

GETTING THE TROTS

MOUNTED COMBAT RULES FOR SECOND EDITION WFRP

INTRODUCTION

'Oh a horse! A horse! The Empire for a horse!'

Most warriors in the Empire can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of most lowly henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right. Horses and other creatures capable of bearing riders are often purpose bred, large and strong enough to travel considerable distances. However, unless the mount is trained to fight in combat, they can be more of a liability than a boon in a fight. In the Empire and Bretonnia, the Horse is common choice of riding animal, as it is within the lands of the elves and even with the savage Kurgan far to the north. Other animals are known to be used as well, especially Griffon, Pegasus and even rarely Dragons! The Greenskins especially shun the horse, and typically ride Boars, Wolves and Giant Spiders.

RULES FOR STEEDS

Steeds can carry one or more riders, depending on how much weight they can bear. While riding a steed, you substitute your steed's Movement rates for your own.

A steed can gallop (Triple Movement) for up to an hour before coming exhausted, alternatively it can Canter (Double Movement) for up to its Toughness Bonus in hours. A steed may move at a Trot or Walk (Normal Move) for up to 8 hours plus a number of hours equal to its Toughness Bonus before becoming exhausted. It is possible to push a steed beyond these limits but if so, the horse must pass a Toughness Test each 10 rounds or it collapses with exhaustion. At the GMs discretion, such cruel treatment may also carry a risk of injuring the steed.

YOU WANT TO RIDE A WHAT?!

Any character with the Animal Training Skill may attempt to train an exotic mount but they must start this process shortly after the beast has been born or hatched. Such training takes around 10 months and requires long hours of contact with the beast every day. In the Empire, the most powerful noble families see the training of a war beast as a rite of passage and to this day, the Emperor Karl Franz rides Deathclaw, a Griffon he hand trained in his teens. Creatures that are intelligent (Int 21+), such as Unicorns and Dragons do not need to be (and indeed cannot be) trained. Rather mount and rider have to come to some sort of understanding that you can best represent through role-play.

Note that owning many of the weirder creatures, partially ones that are carnivorous, can prove expensive and dangerous. Even feeding a vegetarian creature such as a Pegasus can prove a very expensive task, as they require a large calorie intake to power their flight muscles. It is one thing to own a Hippogriff or Griffon when you own a large estate or nation, it is quite another when you are an itinerant and badly paid adventurer who can barely care for his horse properly.

USING LANCES

Note that all the cavalry weapons as described in WFRP (and OWA) assume you are using the weapon on horseback. When used on foot, they require two-hands to wield and are Very Hard (-30%) to use due to their lack of balance.

By Alexander J Bateman

Version 1.1

Unofficial Rules for Mounted Combat in Warhammer Fantasy Roleplay

STEEDS IN COMBAT

There are two broad categories of non-intelligent steeds: common and war-trained.

Common steeds include the usual sorts of beasts that people ride for mundane purposes, most horses, ponies, mules and all similar beasts of burden fall into this category. War-trained steeds include the Destrier, the war-Horse and other creatures schooled for combat. In general, creatures that have an Attacks attribute more than 0 can be assumed to always be war-trained. Intelligent Steeds (Int 21+) always count as war-trained.

While mounted you take a -20 penalty on Dodge Tests and a -20 penalty on all Ballistic Skill tests when using any two-handed weapons, note that this includes most missile weapons.

If you have the Ride skill and are on a war-trained steed, you gain a +10 bonus on all Weapon Skill tests made to attack Creatures on foot*, you may use any weapons under Specialist Weapon Group (Cavalry) without any penalties and you may employ the additional combat manoeuvres listed below.

*This modifier assumes that your target is smaller than your steed; a human knight would not gain a bonus against an Ogre, Giant or Dragon. As always, the GM should use his judgement.

In combat, both the steed and its rider may use all their attacks. However, as their movements may well inhibit one another, if both rider and mount are attacking in the same round, a Weapon Skill penalty should apply to both. Creatures with tail attacks or other long flexible appendages, such as a Dragon's Bite may ignore this rule at the GM's discretion. If the mount is suitable large, its rider may make missile weapon attacks even if the steed is engaged in melee combat.

CAVALRY AND COMMANDERS

Generals, mercenary captains and warbosses alike all have realised that being stuck on the back of the biggest, most impressive beast you can find has one huge advantage. It means your own troops can actually see you over the heads of their mates, shields and favourite camp followers. Thus, the GM may wish to allow any use of the Command Skill while mounted to gain a small bonus to the skill, or even a large bonus if on the back of something suitably massive.

THE MANE OF THE PUREBREED

Academic Knowledge: Religion

Powers: A Bretonnian Warhorse or Royal Pegasus that has had a piece of the Mane of the Purebreed woven into its own mane gains a +10% bonus to both Strength and Toughness while the mane is there.

History: One of the most revered relics of Bretonnia is the remains of the mane of Gilles le Breton's faithful steed. Important Knights vie for the honour of bearing a few precious strands of this holy artefact, that when woven into a horse's mane confers some of the Lord of all Horses' strength and fortitude.

CONTROLLING STEEDS

'A good horse, he cares not for the ways of court, and so shall throw a Duke, as readily as a groom.'

– Lady Iselda Artrange of Aquitaine

Riding a beast in to battle can provide distinct advantages over opponents that lack a mounts of their own. However, unless the steed is trained to ignore the smell of blood, the clash of weapons and the sounds of gunfire, controlling a non-intelligent mount can take up all of the rider's time.

A character with a common steed must make a Ride Skill Test before making any move that would result in the steed entering combat and must also make a Ride Skill Test at the end of each round of combat the steed is in, including the steed or its rider being shot at. Additionally if any Gunpowder weapon is discharged within the steed's hearings this will also require a Ride Skill Test. Failure to make any of these tests will result in the steed Bolting.

Each time a non-intelligent mount is wounded, regardless of it is common or war-trained, the rider must succeed on a Ride Skill Test or the steed will Bolt.

If in any of these cases, the steed has no rider to make the Ride Test, or that rider is unable to make the test (For example if the rider is unconscious) then the steed automatically Bolts.

When a steed Bolts it flees away from the combat at top speed, as if it had failed a Terror test. A bolting steed may make a Willpower test at the beginning of each turn; if successful, it stops running, while on a failure, it must use its action to continue fleeing.

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NEW ACTIONS FOR MOUNTED CHARACTERS

These optional actions allow Mounted combat to a bit more detailed, and can enhance the game. However, as with all options, they do add an extra level of complication and many groups may choose not to use them.

Mount Animal (Full Action)

Mounting a horse or other riding creature is a time consuming process and takes a full action to do, assuming the steed is next to you and stationary. Characters with the 'Trick Riding' Talent may mount their steeds as a half action or as a free action with a successful ride check.

Mounted Charge Attack (Full Action)

The represent the speed, mass and devastating power of a cavalry charge, the GM may wish to use this action. It works as the Charge Attack action described on page 127 of WFRP, except that you may roll an additional Impact Die. Note that this means weapons that already have the Impact quality, such as Lances and Great Weapons, roll an almighty three dice and select the highest! However, the bonus from the Charge Attack action does not stack with any bonus to hit opponents that are on foot.

Pass-by-Attack (Full Action)

One of the big advantages a steed provides is the opportunity to make a Pass-by-attack, where you strike out at a target that you are passing without slowing. This Action is exactly as a Mounted Charge, except you do not stop at the point of attack but rather continue past your target. Note that, as this means you are leaving combat, your target may be eligible to make a Free Hack at you in return. While this is of most use to cavalry due to the speed of their mounts, the GM may also wish to allow a Character on foot to use this Action (based on the Charge rather than Mounted Charge action), indeed, it can be particularly appropriate for fast or flying creatures.

Trample Attack (Full Action)

When mounted on a war-trained steed, you can direct your steed so that it smashes into and then tramples your opponents into the ground. Your steed moves up to twice its Movement Characteristics and can move through enemy creatures. You may make an attack against each creature you move through in this way, testing your Ride Skill instead of your Weapon Skill. If you succeed in this Skill Test, then your steed deals Damage equal to its normal weapon attack. Opponents may Dodge or Parry this attack as normal or may alternatively choose to make a Free Hack against you. To use this special Attack Action, your mount must be a war-trained steed.

Whoa Boy! (Full Action)

If your steed Bolts, you may wish to attempt to stop it rather than just clinging to the back for dear life while looking like a lemon. This is handled by you attempting a Ride Test (typically with a -20% penalty unless you have the Trick Rider Talent), which you may substitute for the steed's Will Power test to stop fleeing. As the mount flees further and further away from the source of danger, the GM may wish to lower the difficulty of your Ride Test until the cowardly beast finally stops.

DAMAGING STEEDS

There are two main options for determining Hit Location against cavalry. The first, easier and possibly more realistic option is to simply have the attacker state if he wishes to attack the mount or the rider, and then use the standard-hit location table. Alternatively, if like things more random, when a mounted character takes a hit in combat, refer to Table 1-1: Mounted Hit Locations rather than the standard hit-location table.

Table 1-1: Mounted Hit Locations

% Roll	Hit Location
01	Rider – Right Arm
20 – 03	Rider – Right Arm
04 – 05	Rider – Left Arm
06 – 15	Rider – Body
16 – 20	Rider – Right Leg
21 – 25	Rider – Left Leg
26 – 30	Steed – Head
31 – 60	Steed – Body
61 – 70	Steed – Right Front Leg
71 – 80	Steed – Left Front Leg
81 – 90	Steed – Right Rear Leg
91 – 100	Steed – Left Rear Leg

SLAIN STEEDS

The death of steed while riding is bad business. Should your steed perish, you must immediately attempt a Challenging (–10) Ride Test. (If you charged or ran on your last action, the test difficulty worsens to Hard [–20]). If you succeed, you leap or roll away from the collapsed steed, unharmed and on your feet. If you fail this Test, the GM rolls on Table 1-2: Slain Steeds.

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Table 1-2: Slain Steeds

% Roll	Result	Effect
01 – 20	Narrow Escape	You manage to roll out from underneath your steed just in time and land unharmed. You must take the Stand Action to regain your feet.
21 – 50	Thrown	In your steed's death throws, it flings you 1d10/2 yards away in a random direction. Take 1d10+1 Damage to a random Location when you land.
51 – 90	Partially Trapped	One of your legs becomes trapped by your steed, dealing 1d10 plus the steed's SB Damage. Each Round, on your Turn, you may spend a Full Action to attempt a Strength Test to pull yourself free. While trapped, you may not Dodge or Parry.
91 – 100	Completely Trapped	Your steed falls completely on top of you, crushing you beneath its bulk. You take 1d10 plus the steed's SB Damage to your Body ignoring any Armour. Each Round on your Turn, you may spend a Full Action to attempt a Hard (-20) Strength Test to pull yourself free. Allies can assist and each one (up to three) grants a +10 bonus on the test. If you fail, you take an additional 1d10+2 Damage each Round that you remain trapped. While trapped in this way you count as Helpless.

– GLADE RIDER (ADVANCED CAREER) –

The supreme reflexes of the Glade Riders place them among the greatest Horse Warriors in the Old World, able to ride in perfect harmony with their steeds. Glade Rider tactics typically favour hit and run attacks, with the reckless riders able to perform such feats as sitting backwards upon their steed while firing at the foes they are fleeing from.

A large part of the almost supernatural bond between Glade Riders and horse stems from the fact that Glade Riders do not view their horses as mere property, but rather have a deep partnership with the beast, forged of mutual respect. A Glade Rider that loses his steed will often go through a period of ritual mourning before he feels he can bond with another steed.

Most Glade Riders are part of the Kindred of Sehenlu or Equos, which most prize swiftness and accuracy. Others join the warrior Kindred of Lakoy's, the wild rider Kindred of Auryaur, or even the youthful and reckless Kindred of Haroith.

Special: You must be a Wood Elf to enter this career

*These Wood Elf Careers are yet to be released

- Glade Rider Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	–	+30%	+15%	+15%	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	–	–	–	–	–	–

Skills: Animal Care, Charm Animal, Concealment, Dodge Blow, Follow Trail, Heal or Silent Move, Navigation, Outdoor Survival, Perception, Ride, Search or Secret Language (Ranger Tongue)

Talents: Lightning Reflexes, Mighty Shot or Rover, Orientation, Quick Draw, Rapid Reload, Sharpshooter or Strike to Injure, Specialist Weapon (Longbow), Stout-hearted, Trick Riding

Trappings: Wood Elf Hunting Spear, Elfbow with 10 arrows, Medium Armour (Mail Shirt and Leather Jack), Elven Steed with Saddle and Harness

Career Entries: Kithband Warrior, Outrider, Scout

Career Exits: Scout, Veteran, Ghost Strider, Wild Rider of Kurnous*, Warhawk Rider*

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NEW TALENT:

Lightning Fast Rider

‘None shall flee, for my name is as thunder, and lightning is my steed.’

– Khagras, Horselord of Khorne

The Career Compendium introduces a new talent named ‘**Lightning Fast Rider**’ on page 158, which represents the kind of light manoeuvrable forces known in Warhammer as ‘**fast cavalry**’. The GM may wish to allow the following Careers access to this talent at the usual cost of 100 XP.

Careers: Highwayman, Horse Archer, *Glade Rider*, Mercenary (the Araby variant from the Career Companion only), Marauder, Messenger, Outrider, Pistolier, Yeoman

NEW TALENT:

Mounted Archer

While the -10% penalty to using two handed weapons while mounted is realistic, there are a few Warhammer Careers that are practiced mounted archers and should probably be able to ignore it. Thus, the GM may wish to include a ‘**Mounted Archer**’ talent that negates this penalty. If used, the following Careers should have access to this talent at the usual cost of 100 XP.

Careers: *Glade Rider*, Horse Archer, Knight of the Raven, Outrider, Steppes Nomad

Alternately, the GM may wish to assume that any Career with both a two-handed missile weapon and a war-trained steed as part of its trappings, qualifies to buy the talent.

– CREDITS –

‘How can you repay us? I give you a clue: they’re round, they glitter and they fill purses...’

– Klaus, Grudgebringer Mercenary

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