

All double-base figures in *Mage Knight Lancers* have a horseshoe symbol (see below) in place of the standard boot symbol to represent the figure's **speed** value. A figure with a horseshoe speed symbol is called a mounted warrior. Mounted warriors follow all *Mage Knight* rules for warriors except as detailed below:

- 1) A mounted warrior only fails to break away from opposing figures on a roll of 1.
- 2) A mounted warrior that fails a break away attempt may not rotate to a new facing.
- 3) A mounted warrior does not get a free spin when an opposing figure comes into base contact.
- 4) All distance and line of fire measurements are made from the center dot located on the front half of the double-base.
- 5) After moving, a mounted warrior may be faced in any direction provided that the distance moved was measured using the center dot, and the double-base does not rest on any other figure base or blocking terrain.

Mounted Warrior Speed Symbol

