>Form Hedgehog (9.2.3)</b>
	a unit must be able to form Hedgehog (6.3.2)
	<b>A Unit must pass a morale check to do so!</b>
	A Failed Mc lowers unit morale by one and prevents HH formation
	Heavy Inf MUST attempt HH if Enemy Cav enters it's rear facing

<b>Morale Checks</b> (d10 + ldr stacked w/ unit <= morale = pass)
When to check morale:
* Casualty Hit from Combat (10.6.2) see below
* Unit Morale = 6 : a MC on Fire Combat Hit [FCH] per 1 fire combat
* Unit Morale = 7 : a MC on 2+ FCH per 1 fire combat
* Unit Morale = 8 : a MC on 3+ FCH per 1 fire combat
* if fired on by Salvo (10.6.3)
* Each Hit taken after Casualty Threshold (12.5) Reached
* When Arty Unit receives a formation hit result from Arty Fire (10.8.7)
* Hvy Infantry attempting HedgeHog Formation (9.2.3)
* During a Rally attempt (13.2.5)
Each additional MC for multiple occurrences adds +1 DRM to the MC
<i>Example: should a unit take one MC for taking casualties and another for being target of a Salvo, player would take one MC w/ +1 DRM</i>

Reaction Fire and Movement Table					
Unit Type	Enemy Facing~	Reaction Fire?	HedgeHog?	Facing Change?	Withdraw?
<b>Arty</b>	Front	Yes	No	No	No
	Flank	No	No	No	No
	Rear	No	No	No	No
<b>Light Inf</b>	Front	Yes	No	No	No (Yes = Rally Orders)
	Flank	Yes	No	Yes, 2 vertexes	No (Yes = Rally Orders)
	Rear	No	No	Yes, 2-vertexes	No (Yes = Rally Orders)
<b>Hvy Inf</b>	Front	Yes (1-per hex)	Yes* (pending MC)	No	No (Yes = Rally Orders)
	Flank	Yes (1-per hex)	Yes* (pending MC)	Yes, up to 2 hexes	No (Yes = Rally Orders)
	Rear	No	<b>Must (if Cav in rear)</b>	Yes, up to 2 hexes	No (Yes = Rally Orders)
<b>Leader</b>	Front	No	No	No	Yes
	Flank	No	No	No	Yes
	Rear	No	No	No	Yes
<b>Cavalry</b>	Front	Yes	No	Yes, 2 vertexes	Yes (vs. HI only)
	Flank	Yes	No	Yes, 2-vertexes	Yes (vs. HI only)
	Rear	No	No	No	No

In All cases, the reacting unit must have AT LEAST the same (or more) movement allowance  
 \*HI unit is FN, OO, or COL = successful HH formation. If FS unit can only attempt via reaction  
 ~ as in the enemy unit is in your " " facing

Victory Determination (14.0)	
Event	VP
Eliminated Cavalry Unit	10
Each Casualty pt still on Cav units at game end	2
Eliminated Heavy Infantry Unit	10
Eliminated 1-Hex Heavy Infantry Unit	5
Each Casualty pt still in Hvy Inf @ game end	1
Eliminated Light Infantry Unit	0
Captured Double 12 lb Artillery unit	30
Captured Double 4-8 lb Artillery Unit	20
Captured 12 lb Artillery Unit	15
Captured 4-8 lb Artillery Unit	10
Captured 3 lb Artillery Unit	5
Disabled Double 12 lb or Double 4-8 lb Artillery Unit	10
Disabled 12 lb or 4-8 lb Artillery Unit	10
Disabled 3 lb Artillery Unit	2
Captured Wagon	10
Army Commander (except King Charles) Eliminated	20
TACW: King Charles Elimated	50
Named Wing Commander Eliminated	5 x rating
Replacement Wing Commanders	0