

Mounts and Mounted Combat Rules for *Worlds Without Number*

- 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 move 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: Lance

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.

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 in ahead of you, and the weapon has a 5% chance of snapping on a successful attack. While stationary or on foot the weapon loses all these traits.

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+

Horses

Draft Horses are ponderous and docile. A good draft horse costs 400 sp.

Riding Horses is 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 600 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 1500 sp.

Mules are stubborn crossbreeds of horses and donkeys. They are sterile and worth 100-200 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 500 sp.