

Warhorse Training

Warhorses differ from ordinary horses as they have been specifically trained to not only tolerate a battlefield, but become effective weapons in and of themselves. Training a warhorse normally takes months up until years, and one expects a green horse and rider. Ordinarily squires would train their own green horse under the tutelage of a knight, but this is becoming replaced by men trained to use warhorses in light and heavy cavalry, creating a large market for trained warhorses. Regardless such men are expected to keep their horses in peak fighting condition and practiced with their mount's abilities.

If the horse being prepared to become a warhorse has not been trained as a riding horse, these two steps are added to this chart before any other additional training tasks may be completed.

Accustoming to Tack

This task accustoms your horse to being tacked up

Must Know: Nothing

Required Equipment: Saddle and Harness

Animal Training Modifier: +20

Bearing a Rider

Training to accept the weight of a rider and riding cues

Must Know: Accustoming to Tack

Required Equipment: Saddle and Harness

Animal Training Modifier: +10

To begin training your warhorse, you must first select up to three training tasks to teach your horse, of which you have all the prerequisites. Then you must allocate one hour for each that day, and make an Animal Training test at the associated difficulty. Whether success or failure, you must roll 1d10 to determine how long you spend on that task modified by the following table. You cannot reduce the time required to less than one day.

Animal Training success by 2+ degrees	-1 day
Animal Training success by 5+ degrees	-2 days
Animal Training failure by 2+ degrees	+1 day
Animal Training failure 5+ deg (see critical fail*)	+2 days
Horse is Poor Quality	+2 days
Horse is Normal Quality	no mod
Horse is Good Quality	-1 day
Horse is Best Quality	-2 days

At the end of the period, if you succeeded and have spent one hour per task with no gaps greater than a week in the training regimen, your horse has gained proficiency with the desired test (or sub-task). If you have a break in your training regimen before the allocated number of training days is completed, your horse fails to learn the task and you must test again as normal. On any day that you are working on fewer than three tasks, you may elect to begin another training task and make the appropriate rolls as above. The required hour per day per task includes set up, tear down, and traveling time if required (as much as is reasonable).

You may attempt to teach your horse up to three tasks simultaneously, but if you fail your Animal Training roll by more than fifty or critically fail*, you may not begin training a new task for your third slot (or second) until the other tasks your horse is currently learning are complete. You may train multiple horses in the same day, but must have time allocated for each separately. All tasks require that the trainer have a Saddle and Harness to use for

the purposes of training the horse. Sub-tasks require separate tests and separate durations for the completion of the overall objective.

Warhorse Training Regimen

(A * Mark denotes that the Required Equipment is destroyed by the end of training, whether successful or not.)

Accustoming to Armor

Getting your horse used to the weight and feel of armor while being ridden in normal circumstances

Must Know: None

Required Equipment: For a light warhorse, light or medium half armor; for a destrier, heavy half armor

Animal Training Modifier: +20

Strength Training

Imperative to a warhorse, this task accustoms horses to the greater strength demands of combat, including bearing an armored rider, wearing armor itself, and then the combination of the two

Must Know: Accustoming to Armor

Required Equipment: For a light warhorse, light or medium armor for horse and rider; for a destrier, heavy armor for horse and rider

Animal Training Modifier: Light +20, Medium +10, Heavy 0

Sub-tasks: Armored Rider, Armored Horse, Armored Horse and Rider

Leg Cues

Teaching your horse to rely on weight and leg cues rather than the reins in preparation for fighting on horseback. For the purposes of combat from horseback, accomplishing this task makes the ride test to become a free action.

Must Know: None

Required Equipment: None

Animal Training Modifier: +10

Foreleg Strike

Training your horse to strike out with one foreleg, and then to rear up and paw at enemies.

Must Know: None

Required Equipment: One 25 gallon barrel filled with water, dirt or sand*

Animal Training Modifier: +10

Sub-tasks: Strike, Rearing Strike

Kick

A devastating rear kick is instinctive in horses, this task teaches your horse to strike out on cue.

Must Know: None

Required Equipment: One 25 gallon barrel filled with water, dirt or sand*

Animal Training Modifier: +10

Armed Rider

This task accustoms your horse to having a weapon swung about his body and feeling the way a rider twists and shifts in the saddle while striking.

Must Know: None

Required Equipment: Blunted weapon, Staff as faux Demilance, A Training Dummy

Animal Training Modifier: 0

Battlefield Distractions

There are many distracting and terrifying noises to be found in a skirmish from the clang of swords on armor to the full blown clash of a battlefield, this gets your horse used to frightening and sudden noises

Must Know: None

Required Equipment: A practice field with armed and armored men fighting

Animal Training Modifier: 0

Steadfastness

A warhorse must be steadfast and not react in terror at the prospect of being struck in combat.

Must Know: None

Required Equipment: Half-armor, Assistant with a staff or blunted weapon (assistant may wish to be heavily padded or armored in case of unexpected strikes by the horse)

Animal Training Modifier: 0

Firearm Desensitization

In this modern age, warhorses must be trained to not spook at those around them bearing firearms.

Must Know: None

Required Equipment: Gunpowder weapon, 3 shots per day of training.*

Animal Training Modifier: -10

Blood Desensitization

The smell of blood is the smell of death, and all horses are instinctively afraid of the scent. This task accustoms the horse to being around and smelling blood.

Must Know: None

Required Equipment: 5 gallons of pig's blood*

Animal Training Modifier: -10

Bite

Training your horse to bite so as to inflict damage, bite and hold someone, and then bite and shake someone around or drag them off

Must Know: None

Required Equipment: Weighted Leather Clad Training Dummy

Animal Training Modifier: -10

Sub-tasks: Bite, Hold, Hold and Shake

Tilt (Charge)

The charge attack, lethal in combat, builds from several simpler tasks to give the horse lethal presence in the battlefield

Must Know: Leg Cues, Accustoming to Armor, Armed Rider

Required Equipment: List field, Half Armor, Demilance, Tilt Dummy

Animal Training Modifier: -20

Trample

Instinctively most horses avoid stepping on people or bodies, this task trains them to be willing to do just that

Must Know: Blood Desensitization

Required Equipment: Two carcasses of some sort (Enc>250)*

Animal Training Modifier: -20

Slam

Training the horse to slam into an object with force

Must Know: Accustoming to Armor

Required Equipment: Half-armor, One 25 gallon barrel filled with water, dirt or sand

Animal Training Modifier: -10

Avoiding Blows

Must Know: Accustoming to Armor, Steadfastness, Armed Rider

Required Equipment: Half-armor, Assistant with a staff or blunted weapon (assistant may wish to be heavily padded or armored in case of unexpected strikes by the horse)

Animal Training Modifier: +10

Warhorse Training Dependency Chart and Progress Sheet

<i>Beginning Tasks</i>		<i>Advanced Tasks</i>	
	Leg Cues		
	Accustoming to Armor		
	Armed Rider		Tilt (Charge) [Accustom Armor, Leg Cues, Armed Rider]
	Foreleg Strike (2)		Slam [Accustoming to Armor, Foreleg Strike]
	Kick		
	Bite (3)		
	Steadfastness		Avoiding Blows [Steadfast, Armed Rider, Accustom Armor]
	Firearm Desensitization		
	Battlefield Distractions		
	Blood Desensitization		Trample [Blood Desensitization]
	Strength Training (3)		