2nd Disorder Table

All rule references to v.2019 GBACW Series Rules

DEATH VALLEY
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Battles for the Shenandoah

2nd Disorder From:	UNIT TYPE		
	Infantry & Dismounted Cavalry	*Cavalry*	*Artillery*
Moving Through (+2 MP) Another Unit [8.22]	Return to entering hex—activation finished.		
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]	Lose 1 SP & then Retreat 1-2 hexes.		Lose 1 Gun
Fire Table [12.35]			
Reaction Facing Change/Refusal [9.62]	Roll UDD: PASS = Lose 1 SP & then Retreat 1-2 hexes. FAIL = Rout		
Reaction Movement [9.63]	Lose 1 SP [a]	Lose 1 SP	Lose 1 Gun
Retreat Before Infantry Shock [11.33] [b]	Roll UDD: PASS = Lose 1 SP & then Retreat 1-2 hexes. FAIL = Rout		
Pre-Shock Cohesion Check [11.37, 11.62]			Abandoned
Shock Table Results [11.45, 11.64]			
Friendly Fire [10.26]	**Roll UDD:** PASS = Lose 1 SP & then Retreat 1-2 hexes. FAIL = Rout		
Adjacent Unit Routs [12.54]	**Roll UDD:** PASS = Lose 1 SP & then Retreat 1-2 hexes. FAIL = Rout		
Retreat Through Friendly Units [12.46]	**Roll UDD:** PASS = Lose 1 SP & then Retreat 1-2 hexes. FAIL = Rout		Abandoned
Automatic Post Shock Disorder [11.48]	Lose 1 SP [c]	Blown [11.58]	

[a] Applies only to units in Open Order.
[b] Artillery cannot retreat before shock.
[c] Applies only to Attackers.

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.