**Calvary Page**

Cavalry consists of infantry models mounted on light-weight, single-crewed steeds or technology

Examples: Bikes, Hover Bikes, Go-Carts, Hang Gliders, Mini-Copters

Cavalry movement: 10” move

Cavalry charge: 10” move into combat

Cavalry firing: “Steady”-fire as normal during double speed (exceeding 5”).

Faulty Fire Movement: Anytime a Cavalry unit exceeds a movement of 10” modifies its to-hit rolls, if a to-hit roll is available.