



















# Dead of Winter Terrain Effects Chart (TEC)

Terrain	Cost in MPs to enter or cross Mounted				Combat Effect On		Possible Blocking Terrain?
	Infantry	Cavalry	Artillery	Leader	Fire*	Shock*	
 Clear	1	1	2	1	NE	NE	No
 Woods	2	3d	3d	1	-1	-1	Yes
 Cedars <sup>[c]</sup>	2	3d	3D	2	-2	-2	No
 Orchard	1	1	1	1	NE	NE	No
 Town	2	2	2	2	-1	-2	Yes
 River	P	P	P	P	NE	P	No
 Stream	+1	+1	+2d	+1	NE	-1	No
 Bridge <sup>[d]</sup>	0	0	0	0	NE	-2	No
 Ford A <sup>[d]</sup>	+1	+1	+2	+1	NE	-1	No
 Ford B <sup>[d]</sup>	+2	+2	+4d	+2	NE	-2	No
 Up Gradual Slope	+1	+1	+1	0	NE	NE	Yes
 Down Gradual Slope	0	0	0	0	NE	NE	Yes
 Up Steep Slope	+2	+2	+2	+1	-1	-1	Yes
 Down Steep Slope	+1	+1	+1	0	NE	NE	Yes
 Pike <sup>[a]</sup>	1 (1/3)	1 (1/3)	1 (1/3)	1/3	OTIH	OTIH	No
 Road <sup>[b]</sup>	1 (1/2)	1 (1/2)	1 (1/2)	1/2	OTIH	OTIH	No
 Railroad	1	1	1	1	NE	NE	No
 Breastworks	+1	+2	+2d	+1	-2	-2	No

NE = No Effect

OTIH = Other Terrain in Hex

P = Prohibited

d = UDD for possible Disorder

D = Automatically Disordered at end of movement

*\*Combat Effects are all adjustments to the Die roll. They apply if the defender is in the named hex, or being shocked/fired at across that hexside directly into the targeted hex.*

## Terrain Notes

[a] = Units in March Order pay 1/3 MP for each Pike hex. Everyone else (non-leaders) pays 1 MP.

[b] = Units in March Order pay 1/2 MP for each Pike hex. Everyone else (non-leaders) pays 1 MP.

[c] = Disordered artillery MAY continue to move through these hexes, but each hex entered while disordered costs 1 Strength Point of loss.

[d] = Costs apply to units in March or Advance. Units under Attack may not use Bridges or Fords to move across.

## *Dead of Winter*

# 2nd Disorder Table

All rule references to v.2009 rules

<i>2nd Disorder From:</i>	UNIT		
	<i>Infantry &amp; Dismounted Cavalry</i>	<i>Cavalry</i>	<i>Artillery</i>
<b>Moving Through (+2 MP) Another Unit (8.22)</b>	Movement not allowed—return to entering hex.		
<b>Extended Unit Removing Extension to Retreat (8.47)</b>	No effect (a)		
<b>Movement/Retreat into D/dx Terrain (9.47) &amp; (12.44)</b>	Stop movement/retreat in hex.		
<b>Withdrawal Movement Hex Cost &gt; 1 MP (9.54)</b>	May not enter second hex—remains Disordered in first hex		
<b>Top Unit Disorders (8.35)</b>	Lose 1 SP & Then Retreat 1-2 hexes.		Lose 1 SP
<b>Fire Table (12.35)</b>	Lose 1 SP & Then Retreat 1-2 hexes.		Lose 1 SP
<b>Top Unit Retreats (12.46)</b>	Lose 1 SP & Then Retreat 1-2 hexes.		
<b>Reaction Facing Change (9.62) or Cavalry Reaction Move (9.63)</b>	<b>Roll UDD:</b> PASS = Lose 1 SP & Then Retreat 1-2 hexes. FAIL = Rout		
<b>Retreat Before Infantry Shock (11.33) (b)</b>	<b>Roll UDD:</b> PASS = Lose 1 SP & Then Retreat 1-2 hexes. FAIL = Rout		Eliminated
<b>Pre-Shock Cohesion Check (11.37)</b>	<b>Roll UDD:</b> PASS = Lose 1 SP & Then Retreat 1-2 hexes. FAIL = Rout		Eliminated
<b>Shock Table Results (11.45)</b>	<b>Roll UDD:</b> PASS = Lose 1 SP & Then Retreat 1-2 hexes. FAIL = Rout		Eliminated
<b>Adjacent Unit Routs (12.54)</b>	<b>Roll UDD:</b> PASS = Lose 1 SP & Then Retreat 1-2 hexes. FAIL = Rout		
<b>Displacement (12.47)</b>	<b>Roll UDD:</b> PASS = Lose 1 SP & Then Retreat 1-2 hexes. FAIL = Rout		
<b>Automatic Post Shock Disorder (11.48)</b>	Lose 1 SP	Blown (11.58)	
<b>Collapsed Unit UDD (12.23)</b>	Rout		

(a) Yes, this means a disordered unit need not take the UDD.

(b) Artillery cannot retreat before shock—if all non-artillery retreat from 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 2nd Disorder situation.

