

MOUNTED COMBAT

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, Armour Value increased by 1 point, and improved Melee Attack. Mounted tiles are represented by their own tile, and they are distinguished by the illustration and the movement icon of a mounted warrior.



Mounted units

They have two tiles: Mounted tile and Infantry (Dismounted). They must be of different color as they represent different profiles. While mounted they belong to the Mounted tile unit and when dismounted they belong to the Dismounted tile unit.

If when Mounted they suffer the loss of at least 2 life points, they are killed.


If when Mounted they suffer the loss of 1 life point, they are Dismounted (see below) and they change the color of their base (they 'swap' units, belonging now to the Dismounted tile).

Lieutenants

They also are represented by two tiles, one Mounted and Dismounted. They are Dismounted when they suffer at least the loss of 2 life points in a single melee attack.

Dismounting warriors

When character that has been Dismounted as a consequence of an attack, place the miniature lying down on the board. This 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 1 movement point to stand up.
- Once dismounted cannot mount again (the horse is assumed to run away).