

### How to Fight a Horseman.

The strength of a horseman lies in his individual address and audacity much more than in his arms, which are little to be feared by a man skilled in the use of the bayonet. A wary horseman is careful not to approach an infantry man as long as the foot-soldier has a load in his gun. He will ride about, at a distance of a hundred paces or more, and fire with pistols or carbine, in order to draw the fire of the foot-soldier. In such a case the foot-soldier will take his aim at the horseman at the instant the horseman is firing, and go through the motions of taking cartridge, priming, &c., in order to induce the belief that his piece is not loaded.

The infantry soldier who is a good shot, and, at the same time, a good *bayonetman*, waits, standing fast, for the horseman who charges him. He takes aim at his adversary, and fires as soon as the latter is within six or eight yards distance; immediately after firing he takes the left of the horseman, if he does not already occupy that position. The footman must always manage to occupy that position, which is the least advantageous to the horseman, who has less facility for handling his sabre to his left than to his right. A dead-shot aims at the man; an ordinary shot aims at the horse, and runs up to the horseman as he falls; and the defeat of the horseman is then an easy matter.

However, a man nimble and confident in his weapon, although taking aim at his adversary, holds his fire. He uses first his bayonet, and only fires when the horseman has passed him, or even later, when he thinks it necessary to bring the fight to an end.

If the horseman is armed with a sabre, he cannot reach further than two yards, and the infantry soldier, by placing himself at that distance, only looks for an opportunity of delivering the lunge three, by means of which he is able to reach the horseman at a distance of three yards. If the horseman manages to get near enough to the man to have him within reach of his sabre, then the infantry soldier will parry three and four by presenting his piece vertically, and taking care to lower the piece,

and to protect the fingers of his left hand behind the barrel. He takes the guard of head parry (fig. 9), and returns by the thrust against cavalry (fig. 17), or by the lunge three, which is used principally against cavalry.

When the horseman is armed with a lance, the two adversaries can reach from the same distance. The foot-soldier will avoid the first shock, or any blow which participates in the momentum acquired by the impulsion of the horse; whether he happens to be placed to the left or to the right, he must, when parrying, throw his piece in the direction of the motion of the horse. When he has succeeded in warding off the blow of his adversary, he closes as quickly as possible, if the horseman keeps circling around him, and multiplies his attacks with the bayonet. The lancer, in close quarters, finds great difficulty in parrying and thrusting. A skillful horseman, who can cause the infantry soldier to lose his self-possession (*sang froid*), will have the advantage of him; but, if the latter keeps cool, with his gun loaded, he will be able to conquer one, and even two horsemen.

A foot-soldier who has been engaged in or witnessed a fight with a horseman, is soon convinced of the superiority of his means, and cannot be scared by the impetuous charge of his adversary.

If the horseman comes direct upon the infantry soldier, the latter will deliver the lunge three on the mouth of the horse, and make a step to the right, parrying four at the same time, if the horseman be armed with a sabre; on the contrary, he will pass to the left, if the horseman be a lancer, and parry three; returning the thrust one against cavalry (fig. 17), if the adversary is near enough, and lunge three, if not.

The most critical position for the foot-soldier is that in which he finds himself opposed to a skillful adversary, who will charge him impetuously in front, and suddenly oblique to the left, at a distance of ten paces, and then oblique to the right again, in order to keep his man on his right. This circular motion has a tendency to bewilder the footman and make him dizzy. The foot-soldier will then take his stand at nine feet from the horseman, parry three and

four, making paces to the right and lunging three whenever an opportunity occurs.

If the foot-soldier wishes to get out of the circle in which the trooper has placed him, he will direct himself by the shortest way to the rear of the horseman, and lunge three against the sides of the man or the horse.

If the horseman comes out unhurt, and makes to the right, taking a circuitous road, in order to keep again the foot soldier to his right, go straight to the front of the trooper, and strike the head of the horse.

If the trooper, instead of taking a roundabout way, makes right about face, in order to sabre the foot-soldier on his right, one must, in such a case, close at once with the horseman, from behind and at his left; and that ought to be done at the instant that the trooper slackens the motion of his horse in order to right about face. As soon as the foot-soldier has closed on the left, he will lunge three on the left side of the horseman.

Against two horsemen, the fencing will be carried on according to the same principles as against two infantry soldiers. It is hardly necessary to repeat that composure of mind, coolness, and resolution, are the requisites, in such encounters, in order to insure success.