

# MOUNTED MODELS

The horse is used all across the land of Hellas; in peace as a beast of burden, and harnessed to pull chariots in times of war. They are ridden as well, though they are seldom used as cavalry; the stirrup has not yet come into use, leaving cavalry less effective in combat than swift and stable chariots. Only the Amazons deploy large forces of mounted warriors, for they have spent their entire lifetimes mastering the art of horsemanship. The men of Hellas prefer to fight as hoplites, and those who can afford horses invest in chariots, allowing them to ride into battle in comfort and in style. However, horses are sometimes ridden into battle by lone warriors who need to travel fast, to scout enemy movements or carry messages quickly over long distances.

## The Cost of a Horse

Any Champion or Hero that is not attached to a unit may purchase and ride a horse. The Points cost of the horse is based upon the rider – since a horse will increase the overall effectiveness of the rider, the horse of a powerful rider will be more expensive than the steed of a lesser man.

- Champion 10 points
- Hero 20 points

## MOUNTED COMBAT

While mounted, the rider and his horse are considered a single model. The rider's profile is used for everything except Move Value, for this the horse's is used instead. Riding a horse conveys the following benefits and restrictions to the rider:

### Mounted Bonus

The rider receives a bonus of +1 to both his Attack and Defend Rating in melee combat against human-sized opponents that are not also mounted or in a chariot.

### Rider Restrictions

Because one hand must be used to hold onto the reins of the horse, a rider may only use weapons that can be used in a single hand. Valid weapons include hand weapons such as swords and axes, javelins, and spears (when used one-handed). The rider may be equipped with armor no heavier than Medium. The rider may not be equipped with a Large Shield.

### Armor Saves and Injury

The horse shares the same Armor Rating as the rider. When a mounted model receives a wound and fails his Armor Save, the horse is killed. If the rider is a common warrior (such as an Amazon rider), the entire model has been killed and is removed as a casualty. If the rider is a character, he has the skill and fortitude to survive the fall; his horse has been killed leaving him dismounted but unharmed, with his standing model facing the same direction as before. Even if the character has multiple wounds, the player cannot choose for the character to take the wound instead of the horse – the horse always takes the first damage.

### Missile Attacks

Weapons that can be used in a Fire-of-Opportunity can be used while mounted, so long as the model is travelling at *Advance* speed;

firing at *Fast Advance* speed is too inaccurate to be effective. A Bow may only be effectively used while the horse is stationary and the rider has been issued a *Fire* command (though Amazons are the exception to this rule).

### Passing Attacks

A mounted character can perform a Passing Attack, in much the same way that the Passenger of a chariot can. See Passing Attacks, page XXX.

## MOUNTED MOVEMENT

The Move Value of a mounted character is increased to 10/20. A single mounted model moves with a great deal of freedom, in most cases in the same manner as an Independent Character.

However, a mounted model may not go from a standstill to the horse's fastest speed, as it takes a few moments for the rider to spur his animal to a full gallop. To reach *Fast Advance* speed, the mounted model must have been issued the *Advance* Command Counter in the previous turn, or making a turn at *Advance* speed, in order to work up enough speed for the *Fast Advance*. Once the mounted model is moving at fast speed, he may maintain his speed each turn by playing the *Fast Advance* Command Counter again.

The same applies to *Charge* speed -- for a mounted model to reach his x2 Move Value, he must have been moving at *Advance* speed on the turn before. If not, he may still *Charge*, and gain a Charge Bonus, but his maximum charge distance would be his model's base mounted Move Value (normally 10").

Moving with a *Turn Left/Right* counter is always performed at *Advance* speed, in the same manner as an Independent Character.

### Dismounting

A character that has purchased a horse always begins the game mounted, unless otherwise specified by the Scenario. During the course of the game, if the rider chooses to dismount he may do so by playing an *Attach/Detach* counter. Unless the Game Master decides otherwise, the horse will stay where the rider has left it, tied to a tree branch or pillar, awaiting the rider's return.

A player may not purchase a horse for an inexpensive character (such as a Champion), dismount the character, only to allow a more expensive character (such as a Hero) to ride the horse. If such a situation occurs in play, the dismounted horse will always run away – the gods of Olympus do not look kindly upon those who seek to circumvent their rules, and will not allow such a thing to happen!

*Note: it is the player's responsibility to prepare both a suitable mounted and dismounted model for any character that is given a horse.*

### Stealing a horse

If a horse is left unattended, it is possible for an enemy character to move into base-to-base contact and attempt to steal it. To do so, the character must be issued an *Attach/Detach* command, and when activated he must win a Discipline Test against the horse. Success means that he has won the confidence of the horse, and may immediately mount up and take control. Failure means that the animal is frightened or hostile, and will not let the character approach. A character may make only one such attempt per game.