Mounted Miniatures in GoalSystem Games
Version 1.0

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Characters or henchmen mounted on horseback add another level of detail to Goalsystem games like Chaos In Carpathia. Players may purchase horses like they would other types of equipment, but unlike equipment, horses possess a limited profile somewhat akin to a character or henchmen model:

Standard Horse (30 GBP)

Move: 10" DR Pool: 4[1]

Special Traits
Animal

Fate: 0

Vitality: 2

A model may mount an adjacent horse using a special action. Alternately, a model possessing the Horseman special trait (see below) may also mount a horse at the end of charge if he finishes the charge in base contact with the horse and makes a TN3 Agility goal roll. A horse may carry up to two models at the same time.

A mounted model may spend a free action to spur the horse to move, using up to the animal's full Move to cover ground that turn. Models possessing the Horseman trait may alternately choose to have the horse charge as a free action, adding +5" to the animal's normal Move value. Models without the Horseman trait must use a free action and make a TN3 Resolve goal roll to coax the horse into charging.

Mounted models possessing the Horseman trait who move into close combat enjoy special benefits. If a mounted Horseman moves at least half the horse's move or more, he adds +1 DN to successful close combat attacks due to the impetus of his animal's movement. Mounted models without the Horseman trait suffer in ranged combat, and models they target receive +1D to Agility to avoid their attacks.

When models target a mounted foe, they may choose to target either the horse or the rider at no penalty; attacks against either are resolved against the Agility of the rider. If a horse loses its last Vitality point it is removed from the game with no KO check. It is either killed or too injured to continue. When a mounted model's horse is removed from play he must make a TN3 Agility goal roll or suffer a DN4 hit from the fall. Horses injured or killed in battle are automatically replaced during the post-battle and do not have to be paid for again.

In close combat, mounted models possessing the Horseman trait receive +1D to Agility on defense goal rolls versus dismounted foes.

Dismounting

When a model dismounts these rules assume that the horse remains roughly at the spot where his rider left him. Models possessing the Horseman trait may call their mount from nearly anywhere on the board, and the horse will come to them on the rider's turn using all of its available Move value, including a charge where applicable.

Henchmen and Horses

Mounted henchmen are handled slightly differently than the rules presented above. A henchmen group is considered either all mounted or all dismounted. Henchmen horses all possess only one Vitality point, just like their riders. It is assumed that when a henchmen's horse is slain that he jumps on the back of one of his fellows' mounts. This is provided he survives any possible damage from the fall should he fail the TN3 Agility check. A henchmen group is no longer considered mounted once the number of mounts remaining is less than half the number of henchmen.

Special Trait

Horseman

A horseman is a trained rider, capable of handling horses of many types and comfortable moving and fighting from horseback. A Horseman ignores many of the penalties associated with mounted movement and combat, and enjoys specific benefits as well (see above for more details).

Between battles, a player may pay 5 GBP to have one of his models trained in this trait. The model adds +5 GBP to its total costs and gains this trait. This trait may also be added to model profiles at the beginning of a campaign at 5 GBP per model.

Carriages, Carts, Coaches, and Wagons

This category covers any number of wheeled conveyances pulled by horses or mules. These rules endeavor to present wheeled conveyances (hereafter referred to generically as "wagons") with as little fuss as possible, while still making them interesting objective pieces on the gaming table. The cost of a wagon should largely be a function of the scenario, and not measured in normal GBP like horses or other equipment. Players may want each warband to have access to at least one wagon at some point in a campaign.

Every wagon fits into one of three size categories: small, medium, and large.

A small wagon might be a two-wheeled hay cart or Hansom Cab. It could either be drawn by a normal human model or by a single horse or mule. It would never have more than one horse drawing it. At most a small wagon might carry two models and some equipment. A third model could squeeze on, but this might hinder the wagon's mobility.

A medium wagon would normally be a slightly larger, four-wheeled cart like a small buckboard from the American West or an open parson's carriage. This wagon would be drawn by either two or four horses, and could comfortably carry 2-4 normal models.

A large wagon could encompass many different types of conveyances. Examples include the traditional 18th century English or European coach capable of carrying 4-6 passengers and two drivers, the common stage coach from the American West, or even larger "working" wagons designed for carrying heavy loads over long distances. These larger wagons almost always required a team of four to six horses and two drivers to safely manage them. Often the second driver's job was to keep and eye on the road for any signs of ambush, and make sure any cargo strapped to the wagon remained securely in place.

Wagon Move Rates

Size	#Horses	Move
Small	1	6"
Med.	1	7"
Med.	2	8"
Large	4	9"
Large	6	10"

A driver of a wagon may use a special action to force the horse team to charge, adding +5" to the wagon's total move value.

In Goalsystem games models riding in wagons enjoy +2D to Agility goal rolls for defense in combat due to hard cover. Additionally, models riding in enclosed carriages receive and additional +1D to Agility to avoid attack, and any shot directed against them that misses automatically hits the wagon instead.

Damaging a wagon can occur in one of two general ways: killing the horses or damaging the wagon itself. Damage to horses works the same as for mounted models above, but a wagon that loses half of its horses due to injury reduces its Move by half. For example, a four-horse carriage that loses one of its horses may still take its normal move. However, when the carriage next loses a horse its move will be halved.

Additionally, whenever a horse on the team is killed, the player running the wagon should roll on the Wagon Condition table below to see if a wreck or other misfortune occurs. A wagon with no active horses is rendered immobile.

Damage to the wagon itself can also prompt rolls on the Wagon Condition table. All normal wagons of any size possess DR 5[2], and when a shot or weapon strikes them the player running them should roll the DR normally versus the weapon's DN. Wagons will also suffer a DN5 hit if driven off-road at more than half their normal movement rate. Wagon's possess a "vitality" rating based on their size category. When a wagon loses its last vitality point its controlling player should roll on the Wagon Condition table to determine any deleterious effects from the damage. Thereafter, when a wagon at 0 vitality takes damage the player should roll again on the table to check for further damage.

Wagon Starting Vitality
Small 3
Medium 4
Large 5

Wagon Condition Table (roll a D6)
1. Wreck! The wagon crashes due to damage or the loss of a horse and everyone aboard suffers a DN5 hit. Place the wagon on its side to indicate the wreck.

2. Wheel Off! Damage or the sudden loss of a horse causes one of the wheels to go flying off! The wagon comes to a grinding halt, but everyone board is unharmed by the wreck. The wagon is rendered immobile for the remainder of the game.

3. Jack-Knife! The damage or injury to one of the horses causes the wagon to turn precariously and nearly wreck. It may not move on its next turn.

4. Rough Ride! Damage or the loss of a horse creates a bumpy ride. All models aboard the wagon are disrupted in some way, and any attacks they make on their next turn are affected. Targets of these attacks receive +1D to Agility to avoid them.

5-6. No effect!