

Cavalry Rules

Steed Movement

Walk	= Half Move
Trot	= Full Move
Canter	must move 3" to turn up to 60 degrees = Double Move
Gallop	must move 4" to turn up to 60 degrees = Triple Move
	must move 6" to turn up to 60 degrees

Steed Stumble(+ Terrain MOV mod)

For significant obstacles for a horse

Walk	3d6
Trot	4d6
Canter	5d6
Gallop	6d6

If the roll exceeds MOV the steed stumbles and the rider is on the ground.

If the roll exceeds move by more than 5 the steeds leg is broken.

Chance of the Horse Running off after rising.

Warhorse	25%
War Pony	35%
Palfreys	90%

Horses must complete their move and then if the roll was successful may return to its rider and protect him. Mounts not returning to their riders will return to their homes and leave the field of combat. Mounts will move in as direct a line as possible avoiding combat.

Steed Jumps

Warhorses may jump 3' obstacle or 8' distance and a Palfreys or War Pony may jump a 2' obstacle or 6' distance with no difficulty. A roll vs MOV is required for obstacles up to twice as high or far.

Walk or Trot	5d6
Canter	4d6
Gallop	3d6

Results

MOV> roll Jump is cleared

MOV= roll Steed balks end move

MOV< roll Steed balks rider thrown(3d6 vs PHY)

MOV<roll by 5 Steed breaks leg

Mounted Attacks

Steeds trample only if movement takes the steed through space occupied by a foot soldier. Steeds will not attempt to trample warriors armed with pole arms. The foot soldiers only defense is the dodge or counterstrike and the target only holds his ground if successfully trampled otherwise he must move 1" to one side.

Riders are at AF +5%; DF-5% vs foot

Riders may use either the horses dodge or their dodge.

Donkey	40%
Ponies	35%
Horses, Cattle	30%

Riders may use counterstrike as a defense for his steed.

Charge (add 1d6)

Must mov at least 6" at a trot or better to gain benefits of a charge Terrain may cause the need to make stumble roles.

When passing by an enemy a you may opt to attack. The enemy may choose to attack only if the the rider choose not to attack. If the Steed is moving over the enemy then the rider may only use a lance . A lance requires 3" to recover after an attack. All Tactical Advantages, are ignored and all opponents count toward your being outnumbered.

Unhorsing

If struck in combat roll 2d6+Injury Points vs riders PHY to stay on his horse.

Damage from falling from a Horse

Stand/Walk	1d6
Trot	2d6
Canter	3d6
Gallop	4d6

Formations

Shield Wall

- Minimum of 3 Warriors with shields
- + Cancels command bonus of a charge or engagement
- + 20% bonus to block missiles if facing the firer
- +10% melee Block bonus

Movement is at 1/2 in formation
Commands in formation are at -10% with critical failures ending formation

Spear Wall

- Minimum of 3 Warriors, May be up to 3 ranks deep
- Gain bonus of cav charging wall
- + Cannot be charged by infantry but may be engaged
- + Cancels command bonus of engaging warriors

Opponents dodge at 1/2
-10 penalty to command with critical failures ending formation

Hedgehog

- Spear Wall deployed in a circle/ Minimum of 6 Warriors
- + A formed Hedgehog may not move though individuals may shuffle to fill gaps

Fire Teams

- Footmen and archers working together
- + May move with a command penalty of -20%
- +May not engage or charge
- +Archers gain the benefit of shield protection

Multiple Ranks

1st Rank	Any Weapon
2nd Rank	Polearms, Lances,Pike, 2-hand weapons at -10
3rd Rank	Pike

Each additional rank adds 10% to the DF of the Front Rank.

Formation Notes

Any formation that is outflanked does not gain benefits of the formation for the Flankers

Formations may be combined with effects and penalties being cumulative.