

Quick Reference for Mounted Combat in Shadowdark RPG

Use this table for mounted combat with your PCs and NPCs. For combat or battle with larger formed units, use HellMarch by Alchemic Raker or Old Lords (Updated Chainmail), or a similar ruleset.

	Conditions	Effect/Modifier	Notes
1.	Initiative for Mounted PC/NPC	+1 on initiative roll + DEX bonus	Use character's DEX, not the mount's
2.	Facing a Mounted Charge on Foot (Morale Check)	Must pass a DC 14 WIS check or break and flee for cover ; -2 on melee if pass, disadvantage if fail	Failing targets break and flee towards available cover. If surprised vs charge, defender rolls check with <i>disadvantage</i> .
3.	Mounted <u>Charge</u> Attack	Attack with <i>advantage vs foot</i> ; +2 attack vs mounted targets who are stationary or standing	Charging character must move dbl near minimum (60')
4.	Attacking with Lance in Melee (not charging)	Attack with <i>disadvantage</i> . Damage reduced to 1d4 damage	Two-handed on foot, one-handed on mount. Too unwieldy, unless charging.
5.	Warhorse Melee vs. Mounted (non-charging)	+1 attack. No bonus for other mount types, e.g. Rouncey, Palfrey, Pony	Trained for battle, the warhorse gives a distinct advantage to its knight
6.	Mounted vs. Foot Melee (non-charging)	Mounted attacker gets <i>advantage</i> on attack rolls	The bonuses from #3 above <u>only</u> apply to the charge round
7.	Individual Melee on Foot, Set Spear/Polearm vs Mounted Attacker	Must pass DC 13 WIS to set defense. If pass, +2 melee attack vs mounted foe due to reach weapon	Not possible vs a <u>mounted charge</u> in individual combats, only mass close order formed units, e.g. Schiltron
8.	Trample Attack (Only Heavy Warhorse Charging)	Attack + STR bonus to hit, 2d6 damage. Defender DC 13 DEX save or knocked prone	Separate from Rider's attack; mount must be a trained warhorse and charging
9.	Call your shot! Targeting the Opposing Rider vs Mount	Attacker chooses to specifically hit the rider or mount; -2 to attack	Only applies when targeting mount or rider intentionally in deadly combat
10.	Falling from Mount	DC 11 DEX or fall with 1d4 damage	Triggered when rider receives crit damage, mount spooks, or is slain
11.	Use Shield in Mounted Melee	+2 to AC	Applies to Knight Lancers and other fighter classes with shield ability

*Combatants fighting on foot are assumed to be small groups of monsters or characters NOT in a military trained formation. Instead, we assume they are in loose, skirmish formation. They are especially vulnerable to figures charging on horseback.

**Archery from Horseback: No Longbows permitted. Shortbows only by trained classes or monsters.

*** This table included deadly lance combats between mounted adversaries, but NOT competitive (non-deadly) field jousts. See Erudite ZINE No. 1 "WARHORSE", p. 27 for those specific rules.