# 13. CAVALRY

**13.1** Cav (Cavalry) is any Personnel unit riding a horse, and is symbolized by placing the Personnel counter directly atop the Horses.
The instant Cav dismounts/after-Bail-Out-MC it is treated as Infantry with a separate Horse counter. Personnel that mounts horses is considered Cav.

**13.2 STACKING:** Cav stacking limits are equal to those for Infantry (5.5). There is no limit to the amount of unmounted horses in a hex.

**13.3 MOVEMENT:** A Cav is not vehicular in nature; it has no VCA, and expends MF as per the Cav column of the Terrain Chart and the column lists all terrain types in which Cavalry/horses are NA (though movement through building hexes via Infantry Bypass is allowed). Horses/cavalry and animal-drawn transport which end their move in building/woods hex while using Bypass are left straddling the hexside facing their CAFP in the same manner as a vehicle in stationary Bypass. Cav may make a Minimum Move like Infantry *[EXC: both the Cav unit and its horse only become CX]*. Cav cannot receive Leader-MF bonus. A Cav leader may provide a leader MF bonus to Infantry if they all move as a stack throughout their MPh.

**13.31 MF COSTS:** (Dis)mounting Horses is only allowed in the MPh and costs one MF of the basic 4-MF allotment of any Infantry unit (4.11).
When (dis)mounting, the unit also *loses* one MF of its Basic MF allotment for every 25% of the horse's current MF allotment (i.e., 12, 16 or 20 MF) that the latter has already used/lost during that MPh, and the horses loses 25% of its current MF allotment for each MF expended (not lost) by the Infantry/Cav unit in that MPh prior to and during this (dis)mounting.
Horses may be dismounted after having been mounted/moved earlier in the same MPh, but it may not be mounted in the same MPh after having been dismounted or otherwise having moved.

**13.32 CAPACITY:** A Horse counter with three horse depictions can carry one squad-equivalent plus any number of SMC, while one with two horse depictions can carry a HS-equivalent plus ≤ four SMC. A single animal (horse depiction) can carry one or two SMC. If a HS-equivalent Infantry unit attempt to mount a squad-equivalent-Horse counter that Horse counter, first automatically Deploys into two HS Horse-counters. A SMC may create a SMC-Horse from MMC-Horse *[EXC: no SMC-horse is created if the SMC will mount Horses that is already carrying its capacity of MMC]*.
A Cav SMC may create a SMC-Horse from its MMC-Horses at any time during its MPh in order to move separately from the latter.
Otherwise, squad-Horses can be split into two HS Horse-counters only to satisfy losses or when the squad Riding it Deploys. Horse counters may Recombine when their HS Riders do, or whenever the proper number occupy the same Location while unmounted and "accompanied" (13.7).

**13.33 PORTAGE:** The IPC of Cav equals that of Infantry, and is the maximum amount of SW it may carry. Cavalry may not dm a SW (but all SW it carries must be dm if possible), possess a Gun or Recover a SW, but may transfer SWs. A Cav SMC cannot add his IPC to that of another unit.

**13.34 MF ALLOTMENT:** Horse counter's basic MF allotment is 12 MF.

**13.35 ENEMY UNITS:** A Cav unit may (as Infantry) move into/through an enemy-occupied Location during the MPh only if all enemy units therein are Unarmed/Disrupted/concealed – (see 12.5/G.4), or if it is Charging (13.6).

**13.351 FPF:** DEFENDER Infantry using TPBF vs Cav are also considered to be using FPF (and thus Area Fire). Riders are never allowed to use Subsequent Fire or Final Protective Fire (only allowed to First Fire/Final Fire).
Infantry manning a Gun must use OVR Prevention (C5.64) if possible, as if the Cav in their hex were a vehicle conducting an OVR (–Cav Charge).

**13.36 GALLOP:** Cav may increase its MF allotment by eight (to 20) by declaring a Gallop at the start of its MPh or by four by declaring a Gallop during its MPh, and placing CX on the Horses *[EXC: Gallop declaration is NA while in a marsh, deep stream, or fordable Water Obstacle, or if the Cav/Horses was already CX this turn]*. Galloping Cav may not Bypass, or move into woods (unless on a road), marsh, crag, graveyard, deep stream, or a fordable Water Obstacle, across an Abrupt Elevation Change, onto a one-lane bridge. Gallop can be declared while already in woods (not in Bypass) to dismount or exit the woods terrain.

**13.4 FIRE EFFECTS:** Cav FP is halved as Mounted Fire, except in CC or when Charging. Cav cannot use SW *[EXC: MOL; Thrown DC]*, and cannot use Assault Fire, Spraying Fire, Interdict broken units or place SMOKE.' CC DR modifiers vs Cav is -1 DRM and by Cav +1 DRM.

**13.5 VULNERABILITY:** Cav is subject to a -2 IFT (or ordnance TH) DRM when fired upon *[EXC: minefield attack]*, this DRM is not cumulative with the FFMO/FFNAM DRM. Cav is not eligible for Assault Movement, nor can Infantry after dismounting use it. Wall/Hedge TEM is NA to Cav; shellhole/entrenchments TEM (and Hazardous Movement) is NA to Cav and horses.

**13.51 MC:** Horses are not affected by MC. If Cav breaks, it must take a Bail Out MC and for Defensive First Fire purposes (and Residual FP) the Riders are now Infantry (13.1) and considered spending all remaining (but at least one) MF subject to FFNAM (and possible FFMO). If unbroken, it is marked with either a Prep Fire or Final Fire counter. Any SW carried by a Bailing Out Rider is eliminated if the Rider is broken or eliminated prior to or after Bail Out MC. Even if the carrying unit does not break as a result of Bailing Out, its SW must be checked [dr 1-3 = ok; dr 4-6 = malfunction (or eliminated if an X# SW, or it was already malfunction)]. Horses to "Bail-Outs" are considered to have bolted/eliminated and are removed *[EXC: if any Cav on the horses remain mounted, horses of equal size remains in play]*.

**13.511 CAVALRY & HORSES:** Horses are attacked using the Star Vehicle Line of the IFT and, at the same time as, fire against any Cav units riding them. Horses are not subject to the -2 DRM for Cav or to FFMO/FFNAM.
If the Final IFT DR is < the Star Vehicle Kill #, a number of Horse counters up to the highest KIA # listed in that column are eliminated. If the Final IFT DR equals the Star Vehicle Kill #, one Horse counter (unless Random Selection results in a tie) suffers Casualty Reduction; all others are unharmed. Random Selection determines the Horse counter(s) affected and can include those that have just bolted (13.51) due to a MC vs their Riders.
The Rider of an eliminated horse must Bail Out after all MC/Reduction caused by that same attack have been resolved. If a squad-Horse is Reduced, randomly determine which HS-Horse each SMC-Rider/SW was Riding; if the squad Riding that Horse counter is unaffected by that attack, it immediately Deploys in order to have one of its HS Bail Out.

**13.52 PIN & HOB:** Cav and horses do not take PTC/LLMC/LLTC, and are not subject to Pin/HOB, not even when Cav must take a Bail Out MC.

**13.6 CAVALRY CHARGE:** Cavalry may Charge a Known-enemy-occupied Location, provided it declares a Charge vs that Location while in the LOS of and at a range of ≥ three hexes from it, is Galloping (or declares a Gallop) when it declares the Charge, and pays three MF (simultaneously with the cost to enter the target Location) to make the attack. After undergoing all Defense/Subsequent First Fire/FPF, it then (if still able) attacks its target(s) with TPBF/MOL—(if available), neither halved for Mounted Fire nor penalized by the horse's CX status. Thereafter, it need not declare a further Charge during that MPh until it actually enters a new target hex.
Each Charging unit attacks separately, unless moving as a stack (/Cavalry Wave) in which case they attack together.

**13.61 POST-RESOLUTION:** After resolving its Charge attack, Cavalry may remain mounted in its current hex, dismount, or enter another Location (even declaring another Charge), provided it has sufficient MF remaining to do so. If it remains in an enemy-occupied Location, it is not yet considered in Melee (although it may attack and can be attacked in the upcoming CCPh).
A unit that declared a Charge(s) in its MPh is marked with a Prep Fire counter.

**13.62 CAVALRY WAVE:** Cav may make a Human Wave attacks except as stated otherwise. The Morale level is not increased during a Cavalry Wave. Any nationality may make a Cavalry Wave attack. To declare a Cavalry Wave, at least one squad-equivalent of Cav must occupy each hex of the chain, no unit in the chain can be within three hexes of an enemy unit, at least one unit in the chain must be within 16 MF of and have a LOS to an enemy unit, and all units must immediately Gallop. An average of ≥ one MMC per hex of the chain, and at least one leader must participate.
At least one participating unit must Charge an enemy unit during that MPh. Each Charging unit need not end its MPh upon entering an enemy-occupied Location. Cav and Infantry cannot make a combined Human/Cavalry Wave.

**13.7 HORSES:** Horses are not enemy units and may be captured as a SW via Recovery, but need not be Recovered by the side that last possessed it.
No horses may be moved in the RtPh/APh or by Assault Movement. Unmounted horses may move only if accompanied by Infantry/Cav, and does so at no extra MF cost to either the Infantry or the Cav, but still may not enter terrain prohibited except via Bypass. Each unbroken Infantry/Cav unit can "lead" Horse counters equal to triple its own size. A unit leading a Horse counter may eliminate it as if it were a SW. Horses themselves cannot carry SWs. Horses being CX is still not applied as an Ambush +1 drm.