

Charged checked effect and cavalry. If countercharging cavalry receives a “charge checked” fire combat effect before the charge combat is resolved, the defender has two options; either to recall, or to halt and remain in contact with the attacker at the halfway point and then resolve charge combat.

If the defender recalls, the charging attacker must conduct a breakthrough charge. The attacker does not carry the position, and must temporarily hold its position at the halfway point until all first round charge combats are resolved. The attacker is disordered if it is cavalry, or if it moved through broken or rough ground during its first charge or during breakthrough charge movement.

If the defender chooses to halt at the halfway point in contact with the attacker, the charge combat must be resolved. The defender does not receive the die roll modifiers for charging cavalry or cold steel in the following charge combat.

If the defender is countercharging an attacker who received a charge checked effect from fire combat, the attacker either halts at the halfway point and resolves charge combat (and does not receive the charge combat modifiers for charging cavalry or cold steel), or may recall if it is cavalry. If the attacker recalls, the defender may either recall or carry the position at the halfway point and is marked disordered. Countercharging cavalry cannot perform a breakthrough charge.

In the rare situation where both the charging attacker and countercharging defender receive a charge checked effect in fire combat, they do not resolve the charge combat. Defensive fire is resolved first, so the attacker must decide first to either recall or halt at the halfway point. If the attacker halts halfway, the defender must either retreat 2” from the enemy or recall.

If cavalry with a charge checked effect chooses to recall, it must retreat in disorder straight back up to a full move. If it passes through a unit in line, march column or field column, the unit being passed through is marked disordered. To avoid disordering friendly units, recalled cavalry may optionally choose to retreat broken around friendly units, and away from the enemy and toward the friendly table edge. A recalled unit may pass through friendly units in extended line and guns without penalty.

If cavalry receives a charge checked effect and another cavalry unit is charging or countercharging in support, the supporting unit is a “massed target” and suffers the next lower effect. The supporting unit must conform to the movement of the unit in front and must either recall, or halt and participate in the charge combat.