

Mounted Warriors v.1.2

Spears/Halberds and Mounts

- Mounted warriors do *not* gain the Initiative Bonuses of Spears and Halberds.
- Mounted warriors gain +1 Strength to all attacks with Spears (*not Halberds*) the turn they charge.
- Non-mounted enemies attacking mounted warriors with Spears and Halberds gain +1 Strength to *all* attacks with these weapons the turn they are charged.
- Warriors with the ‘Centaur’ rule count as Mounted for these purposes.

New Close Combat Weapon

When using rules for mounted warriors, add the following to the list of close combat weapons:

Lance 10gc

Strength Bonus: +2 S on mounted charges.

Unwieldy: Only Shield in off hand.

- The Freelancer Hired Sword and Bretonnian warriors with access to Virtues Special Skills are naturally proficient with Lance.
- All other warriors must take training skills to use it.
- The ‘Dredknight’ Revenant Special Skill also grants proficiency with Lance.

Mount Proficiencies

Knowing how to ride is tied to a warrior’s race as follows. No skills or special rules are needed to ride.

Human: Horse (*any kind*), Cold One, Camel, Pack Mule, Steed of Slaanesh.

Halfling: Wardog, Pack Mule.

Vampire: Skeletal Steed, Nightmare.

Skeleton: Skeletal Steed, Nightmare, Necroserpent.

Saurus and Skink: Cold One.

Elf: Elven Horse, Unicorn, Great Stag, Cold One, War Lion.

Hobgoblin: Wolf.

Goblin: Wolf, Cave Squig, Spider.

Orc: Boar.

Other Races: None.

Mounts and Pit Fights

Mounts cannot be used in Pit Fights.

Cannot Dismount

Mounted warriors *cannot* dismount during the battle and mount and rider are *always* treated as a single model for all purposes.

Mounted

All mounted warriors gain the following rules:

- Cannot Climb; Cannot Hide; Cannot Capture Scenario Objectives; Flee 3D6”; Unruly; Cannot Leave Ground Level.

Unruly

There can only be one warrior with this rule in each deployment Combat Group (*this rule overlaps with warriors who have ‘Unruly’ for other purposes, such as Flying warriors.*)

Mounts are Henchmen

Mounts count as Henchmen that *cannot* be promoted.

- This means that each mounted warrior counts as 1 Hero and 1 Henchman for the purposes of Combat Groups, deployment, rout tests, and warband size.

Mounts and Injury Rolls

Mounts are *never* robbed and roll injury rolls separately from their riders. The injury roll of Mounts is a D6 where (1-2): Dead (4-6): Full Recovery.

Mounts that Attack

Mounts that take enemies *out of action* do *not* grant experience for their riders.

- The Initiative value of mounts is *not* increased by +1 for charging (*that modifier is already factored in on their profiles*).
- But *is* decreased if rider fails a *fear* test (*along with -1 to hit for failing a fear test*).

Mounts and Shooting/Casting Riders

Shooting and spell/prayercasting riders follow the normal rules for moving / running / charging when determining whether they can cast or shoot that turn (*e.g. cannot normally shoot / cast if they made a running move, etc*).

Mounts (1/2)

Drought Horse 25gc

Rider gains +1 Wound and Movement 7.

Arabian Horse 30gc

Rider gains +1 Wound and Movement 8.

- Increased to Movement 9 in battles where rider is not wearing Heavy Armour.
- Can only be bought by Araby and Marienburg Mercenaries.

Barded Warhorse 35gc

Rider gains +1 Wound, Movement 7, and +1 to his armour save (*or 6+ armour save if he has none*).

Bretonnian Barded Warhorse / Chaos Steed 40gc

Rider gains +1 Wound, Movement 8, and +1 to his armour save (*or 6+ armour save if he has none*).

- Can only be bought by Bretonnians and Warriors of Chaos.

Elven Horse 35gc

Rider gains +1 Wound and Movement 9.

- Can only be bought by High Elves, Wood Elves, and Dark Elves.

Skeletal Steed 25gc

Rider gains +1 Wound, Movement 7 and the 'Crumble' rule (*no effect if he has it already*).

Nightmare 40gc

Rider gains +1 Wound and Movement 8 and the 'Supernatural Horror' Revenant Special Skill (*see Vampire Counts*).

- Can only be bought by Vampire Counts.

Spider Mount 40gc

Rider gains +1 Wound and Movement 5.

- The mount has 1 Strength 4 attack at WS4, Initiative 5 and *poisonous* the turn it charges.

Wardog / Wolf Mount 40gc

Rider gains +1 Wound, Movement 6.

- The mount has 1 Strength 4 attack at WS4, Initiative 5 the turn it charges.

Cold One Mount 50gc

Rider gains +1 Wound, Movement 6, and 'Scaly Skin (6+)'. (*Stacks with other 'Scaly Skin' saves the warrior may have.*)

- The mount has 1 Strength 4 attack at WS4, Initiative 3 the turn it charges.
- Can only be bought by Dark Elf, Norse, Lizardmen, and Amazon Warbands.

Cave Squig Mount 45gc

Rider gains +1 Wound, Movement 5, and the 'Quicksilver' Speed skill.

- The mount has 1 Strength 4 attack at WS4, Initiative 4 the turn it charges.

Orc Boar Mount 45gc

Rider gains +1 Wound and Movement 6.

- The mount has 1 Strength 4 attack at WS4, Initiative 5, and Armour Piercing (1) the turn it charges.

Great Stag 50gc

Rider gains +1 Wound and Movement 7.

- The mount has 1 Strength 4 attack at WS4, Initiative 4 and Concussive (1) the turn it charges.
- Can only be bought by Wood Elves.

Unicorn / Dark Unicorn 55gc

Rider gains +1 Wound, Movement 9.

- If the warrior *is* a Wizard, he starts all battles with 1 free Power Dice (*stacks with other such abilities*).
- If rider is *not* a Wizard, he has a special 4+ save vs. the effects of hostile spells (*does not stack with other such saves*).
- The mount has 1 Strength 4 attack at WS4, Initiative 5 the turn it charges.
- May be ridden by Bretonnian Damsels of the Lady (*this is an exception to the rule that Humans cannot ride Unicorns*).

Mounts (2/2)

Necroserpent 40gc

Rider gains +1 Wound and Movement 6.

- The mount has 1 Strength 4 attack at WS4, Initiative 3 and *poisonous* the turn it charges.
- Can only be bought by Tomb Kings.

Camel 30gc

Rider gains +1 Wound, Movement 7, and causes *fear* in enemies mounted on Draught Horse, Arabian Horse, Barded Warhorse, Bretonnian Barded Warhorse, Elven Horse (*also makes rider immune to fear himself*).

- Can only be bought by Araby.

War Lion 50gc

Rider gains +1 Wound, Movement 6.

- The mount has 1 Strength 5 attack at WS4, Initiative 5 the turn it charges.
- Can only be bought by High Elves.

Pack Mule 25gc

Rider gains +1 Wound, Movement 5, and the 'Streetwise' Academic skill (*no effect if he has it already*).

Steed of Slaanesh 40gc

Rider gains Movement 10 and causes *fear* (*this also makes rider immune to fear himself*).

- The mount has 1 Strength 3 attack at WS3, Initiative 5 and *poisonous* the turn it charges.
- Rider must have access to Slaanesh skills.
- (*Note that Steed of Slaanesh does not give the rider +1 Wound.*)

v.1.2

Added Steed of Slaanesh.

Tweaked rules for non-mounted enemies attacking mounted enemies with Spears/Halberds.

v.1.1.1

Amazons may ride Cold Ones

v.1.1

Added Camel and Pack Mule.

v.1.0

Cleaned up more rules.

v.0.9

Cleaned up rules, clarified rules, added more mounts. Hat tip to Daelnoron and Inlaa