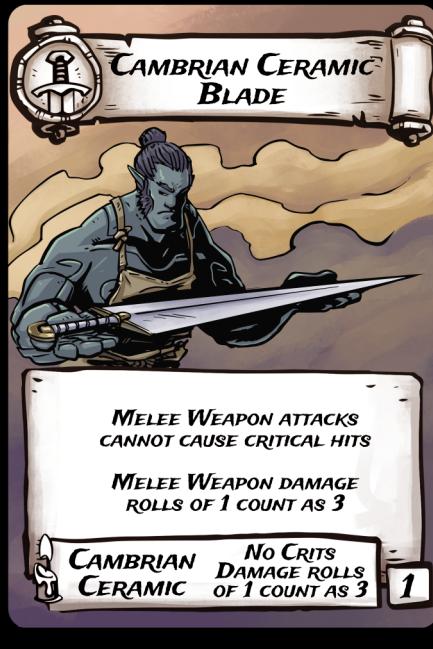


NEW RULES FOR "THE WILDERKIN" AND "WRETCHED HIVE"

NEW CHARACTER TYPES



MOUNT AND RIDER

Mounted warriors are an extremely mobile and dominating presence on the battlefield. In the dangerous confines of ruined temples and crumbling catacombs, however, traditional cavalry has a limited role. Mounted combat requires a dedicated partnership between a rider and mount.

Mount and Rider characters must be selected as a pair and their individual point costs added together. Mounts and Riders may have keyword limitations. Riders must be paired with a Mount of equal or greater size. For example, a medium rider must be paired with a medium or larger mount.

In order to pick up treasures or perform special actions the mount must discard one AD while the rider uses its AD to perform the action. This represents the mount spending some of it's activation waiting for the rider to complete the special operation.

Upgrades may be purchased and used by each model individually.

SHARED FATE

Mount and Rider pairs operate as a team. Riders do not have speed, or health statistics. Some riders offer an armor bonus, while others offer none. The Mount is responsible for the team's durability. When a mount is critically wounded, it loses one of it's own AD. The controlling player chooses which AD pool to add to or subtract from when effected by abilities like poison or command. If the mount is disabled, so is the rider.

Mount and Rider pairs must activate together. The mount and rider each generate a separate pool of AD to perform their individual actions. The Mount and Rider activate simultaneously and their individual actions may be performed in any order.

The Mount is solely responsible for movement, and is the only model in the pair that can perform the Dodge basic action. The Mount and Rider may independently perform Focus and Improvised Attack basic actions.

SPECIAL RULES

DIRE

Attacks with the Dire special rule bypass physical defenses to cause damage. Characters hit by Dire attacks do not add their armor bonus to their defense total.