

MOUNTED COMBAT

This document provides rules for mounted combat for Sine Nomine's *Worlds Without Number*.

Included in this supplement are rules for combat, a new weapon and new weapon traits, and a list of common mounts.

World's Without Number is available in free and paid versions from DriveThruRPG.

MOUNTED COMBAT RULES

- Controlling a mount is a main action. If a character has Ride-1 skill or higher controlling a mount is a move action. Uncontrolled mounts do what is reasonable, usually continuing to follow their last directions.
- A character cannot make attacks or cast spells from horseback if the mount moves without a Ride-1 skill.
- Two-handed weapons other than shortbows cannot be used while mounted.
- Mounts trained for combat can be directed to **trample** through man-sized or smaller creatures. Each creature the mount tramples must make an evasion saving throw or take the mount's normal attack damage and be knocked prone. The shock minimum is applied regardless of the creature's AC.
- A character's ride skill is applied to any morale check the mount makes. If a character has a ride skill of -1 the mount has a penalty to their morale check.
- Mounting or dismounting a creature takes a move action. If a character has a Ride-1 skill they can mount or dismount a creature as an on-turn action.
- Trained mounts can wear armor. Armor costs 6x as much for mounts and has 4x the encumbrance.
- Intelligent mounts can independently take actions and do not need to be directed but can become GM controlled at any time. A rider's ride skill does not impact morale checks for intelligent mounts.

Weapon	Damage	Shock	Attribute	Range	Traits	Cost	Enc
Lance	1d10	2/15	STR	-	2H, C, CH	15 Sp	2

C: Cavalry. Your ride skill is added to attack rolls, damage, and shock while mounted. The longsword and warhammer gain this trait if you use these rules.

CH: Charging. While mounted and in motion, the weapon is one-handed and has a 10-foot reach but can only attack targets directly ahead of you. The weapon has a 5% chance of snapping on a successful attack.

Common Mounts

Animal	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Horse, Draft	4	11	+1	1d6	2/13	30'	7	6	+1	13+
Horse, Riding	3	11	+1	1d4	-	40'	7	6	+1	14+
Horse, War, Heavy	4	11	+3	1d8	2/15	40'	9	6	+1	13+
Horse, War, Light	3	12	+3	1d6	1/15	50'	9	6	+1	14+
Mule	2	11	+3	1d6	1/13	40'	7	6	+1	14+
Pony	1	11	+1	1d2	-	40'	6	5	+1	15+

Draft Horses are ponderous and docile. A good specimen costs 150 sp.

Riding Horses are the most common variety of horse encountered. They are trained to handle riders, but take morale checks every round in combat. Prices for riding horses vary based on their lineages, but 200 sp is common.

War Horses are mounts trained for combat. Heavy war horses are massive animals. They can wear plate and carry armored

knights easily. Heavy war horses cost 4000 sp at a minimum. Light war horses are used by archers and raiders and rarely wear any armor. A light war horse costs at least 2000 sp.

Mules are stubborn crossbreeds of horses and donkeys. They are sterile and worth 30 sp.

Ponies are related to horses. Bred for farm work and riding, ponies are gentler but more excitable than their larger cousins. A good pony fetches 150 sp.