

War Hounds

War hounds are dogs specifically trained in combat.

You can add one War Hound to your warband only if one of your Characters spends 1XP to gain the Animal Training (war hound) skill - see below for the details.

A War Hound doesn't count for your warband size.

Add one activation marker for the War Hound to the activation pool as for any other unit: once you activate the War Hound you can give it one of the available orders (see the "War Hound Orders" section).

If the War Hound master is dead or unconscious, the War Hound will continue with the last order, Holding its current position if no other action is possible.

War Hounds gain XP as the other Characters; XP can be spent to increase its stats: see the WAR HOUND ADVANCEMENT TABLE for the available advancement.

In the Recovery Phase of a Campaign, War Hounds fully recover.

New Skills

Animal Training (war hound): 1XP

You can add a War Hound companion to the warband: the Character with the Animal Training skill is designated as the Master of the War Hound.

The Master can now issue the orders: Here!, Attack! and Back!

Advanced Training (war hound): 2XP

The Master can now issue the orders: Hold! and Defend!

WAR HOUND ADVANCEMENTS

Effect	Cost(XP)	Max
+1 to Melee attack	1/2/3/4	4x
+1 to Melee DMG	1/2	2x
+1 to TN	2	2x
+1 to Move	1	2x
+1 to HP	1	4x
+1 STR	2	2x
Hard Skin: -1 DR	2	1x

War Hound

HP 11

	Melee			Missile			TN	DR
Move	Attack	DMG	Attack	DMG	Range	9		
10	2D+1	H						

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-2 Atk | | -1 Atk
-1 TN
-1 Move

STR 2

Bite

War Hound Orders

An Engaged War Hound will automatically attack the adjacent enemy unit unless ordered otherwise.

An Engaged War Hound can disengage only if one or more friendly Units are engaging the same Enemy. For this reason, orders that require a movement of the war hound cannot be issued if the hound is attacking an Enemy on its own.

A war hound defending one character will automatically move with the character when the character is activated (staying within 1MP). If an Enemy engages the character, the War Hound will automatically attack this Enemy when activated.

Once a War Hound is activated, the Master can issue one of the following orders to the unit:

Here!

The War Hound moves near the Master, defending him. If the Master is Engaged, the War Hound will attack the engaging Enemy if it's able to reach it.

Attack!

The War Hound moves towards the target designated by the Master, attacking it if it's able to reach it.

Back!

The War Hound disengages (if possible) and moves away (1D+2 MP) in the direction designated by the Master.

Hold!

The War Hound will move to defend the position designated by the Master. If an Enemy is within 1MP from the designated position, the War Hound will attack it if it's able to reach it.

Defend!

The War Hound will move to defend the character designated by the Master. If the character is Engaged, the War Hound will attack the engaging Enemy if it's able to reach it.

Movement: the War Hound will always move up to its Move capability in the designated direction.