

CAVALRY IN IRON CROSS

Units move according to their type as listed below.

TYPE	NORMAL	RAPID	RAPID ROAD
Infantry and Support Squads	6" (15cm)	9" (25cm)	12" (30cm)
Mounted Cavalry	6" (15cm)	18" (45cm)	18" (45cm)
Light Vehicle (light tanks, scout cars and transports)	12" (30cm)	18" (45cm)	24" (60cm)
Medium Vehicles (most tanks)	10" (25cm)	15" (35cm)	20" (50cm)
Heavy Vehicles	8" (20cm)	10" (25cm)	12" (30cm)

DISMOUNTING

Cavalry units that make a normal move may also dismount (or remount), or may fire while mounted. Rapid moves may only be made within areas of clear terrain.

Once dismounted, cavalry units count as infantry/support squads as appropriate. Leave a marker behind at the point at which they dismount. This is treated as a transport until they remount. If fired upon and hit, it is removed and the horses are lost.

ROUGH TERRAIN

Cavalry treats rough terrain as infantry. Like anti-tank guns, cavalry may not cross wire unless it has already been breached by another unit.

FIRING

Mounted cavalry **do** suffer the -2 "Firer moved in this activation" penalty - exception below.

They suffer this penalty even if stationary.

Mounted cavalry **do not** benefit from the +1 "Close range (up to 12"/30cm)" bonus.

Mounted cavalry benefit from a +2 "Assault (up to 2"/5cm)" bonus. This also negates the -2 "Firer moved in this activation" penalty above.

The Assault bonus represents hand to hand fighting.

COVER

Mounted cavalry cannot enter trenches or buildings and always count as "In the open" when suffering Casualty Rolls - see page 10 of Iron Cross. If they are actually in the open, they suffer Casualty Rolls on a 3+ instead of a 4+.

SPECIAL RULES

Spent Cavalry: A cavalry unit that takes a second Rapid Move in a row suffers a Morale Marker. If it takes a third, it suffers a further Morale Marker.

Cavalry detachments, but not Support Squads, benefit from the Scout Cavalry rule below.

Scout Cavalry: A scout cavalry unit may fall back as a reaction on a 2+ instead of a 3+. Morale markers (but not command tokens) are ignored for this test.



HUNGARIAN MID WAR CAVALRY ORBAT

One unit may be designated as a command unit at no cost. Command units bestow an additional two command tokens per turn.

Up to half of the Infantry Detachments, MG Teams, Mortar Teams plus Anti-tank Guns may purchase transports for the points listed below. Any of the infantry detachment may add improvised AT weapons (weapon value of 6) for +3 pts per unit.

The number of infantry detachments in the force must exceed the number of support squads.
The number of vehicles taken must not exceed the number of Infantry Detachments.

All or none of the Cavalry units selected may be Elite at a cost increase indicated per unit.

TYPE	NAME	ARMOUR	WEAPON	MORALE	NOTE	PTS	BP
Medium Vehicle	Panzer IV F1	12/10	7	5		36	5
Medium Vehicle	Panzer IV F2	12/10	9	5		48	6
Medium Vehicle	Panzer III E-G	11/10	6	5		29	4
Light Vehicle	Toldi I	10/9	4	4		17	3
Light Vehicle	Toldi II	11/9	4	4		19	3
Light Vehicle	Panzer 38T	11/9	5	4		20	3
Light Vehicle	Csaba Arm'd Car	9	4	4	Scout Car	18	3
Infantry Detachment	Cavalry Detachment	n/a	3	4	Scout, Spent Cavalry, Elite +7pts	24	4
Support Squad	Cavalry PaK38 or 97/38 AT Gun	n/a	8	3	Rare, Spent Cavalry, Elite +8pts/BP 5	25	4
Support Squad	Cavalry PaK36 AT Gun	n/a	5	3	Spent Cavalry, Elite +5pts	18	3
Support Squad	Cavalry MG Team	n/a	0	3	Spent Cavalry, Elite +6pts/BP 4	20	3
Support Squad	Cavalry Mortar Team	n/a	0	3	Spent Cavalry, Elite +8pts/BP 5	25	4
Support Squad	Cavalry AT Rifle Team	n/a	4	3	Spent Cavalry, Elite +5pts	17	3

Armour is given as the value for the front followed by the value for the side/rear/top; armour values are reduced by 1 if the firer is within 6.

Improvised AT Weapons: These are the same as an INFANTRY ANTI-TANK WEAPON (IAW) - see pg 19 of the rule book - but with a range of 4"/10cm.

Elite: Elite units generate extra command tokens at the start of each turn. Roll a d6 for each command token generated by elite units (including those for the command unit): each 6 rolled generates an additional command token.

When taking a CMT, if a '5' is rolled, two morale markers may be removed from an elite unit.

ADDING CAVALRY UNITS TO OTHER ORBATs

Cavalry detachments may be added to orbats at the same cost as an infantry one or the profile below may be used. Elite status should be used with discretion.

Infantry Detachment	Cavalry Detachment	n/a	3	4	Scout, Spent Cavalry, Elite +7pts	24	4
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