

# Mounts

## Riding horses

Riding horses have the stats of a light warhorse, but are not trained for war. Therefore, they won't fight for characters, characters can't fight on them, and they are subject to the panic rules for beasts not trained for war (90% chance to [flee in panic](#) in cases of "raging fire, sudden movement, loud noises, or strange smells"<sup>1)</sup>

## War horses

Note that the a rider must be mounted for the horse to be able to attack in second and subsequent rounds of combat.<sup>2)</sup>

Warhorses only have a 10% chance to panic when presented with "raging fire, sudden movement, loud noises, or strange smells", in contrast to the riding horse's 90% chance.<sup>3)</sup>

<sup>1)</sup>

It's unclear when exactly this roll is made. I would not recommend making it for any combat, but would make it for every combat, but I would make it for combat with creatures the horse isn't used to. For example, riding horses would probably not be used to orcs, but war horses would be. Neither would likely be used to manticores or dragons.).(MM 53.

<sup>2)</sup> , <sup>3)</sup>

MM 53.

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