4.2.2 ZOC HEXES
The ZOC of a regular combat unit extends into all those hexes adjacent to it except into terrain that is prohibited during regular movement.

9.0 RETREATS
As a result of some combat results, the owning player may be required to retreat his own units – the distance is given in hexes, not Movement Points.

9.1 RETREAT PROCEDURE
Units may not retreat across or into terrain that is prohibited to them.
9.1.1 RETREATING STACKS
Retreating units can stay together or retreat using separate paths, at the owning player's discretion. If a unit exceeds the stacking limit at any time, it must take a step loss and retreat one additional hex, and so on.

9.2 RETREAT HANDLING
The last retreat path hex chosen must be further away from the unit's original hex (e.g. the second hex retreated is two hexes away from the combat hex), ending up no further away from the nearest friendly supply source, and if possible, closer. If two hexes are equidistant, the owning player chooses.
9.2.1 RETREATING DIRECTION
The unit must retreat locally to the rear towards the nearest friendly supply source, using a path mentioned in 9.2, avoiding EZOCs and over-stacking.

> *Designer's Note: The **retreat** path is towards the nearest Supply source. The Rule does not say using the shortest path towards a supply source.*

If two are equidistant, the owning player chooses. In addition, see 11.2.
9.2.2 CONDITIONS
As units retreat towards the nearest supply source, the unit must endeavour to avoid retreating into an EZOC or over-stacking. Each hex entered by the retreating stack in an EZOC or found to be over-stacked, loses one step in total, not per unit. This loss is in addition to the combat result itself. Friendly units do not negate EZOCs for this purpose.
9.2.3 TERRAIN PERMITTING
Except where prohibitive terrain prevents retreat, terrain has no effect on retreat length. (See 9.4)

9.3 HQS AND RETREATS
9.3.1 HQ STACKED DURING RETREATS
An HQ stacked with combat units at the start of a combat must retreat with them if they are forced to retreat as a result of this combat.
9.3.2 OVERRUNNING HQs DURING RETREATS
A retreating combat unit can overrun a lone enemy HQ by simply entering the hex.

9.4 TERRAIN AND BEING SURROUNDED
Units that cannot retreat due to terrain restrictions or being surrounded by enemy units must instead lose one step per hex the stack cannot retreat. It remains in its current hex and if surviving, also becomes Isolated. Apply the criteria of 8.6.1 to determine which unit(s) is affected.