

Character Mounts

Many Characters have the option of selecting [mounts](#) from the [mount](#) section of the Armybooks. When a [model](#) rides a [mount](#), its Troop Type changes:

- A model mounted on a War Beast becomes Cavalry.
- A model mounted on a Monstrous Beast becomes Monstrous Cavalry.
- A model mounted on a Monster becomes Ridden Monster.
- A model mounted on any other Troop Type becomes whatever Troop Type its mount is (but counts as a mounted model instead of a model on foot). In this case, the model gains Combined Profile and Cavalry Support.

The entire combined [model](#) (Character, [mount](#) and possibly additional riders/crew members that are part of the [mount](#)) follow the rules for Characters. Riders/crew member that are part of the selected [mount](#) do not count as “[mounts](#)” (meaning they can for example use weapons or armour). These rider/crew members have their own equipment which only they can use. However, the combined [model](#) has a single [Armour Save](#), it must choose to either use the Armour of the a rider/crew member (including [Mount's Protection](#) and Barding) or the Armour of the Character (including [Mount's Protection](#) and Barding). Remember that for Ridden Monsters you can only use the [Armour Save](#) of the [Mount](#).

[Mount's Protection](#):

[Mounts](#) can provide special bonus to [Armour Save](#) to a mounted [model](#), if noted under the [model's](#) rules.

- Mount's Protection (6+): +1
- Mount's Protection (5+): +2

No matter how many [mounts](#) a [model](#) has, it still only gains the largest bonus once.

- Barding: +1.

A [mount](#) equipped with Barding suffers -1 Movement.