MOUNTED COMBAT

CONTROLLING A MOUNT

The steps necessary to control a mount in combat differ depending on whether the mount is trained for combat (see *Handle Animal* skill).

Trained Mounts: Directing a trained mount to move or perform any other action in combat requires a move action by the rider. If the mount doesn't act or move (other than a 5-foot step) the rider doesn't need to spend an action. The move action may occur before or after the rider's remaining move or attack action. A Ride skill check isn't required to control a trained mount.

Untrained Mounts: For mounts that are easily frightened and haven't been trained to tolerate the noise and chaos of battle, a Ride check is required at the beginning of any round. The DC of this skill check is 20. (See Ride skill for modifiers and complications to this skill check). If the skill check succeeds, the rider spends only a move action controlling the mount. If the check fails, the rider must spend the entire round controlling the panicked mount and no other actions are possible until the next round.

Mounts in Combat: The mount moves and acts on the rider's initiative count as directed by the rider. As with any creature, the mount is able to take a move and an attack action, two move actions, or a full-round action. All of the mount's actions are resolved during the controlling action performed by the rider.

MANEUVERABILITY

When a rider makes a number of Ride checks in a round that exceeds his or her allotted actions (either willingly or by necessity; whether acting or reacting), a penalty is applied to his or her ride check. The maneuverability modifier is a cumulative penalty that increases with each additional check. A character may make as many ride checks as his or he or she would normally be allowed (1 move action and 1 attack action or one move action) with no penalty. The maneuverability modifier only applies at speeds faster than "walking."

MANEUVERABILITY CODE	TYPE/DESCRIPTOR	MODIFIER	EXAMPLE MOUNT
A	Perfect	+0	Space Dragon, Cthulhu
B	Good	-1	Horses, Mules, Donkeys
C	Average	-2	Camels, Llamas, Elephants
D	Poor	-4	Stagecoach or Buckboard Wagon
E	Clumsy	-8	Armored Wagon, Ostrich or Emu
F	Rider may not make ride checks		Mount Everest, Hot Air Balloon

(A) Perfect maneuverability is available to all mounts at "walking" speed. As soon as a mount has accelerated to any faster speed, it's above-noted maneuverability code applies.
(B) Good maneuverability includes well-trained steeds (usually horses) but also occasionally Mules and Donkeys.

(C) Average maneuverability includes other animals that can generally serve as mounts – Camels, Llamas, Elephants, etc.
(D) Poor maneuverability includes most cargo carrying wagons as well as stagecoaches and other basic conveyances.
(E) Clumsy maneuverability includes unusual and awkward mounts as well as heavy or otherwise unwieldy conveyances.
(F) It doesn't move and/or you can't steer it. Don't try to ride it.

COMBAT SEQUENCE

Mounts that are stationary or moving at tactical/walking speed can be tracked on a battlegrid alongside other vehicles or creatures. However, as soon as mount becomes involved in a chase or combat at greater speeds, the following rules will instead apply.

In mounted combat, passengers (character not in control of a mount) may take normal actions as long as they succeed at a Balance or Ride check (DC 10 + Speed Modifier). These checks are resolved as free actions at the beginning of each passenger's turn. If the check fails, the passenger loses his or her actions for the round. Critical failure at this check results in the passenger falling from the mount or vehicle and taking appropriate falling damage.

WHEN COMBAT BEGINS

1. *Determine Speed Advantage*
   Divide the base move speed of the fastest vehicle by the base move speed of the slowest vehicle. Round down to the nearest integer. The resulting number is the speed advantage modifier for the faster vehicle. The speed advantage modifier applies to all chase maneuvers and some dogfight maneuvers.

   Essentially, this means that a mount that is two times faster than its opponent has a +2 speed advantage, one three times faster has a +3 speed advantage, etc.

   In close terrain, some maneuvers may allow a slower mount to partially or completely negate a faster vehicles speed advantage.
   A rider can voluntarily forego any portion of his speed advantage. Because the speed advantage can increase the damage from crashes or collisions, a rider may not want to always use his full speed advantage.

2. *Determine Terrain*
   When the combat or chase begins, the GM should determine the predominant terrain type. There are three types of terrain:

   Open: Open terrain is the easiest to handle, with few changes in elevation and few dangerous obstacles. In open terrain, the faster vehicle can take full advantage of speed. There is no maximum speed advantage modifier. Major trails and roadways and open prairie are examples of open terrain. Obstacle Dice: d10

Close: Close terrain is much more narrow and/or obstacle-filled than open terrain. Close terrain generally requires more ride checks per round than open terrain. The maximum speed advantage in close terrain is +8; a mount more than 8 times faster than the slowest vehicle gains no additional advantage. Mountain foothills, moderately dense forest and a poorly maintained tracks or trails are examples of close terrain. Obstacle Dice: d8

Tight: Tight terrain is the most dangerous of all terrain, and requires near constant vigilance from the rider to avoid crashes, collisions, or obstacles. The maximum speed advantage in tight terrain is +4. Examples of tight terrain include narrow mountain trails, canyons, and crowded city streets. Obstacle Dice: d6

3. *Determine Range*
   The range between mounts is relative.

   Point Blank: Generally speaking, point blank range represents mounts that are nose-to-tail or side-by-side, out to a distance of one tactical movement interval (usually 30-60 feet). Using this relative scale, the slowest mount can escape point blank range and increase the distance between it and its pursuers using a single move. Most character scale ranged weapons (and some melee weapons) can be used at no penalty at point blank range.

   Short Range: Generally two to four tactical movement intervals. Ranged weapons can be used at a -2 range penalty at short range.

   Medium Range: Generally five to eight tactical movement intervals. Ranged weapons can be used at a -4 range penalty at medium range.

   Long Range: Generally nine to twelve tactical movement intervals. Ranged weapons can be used at a -8 range penalty at medium range.

   Extreme Range: Extreme range is the furthest two mounts can be apart and still remain in combat, though it is too far for weapons to be used. A mount that moves beyond extreme range has broken off from combat.

   These range penalties are in addition to the normal penalties for firing from horseback.

4. *Roll Initiative*

EVERY ROUND

1. *Choose Speed*
   On his or her action, every rider controlling a mount or vehicle can choose to maintain his or her current speed, or accelerate or decelerate by one speed multiplier (x2 to x3, x3 to x4, etc.). Increasing or decreasing speed does not change the range between you and other mounts in the chase, but may have an effect on your Defense.

The speed you choose will also have an effect on the difficulty of firing from your mount. Mounts moving at x2 their normal speed cause a -4 penalty to all ranged attack rolls, while those moving at x3 incur a -8, and x4 incurs a -12. The *Cavalry Training* and *Blazing Saddle* feats may reduce or eliminate this penalty.

2. *Choose and Resolve Maneuver(s)*
   As a move action, the rider chooses a maneuver and makes a ride check. While engaged in the chase, a rider usually takes either 2 ride checks or a single ride check and an attack action. A driver who exceeds the normal limits on move actions (including reaction rolls, opposed rolls, and Crash checks) must apply the maneuverability modifier as a cumulative penalty to each extra ride check.

3. *Check for Obstacles*
   The GM rolls to determine if any obstacles have appeared in the normal path of the chase. Obstacles are not necessarily physical objects, and their precise nature is determined by the GM. Examples of obstacles include patches of ice, rocky outcroppings, washed out trails and fogbanks. The obstacle die for each terrain type is noted above. When an obstacle appears, all drivers may make a Ride check to avoid a Crash.

   Riders may attempt the *Jerk the Reins, or Leap* maneuvers (see below) or may attempt to *Swerve* or *Plow Through* the obstacle to avoid a Crash, depending on the nature of the obstacle.

   Swerve (DC 15 + Speed Modifier)
   The rider attempts to swerve his mount to avoid an obstacle and continue on his or her way. If the check fails, the rider must make a Crash check or the mount spooks and the rider is thrown.

   Plow Through (DC 10 + Speed Modifier)
   The rider grips the reins and attempts to plow through the obstacle. Size is an advantage in this case – add the mount's size modifier to the Ride check result. If the check succeeds, the mound collides with the obstacle and takes damage as normal. Succeeding at this check allows the rider to make a reflex save (DC 15) to take half damage from the crash.

4. *Resolve Crashes and Other Damage*
   Through the course of a chase, both the rider and the mount may be subject to a wide variety of damage types. These are detailed below.

ATTACK AND DAMAGE

Active riders and passengers apply a vehicles movement modifier as a penalty to all ranged attack rolls, as well as any relevant range penalties. Melee attacks may only be made between mounts or vehicles at Point Blank range.

DAMAGE TO MOUNTS

Characters may choose to target a mount or vehicle for an attack, rather than the rider or passengers. As mounts are increasingly damaged, they become harder to control in combat.

MOUNT/VEHICLE HIT POINTS	CONDITION
50% or more	No effect
Less than 50%	Crippled
0 or less	Disabled
Negative Constitution Score	Dead

Crippled: The mount is injured, and is harder to control. The rider suffers a -4 penalty to all Ride checks until his or her mount is healed.

Disabled: The mount loses consciousness or is otherwise paralyzed and comes to a halt. The rider must succeed at an immediate Crash check.

Dead: The mount is dead on its feet, and as a result is impossible to control. It may be trampled by its fellows as it falls, and it's certainly not going to be an easy ride on its way to the ground. The rider takes damage as if he or she had failed a Crash check, though he or she may attempt a reflex save (DC 20 + speed modifier prior to the crash) for half damage.

CRASH CHECKS

Riders may have to make crash checks for a variety of reasons, but the end result of any crash check is the same: the rider and his mount are going to get hurt. Riders make Crash checks when critically failing ride checks, a maneuver calls for it, and/or when the mount collides with an obstacle or another mount or vehicle.

The Ride DC of a crash check varies according to the terrain.

TERRAIN	CRASH DC
Open	10 + Speed Modifier
Close	15 + Speed Modifier
Tight	20 + Speed Modifier

If the rider succeeds at his or her crash check, the vehicle continues moving at its current speed and position, taking no damage. If the rider fails his or her crash check, the rider and mount take damage as noted below.

CRASH DAMAGE

Generally speaking, crash damage depends a great deal on the size and speed of the vehicles, mounts, and obstacles involved. Find the base damage on the table below, add the speed modifier of the of the mount or vehicle (if applicable) and then multiply the resulting damage by the speed multiplier (x1, x2, x3, x4) to determine the total.

Mounts, vehicles, and obstacles take full damage from a crash. Because mounts and vehicles provide characters with some protection, passengers and riders automatically reduce the resulting damage by half. A reflex save (equaling the Crash check DC) reduces the damage to characters by half again.

Vehicle/Object Size	Base Damage
Colossal	4d6
Gargantuan	2d8
Huge	2d6
Large	1d8
Medium	1d6
Small	1d4
Tiny or smaller	1d3

MOUNT COLLIDES WITH OBSTACLE

The base damage to the mount is based on the size of the obstacle, plus the mount's speed modifier, multiplied by the mount's speed multiplier. After the collision, the mount drops one speed category unless the mount is disabled or dead (at which point it stops) or unless the object struck was two size categories smaller than the mount (at which point it continues moving at the same speed).

MOUNT COLLIDES WITH MOUNT

The damage to a mount is based on the size of the mount or vehicle striking it and the damage is multiplied as follows.

Head on Collision: Each mount takes damage based on the size of the opposing mount, plus the sum of both vehicles speed advantage, multiplied by the sum of their speed multipliers. After the crash, both mounts drop 3 speed categories.

T-Bone Collision: Each mount takes base damage based on the size of the opposing mount, plus the speed modifier of the mount striking head-on. The total is multiplied by the striking mount's speed multiplier. After the crash, both mounts drop 2 speed categories.

Rear-End Collision: Each mount takes base damage based on the size of the opposing mount, plus the speed modifier of the vehicle striking from the rear. Subtract the speed multiplier of the slower mount from the speed multiplier of the faster mount before multiplying damage. After the crash, both mount move at the speed of the slower mount.

Sideswipe: If the sideswipe occurs when the mounts are moving in the same direction, calculate damage as for a rear-end collision, then halve all damage. If the mounts are moving in opposite directions, calculate the damage as for a head-on collision, and then halve all damage. After the crash, both vehicles continue at the same speed.

Mount Spooks/Losing Control

If your mount spooks, you must make a Ride check (DC 5) to remain in the saddle. Failing this check results in the rider being thrown (normal falling damage is taken). Passengers must succeed at a Balance check (DC 5) to remain in the saddle. Generally, the riderless mount will continue on at the same speed.

Losing control of a vehicle is much more dire. Uncontrolled vehicles take immediate damage based on their size plus speed advantage multiplied by its speed multiplier. After the crash, vehicles continue at the same speed.

Maneuvers

Blind Spot
Range: Point Blank, must be Tailing
Reaction Roll: No
Unopposed DC: Target's Defense
Applicable Modifiers: Maneuverability

While tailing another mount, you can veer into their blind spot. If the blind spot maneuver is successful, all weapons fired from the acting mount increase their critical threat range by 1 (from 20 to 19-20, etc.) There is no effect if the check fails.

Breakaway
Range: Any
Reaction Roll: Yes
Unopposed DC: 20
Applicable Modifiers: Speed

Using this maneuver, the acting rider attempts to pull away from the combat and change the prevailing terrain. If the GM determines that this is even possible (and it may not be) and the check succeeds, the acting mount moves into a new terrain type (open, close, or tight). Any mount who wishes to follow the target into the new terrain may react but must also make a ride check DC 20.

If the acting mount fails the maneuver, the terrain does not change and the acting mount must make a Crash check. If any of the mounts attempting this maneuver (whether initiating or following into the changed terrain) fail, they must make a crash check.

If the acting mount succeeds and no vehicles pursue, the mount and rider are considered to have left the combat (but may *Rejoin* as noted below). If any vehicles do pursue, the ensuing chase should be tracked separately from the original combat.

Bulldogging
Range: Point Blank
Reaction Roll: Yes

Unopposed DC: 15
Applicable Modifiers: Maneuverability

With a successful Ride check a cowboy is able to leap from his mount as a free action in order to make an unarmed attack (including a bull-rush, grapple, tackle, or trip) against an opponent. If the check succeeds, the character may make his or her attack, and ends the turn on the opposing mount.

If the targeted mount chooses to attempt to resist the attempt, make opposed ride checks. If the acting rider wins, the maneuver is successful. If the maneuver fails, the character falls to the ground, takes the appropriate falling damage, and loses his attack action (and is likely out of the chase).

Close/Lengthen
Range: Any
Reaction Roll: Yes
Unopposed DC: 10
Applicable Modifiers: Speed

Using this maneuver, the driver can increase or decrease the range between his or her mount and opposing mounts by one range category (from Extreme to Long, Long to Medium, Medium to Long, etc.)., plus an additional range category for each 5 points by which he or she beats the DC or opposed roll.

Special: If the opposed rider previously chose the standoff maneuver, the DC for the close/lengthen maneuver is equal to the standoff check.

Comanche Riding
Range: Any
Reaction Roll: Yes
Unopposed DC: 20
Applicable Modifiers: NA

Comanche riding is an advanced version of the cover task (see above). If a character makes the DC check, he or she gains the one half cover bonus and can still perform an attack action. If the character chooses to make an attack with his attack action, the character may only use a one-handed weapon that is Medium-sized or smaller. If the Ride check fails, the character must make a DC 20 Reflex save or fall from the mount (resulting in a Crash check for the character, but not the mount). In either event, on a failed skill check the attack action is wasted.

Cover
Range: Any
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: NA

The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Crowd
Range: Point Blank
Reaction Roll: Yes
Unopposed DC: NA
Applicable Modifiers: Maneuverability

The rider moves his mount into position to force the opposing mount into an obstacle. The opposing mount may choose not to react. In this case, the maneuver is resolved as a successful Sideswipe (see below) and damage is resolved accordingly.

If the opposing rider does choose to react, make opposed ride checks. If the acting rider wins, the opposing mount is forced into an obstacle and takes damage appropriately. If the opposing rider succeeds, the maneuver has no effect.

Escape
Range: Extreme
Reaction Roll: No
Unopposed DC: 20
Applicable Modifiers: Speed

A rider may only attempt this maneuver if all other mounts are at extreme range. If the check succeeds, the acting vehicle has escaped the combat. If the check fails, the chase continues.

Evasive Maneuver
Range: Any
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: Maneuverability, Speed

With this maneuver the rider turns his attention to defending himself and his mount.

If the check is successful, the rider may choose to deduct a number (up to his total number of ranks in ride) and add them to his mount's defense until the start of his next action. If the evasive maneuver fails, the mount spooks and the rider must make a Crash check or be thrown.

Giddyup!
Range: Any
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: Speed

Giddyup is the opposite of jerking the reins: the rider attempts rapid acceleration to increase his speed by an additional multiplier. If the driver has already increased his speed, his or her total acceleration could be up to two multipliers (but not above his mount's maximum speed).

If the check succeeds, the mount accelerates as intended. If the check fails, the mount spooks and the rider must make a Crash check or be thrown.

Guide with Knees
Range: Any
Reaction Roll: No
Unopposed DC: 5
Applicable Modifiers: NA

The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount. *Guide with Knees* can be used as a free action.

Jerk the Reins
Range: Any
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: Maneuverability, Speed

Using this maneuver, the rider can slow his mount by up to two speed multiples in the same round. If the rider has already decelerated when speed was chosen for the round, the total deceleration could be up to three speed multiples. If the check succeeds, the mount decelerates as intended. If the check fails, the mount spooks and the rider must make a Crash check or be thrown from his mount.

Special: If another mount is tailing the acting vehicle when he jerks the reins, the tailing mount may collide with the slowing mount (both mounts take collision damage for a rear-end), react by jerking the reins as well, or move past the slowing mount (resulting in a new chase with the combatants reversing position and beginning at short range).

Leap
Range: Any
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: Maneuverability, Speed

The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check to stay on the mount when it leaps.

Failing this ride check results in an immediate Crash check, with damage (if any) resolved as if the mount had been in a head-on collision.

Pace
Range: Any
Reaction Roll: Yes
Unopposed DC: 0
Applicable Modifiers: Speed

The rider attempts to keep his mount moving in the same direction and speed as his or her opponent. If the opposing rider chooses not to react (or cannot react) the maneuver succeeds. If the opposing rider does react, make opposed ride checks.

If the acting rider succeeds, the maneuver is successful. A *paced* rider takes no attack penalty for his own vehicles movement modifier, and the movement modifier to the opponent's defense is likewise negated. Range and other penalties still apply.

Failing this check has no effect.

Ram
Range: Point Blank
Reaction Roll: Yes
Unopposed DC: Varies, see below
Applicable Modifiers: Maneuverability, Speed

Using this maneuver, a rider may attempt to ram his mount into the opposing mount. The unopposed DC for this check is the Defense of the targeted mount, modified as noted – Rear-End (+0), T-bone (+5), and Head On (+10).

After a successful ram but before rolling his or her crash check, the targeted rider may make a ride check with a DC equal to the attacker's ram check. If this check is successful, damage to the target and mount are reduced by half.

A successful ram causes a collision. Resolve the damage as detailed below. Following the collision, both mounts must make a Crash check. The acting rider receives a +4 bonus on his check.

Rejoin
Range: Long or lower
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: Maneuverability, Speed

Using this maneuver, the rider who has broken off from combat may attempt to reengage. This maneuver may only be attempted in a round immediately following a successful breakaway

(either by the acting mount or its opponent). If the maneuver is successful, the mount rejoins the combat at one range increment greater than the one at which the breakaway occurred (point blank to short, short to medium, etc.).

If the acting vehicle fails to rejoin, the opposing rider may choose to Escape (see below) and end the chase. In this case, the *Escape* DC is 0.

Shake 'Em
Range: Point Blank
Reaction Roll: Yes
Unopposed DC: 0
Applicable Modifiers: Maneuverability, Speed

The acting rider attempts to shake pursuit from a tailing mount. If successful, the *Tail* ends, though the range between the two mounts remains the same. If the opposing rider does react, make opposed Ride checks. If the acting rider wins, the maneuver is successful and the tail is broken.

Sideswipe
Range: Point Blank
Reaction Roll: Yes
Unopposed DC: Target's Defense
Applicable Modifiers: Maneuverability, Speed

The rider slams his mount into an opposing mount. After a successful *sideswipe*, but before rolling his or her Crash check, the targeted rider may make a ride check equal to the result of the attacker's sideswipe check. If this check is successful, crash damage is reduced by half.

A successful sideswipe causes a collision, dealing damage as detailed below. After damage is resolved, both mounts must make a Crash check. The attacker receives a +4 bonus on his or her check.

Stand Off
Range: Any
Reaction Roll: No
Unopposed DC: None
Applicable Modifiers: Maneuverability, Speed

Using this maneuver, the driver attempts to stand off from the combat, maintaining his or her current range interval. The rider makes a ride check – this check is the DC for any vehicle attempting the Close/Lengthen maneuver.

Tail
Range: Point Blank
Reaction Roll: Yes
Unopposed DC: 0

Applicable Modifiers: Maneuverability, Speed

The rider moves his mount into position behind the opposing mount. If the opposing rider chooses not to react, the maneuver succeeds. If the opposing rider does choose to react, make opposed Ride checks. If the acting rider wins, the tail is established. Failing the check has no effect. The acting driver can maintain a tail without further ride checks until or unless the target moves beyond Point Blank range.

Watch Your Back
Range: Point Blank
Reaction Roll: No
Unopposed DC: 15
Applicable Modifiers: Maneuverability

Using this maneuver, the rider designates one allied rider and acts to defend him or her. If the check is successful, the wingman may make an attack of opportunity against any one opposing vehicle who attempts to *Tail* his or her charge until the start of the acting rider's next turn.

RELEVENT FEATS AND OTHER MODIFIERS

SYNERGY

A character with 5 or more ranks in Ride gains a +2 synergy bonus when using the Balance skill to stand on the back of a horse.

A character with 5 or more ranks in Handle Animal receives a +2 synergy bonus when riding a mount trained by the character.

RELEVANT FEATS

Animal Affinity
The character receives a +2 bonus on all Handle Animal and Ride skill checks. The Handle Animal skill cannot be used untrained.

Blazing Saddle
The character has become an expert at firing ranged weapons from horseback.
Prerequisites: Ride 6 ranks, Defensive Riding

Benefit: When making a ranged attack from horseback (or on any other sort of mount), the penalty for firing from an unstable platform is reduced by half. In addition, the rider can take this ranged attack action at any point along the mount's movement.

Normal: While riding a horse (or any other animal), a character suffers a penalty to all ranged attack rolls based on how vigorously the rider is jostled. The penalty is -4 for a horse that is making a double move and -8 for a horse that is running. While additional riders can ready an

action to make an attack at any point along the mount's movement, the controlling rider can only make an attack action before or after the mount's movement.

Cavalry Training
The character has specialized training or experience in handling a mount during combat situations.
Prerequisites: Ride 10 ranks, Blazing Saddle, Defensive Riding

Benefit: When making a ranged attack from horseback (or any other four-legged critter), the rider no longer suffers any penalties for firing from an unstable platform.

Defensive Riding
The character rides as though born in the saddle.
Prerequisite: Ride 4 ranks

Benefit: While riding, both the character and mount gain a +1 Dodge bonus to Defense.

Special: Any condition that causes the character to lose his Dexterity bonus to Defense also makes the character lose any dodge bonuses. In addition, the mount will also lose the +1 dodge bonus granted by this feat. Remember, unlike most other bonus types, dodge bonuses stack.

Ride-By Attack
The character is trained in the art of fast cavalry melee skirmishing.
Prerequisites: Ride 6 ranks, Defensive Riding

Benefit: When the character is mounted and uses the charge action, the character may move and make a melee attack at any point along the mount's movement. The mount's movement must be in a continuous straight line and the character's total movement for the round cannot exceed double the mount speed. The melee attack receives the same bonuses as one delivered by a standard charge. Neither the character nor his mount provoke an attack of opportunity from the defending opponent.

Special: Attacks of opportunity may still be provoked from opponents other than the defender.

Spirited Charge
Using the extra momentum provided by a mount, the character is skilled at delivering a devastating melee attack during a charge.
Prerequisites: Ride 6 ranks, Defensive Riding, Ride-By Attack.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon.

Trample
The character knows how to use a mount to knock down an opponent, giving the mount an opportunity to trample the opponent.

Prerequisites: Ride 6 ranks, Defensive Riding, Ride-By Attack

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.