

# MOUNTED COMBAT v.5

In this campaign the Overlord will command mounted warriors. They are fast and powerful, but a good blow will put them to the ground, leaving them at disadvantage.

The benefits of being mounted are many: Movement Value between 4 and 5, Armor Value increased by 1 point, improved Melee Attack dice and a new skill called Trample. Mounted tiles are represented by their own tile, and they are distinguished by the illustration and the movement icon of a mounted warrior.



## Trample Skill

The Trample attack is a new Movement skill available only for Mounted models.

- It cost is 2 Movement points.
- The trampling model performs an attack rolling 🎲.
- The defender may perform a Guard action but may not parry, only dodge. Armor does not apply.
- If the attack is successful, the defender is **Fallen** (see below).

## Mounted miniatures and Hindering

Mounted miniatures count as two dismounted miniatures when calculating Hindering.

## Mounted units ("minions")

They are represented by two tiles, one Mounted and Dismounted. They are Dismounted when they decide to dismount (see **Dismounting** below). It is possible to have some characters of the same tile Mounted and others Dismounted (they are all activated when the Mounted unit is activated, but each character uses the Mounted or Dismounted profile as appropriate). The Dismounted tile is the only one used in the River and the Dismounted tile is kept outside the Book of Skelos and used for reference. When used as reinforcements, Mounted units must come into play Mounted.

## Mounted characters ("bosses")

They are represented by two tiles, one Mounted and Dismounted. They are Dismounted either when they take a good blow in melee (see **Falling from the horse** below) or when they decide to dismount (see **Dismounting** below). In any case, replace the Mounted tile in the River with the Dismounted tile.

## Dismounting

A Mounted character may Dismount as a movement action costing 1 Movement point. He cannot mount back because his horse is assumed to run away.

## Falling from the horse

A Mounted character can be Dismounted as a consequence of an attack, when they suffer at least the loss of 2 life points in a single melee attack and the character will be **Fallen**. A Character with the Feline Grace skill has a chance to land on his feet (but he will be Dismounted anyway), roll 🎲, with a result of 2 symbols he will avoid being **Fallen**.

## Fallen characters

Place the miniature lying down on the board. Being **Fallen** has the following consequences:

- The character cannot attack.
- The character can defend normally.
- Any melee attack against the character has an elevation bonus dice 🎲.
- The character will need to spend 2 movement point to stand up.
- Mounted miniatures can Trample the Knocked Out character, but they cannot attack him in melee unless they have the Reach skill.