Charge a' Cheval Summary

	Moscowa 1975 / GDW	Premier (ME) 1980	C o A Standard	COA Standard Third Addition	XXII Fourth Addition (1997)	Luetzen Rules (1999)	Règlements de l'an XXX (2011)	Reglement des Marie Louises (2011)
Typical Lt. Cav. Movement		14	14	14	14	14	14	14
Add Movement when charging	0	5	5	5	5	0	5	
Pursuit of routed Inf.	No	5, if not recalled	5, if not recalled	Formula for losses	Formula for losses	Formula for losses		Formula for losses
Changed Direction	0	2 per direction	2 per direction	2 per direction	Not Allowed	3 per	Not Allowed	3 per
Declare Target	Move adjacent	2 hexes	2 hexes	2 hexes	Declares 5 hex zone, 2 hexes	Move adjacent	Declares 5 hex zone, 2 hexes	Move adjacent
Typ. Melee 8 step Fr. Hussar		25	25	26	26	26	?	26
Typ. Morale 8 step Fr. Hussar		21	21	15	15	16	?	13
Combat Effect	Consult Cav. Charge Table (Odds)	x2, not square, must be last three hexes straight	x2, not square, must be last three hexes straight	x2, not square, must be last three hexes straight	x2 charges three or more hexes	None	None	X2 F /R
Condition After Charge	Normal	Exhausted, Routed if not recalled	Exhausted, Routed if not recalled	Exhausted (CM) Expanded recall rules	Need Charge and Melee	Exhausted if meleed	Exhausted if meleed	Exhausted
Combat When	Rout (m), Melee in Phase	Rout (m), Melee in Phase	Rout (m), Melee in Phase	Cheval Phase - Melee	Movement, charge , combat by MU phase	Movement, charge , combat by MU phase	Cav. Charge Sub-segment	Movement
Regular Melee?	Yes	Yes	Yes	No	Short Charge 1/2 Melee	Short Charge 1/2 Melee	No	No
Melee against Carre	1/2	1/3	1/3	1/3	1/3	1/3	1/3	1/2
Carre Range (Hexes)	3 hexes	4 mps or 3 hexes	4 mps or 3 hexes	4 hexes	4 hexes	4 hexes	4 hexes	4 hexes
Infantry checks when contacted	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Infantry Facing Morale Modifiers		Yes, r+9,F+12	Yes, r+9,F+12	Yes, r+6,F+12	Yes, R+6, F=12, R/F+18	Yes, R+6, F=12, R/F+18		None
Straight line	Move adjacent	Last 3 hexes	Last 3 hexes	Last 3 hexes	Last 3 hexes	Adjacent		Adjacent
Max. Move		23	23	19	19		22	
Reaction Charge	No	Yes	Yes	Yes	Yes - Expanded	Yes	Yes	No
Opportinity Charge	No	Yes	Yes	Yes	Yes - 2 hex zone Short Charge	Yes	Yes	Yes
Routed Effects	1/2 melee, 0 morale, 8 move.	1/4 melee, -6 morale	1/4 melee, -6 morale	1/3 melee , -6 morale, x1.5 move	1/3 melee	Always displace	Always Rout when attacked	Always Rout when attacked
Cav. Requires Line of Sight	Yes	Yes	Yes	Yes	No for Zone, Yes at 2 hexes	No	No	Adjacent
Exhausted Effects	NA	Melee / Movement x 1/3	Melee / Movement x 1/3	Melee / Movement x 1/3	Melee / Movement x 1/3	Melee / Movement x 1/3	Melee / Movement x 1/2	Melee / Movement x 1/2
Bounce	NA	Yes	Yes	Yes	Yes	Yes	Expanded	Yes
Charge When	Movement	Movement	Movement	Charge Phase	Movement	Movement	Movement	Movement
Lt. Cav. Fan Out	No	No	Yes	Yes	Yes	No	Yes	Yes
Formation Change	No	No	Yes	Yes	No	No	No	Yes
Grand Charge a' Cheval	No	No	Yes	Yes	Yes - same MU	No	Yes	Yes
Pursuit Rules	No	No	Yes	Yes	Yes	Yes	Yes	Yes 3,
Expanded Recall Charges	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Declare All Charges at once	No	No	No	Yes	Yes within MU	Yes within MU	Yes within MU	Yes within MU
Charge and no melee - Rout	No		Yes	Yes	Recall Rule	Recall Rule	Recall Rule	No
Carre Options	No	No	No	Yes	Yes	Yes	Yes	Yes
Regroup	NA	NA	NA	NA	Yes	No	Yes	5 hex movement
Cav. Stacking	?	18	18	18	1 unit or w/ leader to max	1 unit or w/ leader to max		
Reorganization Phase	No	No	No	No	Yes	Yes	Yes	Yes
General Order Melee	NA	1/3	1/3	1/3	1/3	2/3	*Need Cav. Melee Chart*	
Rules Pages for Cavalry	2 double col.	2.5	5	5	12.5	4.5	11	5
Overall Rules Pages	14 double col.	14	25	27	60	35	52	32
Ratio	14%	18%	20%	19%	21%	19%	19%	16%
Increase in Cav. Rules Pages	Base	25%	250%	250%	625%	225%	440%	200%
Tirailleur Squares	No	No	No	No	Yes	Rally Square	Rally Square	No
Notes	Charge is for morale only, all melee in melee phase	Heavy in Line 1/2 Melee		Added Cheval Phase	Alternating MU Phase Cannot change presentation, orientation or formation Charge Zone Step Added Need two actions to become exhausted - Readiness rules expanded Heavy in Line 1/2 Melee May charge the same unit more than once Formation Changes for Reaction and Opportunity Cavalry by companies Line Rediness Modifier Exploding Caissons	Alternating MU Phase two hex against cav. X 1 1/2 Charge Zone	Alternating MU Phase Cannot change presentation, orientation Charge Zone Column of Companies MP5 Limit Reaction Move full Mp'S Slip around squares on bad terrain Readiness Steps	By MU Chit Pull