

# TINY D10: MOUNTS & MAMMOTHS

## Mounted Combat

Any time an entity is riding a mount (e.g. horse) while attacking an opponent, they are engaging in mounted combat. Mounted combat generally confers: advantage on all melee attacks; -1 to attacks targeting the rider; +1 damage bonus; and moving at the movement range of the mount.

## Mounting & Dismounting

Mounting a creature occurs during the rider's movement sequence. It costs half of the rider's movement range to mount the creature, or all if the mount is considered large in size (e.g. mammoth). If the rider has moved greater than half of his or her movement range to reach the mount, he or she will be unable to mount it until their next combat turn.

Dismounting a creature costs half of the rider's movement range, or all, if the mount is large. An alternative technique – the *swift dismount* – can be used at the cost of 1 power point (2 power points if the mount is large). When swiftly dismounting, the rider incurs no movement penalty, and gains a +1 melee attack bonus for his or her combat turn.

## Controlling a Mount

How well a rider can control his or her mount depends on three factors: the rider's experience, both in general and with the mount; how well trained the mount is; and environmental or otherwise external conditions (e.g. terrain, weather, fog of war, etc.). These factors will assist the GM in determining the toughness level of controlling the mount in adverse situations. In these situations, the rider must succeed a power or reflex check of that toughness; if failed, the rider must succeed a T5 power or reflex save or be thrown from the mount.

## Mounts in Combat

If the mount is sufficiently well-trained, a rider may use any abilities possessed by the creature on his or her combat turn as an additional action, and for the ability's cost in power points.

Each time a mount is damaged in combat, roll 1d10: if the result is 5 or lower, the rider must succeed a T5 power or reflex save to prevent being thrown from the mount. If the mount is slain while its rider is mounted, the rider must succeed a T5 reflex save or be knocked prone in the fall.



**Mammoth** (T8; 10 HP, 4-6 PP; +3 power, +1 reflex)

Larger even than its elephant cousin, the mammoth is swift for its size, and twice as fierce. Adorning its massive skull are wicked tusks and a powerful trunk, capable of goring and bludgeoning even the most formidable opponents to death. The mammoth's thick fur (and thicker hide) insulates it against the cold of its native arctic clime, though they have been found as far as the tropics. Widely reputed to possess a violent temper, they are also intuitive and perceptive. Under the right circumstances, a mammoth may develop a close relationship with friendly humanoids.

### Mammoth Abilities

*Charge* – as an additional move action, charge a target within 30 ft.; target must succeed a reflex challenge or be knocked prone. Cost: 0 power points (racial advantage).

*Trample (large)* – inflicts 1d10 damage; target must be prone; **T5 reflex save** to reduce damage by half. Cost: 2 power points.



**Wilderfolk Mammoth Rider** (T8; 8-10 HP, 3-4 PP; +1 power)

Mammoth riders are an elite group of warriors comprised of the very hardest and strongest of wilderfolk men. Each a veteran of countless campaigns and incursions, he has honed his skills with lethal precision, and moves just as swiftly upon the mammoth's strapping back as on his own two sturdy feet. Bearing huge polearms and wielding rock slings with deadly accuracy, a small detachment of mammoth riders could break an army like a cliff breaks the rushing waves.

### Wilderfolk Mammoth Rider Abilities

*Combat skill (mounted)* – when making mounted melee attacks, roll two dice and keep the higher result.

