

# 2<sup>ND</sup> Disorder Table

All rule references to v4.5 rules

2nd Disorder From:	UNIT			
	Infantry	Dismounted Cavalry	Cavalry	Artillery
Moving Through Another Unit (8.22)	Unit is finished moving (including any facing change). (a)			
Extended Unit Removing Extension to Retreat (8.47)	No effect (b)	No effect (b)		
Movement/Retreat into D/dx Terrain (9.47) & (12.44)	Stop movement/retreat in hex..			
Withdrawal Movement – Hex Cost > 1 MP (9.54)	May not enter second hex – remains Disordered in first hex			
Top Unit Disorders (8.35)	Retreat 1-2 hexes and lose 1 SP.			Lose 1 SP
Fire Table (12.35)				
Top Unit Retreats (12.46)				
Reaction Facing Change (9.62) or Cavalry Reaction Move (9.63)	<b>Roll UDD:</b> <b>Pass:</b> Retreat 1-2 hexes and lose 1 SP. <b>Fail:</b> Rout			
Retreat Before Infantry Shock (11.33) (c)	<b>Roll UDD:</b> <b>Pass:</b> Retreat 1-2 hexes and lose 1 SP. <b>Fail:</b> Rout			Eliminated
Pre-Shock Cohesion Check (11.37)				
Shock Table Results (11.45)				
Adjacent Unit Routs (12.54)	<b>Roll UDD:</b> <b>Pass:</b> Retreat 1-2 hexes and lose 1 SP. <b>Fail:</b> Rout			
Displacement (12.47)	<b>Roll UDD:</b> <b>Pass:</b> Retreat 1-2 hexes and lose 1 SP. <b>Fail:</b> Rout			
Automatic Post Shock Disorder (11.48)	Lose 1 SP	Lose 1 SP	Blown (11.58)	
Collapsed Unit UDD (12.23)	Rout	Rout		

- (a) Rule 8.22 in the 4.5 Series Rules is in error. The required UDD should be taken in the first hex entered *after* passing through the other unit.
- (b) Yes, this means a disordered unit need not take the UDD.
- (c) Artillery cannot retreat before shock – if all non-artillery retreat the hex the arty is eliminated as per 11.63.

## UDDs Which Do Not Produce a Disorder:

Green Attacker Commitment Check (11.36)  
 Cavalry-Charge (11.54)  
 Counter-Charge attempt by Adv. Orders cavalry (11.56)  
 Straggler Recovery (16.22)

The Collapse (12.23) of an already disordered unit does not create a 2<sup>nd</sup> Disorder situation.