



Peninsular Army Cavalry

CAVALRY SABRE SQUADRON (NATIONALIST OR REPUBLICAN)

As was the case with the infantry, Spanish Cavalry adopted a common structure for its cavalry units across the board. Each regiment was composed of a single weapons squadron (*Escuadrón de armas automáticas*) and two Groups (Grupos), each of two Sabre Squadrons (*Escuadrones de Sables*), each of which had three Troops (*Secciones*). Like the rest of the army, the Cavalry had been somewhat reduced to save money and each squadron only had two active troops, except in the African Army Corps.

Each squadron was composed of a headquarters element (*plana mayor*), consisting of just the Squadron Commander, a Captain or 1st Lieutenant (*Capitán* or *Teniente*) and the Squadron's sergeant-major (*Brigada*). Each troop had a small headquarters containing the Troop Commander, a 1st or 2nd Lieutenant (*Teniente* or *Alférez*), the Troop Sergeant (*Sargento*) and a Trumpeter, and three Squads (*Escuadra*), each of a Corporal (*Cabo*) and 7 Troopers (*Cazadores*).

While each man in the squadrons was trained with the sabre for mounted action, the primary tactical doctrine emphasised dismounted combat, to this end every man was armed with either a carbine, or a 'short rifle' (*mosquetón*). Officers and the sergeant-major carried pistols. When dismounted two men from each squad and the trumpeter were detailed as horse-holders.

Unlike the Infantry, Cavalry Troops contained no integral support weapons, but could have machine gun platoons, or sections, or even one or more of the regiment's two 50mm mortar squads, attached from the weapons squadron at the Regimental Commander's discretion. Finally each squadron was supposedly allocated a platoon of infantry cyclists from a centralised pool.

PLATOON FORCE RATING

Green: -3 (1936-39) or **Regular:** -1 (1937+)

Command Dice: 5

SQUADRON HEADQUARTERS

Teniente and Brigada, both *Senior Leaders*, armed with pistol.

There are two Troops per Squadron, each

TROOP HEADQUARTERS

Alférez with pistol and Sargento with a carbine, both are *Junior Leaders*.

There are three Squads per Troop, each

SQUADS ONE TO THREE

Cabo, plus 5 Cazadores, each armed with carbine.

- The Squadron is depicted as dismounted in this organisation. Troops may be mounted as a support list option, adding 2 extra Cazadores to each squad and a Trumpeter in the Troop HQ.
- Cavalry can be taken as Green quality for the entire war but may also be taken as Regulars from 1937 onwards.
- Troops equate to *Sections* and Squads equate to *Teams* in this organisation.

CAVALRY CHARACTERISTICS

Refer to the Specific Rules for details on Cavalry use when mounted and dismounted.

MOROCCAN CAVALRY

This list may also be used for the Moroccan Cavalry units. The Squadrons are rated Regular with a Platoon Force Rating of:

Regular: +4

Command Dice: 6

Moroccan units have the same special characteristics as can be found on their infantry lists and may also choose the Caíd from that list as a support choice.

PENINSULAR ARMY CAVALRY SUPPORT LIST	
LIST ONE	
Medical Orderly	
Adjutant	
Roadblock	
Civilian Car, no crew	
Entrenchments for one Team	
Engineering Team of 3 men	
LIST TWO	
Political Officer (<i>Republican only</i>)	
Heavy Cover barricade	
Pre-Game Barrage	
50mm Mortar Squad*	
Bilbao Armoured Car	
LIST THREE	
Sniper Team	
M.1925 LMG Squad, with 4 crew and two riflemen	
Mount one Section on horses – see cavalry special rules	
LIST FOUR	
M.1914 MMG Squad, with 4 crew and two riflemen	
75/28 Field Gun with 5 Crew and <i>Junior Leader</i> *	
LIST FIVE	
Bicycle mounted Regular Infantry Section (<i>Infantry list</i>)	
LIST SIX	
75/28 Field Gun Battery with observer	

*Maximum of Two

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All armoured cars come with a *Junior Leader*. Vehicles do not have Radios. Typical light weapon types are shown throughout, though variation was commonplace.

Transport only vehicles, such as a car or truck are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these. Where Sections are available they will always come with a *Junior Leader*.

Light weapon Squads rarely come with a Leader, whereas heavier support weapons do. The lists show all *Junior Leader* assignments where they are present for all troops barring vehicles as discussed above.

50MM MORTAR SQUAD

Each cavalry regiment possessed a single two mortar section, composed of two squads, each serving a single Valero 50mm mortar. Each squad consisted of the weapons gunner and two loaders, a Corporal and two additional Cazadores. All were armed with carbines, but the weapons were carried by pack horses so the Mortar squad does not benefit from the Cavalry Characteristic Special Rules.

A *Senior* or *Junior Leader* may both activate and/or spot for the Mortar Team, at a cost of one command initiative point, if the Mortar Team is within their command range. No other unit may spot for the Mortar Team, which of course, can spot for itself.

The 50mm mortar only fires H.E. Rounds. It has a minimum range of 18", but closer than that the crew may use their carbines. If two mortars are fielded, the Section gains a Sargento as a *Junior Leader*.

M.1925 LMG SQUAD

The cavalry's two light machine gun troops each had three squads, each serving a single tripod-mounted heavy-barrel version of the M.1925 light machine gun. The weapon had a gunner and two additional crew members. The remainder of the squad consists of a Corporal and two Cazadores. All squad members were armed with carbines.

The weapons and their ammunition were carried by pack horses, so the squad does not benefit from the Cavalry Characteristic Special Rules. If more than one squad is fielded, the Section gains a Sargento as a *Junior Leader*.

M.1914 MMG SQUAD

The cavalry's two medium machine gun troops each had two sections, each of two squads, each serving a single tripod-mounted M.1914 medium machine gun, or a similar weapon. The weapon had a gunner and two additional crew members. The remainder of the squad consists of a Corporal and two Cazadores. All squad members were armed with carbines.

The weapons and their ammunition were carried by pack horses, so the squad does not benefit from the Cavalry Characteristic Special Rules. If more than one squad is fielded, the Section gains a Sargento as a *Junior Leader*.

75/28 FIELD GUN BATTERY

The Brigades of the Cavalry Division were supported by very mobile horse artillery regiments, equipped with Schneider 75/28 Field Guns. Due to the lack of other support weapons, these units frequently operated much further forward and occasionally in direct fire support of cavalry units.

Refer to the Specific Rules for Off Table 75/28 Artillery Battery Support.

BICYCLE MOUNTED INFANTRY

Each cavalry squadron was supposed to have a single platoon of bicycle-mounted infantry attached to it. Just prior to the Civil War beginning, these were to be gathered at a central location near Madrid. How far this had been achieved is uncertain and some regiments might still have retained these units.

They were organised in the same way as a typical infantry unit and were designed to provide the cavalry with longer-ranged fire support than could be achieved with their carbines and to provide security on the march for the regiment's slower moving 'tail'.

If more than one Section is fielded, a Lieutenant and a Platoon Sergeant, both *Senior Leaders*, may be added to the formation. Alternatively a Bicycle Platoon may replace one Troop of Cavalry. Bicycles would have been left in a rear area, so the platoon in game terms, acts as ordinary infantry, but gains the use of the Cavalry Characteristics Special Rule in the Patrol Phase.

POLITICAL OFFICER

Republican Cavalry contained a single Political Officer within each Squadron. A Political Officer may be activated on a Command Dice roll of 5. If the player activates the Political Officer he does not increase his Chain of Command tally by one. When activated a Political Officer moves as normal. If attached to a squad he may move with that squad without being activated himself.

He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Political Officer does not fire or crew weapons. When a Leader is hit, a Political Officer may sacrifice themselves BEFORE any roll is made to see what the effect is. His loss counts as a Senior Leader.

