**6.2—TRANSPORT ANIMALS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **Price** | **HD** | **Move** | **Loaded** | **Encumbered** |
| Camel | 100gp | 2d8 | 45’ | 40’ | 30’ |
| Donkey/Pony | 8gp | 1d6 | 30’ | 25’ | 15’ |
| Mule | 20gp | 2d8 | 30’ | 25’ | 15’ |
| Ox | 40gp | 3d8 | 30’ | 25’ | 15’ |
| Heavy Warhorse | 300gp | 3d8+3 | 35’ | 30’ | 20’ |
| Heavy Draft Horse |  100gp | 3d8 | 35’ | 30’ | 20’ |
| Medium Warhorse |  240gp | 2d8+2 | 40’ | 35’ | 25’ |
| Medium horse | 80gp  | 2d8 | 40’ | 35’ | 25’ |
| Light Warhorse | 120gp | 2d8+2 | 45’ | 40’ | 30’ |
| Light Horse | 40gp  | 2d8 | 45’ | 40’ | 30’ |
| Nag Horse | 10gp | 1d8 | 35’ | 30’ | 20’ |

|  |  |  |  |
| --- | --- | --- | --- |
| **Mount** | **Normal** | **Armored or Loaded** | **Encumbered** |
| Pony or Donkey or Nag | 20 items or small-sized rider | 21-40 items OR regular sized rider | regular rider and 21-40 items or 2 small riders and no items |
| Mule or Light horse | 30 items or unloaded rider | 30-60 items OR loaded rider | loaded rider and 30-60 items or 2 unloaded riders |
| Medium Horse or Camel | 35 items or unloaded rider | 35-70 items or loaded rider | loaded rider and 35-70 items |
| Heavy Horse, Draft Horse or Draft Ox | 45 items or unloadedrider | 46-90 items or loaded rider | 46-90 items and loaded rider or 2 riders of any load |

**HORSE QUALITY:**

Add 1 HD: 3x price; Increase Move 10': 3x price Increase Load 25%: 2x price

Lose 1 HD: ½ price: Decrease Move 10': ½ price Decrease Load 25%: ½ price

**SECTION XI: HORSES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **TYPE** | **Pony** | **Light Horse** | **Medium Horse** | **Heavy Horse** |
| AC | 11 | 11 | 12 | 12 |
| HD | 1d6 | 2d8 | 2d8 | 3d8 |
| SIZE | M | L | L | L |
| MOVE | 30’ | 45’ |  40’ | 35’ |
| ALIGNMENT | Neutral | Neutral | Neutral | Neutral |
| SAVE | 16 | 15 | 15 | 14 |
| MOR | 2d6 | 2d6 | 2d6 | 2d6 |
| ATT. BONUS | +1 | +2 | +2 | +3 |
| DAMAGE | Kick 1d6 | Kick 1d8 | Kick 1d8 | Kick 1d8 |
| SPEC. ATTACK | – | – | – | – |
| SPEC. DEF. | – | – | – | -- |

**Warhorses add +1 hit point per die and 1 extra morale die to the entries above**