Winter's Victory™

Cavalry Charge Procedure & Rules Summary

A. Friendly Command Phase: Cavalry Charge Declaration Segment [12.52]

1. **Requirements for Charge Declaration**
   - Must be *In Command*
   - Not be Disordered or Routed
   - Have a LOS to an enemy unit in the proposed Charge Zone (CZ)
2. **Charge Initiation Procedure**
   - Make a morale check of top unit (use current Effectiveness Rating [ER])
   - Apply die roll modifiers (add ER Subscript modifier)
     i. **Pass:** deploy Charge Zone markers (6 hex delta)
     ii. **Fail:** Unit(s) Disorder; no Charge Zone deployed

- ***In Command;*** the cavalry unit is within the Command Radius of its brigade leader ***or*** of a division or corps command unit with a "C", ***or*** stacked with any leader of the same nationality.
- ***Determining a Units' Current Effectiveness Rating*** [13.2] and ***Morale Check Modifiers*** [13.13]; go to **Morale & Rally Tables Player Aid Card.**

B. Opposing Movement Phase: Enemy Units Movement, Formation Changes & Morale Checks while in a Charge Zone [12.61]

Enemy movement, formation changes and morale checks within and near a Charge Zone are affected by the following:

1. **Enemy Units Movement Cost**
   - **Movement:** Additional Movement Cost
     +1 for each hex entered inside the Charge Zone (CZ)
     +1 for skirmish unit movement toward the Charge Zone
     +1 for any formation change
   - Skirmish units must make a morale check when first moving into a hex within a CZ (only 1 check per multiple CZ)
2. **Enemy Units Facing and Formation Changes** (additional MPs)
   - **Facing Changes:** First make a morale check (first instance and only) and double the cost for each facing change.
   - **Formation Changes:** First make a morale check (first instance and +1 MP cost for each formation change.
   - **Facing /Formation Change Morale Check:**
     i. **If Fail by < 3 ➞** DIS and change of Facing or Formation occurs
     If Fail by ≥ 4 ➞ DIS and Facing/Formation may not change *(No retreat per 13.1)*
     ii. Apply all modifiers to morale checks (+ Cavalry Charge modifiers at right) conducted in the Charge Zone.
     Note: The applied modifier depends on the type of cavalry conducting the charge.

- Only 1 check per multiple Charge Zones.
- Only 1 morale check when same unit is making a Facing and/or Formation change. First instance.
- Detaching skirmish units does not cause a morale check. See 12.61.2 Note.

CAVALRY CHARGE MORALE CHECK MODIFIER TABLE

Cavalry Type / Charge Zone		Heavy Cavalry Primary/Secondary	Light Cavalry Primary/Secondary
Cavalry Strength	1–4	+1/0	0/0
	5–8	+2/+1	+1/0
	9+	+3/+2	+2/+1

See 12.63 or the player aide card.

C. Friendly Shock Phase: Executing a Cavalry Charge [12.5.3]

Charging units must advance into the charge zone and shock attack enemy units in its frontal facing hexes.

1. **Primary Charge Zone Procedure**
   - Advance out of original frontal hexside only
   - Must advance a minimum of 3 hexes in Primary Charge Zone (including shock attacked hexes)
   - Must shock attack any enemy unit it is facing (See D below)
   - If DIS during a shock attack it may continue advancing out of its frontal or lateral hexes and shock attack enemy units in lateral hexes (See D below).
   - May continue to charge into *Secondary Charge Zone* after reaching 3rd row of Primary Charge Zone (unless facing an enemy unit); see 2. below.
   - May attempt to halt charge after 3rd hex (unless facing an enemy unit) by making a **Cavalry Charge Control Check**
     i. Die roll check against *unmodified* ER (Note: unit does not Disorder on that roll result)
     ≥ ER: may end cavalry charge
     < ER: *must* continue into Secondary Charge Zone (see 2. below).
   - May halt charge if there are no remaining enemy units in Primary Charge Zone

- In Primary Charge Zone adjacent enemy units in ...
  ... ***rearward hexes*** must be bypassed
  ... ***lateral hexes outside*** the Primary Charge Zone, must be bypassed
  ... ***lateral hexes inside*** the Primary Charge Zone may be bypassed ***or*** attacked if the cavalry unit is facing it.

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2. **Secondary Charge Zone Procedure**
   - Place Secondary Charge Zone markers in the charging unit's frontal hexes (3 Hex delta) when unit reaches 3rd hex of the Primary Charge Zone
   - Continue charging for 1–3 more hexes (max no. of hexes: 6)
   - Must shock attack any enemy unit its faces hexes (See D below)
   - May change facing but must DIS (and must attack any adjacent unit it faces)
   - If not already DIS, unit becomes DIS after entering its 6th hex (or when voluntarily ended).
   - Units in 6th hex must continue shock attacking enemy units in adjacent hexes (after it DIS).
3. **End of Charge**
   - Charge must end if charging unit(s) suffers a Dr, Dr1/Dr2, or R during a shock attack.
   - Charge ends if charging unit(s):
     i. Reaches 3rd hex in Secondary Charge Zone and not facing an adjacent enemy unit
     ii. Passes "Cavalry Charge Control Check" in the Primary Charge Zone
   - If charge ends, charging unit becomes DIS if not already Disordered
   - Charging unit is also Exhausted (flipped) if:
     i. Conducted > 1 shock attacks
     ii. Advance 6 or more hexes and conducted at least 1 shock attack
     iii. Routed during a shock attack
   - Remove Charge Zone markers for that charge

- The number of hexes the cavalry unit has moved in the Charge Zone may not be more than 6.
- A charging unit Disorders the moment it changes its facing (only once per charge)
- If DIS during the charge, it may continue advancing into hexes that are not in a previously entered hexrow.

D. Cavalry Shock Attack Procedure [12.55]

1. **Declare Shock Attack Against Unit(s) in a Single Enemy Occupied Hex**
   - No check required if the defender is in Square, Disordered, or Routed
   - The topmost defending unit of the shock attack must perform a morale check before firing at the charging unit. (Apply the modifiers for the type of charging cavalry per the below table) per [12.63]
   - Defending formed unit automatically DIS if shock attacked from flank or rear
2. **Adjacent enemy unit(s) may fire at shock attack unit (as it leaves its hex)**
   - Only one morale check for the attacking cavalry unit from all firing enemy units
3. **Calculate the Shock Combat Ratio and Effectiveness Differential**
   - Determine current Effectiveness Ratings for both attacker and defender (13.2]
   - Apply all Shock combat modifiers (see 12.2 and Shock Combat Results Table)
4. **Resolve Shock Attack using the Shock Combat Results Table**
   - Attacker and defender may incur step losses per the table
   - **If Defender Retreats**, attacker occupies hex and
     i. continues to shock attack if facing another enemy unit
     ii. continues shock combat if it is DIS and adjacent to another enemy unit
     iii. continues advancing into the charge zone if allowed by advance rules
   - **If Attacker Retreats,** the charge is ended per the above "End of Charge" rules.
5. **Restrictions and conditions [12.54]**
   - A charging units cannot enter an obstructed hex and may be affected by obstructed hexsides.
   - A charging unit DIS before shock resolution if charging a Square
   - A charging unit DIS *after* charging an artillery unit
   - A charging Disordered cavalry unit Routs on another Dr, DR1/2, or R result
   - Friendly units DIS if a friendly charging unit enters their hex
   - A shock attack into the rear or flank of an enemy unit causes the enemy unit to DIS before shock resolution. No morale check is conducted.

- Include Cavalry Impetus Bonus of +2 for only formed cavalry units [12.55]
- An artillery crew or skirmish unit alone in a hex is automatically Disordered prior to an enemy cavalry shock attack (see 12.22.2), even if it passed the morale check.
- Major Stream; prohibited, Stream; Disorders before, Brook; die roll, Light Cover hexside; Disorders after.
- After Disordering, the defending enemy unit(s) may fire at the attacking cavalry unit before resolution of the shock combat.

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