



the
Burning Wheel

Mount Burner



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BETA 01.27.04

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The Book of Mounts

To the modern reader, horses tend not to hold much weight or fascination. They seem to be something of a relic and almost an inconvenience when one considers the animal's necessities and requirements of food, companionship and space.

However, in the period in which we choose to reenact much of our fantastic adventure—indeed up to just over 100 years prior to our own time—horses were a fixture in daily life and largely still a necessity of *those* modern times.

As the car is to us today, so was the horse for perhaps three thousand years. The horse was the foundation of civilized society—it was the vehicle of rapid transportation of body, force and idea. It's introduction and embracement by successive ancient civilizations irrevocably changed their cultures, as much as the car has changed ours.

In ancient Byzantine, for example, the empire was spread and kept by her horses. Huge herds were maintained for breeding, and these animals decided not only victory in battle, but they brought news of the outcome of conflict as well. Along her old post roads, a Byzantine courier could travel a hundred miles in a day using a supply of fresh horses kept at intervals along the mail routes for just such transmission of information.

As herds flourished and prospered, so did civilization. Gradually, the horse supplanted the ox as the all-purpose farm implement. New harness technology allowed fields to be plowed faster and more efficiently—allowing greater crop yields and contributing to population boom and eventually the growth of cities.

And what seem to us inconveniences of feed, shelter and care were facts of life for many. Tending to and keeping a horse was simply part of life. Indeed, for a knight in medieval Europe, the horse was his most valuable possession!

This chapter attempts to mechanically illustrate the use and role of horses in Burning Wheel—in war, in travel, in trade and in work.

Horses

Described below are a number of types of horses. While not breeds per se, these creatures offer the distinction between the various roles a horse can play in society—and as such these animals were bred for their respective tasks. As always, look to the lifepaths, skills and traits of the creatures to gain an understanding of their function.

Courser

Lifepaths/Age:

Born Courser, War Training, Campaign/ 6 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B4 Sp: B6 Po: B7 Fo: B7

PPV: walk: 3p, jog: 6p, sprint: 10p

Attributes:

He: B5 St: B7 Re: B4 MW: B13

Hesitation: 5 (Fearless and Determined)

PTGS

Su: B4 Li: B8 Mi: B10 Se: B11 Tr: B12 MW: B13

IMS:

Hooves: I: B5 M: B9 S: B13 VA — Add 2

Skills:

Rider Training, Mounted Combat Training, Armor Training, Formation Fighting Training, Intimidation B2, Brawling B3, Foraging B2

Traits:

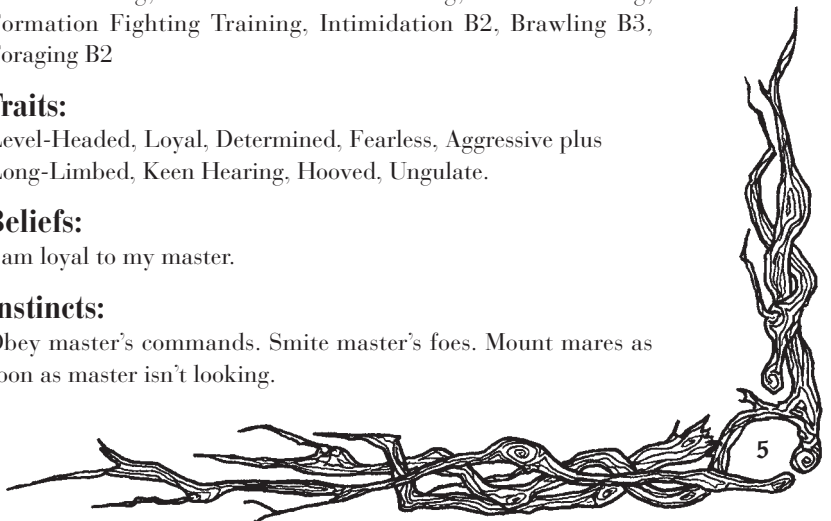
Level-Headed, Loyal, Determined, Fearless, Aggressive plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

I am loyal to my master.

Instincts:

Obey master's commands. Smite master's foes. Mount mares as soon as master isn't looking.





Destrier

Lifepaths/Age:

Born Courser, War Training, Campaign/ 6 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B4 Sp: B5 Po: B8 Fo: B8

PPV: walk: 2p, jog: 5p, sprint: 8p

Attributes:

He: B5 St: B7 Re: B4 MW: B14

Hesitation: 5 (Fearless and Determined)

PTGS

Su: B5 Li: B9 Mi: B11 Se: B12 Tr: B13 MW: B14

IMS:

Hooves: I: B5 M: B10 S: B15 VA — Add 2

Skills:

Rider Training, Mounted Combat Training, Armor Training, Formation Fighting Training, Intimidation B2, Brawling B3, Foraging B2

Traits:

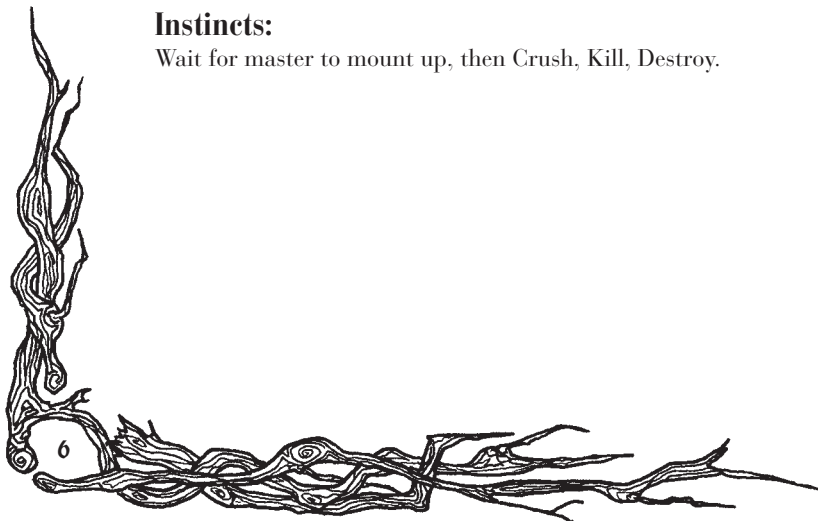
Muscular, Aggressive x2, Loyal, Determined, Fearless, plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

Crush, Kill, Destroy!.

Instincts:

Wait for master to mount up, then Crush, Kill, Destroy.



Gelding

Lifepaths/Age:

Born to be Cut, Riding Animal/ 5 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B2 Sp: B6 Po: B6 Fo: B6

PPV: walk: 3p, jog: 6p, sprint: 10p

Attributes:

He: B4 St: B3 Re: B4 MW: B12

Hesitation: 8

PTGS

Su: B4 Li: B8 Mi: B9 Se: B10 Tr: B11 MW: B12

IMS:

Hooves: I: B4 M: B7 S: B10 VA — Add 2

Skills:

Rider Training, Foraging B2

Traits:

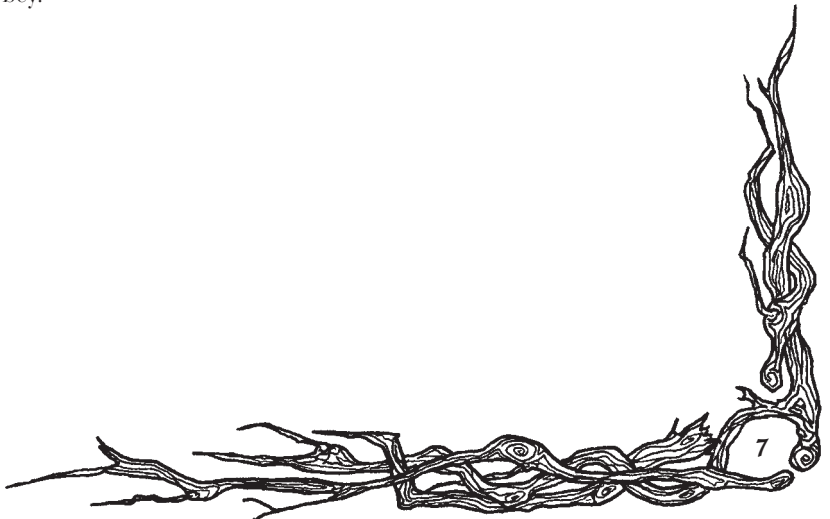
Castrati, Docile, Obedient, and Proud plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

Born to be ridden.

Instincts:

Obey.





Hackney

Lifepaths/Age:

Born to be Cut, Riding Animal, Beast of Burden/ 8 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B2 Sp: B5 Po: B7 Fo: B7

PPV: walk: 2p, jog: 5p, sprint: 8p

Attributes:

He: B4 St: B3 Re: B3 MW: B13

Hesitation: 8

PTGS

Su: B4 Li: B8 Mi: B9 Se: B10 Tr: B11 MW: B13

IMS:

Hooves: I: B4 M: B8 S: B12 VA — Add 2

Skills:

Hauling B3, Cart Training, Rider Training, Foraging B2

Traits:

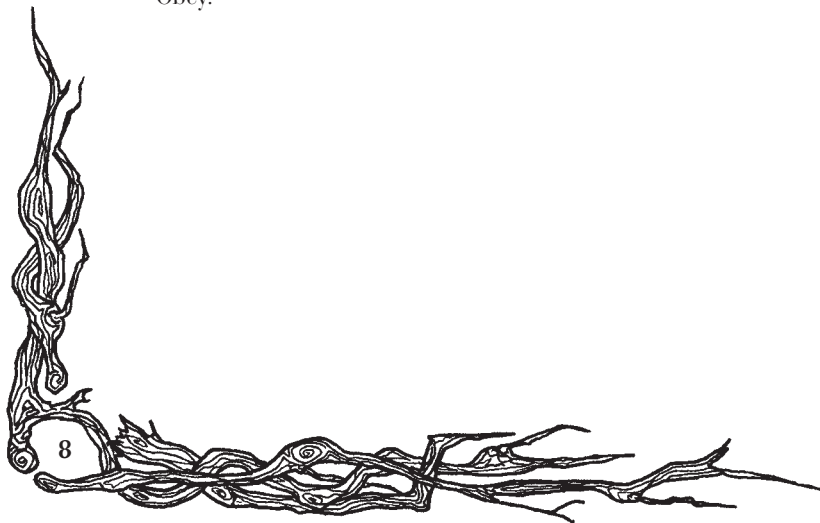
Obedient, Sleek, Beast of Burden, and Apple Eater plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

Born to be pull.

Instincts:

Obey.



Jennet

Lifepaths/Age:

Born Jennet, Riding Animal/5 years

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B4 Sp: B5 Po: B5 Fo: B5

PPV: walk: 2p, jog: 5p, sprint: 8p

Attributes:

He: B3 St: B3 Re: B4 MW: B11

Hesitation: 8

PTGS

Su: B3 Li: B5 Mi: B7 Se: B9 Tr: B10 MW: B11

IMS:

Hooves: I: B3 M: B6 S: B9 VA — Add 2

Skills:

Rider Training, Foraging B2

Traits:

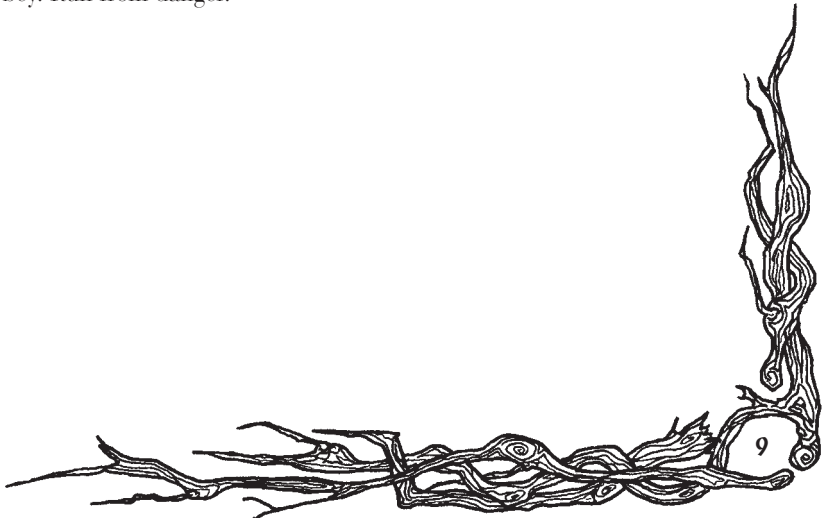
Obedient, and Gentle plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

Born to be ridden.

Instincts:

Obey. Run from danger.





Mule

Lifepaths/Age:

Born Mule, Beast of Burden/6 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B3 Sp: B4 Po: B7 Fo: B6

PPV: walk: 2p, jog: 4p, sprint: 6p

Attributes:

He: B5 St: B3 Re: B3 MW: B12

Hesitation: 8

PTGS

Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 MW: B12

IMS:

Hooves: I: B4 M: B8 S: B12 VA — Add 2

Skills:

Rider Training, Foraging B2

Traits:

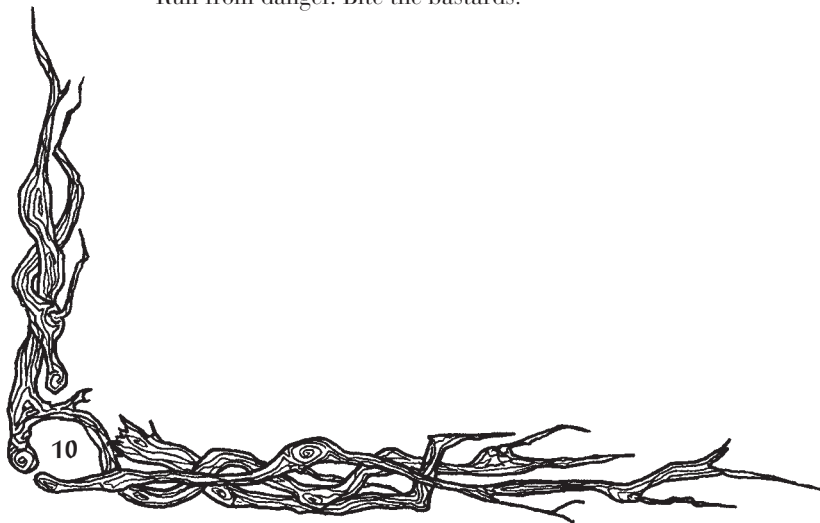
Stubborn, Stunted, Flea-Bitten, and Ornery plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

I hate them. I won't do it.

Instincts:

Run from danger. Bite the bastards.



Palfrey

Lifepaths/Age:

Born Palfrey, War Training, Riding Animal/6 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B4 Sp: B6 Po: B6 Fo: B6

PPV: walk: 3p, jog: 6p, sprint: 10p

Attributes:

He: B5 St: B3 Re: B3 MW: B12

Hesitation: 7 (Determined)

PTGS

Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 MW: B12

IMS:

Hooves: I: B4 M: B7 S: B11 VA — Add 2

Skills:

Mounted Combat Training, Rider Training, Intimidation B3,
Foraging B4

Traits:

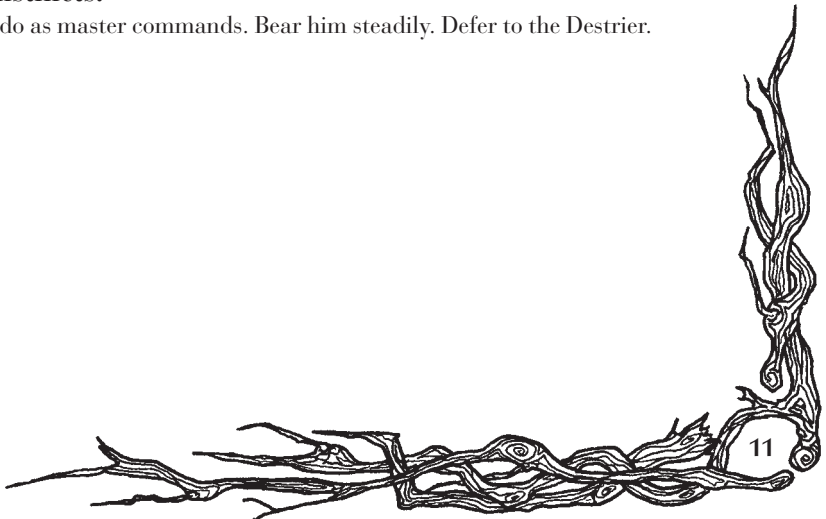
Obedient, Sleek, Loyal and Determined plus Long-Limbed, Keen
Hearing, Hooved, Ungulate.

Beliefs:

I do what is necessary.

Instincts:

I do as master commands. Bear him steadily. Defer to the Destrier.





Rouncey

Lifepaths/Age:

Born Rouncey, Parade Animal, Riding Animal/7 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B4 Sp: B5 Po: B5 Fo: B6

PPV: walk: 2p, jog: 5p, sprint: 8p

Attributes:

He: B4 St: B3 Re: B4 MW: B11

Hesitation: 8

PTGS

Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 MW: B12

IMS:

Hooves: I: B4 M: B7 S: B11 VA — Add 2

Skills:

Parade Ground Trotting B3, Rider Training, Foraging B3

Traits:

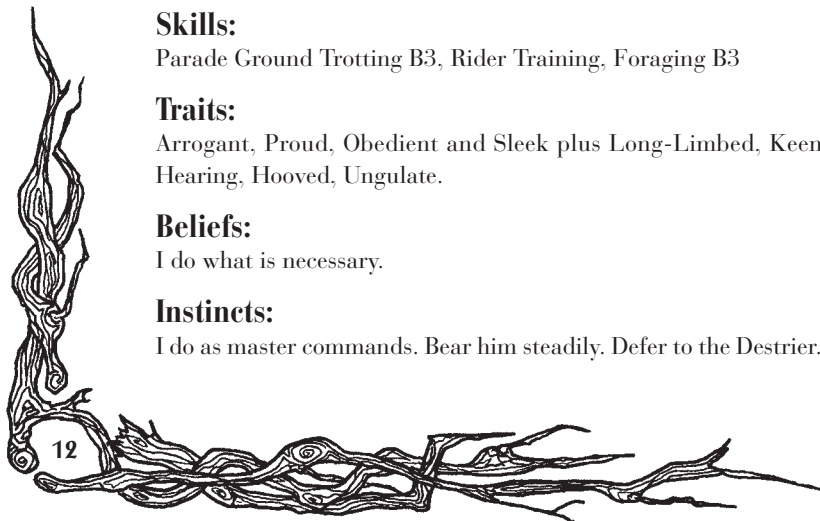
Arrogant, Proud, Obedient and Sleek plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

I do what is necessary.

Instincts:

I do as master commands. Bear him steadily. Defer to the Destrier.



Sumpter

Lifepaths/Age:

Born Sumpter, Beast of Burden/6 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B3 Sp: B4 Po: B7 Fo: B7

PPV: walk: 2p, jog: 4p, sprint: 6p

Attributes:

He: B5 St: B3 Re: B3 MW: B13

Hesitation: 8

PTGS

Su: B4 Li: B7 Mi: B9 Se: B11 Tr: B12 MW: B13

IMS:

Hooves: I: B4 M: B8 S: B12 VA — Add 2

Skills:

Hauling, Cart Training

Traits:

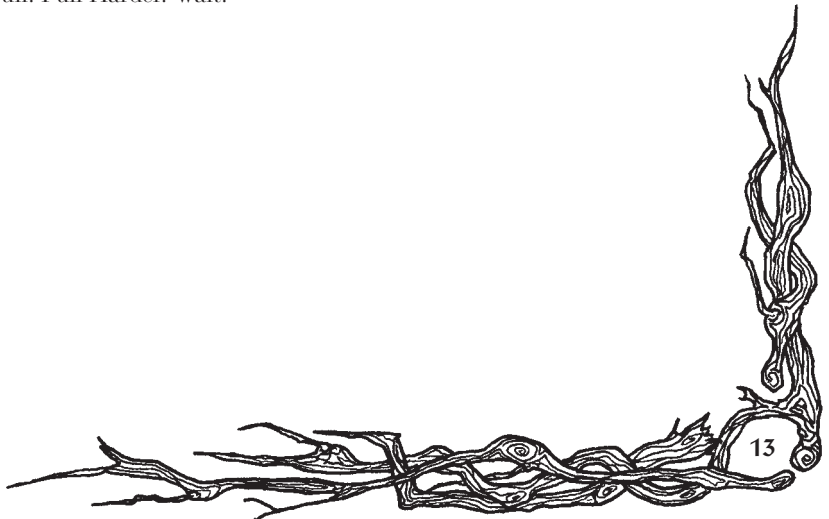
Sturdy, Beast of Burden, and Broken plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

I don't wanna beeee your beast of burden.

Instincts:

Pull. Pull Harder. Wait.





Turcoman

Lifepaths/Age:

Born Turcoman, War Training, Riding Animal/6 years old

Stats:

Pe: B3⁽⁴⁾ Wi: B2 Ag: B3 Sp: B8 Po: B5 Fo: B6

PPV: walk: 42p, jog: 8p, sprint: 13p

Attributes:

He: B5 St: B3 Re: B3 MW: B12 (Tough)

Hesitation: 7 (Determined)

PTGS

Su: B4 Li: B6 Mi: B8 Se: B9 Tr: B11 MW: B12

IMS:

Hooves: I: B3 M: B6 S: B9 VA — Add 2

Skills:

Mounted Combat Training, Rider Training, Intimidation B3,
Foraging B4

Traits:

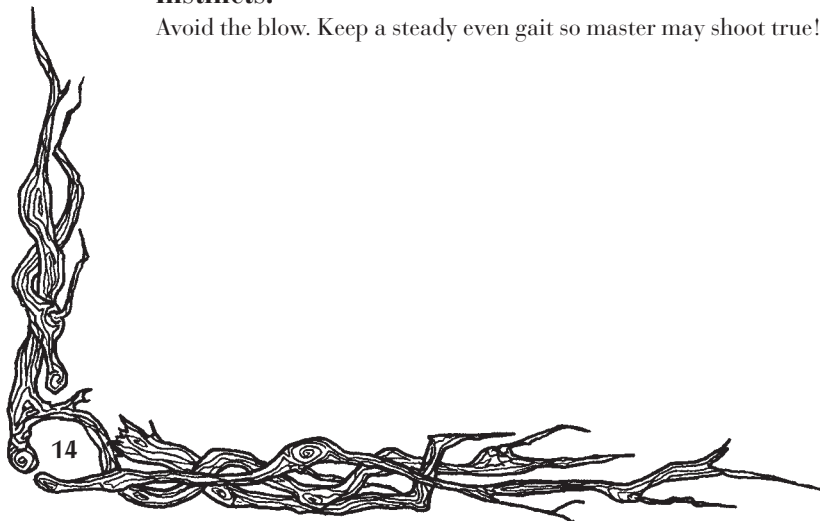
Good Bone, Fleet of Hoof, Obedient, Loyal, Tough and Determined
plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Beliefs:

I am the fastest of all!

Instincts:

Avoid the blow. Keep a steady even gait so master may shoot true!



Wolves of the Black Legion

Howling Beast

Stock/Rank:

Slave wolf/Howling Beast

Lifepaths:

Born to the Legion, Caged and Beaten, Shadow-Chaser, and Howling Beast

Stats:

Pe: B4⁽⁶⁾ Wi: B3 Ag: B3 Sp: B5 Po: B5 Fo: B5

PPV: walk: 1p, jog: 4p, sprint: 7p

Attributes:

He: B4 St: B6 Re: B4 MW: B11

Hesitation: 7

PTGS

Su: B3 Li: B6 Mi: B7 Se: B9 Tr: B10 MW: B11

IMS:

Crushing Jaws: I: B4 M: B8 S: B12 VA 2 Add 2

Skills:

Howling B1, Pack Etiquette B1, Stealthy B5, Tracking B4⁽⁶⁾, Intimidation B2, Begging B2, Savage Attack B4, Rider Training, Mounted Combat Training.

Traits:

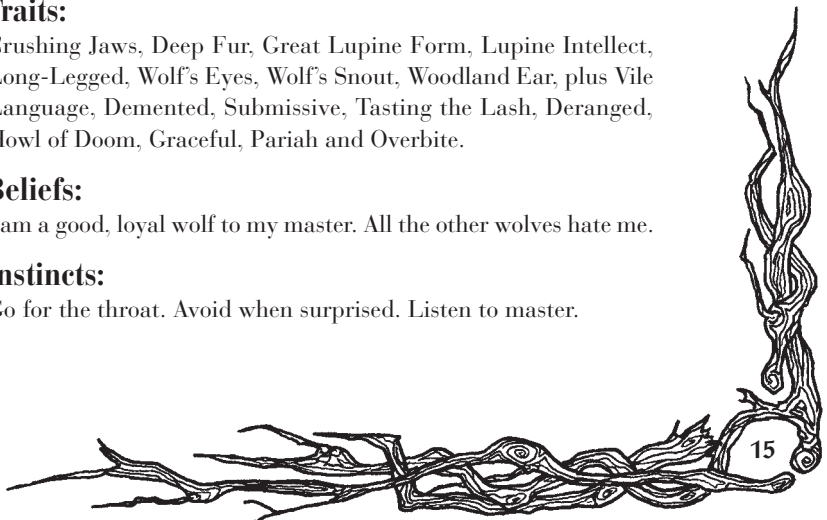
Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Graceful, Pariah and Overbite.

Beliefs:

I am a good, loyal wolf to my master. All the other wolves hate me.

Instincts:

Go for the throat. Avoid when surprised. Listen to master.





Black Destroyer

Stock/Rank:

Slave wolf/Black Destroyer

Lifepaths:

Born to the Legion, Caged and Beaten, Shadow-Chaser, Howling Beast, and Black Destroyer

Stats:

Pe: B5⁽⁷⁾ Wi: B3 Ag: B4 Sp: B6 Po: B5 Fo: B5

PPV: walk: 1p, jog: 4p, sprint: 7p

Attributes:

He: B4 St: B7 Ref: B5 MW: B11

Hesitation: 5/4 vs Pain and Gore

PTGS

Su: B3 Li: B6 Mi: B7 Se: B9 Tr: B10 MW: B11

IMS:

Crushing Jaws: I: B4 M: B8 S: B12 VA 2 Add 2

Skills:

Howling B2, Pack Etiquette B3, Stealthy B6, Tracking B4⁽⁶⁾, Intimidation B3, Begging B2, Savage Attack B5, Rider Training, Mounted Combat Training.

Traits:

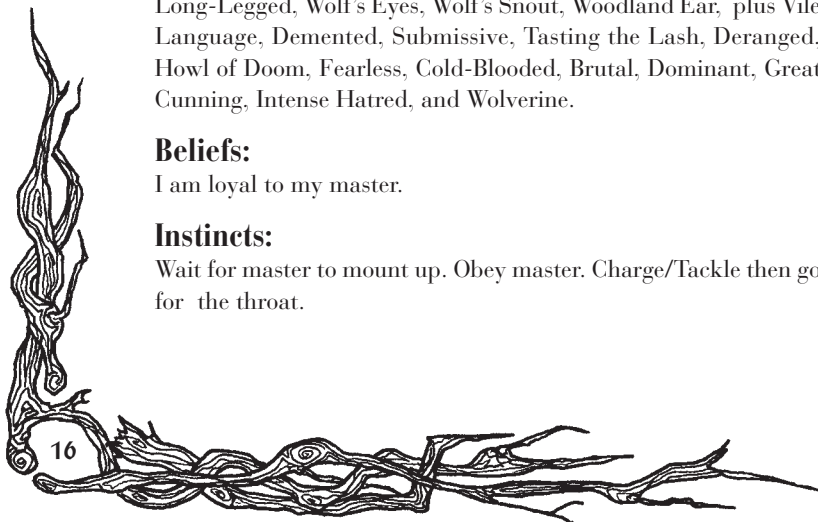
Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Fearless, Cold-Blooded, Brutal, Dominant, Great Cunning, Intense Hatred, and Wolverine.

Beliefs:

I am loyal to my master.

Instincts:

Wait for master to mount up. Obey master. Charge/Tackle then go for the throat.



Ebon Tyrant

Stock/Rank:

Slave wolf/Ebon Tyrant

Lifepaths:

Born to the Legion, Caged and Beaten, Shadow-Chaser, Howling Beast, Black Destroyer, and Ebon Tyrant.

Stats:

Pe: B5⁽⁷⁾ Wi: B4 Ag: B4 Sp: B5 Po: B6 Fo: B5

PPV: walk: 1p, jog: 4p, sprint: 7p

Attributes:

He: B5 St: B8 Ref: B5 MW: B11

Hesitation: 4/3 vs Pain and Gore

PTGS

Su: B3 Li: B6 Mi: B7 Se: B9 Tr: B10 MW: B11

IMS:

Crushing Jaws: I: B5 M: B9 S: B13 VA 2 Add 2

Skills:

Howling B2, Pack Etiquette B3, Stealthy B5, Tracking B4⁽⁶⁾, Intimidation B5, Begging B1, Savage Attack B5, Conspicuous B4, Command B2, Rider Training, Mounted Combat Training.

Traits:

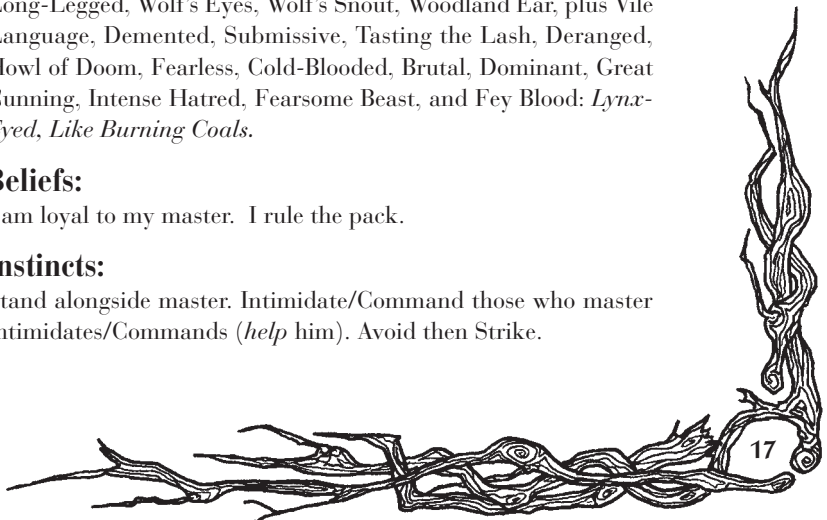
Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Fearless, Cold-Blooded, Brutal, Dominant, Great Cunning, Intense Hatred, Fearsome Beast, and Fey Blood: *Lynx-Eyed, Like Burning Coals.*

Beliefs:

I am loyal to my master. I rule the pack.

Instincts:

Stand alongside master. Intimidate/Command those who master Intimidates/Commands (*help* him). Avoid then Strike.





Spider Servants of the Dark Blood

Blood Drinker

Stock/Rank:

UnderNest Spider/Blood Drinker

Lifepaths:

Broodling, Wall-Crawler, Devourer, Blood Drinker

Stats:

Pe: B4⁽⁶⁾ Wi: B3 Ag: B4 Sp: B6 Po: B6 Fo: B4

PPV: walk: 2p, jog: 6p, sprint: 8p

Attributes:

He: B3 St: B7 Ref: B5 MW: B11

Hesitation: 7

PTGS

Su: B3 Li: B6 Mi: B7 Se: B9 Tr: B10 MW: B11

IMS:

Fangs: I: B4 M: B7 S: B10 VA — Add 2

Must be Inside to use fangs.

Spiked Tarsus: I: B4 M: B7 S: B10 VA 1 Add 2

Chitinous Armor:

6D of DN 5 armor.

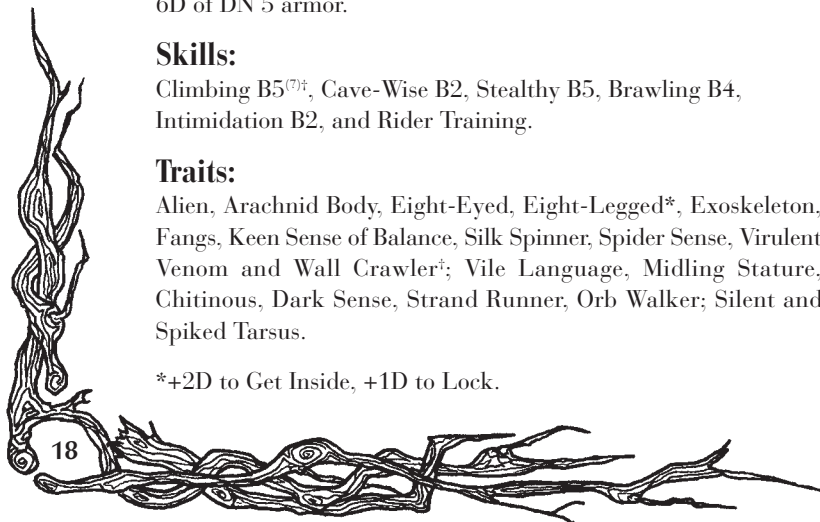
Skills:

Climbing B5^{(7)†}, Cave-Wise B2, Stealthy B5, Brawling B4, Intimidation B2, and Rider Training.

Traits:

Alien, Arachnid Body, Eight-Eyed, Eight-Legged*, Exoskeleton, Fangs, Keen Sense of Balance, Silk Spinner, Spider Sense, Virulent Venom and Wall Crawler[‡]; Vile Language, Midling Stature, Chitinous, Dark Sense, Strand Runner, Orb Walker; Silent and Spiked Tarsus.

*+2D to Get Inside, +1D to Lock.



Beliefs:

I am one alien freak of nature. Fear the rituals. Destroy the enemies!

Instincts:

Drop dragline every 10 paces (or when otherwise precariously perched). Wait for master to mount.

Arachnarch

Stock/Rank:

UnderNest Spider/Arachnarch

Lifepaths:

Broodling, Wall-Crawler, Infested, Blood Drinker, Arachnarch

Stats:

Pe: B4⁽⁶⁾ Wi: B4 Ag: B4 Sp: B6 Po: B5 Fo: B5

PPV: walk: 2p, jog: 6p, sprint: 8p

Attributes:

He: B5 St: B8 Ref: B5 MW: B11

Hesitation: 4 (Fearless)

PTGS

Su: B3 Li: B6 Mi: B7 Se: B9 Tr: B10 MW: B11

IMS:

Fangs: I: B3 M: B6 S: B9 VA — Add 2

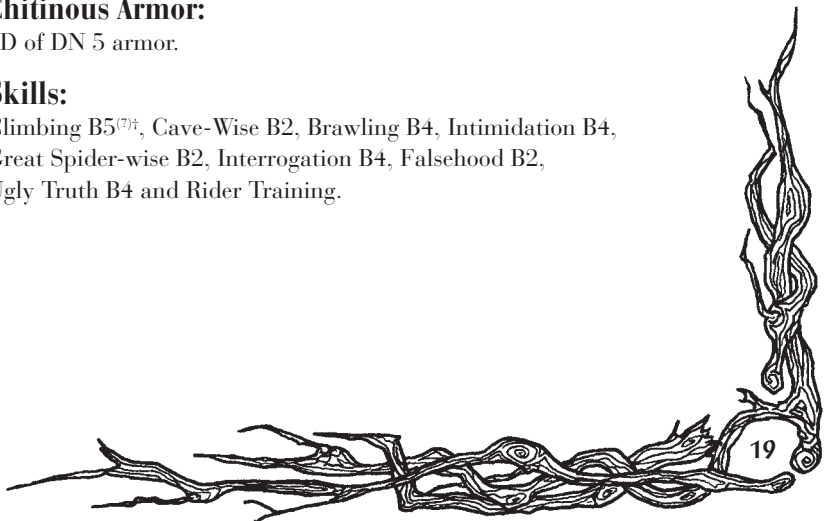
Must be Inside to use fangs.

Chitinous Armor:

6D of DN 5 armor.

Skills:

Climbing B5^{(7)†}, Cave-Wise B2, Brawling B4, Intimidation B4, Great Spider-wise B2, Interrogation B4, Falsehood B2, Ugly Truth B4 and Rider Training.





Traits:

Alien, Arachnid Body, Eight-Eyed, Eight-Legged*, Exoskeleton, Fangs, Keen Sense of Balance, Silk Spinner, Spider Sense, Virulent Venom and Wall Crawler[†]; Vile Language, Midling Stature, Chitinous, Dark Sense, Strand Runner, Orb Walker, Parasite Infested, Pariah; Mark of Fear, Fearless, and Intoxicating Venom.

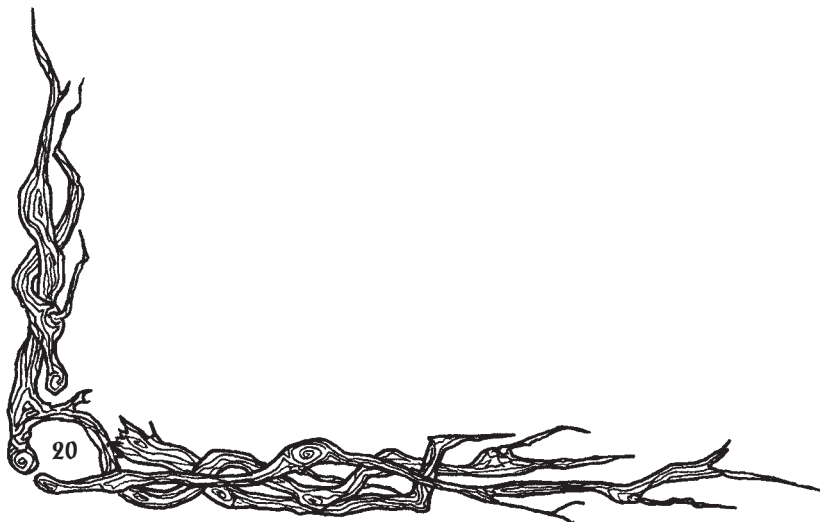
*+2D to Get Inside, +1D to Lock.

Beliefs:

Fear is the mind-killer, I shall use it to destroy them! Cleverness wins the day over brute strength.

Instincts:

Drop Dragline. Allow only powerful Orc Servant's to ride. Intimidate them with a bit of the Ugly Truth— “What can you hope to do against me?”



The Horse Burner

Players may build a horse as they would any other character—choose a born lifepath, follow leads and determine the rest of the animal’s lifepaths, total years, determine stats and skills, etc. There are a few differences for horses, though. First, a horse’s *Born* path indicates their breeding—who the sire and mare were—and *what role this horse was bred for*. Secondly, leads in the Horse Burner connect directly to other *lifepaths*, rather than giving access to other settings.

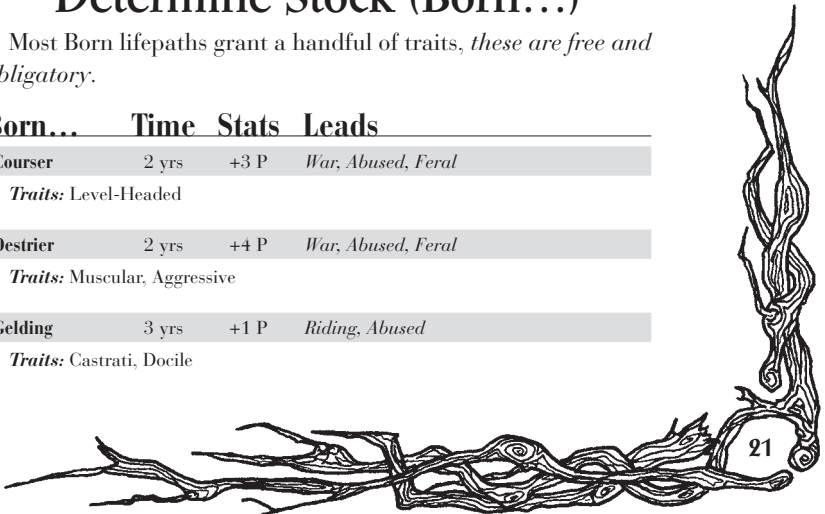
Quick Breeding:

- Determining *Born...* lifepath. This determines breed and general purpose.
- Choose a *lead* to a Rearing Lifepath, not to a setting.
- Follow leads to *additional lifepaths*.
- Total time, stat bonuses, skill points and trait points.
- First skill and first trait in each lifepath are required, each costs one point respectively. Additional skills or traits cost 1 point to open.
- Total age, determine stat pools, add in stat bonuses.
- Factor skill roots.
- Determine Steel.
- Purchase a *roll* on Special trait list with 1, 2 or 3 trait points.
- Choose trait(s) from list indicated by roll.

Determine Stock (Born...)

Most Born lifepaths grant a handful of traits, *these are free and obligatory*.

Born...	Time	Stats	Leads
Courser	2 yrs	+3 P	<i>War, Abused, Feral</i>
<i>Traits:</i> Level-Headed			
Destrier	2 yrs	+4 P	<i>War, Abused, Feral</i>
<i>Traits:</i> Muscular, Aggressive			
Gelding	3 yrs	+1 P	<i>Riding, Abused</i>
<i>Traits:</i> Castrati, Docile			





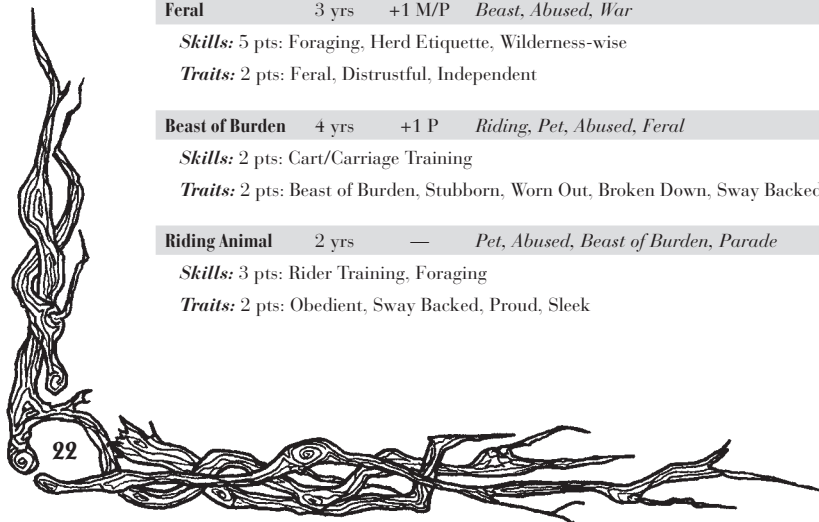
Hackney	2 yrs	+2 P	<i>Riding, Beast, Abused</i>
<i>Traits: —</i>			
Jennet	3 yrs	+1 P	<i>Riding, Parade, Pet</i>
<i>Traits: Gentle</i>			
Mule	2 yrs	—	<i>Beast, Riding, Abused</i>
<i>Traits: Stubborn, Stunted, Flea-bitten</i>			
Palfrey	3 yrs	+2 P	<i>Riding, War, Beast, Parade, Abused</i>
<i>Traits: —</i>			
Rouncey	2 yrs	+2 P	<i>Riding, Beast of Burden, Pet</i>
<i>Traits: —</i>			
Sumpter	2 yrs	+2 P	<i>Beast, Riding, Feral, Abused</i>
<i>Traits: Sturdy</i>			
Turcoman	2 yrs	+2 P	<i>Riding, War, Wild, Abused</i>
<i>Traits: Good Bone, Fleet of Hoof</i>			

Rearing (Lifepaths)

Horse lifepath traits are not gained in the same way as standard LP traits. Read the Lifepath traits section for the exact mechanics.

Name Time Stat Leads

Wild	2 yrs	+1 M/P	<i>Beast of Burden, Riding, Pet, War</i>
<i>Skills: 5 pts: Foraging, Herd Etiquette, Brawling, Intimidation, Wilderness-wise</i>			
<i>Traits: 1 pt: Napper, plus choose Willful (male) or Protective (female)</i>			
Feral	3 yrs	+1 M/P	<i>Beast, Abused, War</i>
<i>Skills: 5 pts: Foraging, Herd Etiquette, Wilderness-wise</i>			
<i>Traits: 2 pts: Feral, Distrustful, Independent</i>			
Beast of Burden	4 yrs	+1 P	<i>Riding, Pet, Abused, Feral</i>
<i>Skills: 2 pts: Cart/Carriage Training</i>			
<i>Traits: 2 pts: Beast of Burden, Stubborn, Worn Out, Broken Down, Sway Backed</i>			
Riding Animal	2 yrs	—	<i>Pet, Abused, Beast of Burden, Parade</i>
<i>Skills: 3 pts: Rider Training, Foraging</i>			
<i>Traits: 2 pts: Obedient, Sway Backed, Proud, Sleek</i>			



Pet 4 yrs — *Parade, Abused, Riding, Beast*

Skills: 2 pts: Begging

Traits: 2 pts: Docile, Dependent, Arrogant, Spoiled, Well-Groomed, Cribber

War Training 2 yrs +2 P *Campaign, Abused, Riding, Stud, Beast*

Skills: 10 pts: Rider Training, Mounted Combat Training, Formation Fighting, Brawling, Intimidation, Armor Training.

Traits: 2 pts: Loyal, Tough, Determined

Campaign 2 yrs +1 P *Feral, Abused, Riding, Beast*

Skills: 3 pts: Brawling, Foraging

Traits: 2 pts: Aggressive, Fearless, Biter, Lame

Parade Animal 3 yrs — *Pet, Riding, Abused*

Skills: 2 pts: Parade Ground Trotting

Traits: 2 pts: Arrogant, Proud, Impeccably Groomed, Sleek, Weaver

Abused 2 yrs +1 M *Beast of Burden, Feral, War Training*

Skills: 2 pts: Inconspicuous, Begging

Traits: 3 pts: Unpredictable, Angry, Hateful, Broken, Starved

Stud 1 yr +1 M *Abused, Campaign, Riding, Parade*

Skills: 3 pts: Mating, Brawling

Traits: 3 pts: Aggressive, Willful

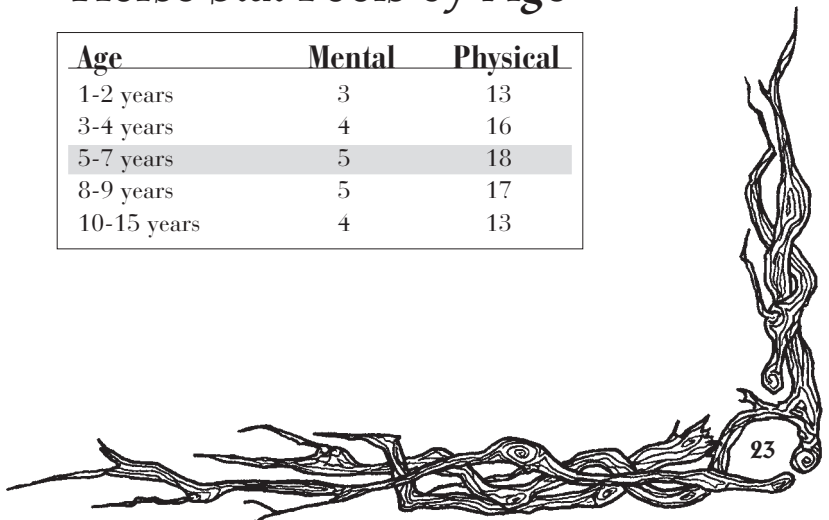
Mare 3 yrs +1 M *Beast of Burden, Feral, War Training*

Skills: 4 pts: Rearing, Herd Etiquette, Stallion-wise

Traits: 2 pts: Maternal

Horse Stat Pools by Age

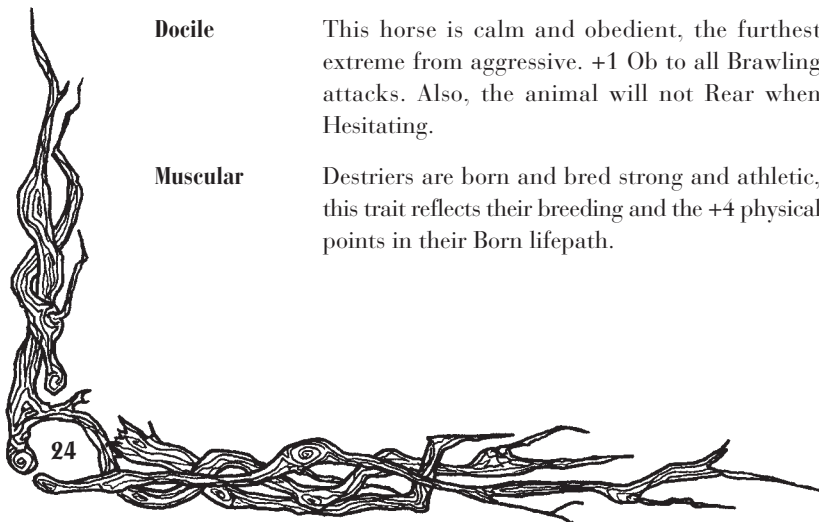
<u>Age</u>	<u>Mental</u>	<u>Physical</u>
1-2 years	3	13
3-4 years	4	16
5-7 years	5	18
8-9 years	5	17
10-15 years	4	13





Born... Horse Traits

- Good Bone** Turcoman bred horses are renowned for their strong bones—this quality allows them to carry more weight for their size and helps prevent their going lame. When determining the horse's load points, add two (+2) to the Power and Forte total. Also, this trait may be used to buy off the Lame trait. Should the horse ever go lame, the player may trade Good Bone in order to ignore the Lame trait. All the benefits of Good Bone are lost after said trade.
- Fleet of Hoof** Call-On for Speed.
- Sturdy** This horse is bred for the long and boring work of hauling plow and cart. Sumpters tend to be of solid build and temperate disposition. Add +1D to the Hauling skill and Steel tests when in traces.
- Stubborn** Increase all Riding test obstacles by one.
- Stunted** Mules have a maximum Speed of 6.
- Flea-bitten** Fleas everywhere!
- Gentle** Obstacles for Riding tests are reduced by one, however Hesitation is increased by two.
- Castrati** This horse has been castrated. He is docile and easy to ride.
- Docile** This horse is calm and obedient, the furthest extreme from aggressive. +1 Ob to all Brawling attacks. Also, the animal will not Rear when Hesitating.
- Muscular** Destriers are born and bred strong and athletic, this trait reflects their breeding and the +4 physical points in their Born lifepath.

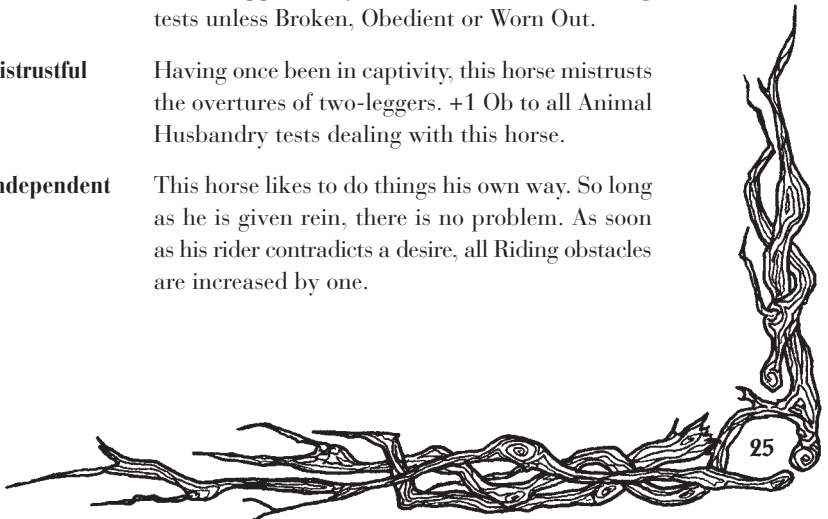


- Aggressive** When an Aggressive horse fails a Steel test he may charge forward or rear up instead of standing and drooling or running away. While charging or rearing, he is still considered “hesitating” and is not under the control of the rider.
- Level-Headed** While being ridden, the horse uses his master’s Steel test results.

Horse Lifepath Traits

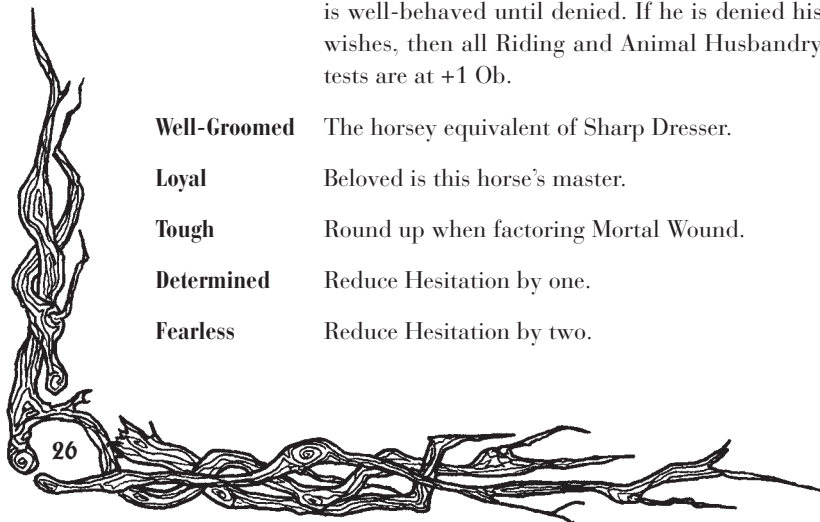
Choosing lifepath traits is done exactly like spending skill points. All lifepath traits cost 1 pt. The first trait is required, additional points may be spent on traits in the lifepath, saved for other lifepath traits or saved to buy special traits.

- Willful** When around other horses—especially females—this horse attempts to take command. +1 Ob to all riding tests when in these conditions. Reduce Hesitation by one as well. This trait is negated by Broken, Docile, and Dependent.
- Protective** This horse is protective of the weak and young. Reduce Hesitation by two when around said charges, increase all Riding obstacles by one.
- Feral** This once domesticated horse has been abandoned to the wild and now runs without a master. Feral horses recaptured will attempt to escape at the earliest opportunity and are +1 Ob to all Riding tests unless Broken, Obedient or Worn Out.
- Distrustful** Having once been in captivity, this horse mistrusts the overtures of two-leggers. +1 Ob to all Animal Husbandry tests dealing with this horse.
- Independent** This horse likes to do things his own way. So long as he is given rein, there is no problem. As soon as his rider contradicts a desire, all Riding obstacles are increased by one.





- Beast of Burden** Add +1D to Power when determining how many load points the animal can carry or pull. Add +1D to Health when taking fatigue tests against carrying or hauling.
- Worn Out** Increase all Fatigue test obstacles by one.
- Broken Down** Decrease Forte by one.
- Sway Backed** Increase Fatigue obstacles by one for any test relating to Riding or a rider.
- Obedient** This horse has been trained to accept riders. This trait counteracts Willful and Feral.
- Proud** Head held high, this horse carries itself in an imposing manner.
- Sleek** A glossy coat.
- Docile** Reduce all Riding test obstacles by one.
- Dependent** Horse cannot fend for itself. Reduce all Animal Husbandry tests by one. Increase all Foraging and Herd Etiquette tests by two.
- Arrogant** This horse must always be at the van, and will always seek to position himself thusly. No ill effects unless his master contradicts his desire, thereafter all Riding tests are at +1 Ob.
- Spoiled** Accustomed to getting what he wants, this horse is well-behaved until denied. If he is denied his wishes, then all Riding and Animal Husbandry tests are at +1 Ob.
- Well-Groomed** The horsey equivalent of Sharp Dresser.
- Loyal** Beloved is this horse's master.
- Tough** Round up when factoring Mortal Wound.
- Determined** Reduce Hesitation by one.
- Fearless** Reduce Hesitation by two.



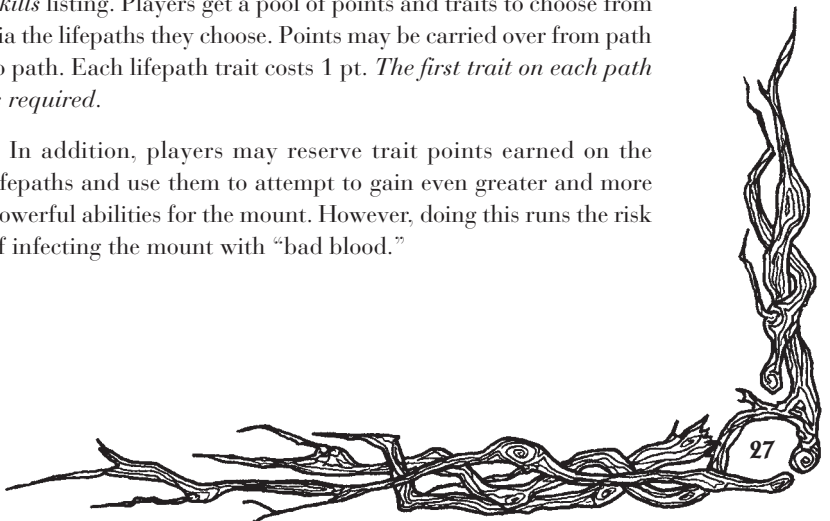
- Biter** This horse likes to bite and will nip whenever ever he gets the chance.
- Impeccably Gro.** A horse beyond compare!
- Unpredictable** The GM may take control over this horse for one volley in the exchange or for one exchange out of every three.
- Angry** This animal is angry at the world! Increase Riding obstacles by one when doing anything this horse doesn't want to.
- Hateful** Resentful of its training and breaking, this creature will buck, rear and kick at the most inopportune times.
- Starved** Increase all Fatigue obstacles by one.
- Maternal** Reduce hesitation around young horses by three. Also, this horse will attempt to shelter and care for any younger or weaker horse. In turn, she will shun Willful, Wild, Aggressive and Angry males.

Choosing Horse Special Traits

When a player creates his mount he may purchase traits for it like any other character. However, mechanics for said purchase are slightly different than those described in the Character Burner.

For horses, the *Traits* listing in the lifepaths acts similarly to the *Skills* listing. Players get a pool of points and traits to choose from via the lifepaths they choose. Points may be carried over from path to path. Each lifepath trait costs 1 pt. *The first trait on each path is required.*

In addition, players may reserve trait points earned on the lifepaths and use them to attempt to gain even greater and more powerful abilities for the mount. However, doing this runs the risk of infecting the mount with “bad blood.”





A player may spend one, two or three traits points in an attempt to gain special traits for his mount. One point earns a roll on the 1 pt table, two points on the 2 pt, and three trait points earns a roll on the 3 pt table. After rolling the Die of Fate, the player may then choose from the indicated list or lists.

1 pt DOF Roll

- 1-2 Choose two traits from the My Little Pony list.
- 3 Nothing Special. May spend trait point in Lifepaths, and may not choose to spend more points on Special traits.
- 4-5 Choose a trait from Notable and My Little Pony lists.
- 6 Choose a trait from Legendary and My Little Pony lists.

2 pt DOF Roll

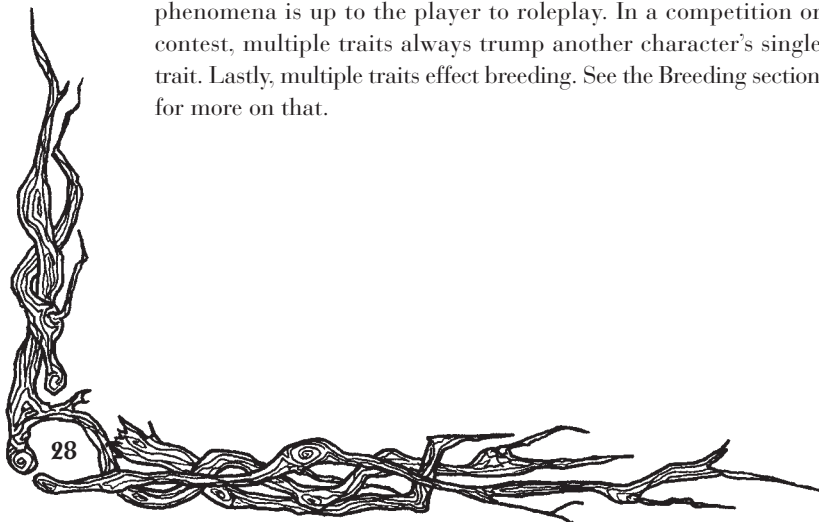
- 1 Choose a trait from the My Little Pony list.
- 2 Choose a trait from the Notable and My Little Pony lists.
- 3-5 Choose a trait from the Notable list.
- 6 Choose a trait from Legendary and My Little Pony lists.

3 pt DOF Roll

- 1-2 Choose from the Notable and My Little Pony lists.
- 3 Choose one trait from the Notable list.
- 4 Choose two traits from the Notable list.
- 5 Choose a trait from the Legendary list.
- 6 Choose a trait from Legendary and Notable lists.

Multiple Similar Traits

A horse may begin his life as a character with multiple versions of the same trait. Destrier's for example can earn Aggressive twice. This indicates a very strong tendency in the character and said phenomena is up to the player to roleplay. In a competition or contest, multiple traits always trump another character's single trait. Lastly, multiple traits effect breeding. See the Breeding section for more on that.



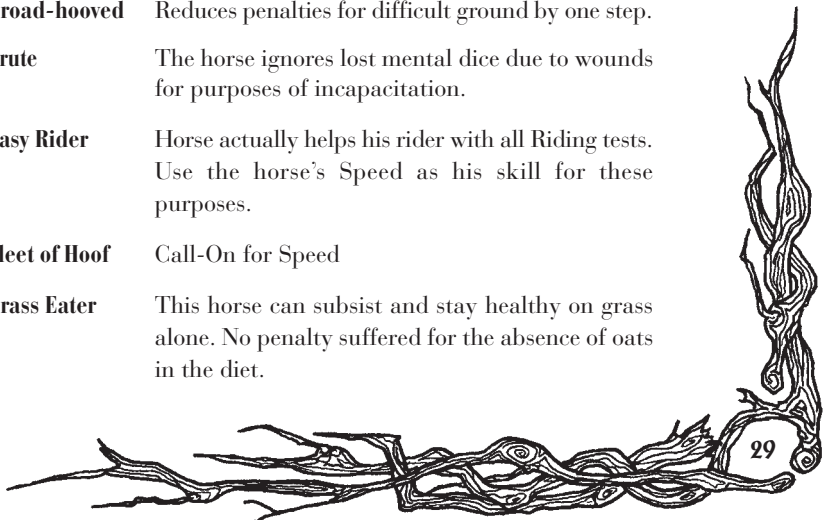
Horse Special Traits

Legendary Traits

- All-Weather** This horse ignores penalties due to weather.
- Beast** +1D Power
- Brutal Brawler** Horse has access to all martial maneuvers rather than just those restricted to Brawling.
- Camel** The horse can survive on little water and food. He may ignore the Inadequate Food and Water penalty for the course of a single journey.
- Ford Finder** This horse can *always* find a way across a river.
- Demonbane** Can *help* Faith (+1D), also counts as Strength 2 Spirit Ward.
- High Speech** He can talk to his rider!
- Intuitive** This horse will help its master with any and all skill tests it can—Riding, Intimidation, Conspicuous, and Brawling.
- Long Strider** +1D Speed
- Man-Killer** +2 Power to all Brawling attacks
- Night Rider** Suffers no vision penalties at night.
- Unflinching** Hesitation reduced by 4.

Notable Traits

- Broad-hooved** Reduces penalties for difficult ground by one step.
- Brute** The horse ignores lost mental dice due to wounds for purposes of incapacitation.
- Easy Rider** Horse actually helps his rider with all Riding tests. Use the horse's Speed as his skill for these purposes.
- Fleet of Hoof** Call-On for Speed
- Grass Eater** This horse can subsist and stay healthy on grass alone. No penalty suffered for the absence of oats in the diet.

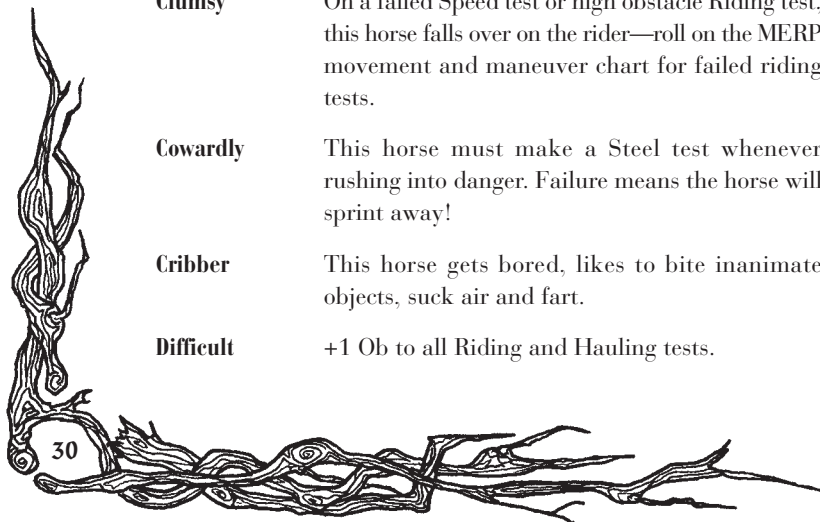




- Herculean** +1D Power when hauling
- Leaper** When leaping, double the distances listed in the maneuver obstacle section.
- Sharp** This horse understands spoken commands.
- Smooth-Backed** Reduces rider's obstacle penalties by one when acting/attacking from horseback.
- Strong Back** This horse was bred for hauling. +1D to Health tests vs Fatigue for pulling or hauling.
- Sure-Footed** This horse has +1D to all Speed tests on broken or uneven ground.
- Swift Kicker** +1D Brawling for all kicking attacks
- Taunton** This horse ignores fatigue penalties due to cold and snow.
- Thug** With an intuitive understanding of aggressiveness and violence, this horse will help its master in Intimidation and Brawling tests.
- Wolf Teeth** +1 Power to all Bite attacks

My Little Pony Traits

- Apple Eater** Must be fed apples on a regular basis, otherwise the animal suffers the Inadequate Food penalty when taking Health tests for Fatigue.
- Clumsy** On a failed Speed test or high obstacle Riding test, this horse falls over on the rider—roll on the MERP movement and maneuver chart for failed riding tests.
- Cowardly** This horse must make a Steel test whenever rushing into danger. Failure means the horse will sprint away!
- Cribber** This horse gets bored, likes to bite inanimate objects, suck air and fart.
- Difficult** +1 Ob to all Riding and Hauling tests.



Gentle	Obstacles for Riding tests are reduced by one, however Hesitation is increased by two.
Lame	The horse may not sprint.
Loner	This horse prefers to run alone and will always break away from the pack and head in his own direction. Increase Hesitation by one when running with other horses. Decrease Hesitation by one when running alone.
Napper	Nappers stick close to the herd. When with a group of horses, reduce Hesitation by one. When alone increase Hesitation by one.
Ornery	This horse has a bad temper and will randomly bite.
Stupid	You order, "Charge!" and the horse sits down.
Weaver	Sways out of boredom both in and out of his stall, the GM may determine when and if the horse starts weaving. Once he does, all riding tests are made at +1 Ob.
Wormed	Infected by worms, all Health tests at +1 Ob

Horse Common Traits

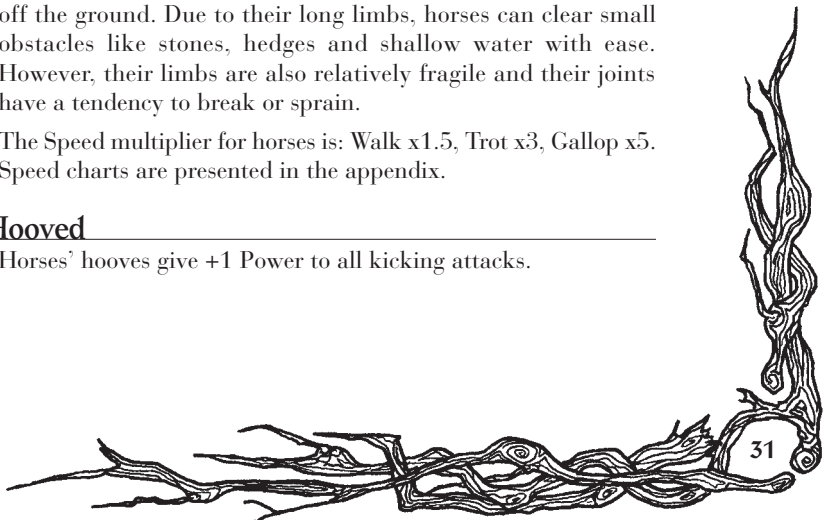
Long Limbed

Horses typically have long, slender legs placing their bodies well off the ground. Due to their long limbs, horses can clear small obstacles like stones, hedges and shallow water with ease. However, their limbs are also relatively fragile and their joints have a tendency to break or sprain.

The Speed multiplier for horses is: Walk x1.5, Trot x3, Gallop x5. Speed charts are presented in the appendix.

Hooved

Horses' hooves give +1 Power to all kicking attacks.





Keen Hearing

Horses typically have keen hearing—a trait held over from their days in the wild dodging wolves and cats. +1D to all auditory Perception tests (counts toward Reflexes), also grants Observation training for detecting Stealthy and Inconspicuous characters.

Ungulate

This trait describes the horse's basic shape—long skull, short jaw, dark round eyes mounted to the side of the head, mane and fur, long barrel-like body, four long legs ending in hooves and a short, hairy tail.

Horses have a maximum Perception and Will of 6, a maximum Agility of 4, Speed of 8 and Power of Forte of 9.

Horse Skills

Herd Etiquette ROOT: Perception/Will

In the wild, and on the large horse farms, mares, foals colts and fillies form into herds. These herds have a particular and peculiar hierarchy. Stallions must know this hierarchy in order to enter a herd and be accepted as its head. After the stallion has done his job, he is ousted from the herd by the mares (who then foster foals).

Rider Training ROOT: Will

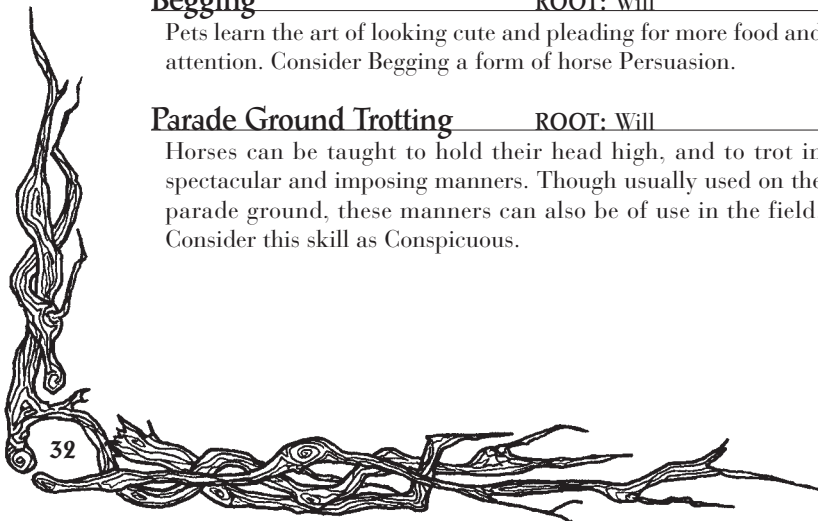
A horse must be broken and trained to accept a saddle, bit and bridle. He must be taught to accept a rider and his commands as well. A horse without this training is a double obstacle penalty for all Riding tests. He may also freely attempt to buck his rider!

Begging ROOT: Will

Pets learn the art of looking cute and pleading for more food and attention. Consider Begging a form of horse Persuasion.

Parade Ground Trotting ROOT: Will

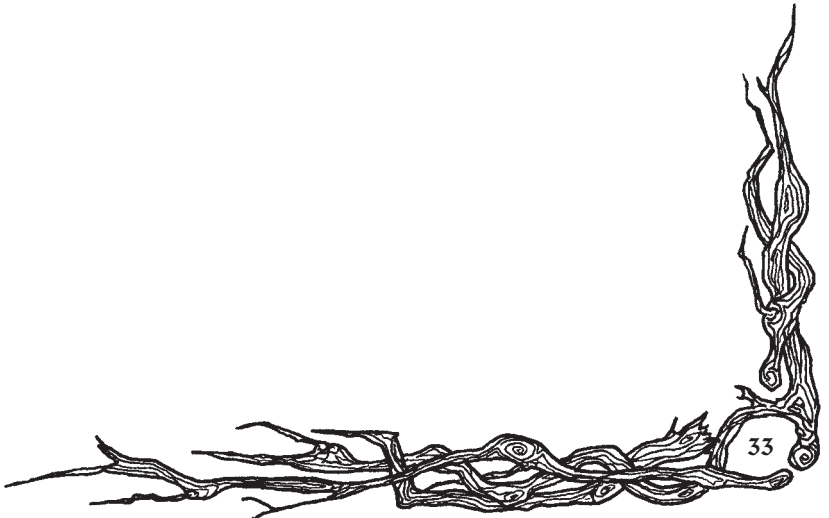
Horses can be taught to hold their head high, and to trot in spectacular and imposing manners. Though usually used on the parade ground, these manners can also be of use in the field. Consider this skill as Conspicuous.



Horse Steel

Horses have Steel just like any other character, however being animals they use different questions to determine their starting rating. Steel starts at B3, add or subtract as indicated.

- Add one if the horse has had War Training
- Add one if the horse has been on Campaign
- Add one if the horse has given birth
- Add one if Power is 7 or greater
- Add one if Forte is 7 or greater
- If the horse's Will is 3 or greater and the horse has been seriously wounded in the past, add one.





Riding, Travel and Fatigue

Riding

Riding Skill vs Will

Riding is a contest of the rider's skill vs the beast's Will. The commands are conveyed through the use of the Riding skill, the obstacle of this test is equal to the Will of the beast being commanded. Changes of direction and/or speed are basic Riding tests.

Riding Training

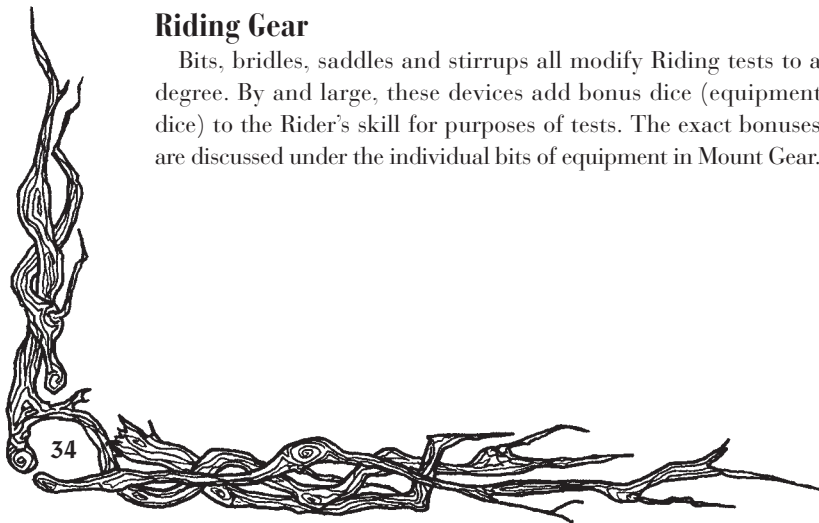
There is one major stipulation to the simple Riding test: In order to be ridden and commanded thusly, a beast must have *Rider Training*. Beast's without this training skill give their rider a double obstacle penalty for all commands and will attempt to dislodge this freeloader at the earliest opportunity.

Difficult Maneuvers

Substantially difficult or dangerous maneuvers increase the obstacle of riding tests. Jumping a high fence, bolting through a crowd, whisking through a narrow crevice are all examples of these conditions. Essentially, any condition that under normal conditions the horse would shy away from or take at a different pace increases the rider's obstacle by one or two.

Riding Gear

Bits, bridles, saddles and stirrups all modify Riding tests to a degree. By and large, these devices add bonus dice (equipment dice) to the Rider's skill for purposes of tests. The exact bonuses are discussed under the individual bits of equipment in Mount Gear.



Maneuver

After the Riding test is all said and done, the actual work is up to the animal—its he who has to do the leaping and bounding and turning! Any maneuver checks are made against the creature's Speed.

Speed Test Obstacles for Maneuver

Sharp Turns	Ob 1
Walking	—
Jogging	+1 Ob
Sprinting	+2 Ob
Clearing low obstacle	Ob 1
1 pace high leap	Ob 2
2 pace high leap	Ob 4
3p sprinting broad leap	Ob 2

Maneuver Obstacle Modifiers for Terrain

Broken ground	+2 Ob
Forest or city Streets	+1 Ob
Snow and sand	+2 Ob
Deep snow and mud	+4 Ob
Ice	+3 Ob

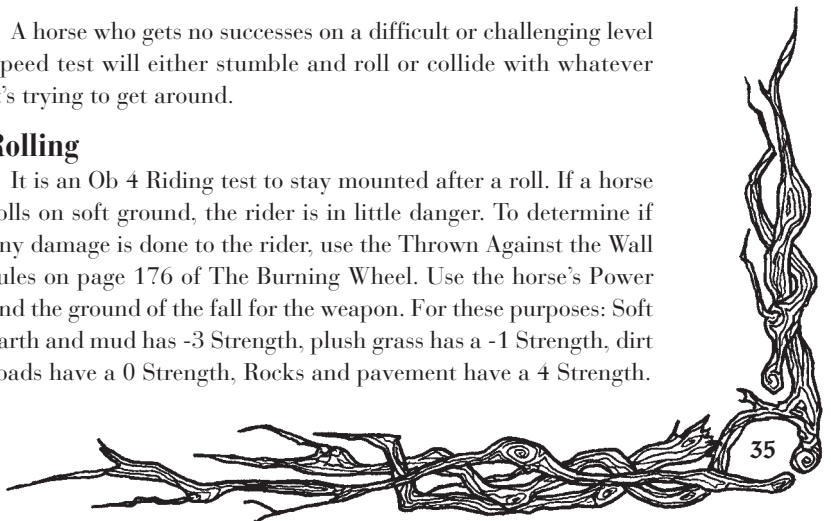
Botched Speed Tests

Failing a Speed test for maneuver usually indicates that the horse simply stumbles, weaves or even balks. However, with a rider on its back, such maneuvers become all the more complicated.

A horse who gets no successes on a difficult or challenging level Speed test will either stumble and roll or collide with whatever it's trying to get around.

Rolling

It is an Ob 4 Riding test to stay mounted after a roll. If a horse rolls on soft ground, the rider is in little danger. To determine if any damage is done to the rider, use the Thrown Against the Wall rules on page 176 of *The Burning Wheel*. Use the horse's Power and the ground of the fall for the weapon. For these purposes: Soft earth and mud has -3 Strength, plush grass has a -1 Strength, dirt roads have a 0 Strength, Rocks and pavement have a 4 Strength.





Collision

Use the Thrown Against the Wall rules for this as well, except use the horse's Speed as the Power of the attack, the material collided with is the weapon. When colliding with other horses or animals use a 0 Material Strength for these purposes.

Pursuit

When tailing, chasing or pursuing another ridden beast make a versus test between the pursuer's and prey's Riding skills. Modify the skills as listed below:

Modifiers to Pursuit Test

- +1D to the animal with the higher Sprint multiplier
- +1D if the rider has Affinity for Animals or Low Speech
- +1D to the rider with higher Reflexes

In urban and sub-urban situations:

- +1D if the *mount* has Stealth or Inconspicuous
- +1D if the *rider* has Stealth or Inconspicuous skills
- +1D for beast with higher Speed.
- +1D for the beast with smaller body size

In rural and highway situations:

- +1D to the mount with the highest Forte
- +1D per point of Speed higher than opponent
- +1D to the animal with the higher Sprint multiplier

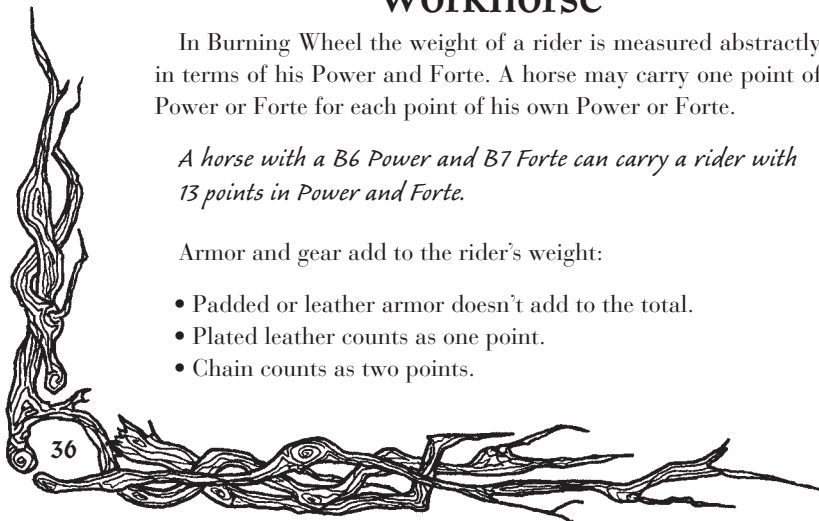
Workhorse

In Burning Wheel the weight of a rider is measured abstractly in terms of his Power and Forte. A horse may carry one point of Power or Forte for each point of his own Power or Forte.

A horse with a B6 Power and B7 Forte can carry a rider with 13 points in Power and Forte.

Armor and gear add to the rider's weight:

- Padded or leather armor doesn't add to the total.
- Plated leather counts as one point.
- Chain counts as two points.



- Plated chain counts as three points.
- Additional gear, including weapons and harness adds at least another point.
- Ten days of food ration counts as one point.
- Four days of water ration equals one point.

- Cloth or leather horse armor equals one point.
- Chain horse armor is two points.
- Plated horse armor is worth three points of load.

A knight with a Power B5 and Forte B6 wearing plated chainmail armor and carrying his arsenal weighs 15 “points” toward a horse’s carrying capacity. He would need a Horse with a Power B7 and a Forte of B8 to carry him comfortably in harness!

Horses may exceed their recommended carrying capacity. Doing so increases the horse’s chances of fatigue. This is discussed in the following section.

Maximum Capacity

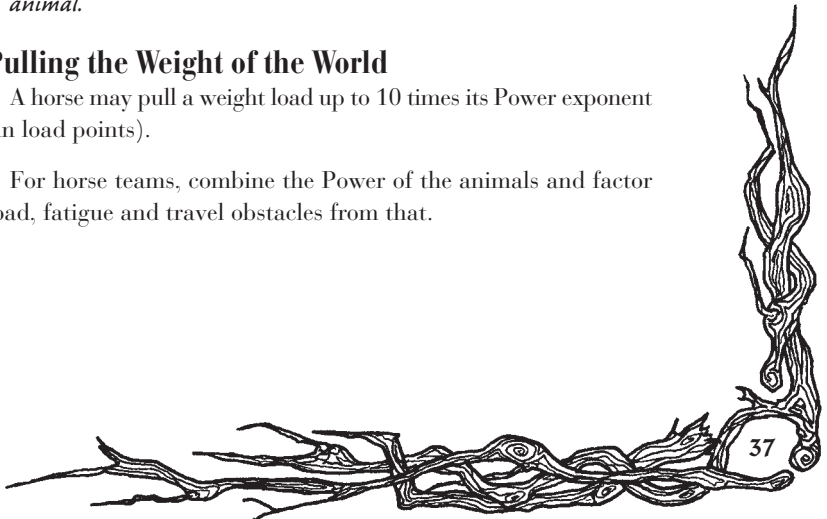
A horse may carry a maximum weight equal to twice its total Power and Forte points.

A horse with a Power B6 and Forte B7 may actually carry 26 “points” of load. That’s equivalent to 260 man days of food, two knights with a Power and Forte of B5 in chainmail with weapons, or three men with Power and Forte of B4. (Or about 500 lbs on its poor back!) Of course, this will damn near kill the animal.

Pulling the Weight of the World

A horse may pull a weight load up to 10 times its Power exponent (in load points).

For horse teams, combine the Power of the animals and factor load, fatigue and travel obstacles from that.





Fatigue

In order to represent one of the most primary functions of a mount—that of using an animal to do all the work for you—fatigue rules need to be discussed.

Health vs Fatigue

All fatigue operates against and is resisted by the mount's Health attribute (which is a combination of Will and Forte). Animals make Health tests vs the fatigue obstacle, margin of failure is temporarily subtracted from Health.

Fatigue Tests

A character must make a Health test against fatigue based on the kind of activity he is performing over a certain period of time. There are three types of activity, light, moderate and heavy. Each activity level shortens the interval between Health tests.

How Long Can I Go For?

Light activity requires an Ob 1 Health test after hours of activity equal to two times the character's Forte. Moderate activity requires an Ob 2 Health test in hours equal to the character's Forte. Heavy activity requires an Ob 4 Health test in hours equal to half the character's Forte. (Gray Forte doubles these times, White triples it.)

Test Health *after* the character has been active for the indicated time. These rules aren't designed to prevent activity, they are designed to show the effects of prolonged activity.

Light Activity: Ob 1, Hours = 2 x Forte

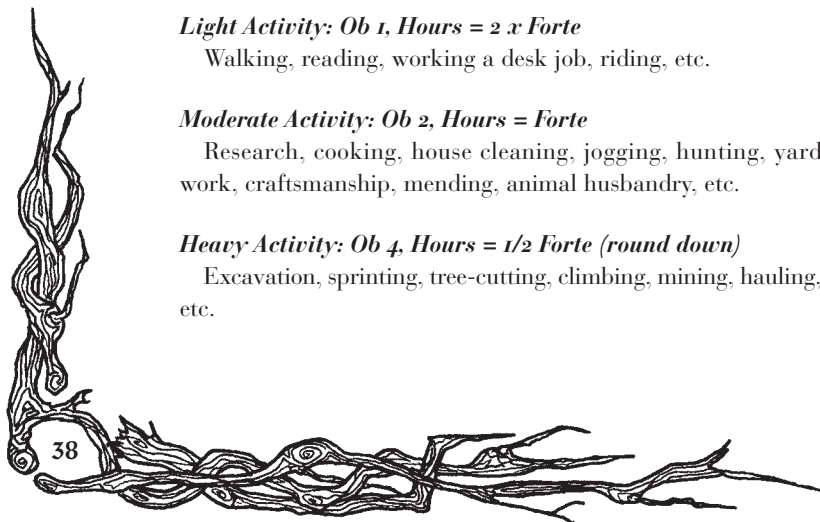
Walking, reading, working a desk job, riding, etc.

Moderate Activity: Ob 2, Hours = Forte

Research, cooking, house cleaning, jogging, hunting, yard work, craftsmanship, mending, animal husbandry, etc.

Heavy Activity: Ob 4, Hours = 1/2 Forte (round down)

Excavation, sprinting, tree-cutting, climbing, mining, hauling, etc.



Special Circumstance: Ob 3, Fighting and Casting

Spell-casting or being engaged in any violent conflict whatsoever immediately requires an Ob 3 Health test vs fatigue after the situation has resolved itself.

Fatigue Obstacle Modifiers

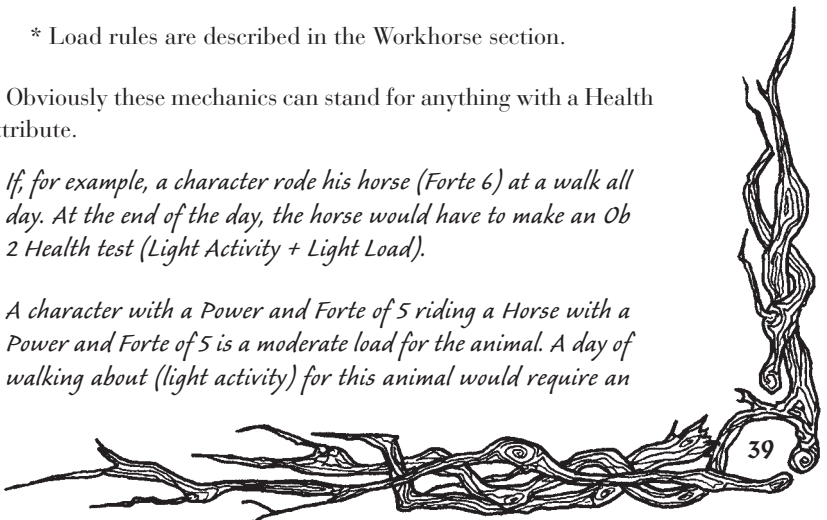
Humidity	+1 Ob
Mild Heat	+1 Ob
Extreme Heat	+2 Ob
Cool, Mild Weather	—
Extreme Cold	+1 Ob
Carrying a light load (less than Pow + For)*	+1 Ob
Carrying a moderate load (=Power and Forte)*	+2 Ob
Carrying a heavy load (<Power and Forte)*	+3 Ob
Carrying maximum load (2x Power and Forte)*	+4 Ob
Pulling light load (1-3x Power)	—
Pulling moderate load (4-6x Power)	+1 Ob
Pulling heavy load (7-10x Power)	+3 Ob
Pulling extreme load (11x Power)	+5 Ob
Fighting in light harness (leather, plated leather)	+1 Ob
Fighting in heavy harness (chain, plated)	+2 Ob
Fighting in a close-faced chanfron/helmet	+1 Ob
Extremely stressful conditions	+1 Ob
Inadequate food	+1 Ob
Inadequate water	+2 Ob
Uneven ground	+1 Ob
Uphill or downhill	+1 Ob
Steep inclines	+2 Ob

* Load rules are described in the Workhorse section.

Obviously these mechanics can stand for anything with a Health attribute.

If, for example, a character rode his horse (Forte 6) at a walk all day. At the end of the day, the horse would have to make an Ob 2 Health test (Light Activity + Light Load).

A character with a Power and Forte of 5 riding a Horse with a Power and Forte of 5 is a moderate load for the animal. A day of walking about (light activity) for this animal would require an





Ob 3 Health test at the end of the day (Ob 1 for Light Activity, plus +2 Ob for moderate load).

Carrying it's maximum load of 200 days worth of food (Hauling is a Heavy Activity), this horse would have to take an Ob 5 Health test every two and a half hours.

Too Much to Start

Also, if ever the Health test obstacle exceeds the beast's current Forte, he must make a Health test immediately to see if he can withstand the strain and work at all under these conditions. Failure means the animal stumbles and collapses and may not undertake the task at this time.

Gettin Woozy

An animal suffers +1 Ob to all tests if his Health drops to *half* its maximum rating.

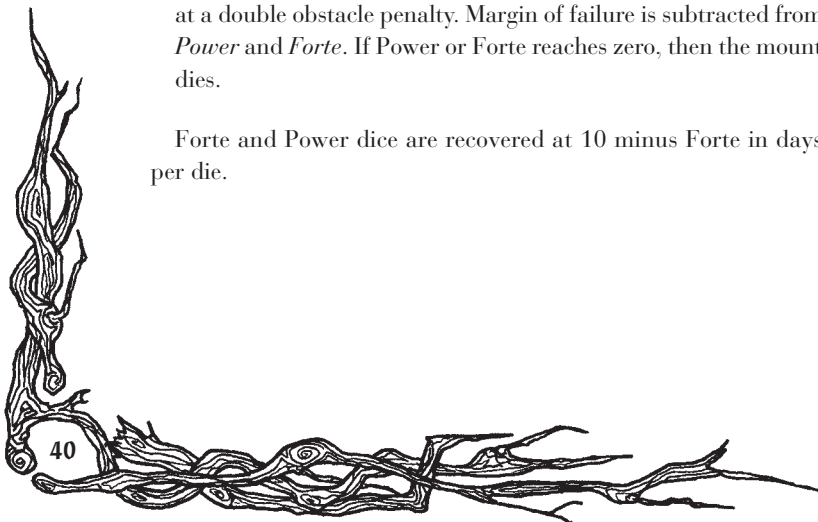
Zero Health

When a mount's Health reaches zero he is at great risk! He may not recover from wounds or Tax (he has no dice to roll!). He may only rest to recover from Fatigue. Once his Health rises above zero (to 1!) he must then make any outstanding Health tests for Tax or wounds.

Negative Health

If a player continues to force his mount on (or be forced on) and the beast's Health drops *below* zero, and is forced to make another Fatigue test, he must make the test against his Forte stat at a double obstacle penalty. Margin of failure is subtracted from *Power* and *Forte*. If *Power* or *Forte* reaches zero, then the mount dies.

Forte and *Power* dice are recovered at 10 minus *Forte* in days per die.



Permanent Injury

Forcing Health *below* zero also causes permanent injury. As soon as this happens the player must choose an appropriate trait: *Lame* (may not sprint), *Blown* (-1D to Health), *Worn Out* (+1 Ob to all Fatigue tests), *Sickly* (+2 Ob to all Health tests for illness/poison) or *Shot* (increase Hesitation by two).

Recovering from Fatigue

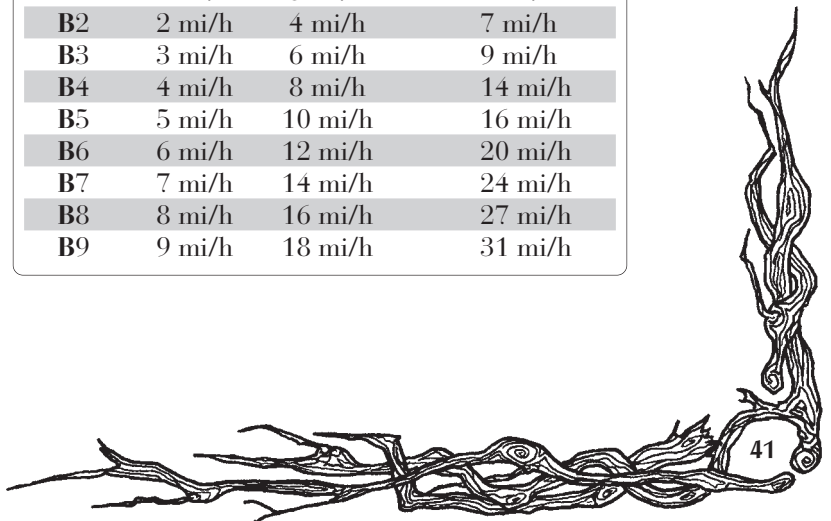
Health dice lost may be recovered 1 per *day of rest*. However, fatigued Health may not be recovered while the character is healing from a wound, recovering from poison, illness or recovering from the sickness of Tax. When resting, Tax is recovered, then wounds, then Health.

The one exception to this is if Health dropped to zero or below. One point of Health may be recovered, and then standard recovery begins (at Health exponent 1!).

Getting There

A horse can easily cover 20 miles of open ground or road in a day's travel, 30 miles can be covered if the mount is urged on, and 40 or 50 miles can be covered if the mount is pushed hard and conditions are favorable.

Horse Travel Rates			
Speed	Walking	Trotting	Galloping
B1	1 mi/h	3 mi/h	4 mi/h
B2	2 mi/h	4 mi/h	7 mi/h
B3	3 mi/h	6 mi/h	9 mi/h
B4	4 mi/h	8 mi/h	14 mi/h
B5	5 mi/h	10 mi/h	16 mi/h
B6	6 mi/h	12 mi/h	20 mi/h
B7	7 mi/h	14 mi/h	24 mi/h
B8	8 mi/h	16 mi/h	27 mi/h
B9	9 mi/h	18 mi/h	31 mi/h





The numbers described in the above table are for optimal conditions and a steady pace over time. But with fatigue, road conditions, weather and traffic it is nearly impossible to maintain these optimal rates.

When a character wishes to travel on his mount, he tests his Riding skill. Margin of failure reduces the animal's Speed by one for each missed success. Use this new relative Speed to determine the actual rate of travel on the chart.

The base obstacle for the travel test is Ob 1. Pile on modifiers as appropriate.

Travel Obstacles

Roads and Traffic

Perfect pristine roads	—
Typical roads	+1 Ob
Light traffic	+1 Ob
Average traffic	+2 Ob
Heavy traffic	+3 Ob

Weather

Perfect weather	—
Rain or Snow ¹	+2 Ob
Fog ¹	+2 Ob
Heavy Weather ²	+4 Ob

Rest and Sustenance

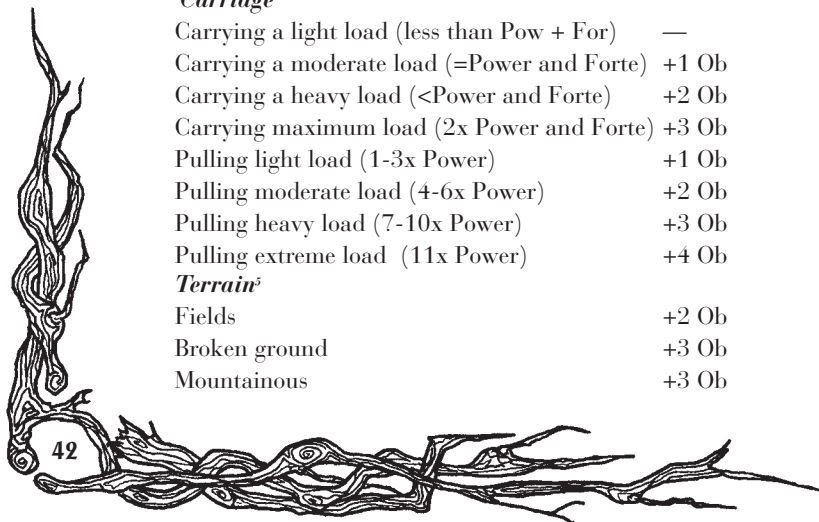
Stopping to drink and eat	+2 Ob
Minimal eating and drinking ³	+1 Ob
Forced March ⁴	—

Carriage

Carrying a light load (less than Pow + For)	—
Carrying a moderate load (=Power and Forte)	+1 Ob
Carrying a heavy load (<Power and Forte)	+2 Ob
Carrying maximum load (2x Power and Forte)	+3 Ob
Pulling light load (1-3x Power)	+1 Ob
Pulling moderate load (4-6x Power)	+2 Ob
Pulling heavy load (7-10x Power)	+3 Ob
Pulling extreme load (11x Power)	+4 Ob

Terrain⁵

Fields	+2 Ob
Broken ground	+3 Ob
Mountainous	+3 Ob



Hilly	+2 Ob
Forest	+3 Ob
Snow and sand	+2 Ob
Deep snow and mud	+4 Ob
Ice	+3 Ob

Travel Obstacle modifiers to Fatigue Test Notes

- 1: +1 Ob to Fatigue test
- 2: +2 Ob to Fatigue test
- 3: +1 Ob to Fatigue test
- 4: +3 Ob to Fatigue test
- 5: +2 Ob of Terrain = +1 Ob Fatigue

Let's use this palfrey for example: Pe: B3, Wi: B2, Ag: B2, Sp: B5, Po: B6, Fo: B6; Health: B4. His Rider's skill is B5.

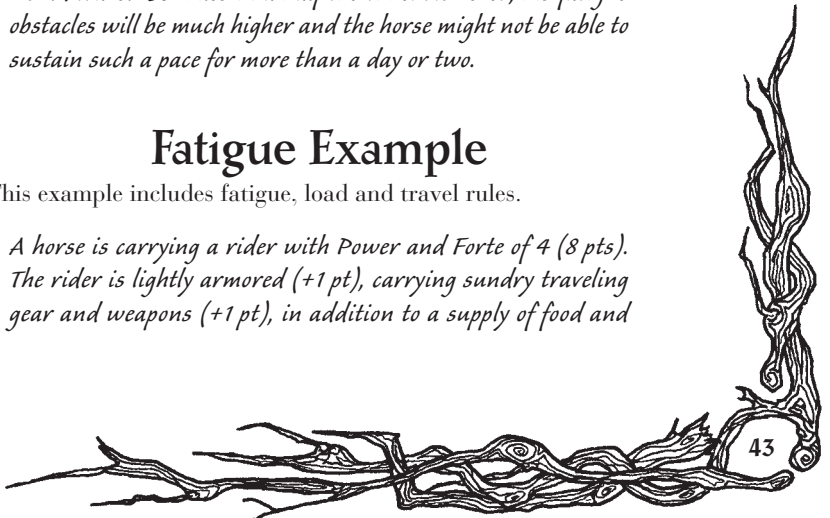
This horse can walk (light activity) for 12 hours, covering an optimal 5 miles per hour, for a total of 60 miles. Let's say the horse is travelling down typical roads (+1 Ob) with average traffic (+2 Ob) and stopping to eat drink and rest when necessary (+2 Ob). Travelling at optimal speed is an Ob 5 Riding test. The player rolls 3 successes, a two-success margin of failure. So in this case, he travels as if his horse's Speed were B3— 3 mi/h. All said and done he still covers 36 miles over the course of the day.

He can trot (moderate activity) for 6 hours, optimally covering 60 miles as well. Using the same obstacles and same results, he would travel 36 miles in a half the time. However, his fatigue obstacles will be much higher and the horse might not be able to sustain such a pace for more than a day or two.

Fatigue Example

This example includes fatigue, load and travel rules.

A horse is carrying a rider with Power and Forte of 4 (8 pts). The rider is lightly armored (+1 pt), carrying sundry traveling gear and weapons (+1 pt), in addition to a supply of food and

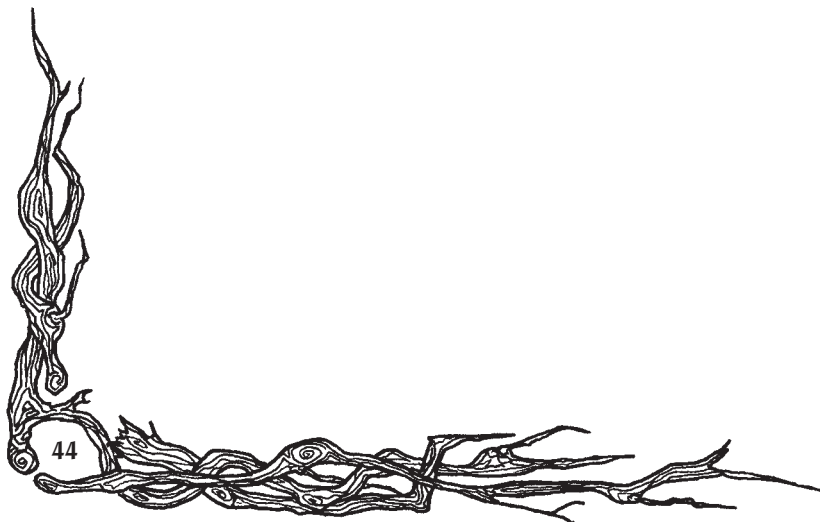




water (+2 pts). That's 12 points of load, a moderate load for this horse and +2 Ob to all Health tests for Fatigue.

After a day of walking, the horse must pass an Ob 3 Health test vs fatigue (Light activity plus Moderate Load). Rolling the dice, the horse's player comes up with two successes. The horse's Health drops by one. Tomorrow, he'll take his Health test with only three dice.

The same horse may carry the same load and at a trot for 6 hours, after which a he must make an Ob 4 Health test (Moderate Activity plus Moderate Load). If he gets two successes, that's two dice off of Health that can only be recovered by rest.



Feed

Horses

Horses, by their nature, can and will graze on grass for feed. Theoretically, this ability makes them very low maintenance. However, while grass will fill their collective belly, it isn't that nutritive. In order to stay healthy, a horse requires a mix of grass, alfalfa and oats.

A horse needs 2 lbs (~1 kg) of feed per Power and Forte exponent point. A horse with a Power 5 and Forte of 5 (10 points total) needs 20 lbs (~10 kg) of feed across a whole day. One fifth of that (4 lbs/~2 kg) must be protein—oats, alfalfa or another suitable grain.

A warhorse with a Power 8 and Forte of 8 requires 32 lbs of feed per day minimum—six and a half pounds of that feed must be grain.

Should a horse fail to get enough grass or hay feed, or enough oats, he suffers from the Inadequate Food penalty when taking Fatigue tests.

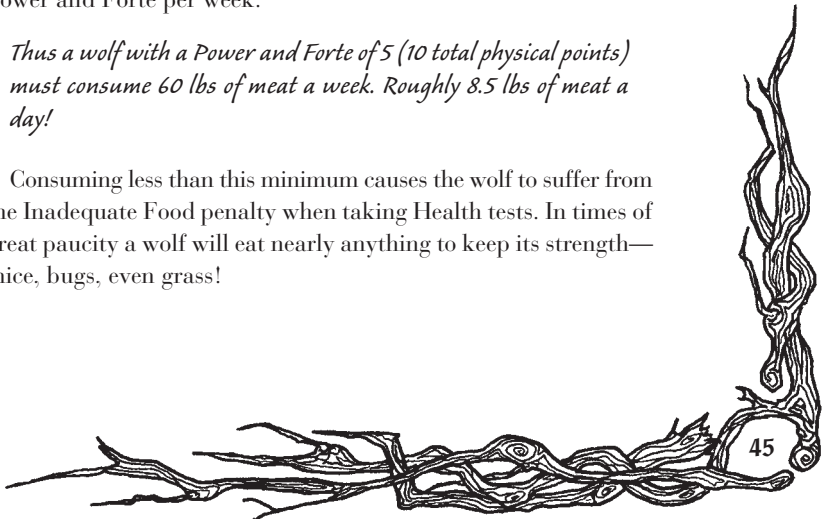
Wolves

A great wolf can eat consume up to 20% of its body weight in one sitting. This suits the wolf's feast or famine lifestyle, as it often must subsist on little more than one decent meal in a week!

A great wolf must consume 6 lbs (2.75 kg) of meat per point of Power and Forte per week.

Thus a wolf with a Power and Forte of 5 (10 total physical points) must consume 60 lbs of meat a week. Roughly 8.5 lbs of meat a day!

Consuming less than this minimum causes the wolf to suffer from the Inadequate Food penalty when taking Health tests. In times of great paucity a wolf will eat nearly anything to keep its strength—mice, bugs, even grass!





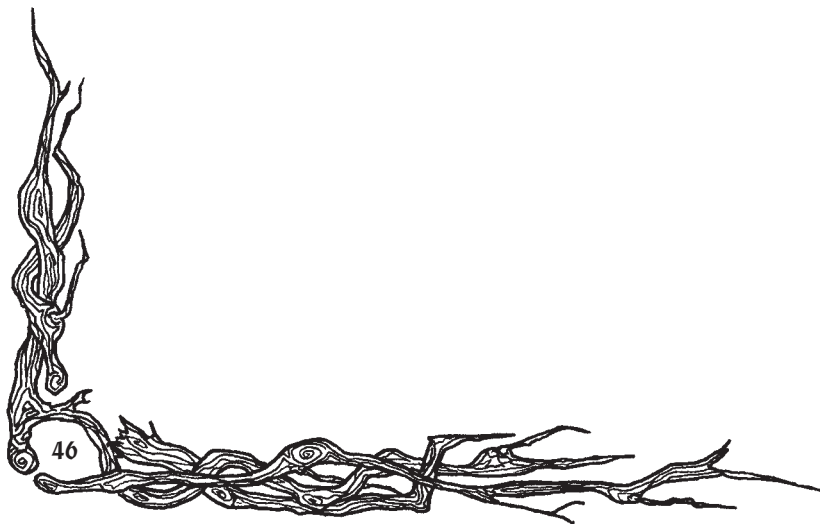
Spiders

Great Spiders have an even more efficient metabolism than Great Wolves. They may feed as little as twice a month and still maintain their strength. Of course, these feedings need be substantial!

A midling stature spider must consume one living prey creature that weighs equal to the spider's Power and Forte multiplied by 15 lbs every two weeks.

Thus an Orb-Weaver with a Power and Forte of $B4 (8 \times 15)$ must consume a 120 lb animal (a large dog or wolf) every two weeks in order to survive.

For diminutive statured spiders, the multiplier is 10 lbs. For massive statured creatures, the multiplier is 20 lbs.



Mounted Combat

Untrained Fighting From Horseback

Fighting while mounted is difficult, awkward and requires special training to master. Characters without Mounted Combat are +1 Ob to all melee maneuvers while mounted. In addition, a mount must have Mounted Combat training. If the mount is untrained, then he must make Steel tests every exchange while in combat.

Avoiding while mounted is +2 Obstacle. If a character does not want to further suffer this penalty, she is free to dismount as she Avoids.

Obstacle Penalties While the Beast Moves:

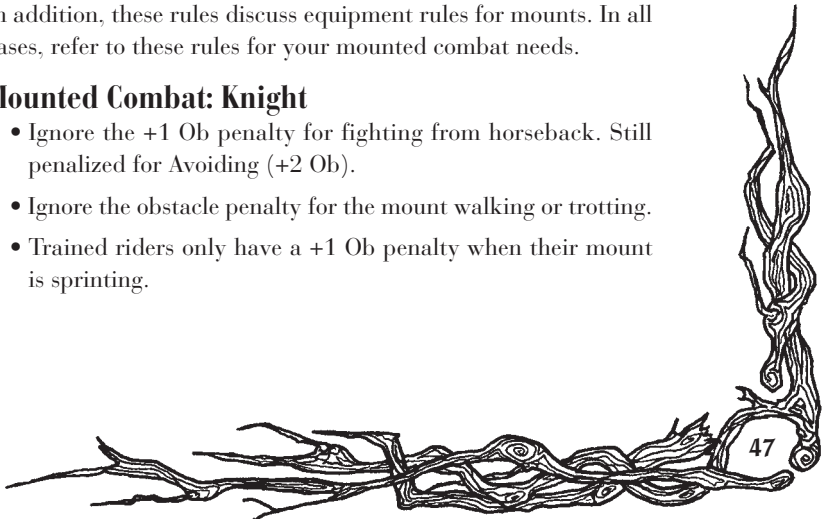
- The rider is at an additional +1 Ob if the beast is walking
- The rider suffers an additional +2 Ob if the beast is trotting
- The rider suffers an additional +4 Ob if beast is sprinting

Mounted Combat Rules

The rules listed in *The Burning Wheel*, pages 167-170, still apply to Mounted Combat training. They have been reprinted throughout this section in order to offer a complete text on the subject of mounts and mounted combat. Slight revisions have been made to better accommodate cavalry sabers and the use of spears from the saddle. In addition, these rules discuss equipment rules for mounts. In all cases, refer to these rules for your mounted combat needs.

Mounted Combat: Knight

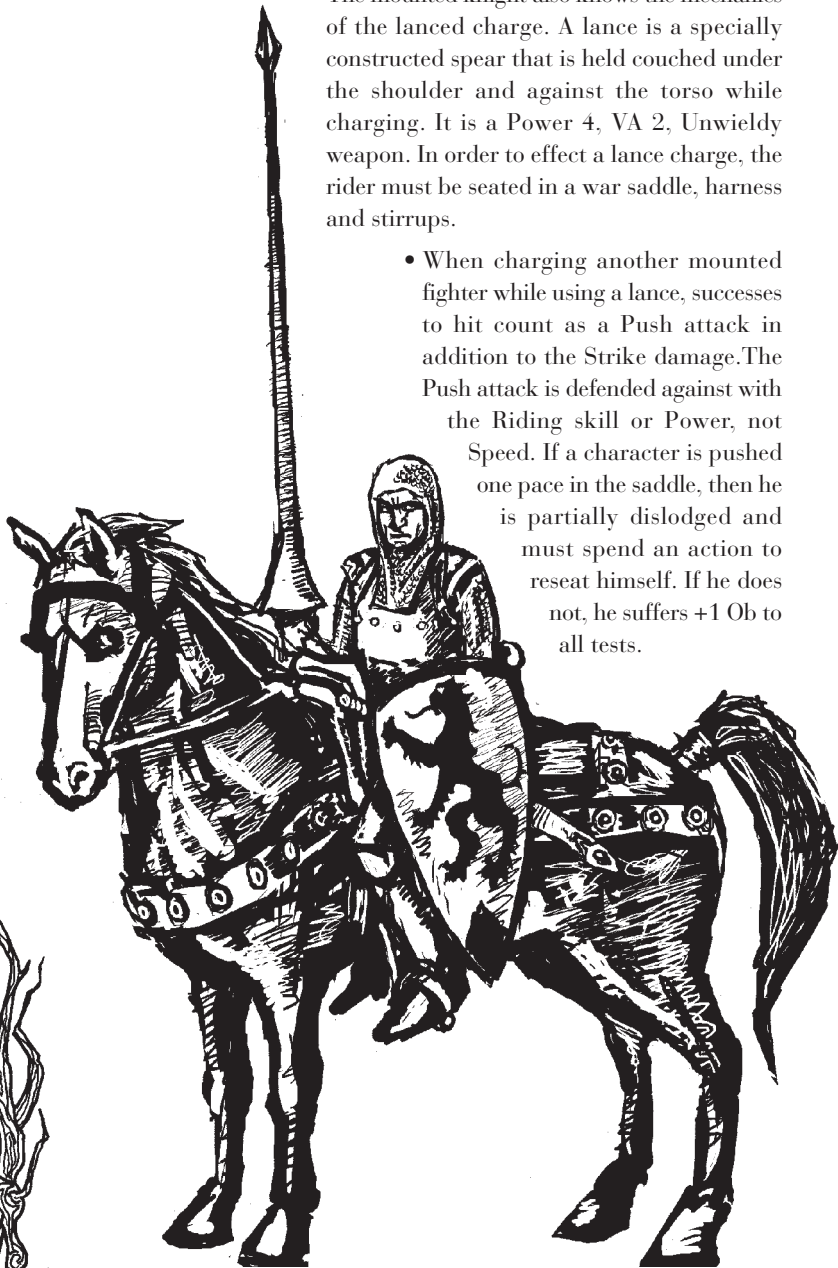
- Ignore the +1 Ob penalty for fighting from horseback. Still penalized for Avoiding (+2 Ob).
- Ignore the obstacle penalty for the mount walking or trotting.
- Trained riders only have a +1 Ob penalty when their mount is sprinting.





- The mounted knight also knows the mechanics of the lanced charge. A lance is a specially constructed spear that is held couched under the shoulder and against the torso while charging. It is a Power 4, VA 2, Unwieldy weapon. In order to effect a lance charge, the rider must be seated in a war saddle, harness and stirrups.

- When charging another mounted fighter while using a lance, successes to hit count as a Push attack in addition to the Strike damage. The Push attack is defended against with the Riding skill or Power, not Speed. If a character is pushed one pace in the saddle, then he is partially dislodged and must spend an action to reseat himself. If he does not, he suffers +1 Ob to all tests.



If a character is pushed by two or more paces while in the saddle, he is unhorsed and hits the ground. The ground hit also counts as a Throw for purposes of damage. The ground hit also counts as a Throw for purposes of damage. Use the lance successes as the successes of the Throw (use Riding or Power as Natural Defenses), and the Speed of the lancer's horse is the Power of the attack. See Thrown Against the Wall on page 176 for more about damage from throws.

Mounted Combat: Bowman

Being trained in mounted archery reduces the penalties for firing from horseback by one step:

- Shooting while the beastie is standing or walking: —
- Shooting while the beastie is trotting: +1 Ob
- Shooting while the beastie is sprinting: +2 Ob
- Mounted bowman ignore the +1 Ob penalty for fighting from horseback.
- Mounted bowman benefit from the first level of the Superior Position obstacle modifier when shooting at targets on foot.

Saddles and Stirrups

In order for the rider to engage in Mounted Combat, his beast *must* be equipped with a saddle and stirrups.

The Curved Blade

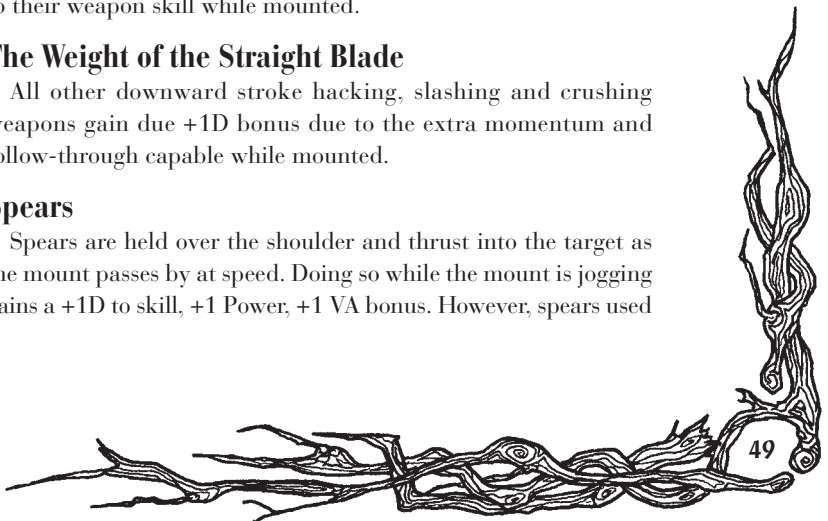
Swords built with a curving blades were meant to maximize the height and full swing advantage that being mounted grants. Characters wielding a sabers, scimitars or katana gain a +2D bonus to their weapon skill while mounted.

The Weight of the Straight Blade

All other downward stroke hacking, slashing and crushing weapons gain due +1D bonus due to the extra momentum and follow-through capable while mounted.

Spears

Spears are held over the shoulder and thrust into the target as the mount passes by at speed. Doing so while the mount is jogging gains a +1D to skill, +1 Power, +1 VA bonus. However, spears used





in this manner to achieve this bonus are “dropped” after the strike. They should rightly be lodged in your opponent’s chest as you ride past!

It’s Good to be King!

Attacks from horseback are directed at the head, shoulders, upper chest and arms of opponents on the ground. When testing armor against strikes *from* mounted soldiers, do not use the dice granted from leg protection.

Striking the Horseman

Attacks against a horseman are directed at the legs, torso and arms. Only if the attacker has a particularly long weapon may he attack the head of a horseman.

Beating a Horse

Characters attacking the mount are limited in their target selection to what facing of the creature they find themselves on. Characters facing the creature square may only strike for the head, neck and legs. Facing the flank, they may strike for the body, neck, head and legs. Facing the rear, they may only strike for the body and legs.

Shooting at the Mount or the Rider

It is up to the shooter to decide if he is targeting the rider or the mount.

Commanding Your Mount

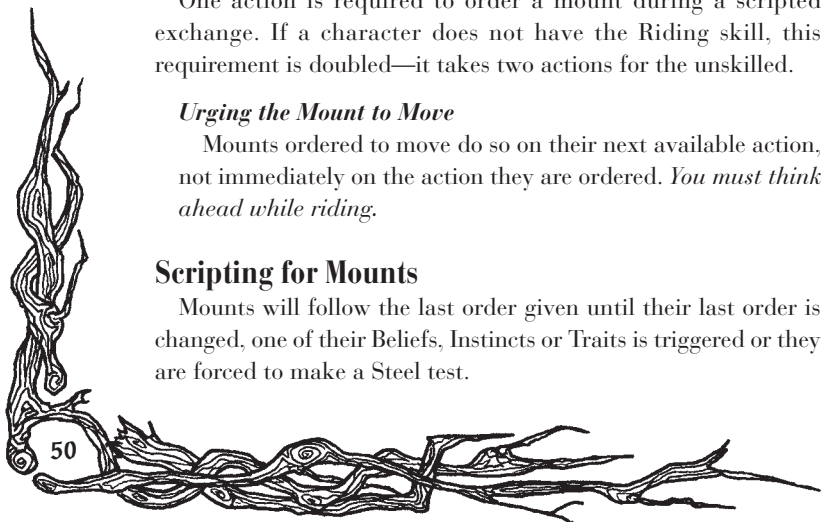
One action is required to order a mount during a scripted exchange. If a character does not have the Riding skill, this requirement is doubled—it takes two actions for the unskilled.

Urging the Mount to Move

Mounts ordered to move do so on their next available action, not immediately on the action they are ordered. *You must think ahead while riding.*

Scripting for Mounts

Mounts will follow the last order given until their last order is changed, one of their Beliefs, Instincts or Traits is triggered or they are forced to make a Steel test.



Most mounts will set conditional actions and wait for orders while moving ahead, this allows them to respond quickly to their master's commands. Mounts who have already set a script and are ordered to do otherwise, must Forfeit like any other character.

Wolves and Spiders

Great Wolves and Great Spiders tend to be a bit more independent minded than horses when dealing with violent conflict and their master's commands. Often, the rider of a willful wolf will find himself at the mercy of his mount rather than being in charge of the conflict!

These creatures are intelligent and script like any other. However, since most are trained for maximum benefit in mounted combat, they will often script defensive actions while listening to their master's orders to move.

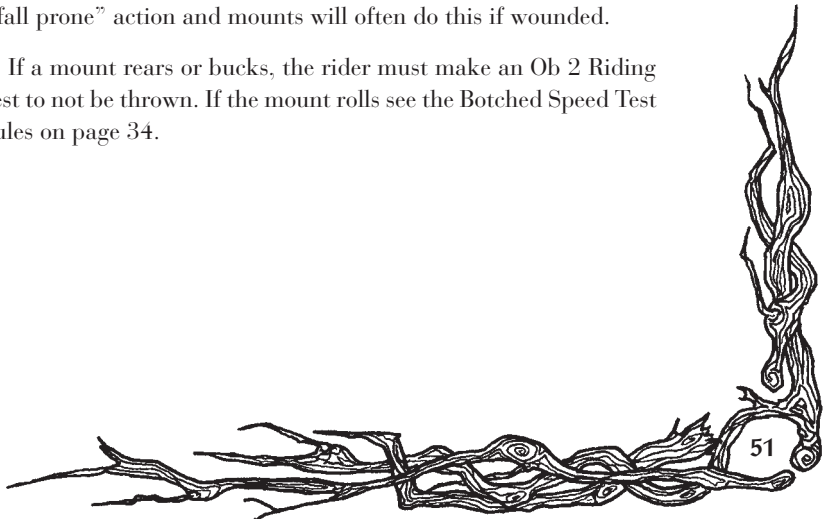
Riding and Steel

When a mount fails his Steel test he is free to react as any other character—flee, fall or stand and drool. However, the rider does have some say in the matter. A successful Riding test vs the beast's Will allows the rider to choose the Steel test result. It takes one action to make this Riding test.

Bolting, Shying, Rolling and Rearing

More appropriate descriptions of failed Steel tests for mounts would be: Bolting, shying, rearing, and rolling. Bolting is “run screaming”, shying and rearing are “stand and drool”, rolling is a “fall prone” action and mounts will often do this if wounded.

If a mount rears or bucks, the rider must make an Ob 2 Riding test to not be thrown. If the mount rolls see the Botched Speed Test rules on page 34.





Mount Gear

Various accouterments enhance the rider's ability to control his mount. Other items protect the mount or grant it greater offensive capability.

Horseshoes

Horses do not necessarily need to be shod. If running with light loads on soft ground, then the natural qualities of their hooves suit them. If running with heavier loads or on harder ground, the wear and tear on the hooves can be painful and ultimately fatal for the animal.

- Running unshod on rock, shale or ice is a +1 Ob to fatigue.
- Carrying moderate or heavy loads unshod is a +1 Ob to fatigue tests.

Shoeing the animal negates both of these penalties.

Saddles

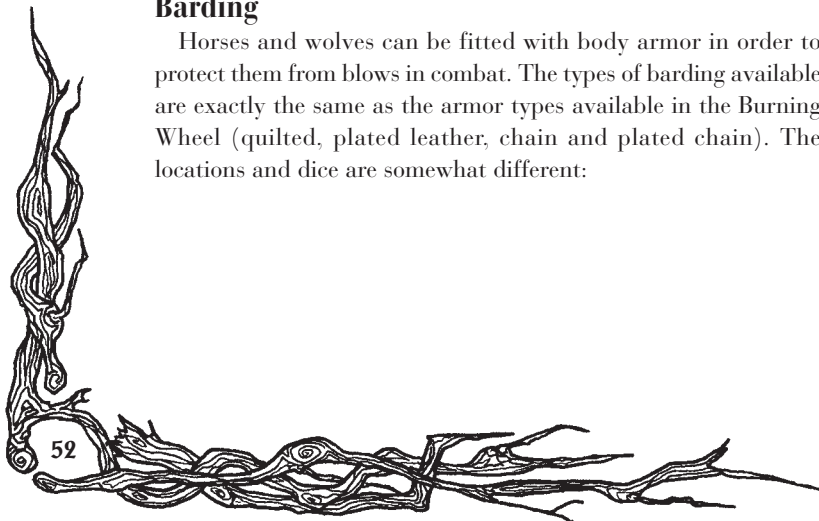
All mounts, regardless of type or breed, require a saddle in order to be properly ridden. Riding without a saddle is a +1 Ob penalty to Riding tests and Fatigue tests for both rider and mount.

Bit and Bridle

Fitting the mount with a bit and bridle assembly grants the rider +1D to all Riding tests. Spiders may be fitted with a bridle, but not a bit. Therefore spider riders do not gain the +1D bonus.

Barding

Horses and wolves can be fitted with body armor in order to protect them from blows in combat. The types of barding available are exactly the same as the armor types available in the Burning Wheel (quilted, plated leather, chain and plated chain). The locations and dice are somewhat different:



Horse Barding	Locations	Dice
Chanfron	Head/Face	1D
Crinet	Neck	1D
Peytral, Flanchards, Crupper*	Breast, Body, Rump	2D
Caparison*	Breast, Body Rump	2D
Caparisoned Legs*	Fore and Hind legs	1D
Grieves and Cuissarts†	Fore or Hind Legs	1D

*A horse may wear a caparison of chain or quilting that covers all four locations—head, neck, body and legs—or he may wear a combination of plate and chain covering the body in the form of the peytral, flanchards, crinet and crupper.

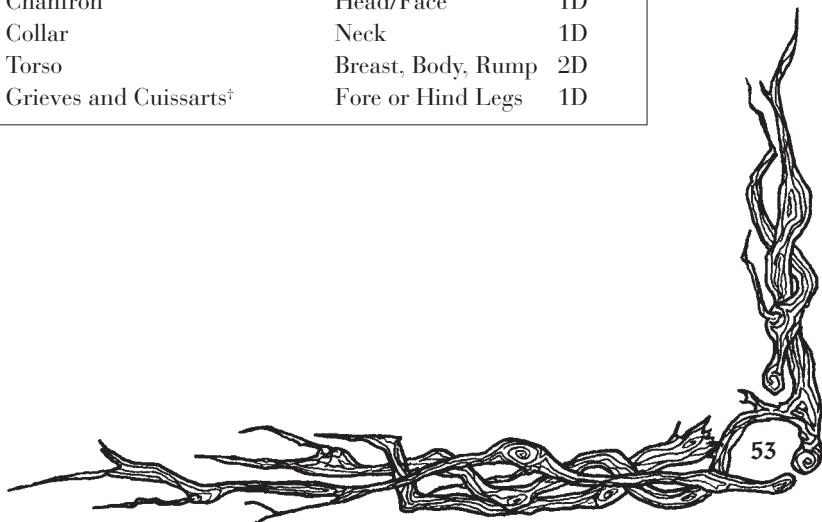
†Grieves and cuissarts may be worn with any combination of armor, but do not count toward overall armor protection. They only count toward called shots against the legs.

A horse wearing a cloth caparison has 1D covering the head, 1D on the neck, 2D on the body and 1D on the legs for a total of 5D of DN 6 armor.

A horse wearing a plate chanfron has 1D of DN 3 armor covering the head.

A horse wearing full plated barding has 5D of DN 3 armor.

Wolf Barding	Locations	Dice
Chanfron	Head/Face	1D
Collar	Neck	1D
Torso	Breast, Body, Rump	2D
Grieves and Cuissarts†	Fore or Hind Legs	1D





Clumsy Weight

Armor Type	Penalty
Cloth Armor	+1 Ob to Fatigue tests
Metal Armor	+2 Ob to Fatigue tests
Blades and Claws	+1 Ob Speed tests.
Chanfrons	+1 Ob Perception
Caparison	-1D Speed
Grievs and Cuissart	-1D Speed

Not So Defensive Weapons

Horse and wolf armor may be fitted to make an impact on the offensive end of combat. Barding may be spiked and studded, blades may be worn on the hoof or claw, and of course wolf collars must be spiked!

Spiked Collars

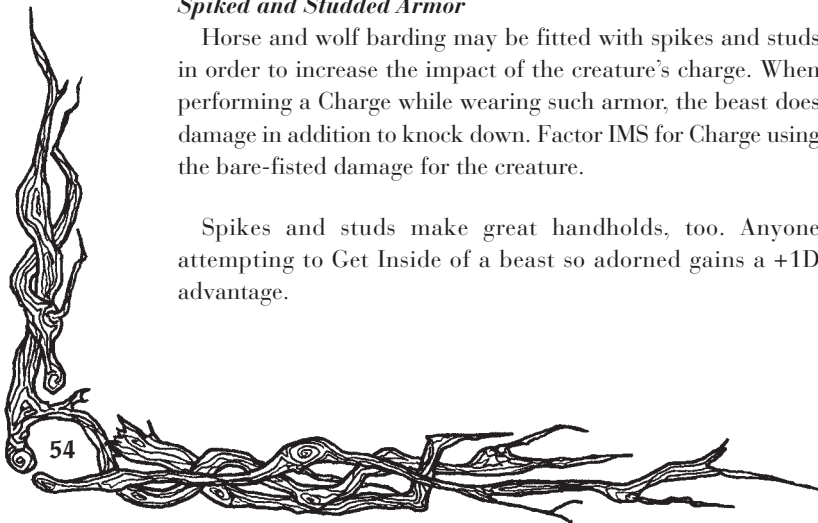
Any character striking with his barehands (or mouth or claws) for the neck of a wolf wearing a spiked collar takes damage equal to their own Power—an Incidental hit if the attacker exceeded his obstacle, a Mark result if he merely met his obstacle and a Superb result if he called a shot to the neck and failed to meet his obstacle altogether!

In addition, a spiked collar raises all obstacles to Lock said wolf by one. The neck, being the most vulnerable point for locking, is well-protected and making holds all the more difficult.

Spiked and Studded Armor

Horse and wolf barding may be fitted with spikes and studs in order to increase the impact of the creature's charge. When performing a Charge while wearing such armor, the beast does damage in addition to knock down. Factor IMS for Charge using the bare-fisted damage for the creature.

Spikes and studs make great handholds, too. Anyone attempting to Get Inside of a beast so adorned gains a +1D advantage.



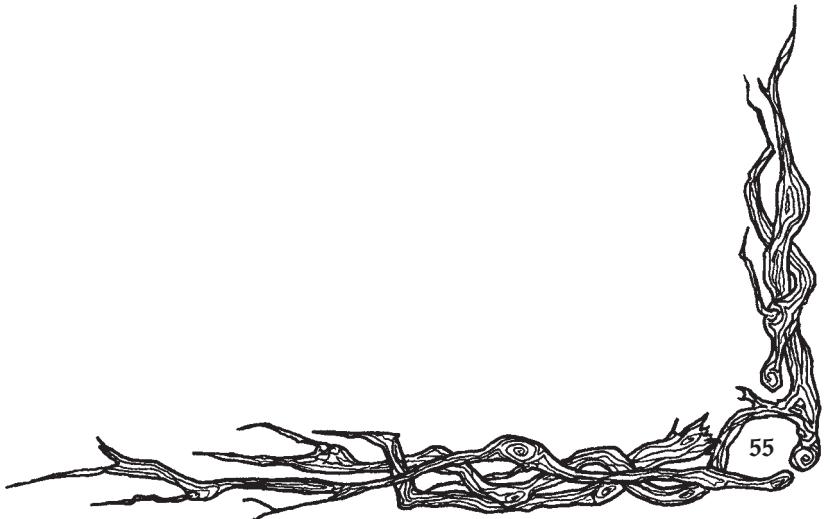
Blades and Claws

Hooves and paws may be fitted with special steel blades to enable the creature to slash and cut with its limbs. Hoof blades grant a horse +1 Power to its kicking attacks. In the case of wolves, it allows them to attack with their paws *while on the Inside* at a +1 Power bonus.

Blades and Claws give a +1 Ob penalty to all Speed and/or Riding tests.

The Cost of Protection

A suit of horse or wolf armor costs 2x the RP cost listed for the armor type in the Character Burner.





Horse Market

Availability and Quality of Stock

The Horse Burner is technically for use by players starting a new character with accompanying mount. When a player wishes his character to *purchase* a horse in game, he must go to “market” and talk to various breeders about the type of horse he needs. In a situation such as this, the neither player nor character will have complete control over the abilities of the horse.

However this is an rpg that believes strongly in player-driven determination, so of course the player may burn up his desired horse, but he must stop short at assigning trait points. The GM and the horse market determine if there are just a bunch of ponies in the paddock, or perhaps a horse of legendary quality!

The first step is to determine the type of horse breeder being purchased from. This decides the type of traits available in this stock. Each breeder is listed with an Animal Husbandry skill:

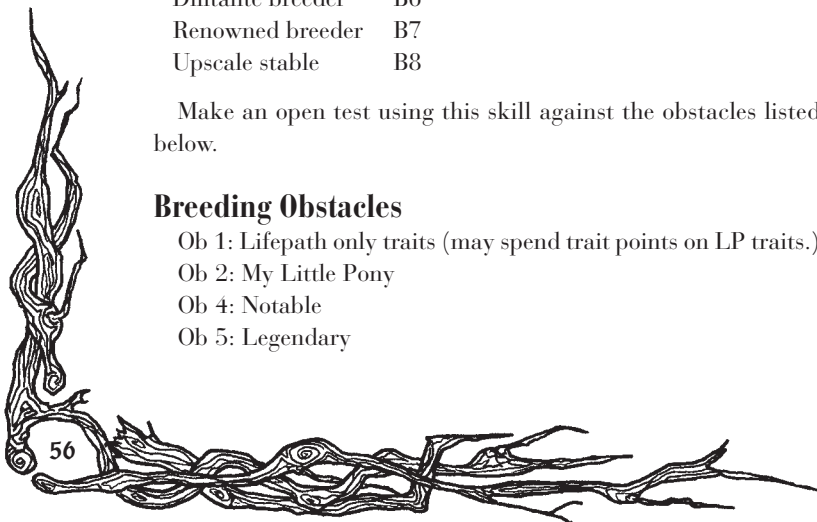
Breeder Husbandry Exponents

Flea-bitten circus	B3
Inbred farm	B4
Country market	B5
Dilittante breeder	B6
Renowned breeder	B7
Upscale stable	B8

Make an open test using this skill against the obstacles listed below.

Breeding Obstacles

- Ob 1: Lifepath only traits (may spend trait points on LP traits.)
- Ob 2: My Little Pony
- Ob 4: Notable
- Ob 5: Legendary



Rolling success equal to a listed obstacle indicates that the player must choose one trait from the category listed, and one trait from the next category down (lifepath traits excluded) for his mount. If six successes are rolled, the player may choose two Legendary traits.

The Price of Horses

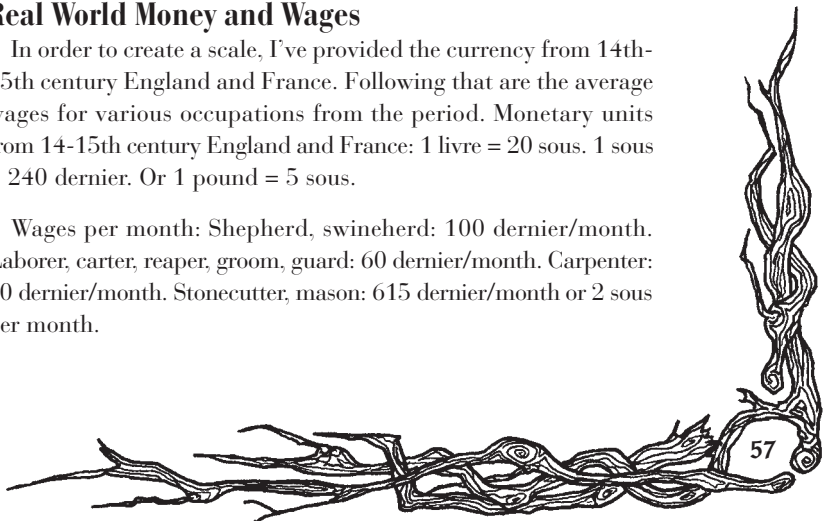
The following prices are given in multiple forms in order to help fit them to individual campaigns. The first cost is in resource points so that these beasts may be bought during character generation. The second is the Resources ability obstacle for acquiring one in game. The third is a relative scale of how many months pay for the average working man such an animal would cost. Then number of month's wages for a knight-ranked character. Lastly is a real world cost (where available).

Horse	Rps	Res Ob	Laborer Wages	Knight Wages	RW Cost
Courseur	12	Ob 5	~233 years	~1-6 months	10-60 livre
Destrier	20	Ob 6	~433 years	~3-10 months	30-100 livre
Gelding	5	Ob 3	~3 years	~1 week	—
Hackney	5	Ob 3	~3 years	~1 week	6-12 sous
Jennet	5	Ob 3	~10 years	~6 days	20-40 sous
Mule	4	Ob 2	~1 year	~1 day	—
Palfrey	7	Ob 4	~8 years	~10 days	20-30 sous
Rouncy	6	Ob 4	~130 years	~1-3 months	5-34 livre
Sumpter	5	Ob 3	~ 3 years	~1 week	6-12 sous
Turcoman	14	Ob 5	~200 years	~3-6 months	—

Real World Money and Wages

In order to create a scale, I've provided the currency from 14th-15th century England and France. Following that are the average wages for various occupations from the period. Monetary units from 14-15th century England and France: 1 livre = 20 sous. 1 sous = 240 dernier. Or 1 pound = 5 sous.

Wages per month: Shepherd, swineherd: 100 dernier/month. Laborer, carter, reaper, groom, guard: 60 dernier/month. Carpenter: 90 dernier/month. Stonecutter, mason: 615 dernier/month or 2 sous per month.





Duke: 360 sous/month. Knight: 210 sous/month. Squire: 30 sous/month. Sergeant: 15 sous/month. Archer: 90 dernier/month. Foot Soldier: 60 dernier/month.

Traits and Price

The presence of a Legendary trait can easily raise the cost of a mount from to 5-10 times market value. Notable traits double the price. Pony traits drop the price by -25%.

Stats and Price

Use the low end of the ranges listed for old or poor qualities. Use the high end of the price ranges for “high statted” creatures.

Breeding

Enterprising players may wish to have their characters engage in the practice of breeding animals. Such a process, in Burning Wheel, allows traits to be passed on from parent to child.

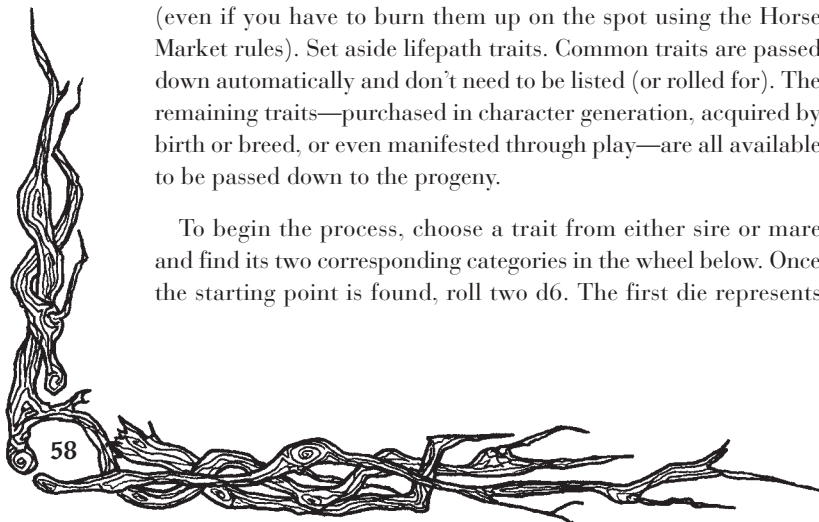
These rules discuss breeding in terms of horses, but they can easily be adapted to breeding any type of creature. (So long as they are able to mate, of course).

These creatures must still be burned up according to the standard rules. The Breeding Wheel merely indicates what traits are passed on from parent to offspring.

The Breeding Wheel

First make two separate lists of the father and mother’s traits. Make a list of the grandfather and grandmother’s traits as well (even if you have to burn them up on the spot using the Horse Market rules). Set aside lifepath traits. Common traits are passed down automatically and don’t need to be listed (or rolled for). The remaining traits—purchased in character generation, acquired by birth or breed, or even manifested through play—are all available to be passed down to the progeny.

To begin the process, choose a trait from either sire or mare and find its two corresponding categories in the wheel below. Once the starting point is found, roll two d6. The first die represents



direction—even is clockwise, odd is counterclockwise. The second die represents variance—the result is the number of steps moved in the direction indicated.

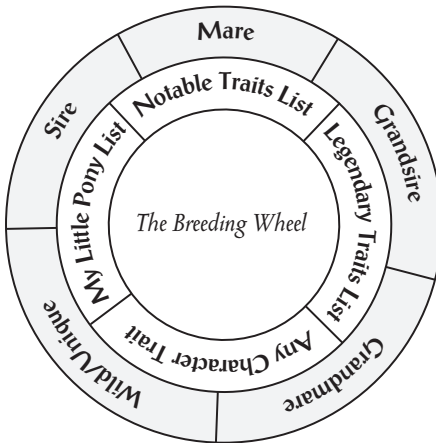
Go through the lists, rolling once for each trait. The result on the wheel indicates which trait is actually passed on. Each time a trait is rolled for check it off, its chance to be passed on directly is over. Even if it comes up as a result in a later roll, a trait that has been checked off is lost in this progeny. A trait may only be acquired once, no matter how many times it comes up on the chart.

“Any Character Trait” Result

The player may choose *any one of the indicated parent’s character traits*. Even character traits that were earned on lifepaths.

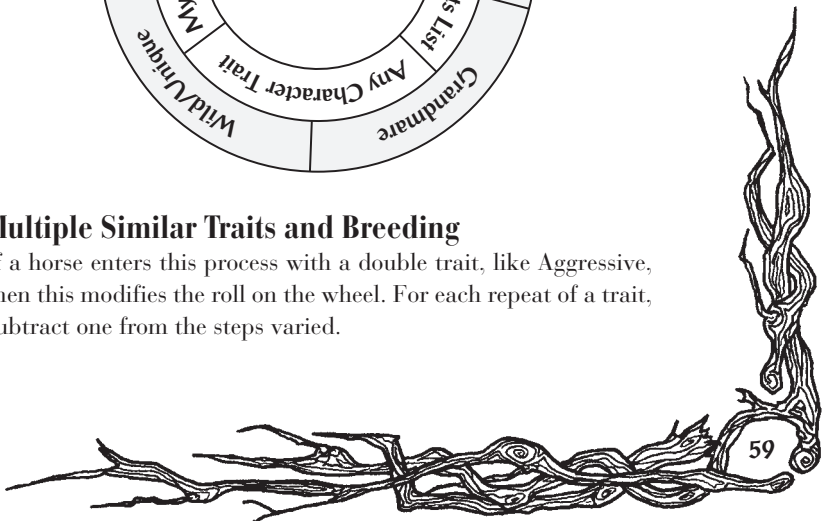
Wild/Unique Traits

If this result is rolled, the player may choose *any* trait from the list indicated by the result on the trait ring: Character, Pony, Notable or Legendary. Even if neither sire nor mare nor grandparents possessed said trait.



Multiple Similar Traits and Breeding

If a horse enters this process with a double trait, like Aggressive, then this modifies the roll on the wheel. For each repeat of a trait, subtract one from the steps varied.





If a destrier has Aggressive x2, then he would subtract one from the variance die (on both rings) when rolling to see if this trait is passed on.

Crossbreeding

When breeding two different types of horse, average their *Born...* stat bonus and round down. This is the *Born...* stat bonus for the new breed.

Horse Height and Coat

Horse height is measured in “hands”. Measurement is done from the “withers”, on the shoulders at the base of the neck, to the ground. A horse will typically be between 15 to 18hh (hands high). Ponies, which are biologically no different than horses, are less than 15hh, typically about 14hh.

A hand is 4 inches.

Bred horses will be the average of their mare and sire’s height.

Horse Coats

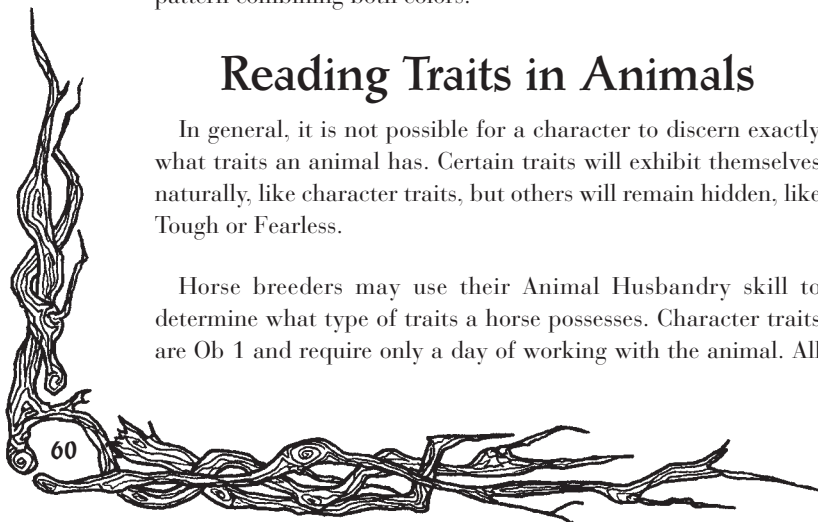
Horse coats range in color from white to black encompassing the range of earth tones in between. Typically colors include: chestnut (reddish brown), black, and bay (blue gray). Patterns emerge in color combination as well, typically in the form of spotting and large swaths of coloration.

Bred horses will take on the mean color of their parents or a pattern combining both colors.

Reading Traits in Animals

In general, it is not possible for a character to discern exactly what traits an animal has. Certain traits will exhibit themselves naturally, like character traits, but others will remain hidden, like Tough or Fearless.

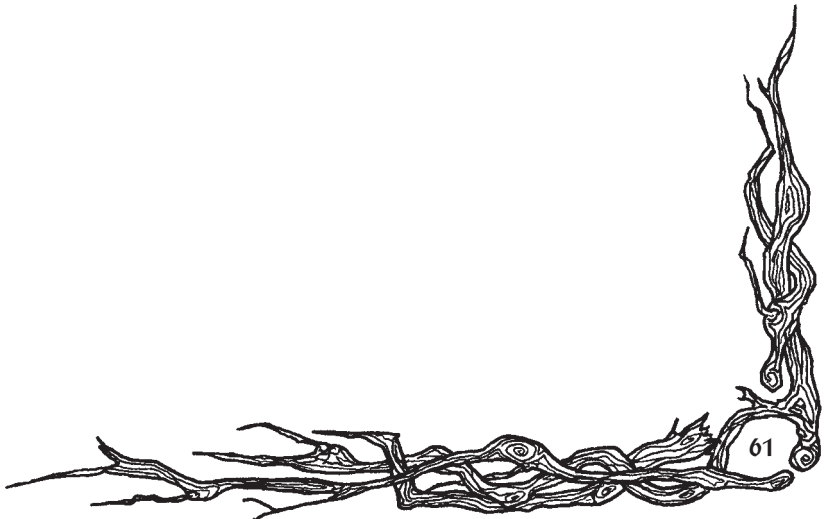
Horse breeders may use their Animal Husbandry skill to determine what type of traits a horse possesses. Character traits are Ob 1 and require only a day of working with the animal. All



other traits require a successful Ob 4 Husbandry test. Unless the trait is explicitly obvious, a few months of working with the animal is needed to gain this information.

Of course, there are other means. Characters with Low Speech, or an appropriate Affinity can suss out character traits fairly easily. And may make a Will test when working with the animal to suss out the general type of traits an animal possesses.

Lastly, traits are the stock and trade of the sorcerous. Using the Sense or Celestial Sight, and the Aura Reading skill a sorcerer (or Named spirit) can see much that is hidden. An Ob 2 skill test will reveal character traits, an Ob 3 test will reveal other traits.





Appendix:

Horse Speed Charts

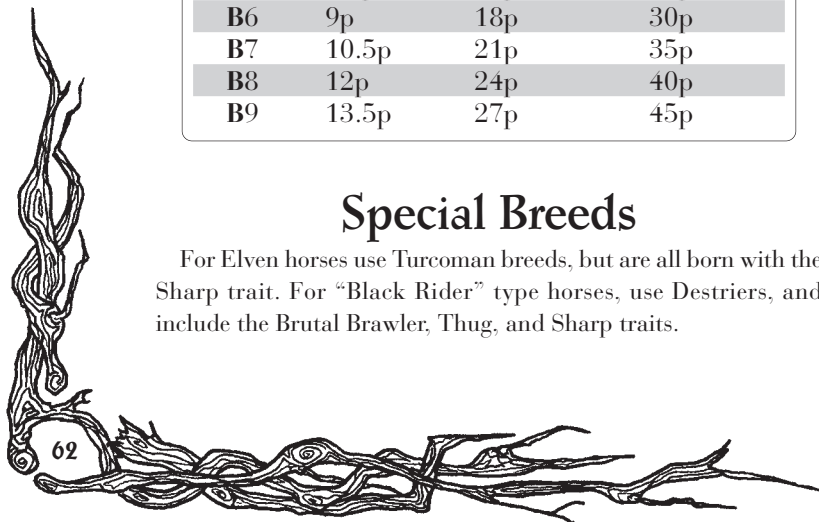
Horse Paces Moved per Volley (ppv)			
Speed	Walking	Jogging	Sprinting
B1	1p*	1p	1p
B2	1p	2p	3p
B3	1p	3p	5p
B4	2p	4p	6p
B5	2p	5p	8p
B6	3p	6p	10p
B7	3p	7p	11p
B8	4p	8p	13p
B9	4p	9p	15p

*Slowpokes with a B1 Speed only *walk-move* in two volleys out of the exchange (player's choice).

Horse Paces Moved per Exchange (ppe)			
Speed	Walking	Jogging	Sprinting
B1	1.5p	3p	5p
B2	3p	6p	10p
B3	4.5p	9p	15p
B4	6p	12p	20p
B5	7.5p	15p	25p
B6	9p	18p	30p
B7	10.5p	21p	35p
B8	12p	24p	40p
B9	13.5p	27p	45p

Special Breeds

For Elven horses use Turcoman breeds, but are all born with the Sharp trait. For "Black Rider" type horses, use Destriers, and include the Brutal Brawler, Thug, and Sharp traits.



Factoring Weight

Horses weigh 100 lbs for each point of Power and Forte, $\pm 20\%$ at the player's discretion.

Thus a Horse with a Power and Forte of 7 (14 points \times 100 lbs) can weigh from 980 to 1820 lbs.

Great Wolves weigh 40 lbs per point of Power and Forte, $\pm 20\%$ at the player's discretion.

A wolf with a Power and Forte of 5 (10 points \times 40), weighs 320 to 480 lbs.

Diminutive stature Great Spiders weigh 10 lbs per point of Power and Forte, $\pm 20\%$. Midling stature spiders weigh 15 lbs per point of Power and Forte. Massive stature spiders weigh 20 lbs per point of Power and Forte.

A spider with a Power and Forte of 84 weighs 96-144 lbs.

Appendix: Of Men and Horses

New Lifepaths

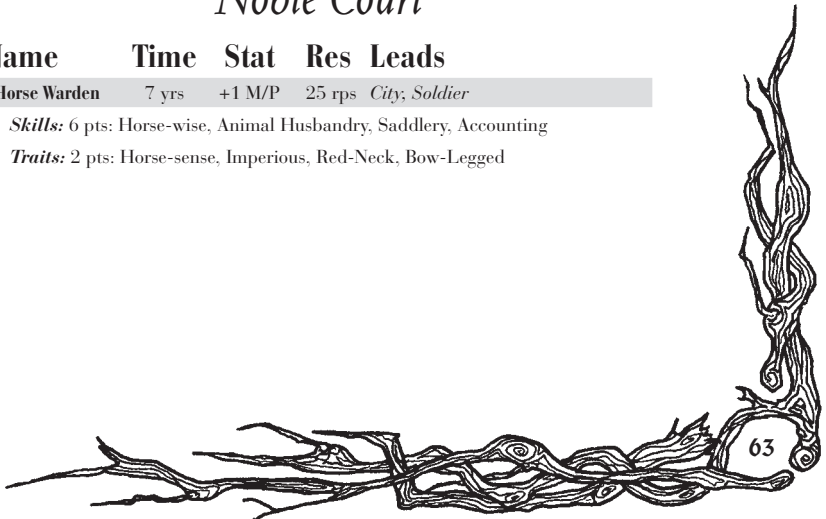
Noble Court

Name	Time	Stat	Res	Leads
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Horse Warden	7 yrs	+1 M/P	25 rps	City, Soldier
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Skills: 6 pts: Horse-wise, Animal Husbandry, Saddlery, Accounting

Traits: 2 pts: Horse-sense, Imperious, Red-Neck, Bow-Legged





Village and City Dweller

Name **Time** **Stat** **Res** **Leads**

Saddler 4 yrs +1 P 15 rps *City, Soldier, Noble Court*

Skills: 6 pts: Saddlery, Tanning, Riding, Hide-wise

Traits: 1 pt

New Skills

Driver _____ **ROOT:** Will/Agility _____

This skill is necessary to drive a team of horses hauling a cart or carriage.

This skill is available to Haulers, Carters, Grooms and similar lifepaths.

ForKs: Animal Husbandry, Riding.

Saddler _____ **ROOT:** Perception/Agility _____

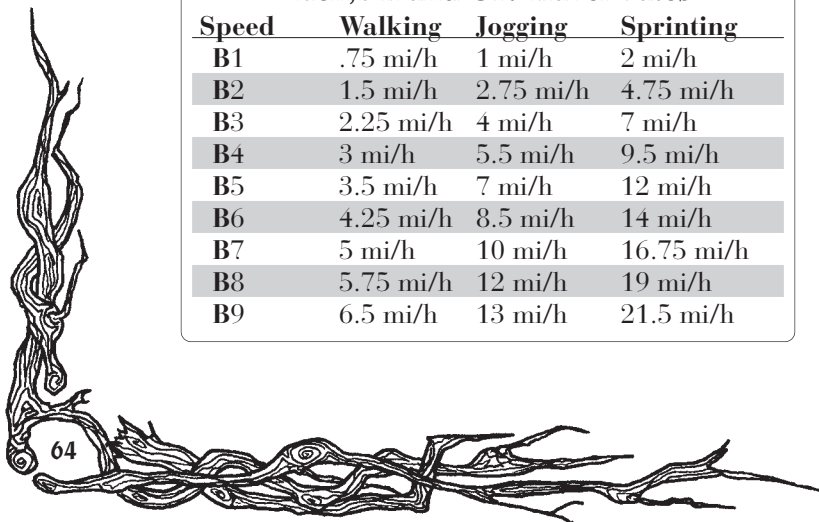
Saddling is the fine art of creating horse furniture from suitable hides. Saddlers work closely with local tanners to create saddles, bits, bridles and stirrups.

ForKs: Tanner, Armorer

Travel Distances and Rates for Men, Elves and Orcs

Men, Elf and Orc Travel Rates

<u>Speed</u>	<u>Walking</u>	<u>Jogging</u>	<u>Sprinting</u>
B1	.75 mi/h	1 mi/h	2 mi/h
B2	1.5 mi/h	2.75 mi/h	4.75 mi/h
B3	2.25 mi/h	4 mi/h	7 mi/h
B4	3 mi/h	5.5 mi/h	9.5 mi/h
B5	3.5 mi/h	7 mi/h	12 mi/h
B6	4.25 mi/h	8.5 mi/h	14 mi/h
B7	5 mi/h	10 mi/h	16.75 mi/h
B8	5.75 mi/h	12 mi/h	19 mi/h
B9	6.5 mi/h	13 mi/h	21.5 mi/h



Designer's Notes

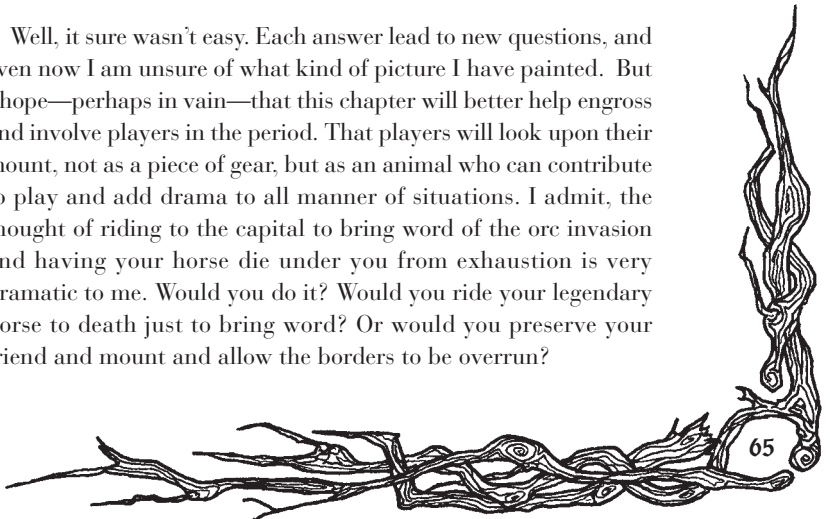
Why, oh why, did I spend a month of my life researching and writing about horse mechanics for my game? Shouldn't I have been working on something cool like Enchanting or the Monster Burner?

Yes, of course. But, my friend Rich turned in a rough sketch of a horse burner a couple of months ago. I was bored in October and I started looking it over. It was a good idea, but it wasn't suitable for general release, his material varied a bit too far from conventional Burning Wheel. Rich had been asking me about it at the time—he's got a big ol' knight in our game and he loves to talk about his horses—so I figured, "What the hell, Rich'll like this." And I took a crack at revising his rough draft.

Well, I started off just tweaking his mechanics. That was fine and easy, but there were just too many holes and I didn't know enough about horses to really fill in all of them. I didn't know how big horses are, what they eat, how old they get, or what they're like as animals at all. So I did some research. A dangerous path! Each step of research led me to another, "Oh. Oh. Oh!" as I started to see a bigger picture of what horses were, both in and of themselves and to culture at large.

So I took a step back and decided I'd write a Mount Burner—encompassing a bit about wolves and spiders as well as horses—and to include some practical rules for riding, caring for and breeding horses in game.

Well, it sure wasn't easy. Each answer lead to new questions, and even now I am unsure of what kind of picture I have painted. But I hope—perhaps in vain—that this chapter will better help engross and involve players in the period. That players will look upon their mount, not as a piece of gear, but as an animal who can contribute to play and add drama to all manner of situations. I admit, the thought of riding to the capital to bring word of the orc invasion and having your horse die under you from exhaustion is very dramatic to me. Would you do it? Would you ride your legendary horse to death just to bring word? Or would you preserve your friend and mount and allow the borders to be overrun?





A Note on Breeds

One thing that Rich and I chose not to focus on was the minute variations between the various breeds of horses. We chose rather to focus on the function that horses played and only highlight those functions with splashes of real world breeds. I hope this doesn't disappoint the one horse enthusiast out there who plays Burning Wheel. But please forgive us, it was a matter of writing about horses for this game or writing a game about horses.

Of course, I did give mechanics for breeding horses. Players could conceivably use these rules for creating their own breeds unique to their campaigns. I know I plan on doing it.

Good Luck, and Enjoy!

-Luke, December 2003, NYC

