

MOUNTED COMBAT RULES

Untrained characters suffer a -4 Combat Disadvantage while mounted in addition to any other combat disadvantages.

NEW BACKGROUND TRAITS

Horseman

When mounted you can withstand long hours of toil and travel far without rest, or under extreme conditions.

NEW MASTERIES

Mounted Warrior

This mastery allows a bonus of plus two on combat complications (up to a maximum of nil) in mounted melee.

Mounted Archer

This mastery allows a bonus of plus two on combat complications (up to a maximum of nil) in mounted missile combat.

Mounted Charge

This mastery may only be learned once. Mounted Charge allows a mounted character to utilize the weight and speed of their mount in a charge. After the Volley Phase the Character with a war trained mount may 'charge' their adversaries. This initial attack allows the mounted character to attack first unless surprised and move immediately into the Forward Stance. On this single attack the character achieves a piercing blow on any great or extraordinary success.