

Cavalry House Rules for Battleground 8-16-99

Movement: Cavalry moves eight inches per action. Any obstacles that require infantry one action to cross (stone walls, etc.), may be crossed with a one inch movement penalty. Otherwise, horses use the same terrain modifiers as infantry. Two soldiers may ride a horse, but movement drops to six inches per action and may not be toward known enemy positions. Soldiers riding double saddle may not fire their weapons. Horses may only move into buildings through large doors or the equivalent.

Mounting/Dismounting: Mounting or dismounting takes one action.

Dismounts: One horse holder is required for each five horses when dismounted. Horses may be left unattended. However, if fired at, any result of suppression or better will cause the horse to bolt, as will any HE hit within 12" and in line of sight. Horses that bolt are removed from play.

Firing from horseback: Only carbines, SMGs, or pistols may be fired while moving. Weapons fired from horseback must take a +12 to-hit modifier for firing on the move.

Mounted infantry as targets: When firing at mounted cavalry, apply a -1 to-hit modifier, and a +1 modifier for each three inches of movement during the last action, or for each three inches of intended movement during the current action (if engaged by units on OP Fire). All other infantry to-hit modifiers apply. For each hit, roll a d6; on a 1-4 the horse is hit, on 5-6 the rider is hit. Resolve hits on riders normally, but ignore suppression results. If a rider is light-wounded, roll an immediate skill check to avoid falling from the horse. If the skill check is failed, see "**Knocked off horse**". Horses ignore all results except for HWs or KIAs, which result in mortal wounds. If a horse is moving when mortally wounded, it spills its rider d4 inches from where it is hit in line with its last movement. Otherwise the spill occurs where hit. In either case see "**Knocked off horse**".

Knocked off horse: If a rider fails a skill check and falls, or if a horse takes a HW or KIA and spills the rider, the rider may be injured. Riders taking a spill from a stationary horse take a hit on the E table with a +3 modifier. Falling from a moving horse results in a hit on the E table with no modifier.

Fear of Charge: Being charged by mounted troops can be unnerving. If mounted troops move six or more inches to get to close combat it is considered a charge. When charging cavalry comes within four inches of infantry the infantry must take a gut check unless they are in +5 cover (not counting prone). If the gut check is passed the charge continues normally. The cavalry finishes their move and a close combat occurs. If the gut check fails, the infantryman must immediately move up to four inches towards cover (+5 or better). If there is no cover for the infantry within four inches then the cavalry may catch them in the open. Fear of Charge checks are made per charge, not per horse, and apply to all infantry within four inches.

Close Combat: If a mounted rider comes into base to base contact with infantry on open ground, the infantry soldier must take an immediate skill check. If the infantry is prone, apply a +5 modifier. If passed, continue with hand to hand combat. If the skill check fails the infantryman rolls immediately on the C column with no modifiers. If applicable, then continue with hand to hand combat. Mounted riders receive a -4 modifier in close combat in addition to any other modifiers (pistol, morale, etc.). Infantry in cover do not need to take a skill check when base to base contact occurs, so the hand to hand combat is resolved immediately (with the -4 modifier for the mounted riders). All other modifiers for hand to hand combat apply. Mounted figures may engage more than one infantryman in hand to hand combat during an action, but only if they are able to be in base to base contact simultaneously (i.e., they may not expend their movement along a line of infantry and then go back and resolve individual hand to hand actions). Mounted riders in buildings may not engage in hand to hand combat unless specifically noted in the scenario (due to the large size of the building).

"Final Charge": If a mortally wounded horse is moving when killed, the d4 roll mentioned above is made to determine where the rider spills. If this movement brings the horse into base to base contact with an infantryman, the soldier must take an immediate skill check. If failed, roll on the E column with no modifiers.