

WOE TO THE WICKED / ALPHA v44

Mounts and Vehicles

Complete entries and section rules. Summary: [08 Mounts-and-Vehicles.pdf](#). Collected source: [01 All-Options.pdf](#).

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Mounts and vehicles

Transport gives useful reach and capacity when roads, animals, crews and supplies make it possible. A purchase price is not proof of local availability. Agree ownership, borrowing or hire, return point, deposit, repair liability and what happens if the route becomes blocked. Ordinary expedition hire uses 1/20 of purchase price per travel day, rounded up, plus crew and animal care; deposit normally equals purchase price and is returned when the asset is returned in agreed condition. A quest sponsor may lend transport under stated terms. Hiring does not transfer ownership or make a shared asset personal Fortune.

Load, route and operation

Carry is the existing inventory measure. Listed transport Carry is a separate asset capacity; it does not increase anyone's personal Might-derived Carry. Count cargo once: goods on an animal or vehicle are not also carried by its passengers. For a seated or carried creature, reserve 8 Carry for a Medium body or 4 for a Small body, plus all its worn/carried items, including normally Carry-exempt equipped gear at its listed Carry (or 1 per ordinary item if none is stated). Large bodies reserve 16 Carry and need actual space. A driver counts as an occupant. Vehicle purchase does not include animals, tack, cargo or paid crew. A pulling animal is not onboard cargo. Seat and Carry limits both apply; less cargo does not create unlisted seats.

Use the slowest required animal, crew method or vehicle limit. Walking a loaded beast, steering a trained team or paddling on calm water needs no routine roll. Maneuver resolves a consequential control obstacle; Labor loads, lashes, harnesses or frees a stuck vehicle; Influence seeks animal cooperation through an understood approach. A Test rolls its actual Skill alone against the normal TN, usually 4. Resistance uses an actual Contest; do not demand a second unrelated Skill just to fill a pool. No fixed chain of navigation, care and driving rolls is required.

Before travel, establish the actual route, expected duration, safe stopping places, supplies and a meaningful obstacle. These entries give tactical Movement; they do not impose a universal miles-per-day schedule. The GM states a plausible route time before commitment. Cargo and wheeled vehicles can be more useful than fast movement, and a blocked road does not vanish because a mount

is quick. Reduce tactical Movement by half, rounded down to 5 feet, for genuinely difficult passable ground; an impassable route needs a changed method.

In combat, a driver or rider directs ordinary transport movement on their own turn instead of adding it to personal Movement. Use the asset's stated Movement; no independent extra player turn or second Dash is gained. A driver/rider can use their own Action to Dash with that asset, gaining its Movement again when the route is feasible. Mounting or dismounting costs 5 feet of available Movement from a reachable position; loading secured cargo is a separate task. Consequential riding/steering uses an Action and the actual Skill Test. An attack still uses the attacker's own printed weapon/Technique and Affinity, with no automatic mounted damage bonus.

Resolve an attack on the rider, animal or vehicle against that declared target. A feasible rider defense does not also defend the animal, and cargo capacity is not armor. A mount can use its own Evade + Agility or Withstand + Vitality when feasible, not both. These ordinary transport animals have no default Hope and die at 0 Resolve unless an explicit effect intervenes; normal revival requires its actual source permission. They recover Resolve using the ordinary rest procedure, but resting does not cure a named Affliction. Buying an animal gives its stated transport use, not its attack or special abilities as a player-controlled companion.

An animal startled by a consequential unfamiliar threat may refuse, retreat or bolt as its established temperament permits. A rider may spend an Action on Influence + Tact against its Composure + Tact to obtain a feasible cooperative response; defender wins ties. Success governs that immediate response, not permanent obedience or willingness to enter impossible danger. An animal unable to act, lost traction or a broken required component stops that movement. A rider getting clear of a falling mount uses a feasible dismount or Maneuver Test under the declared hazard; failure can leave them Prone/Toppled. Any further damage must come from the actual described hazard, not an invented second attack.

Animals, tack and care

Transport prices below include ordinary service training for one stated role selected on acquisition: riding, pack or draft where that animal permits it. Record the role; additional training must be established through actual instruction and cooperation, not assumed. Tack is separate. Stable feed, water and suitable rest are supplied for 1 G per animal per travel day where ordinary supplies are available, or from an established grazing/feed arrangement. Purchased dry feed for one animal-day takes 1 Carry; bulk water transport must actually be possible. Routine care requires neither repeated rolls nor a new care meter. No food/water or rest when needed prevents continued travel; secure supplies, rest or change transport before continuing. Harsh exposure or forced deprivation requires a named, announced hazard rather than automatic undefined Fatigue.

Tack set: 10 G, 2 Carry; fitted saddle/blanket, bridle or pack harness for one ordinary animal. A draft harness set costs 10 G per animal, 2 Carry each. One horse or mule can pull the stated light Cart; two horses or oxen pull a Wagon/Carriage/Sleigh within its printed load. Tack and team roles are not interchangeable when the actual fit or training fails.

Riding Horse - Mount / Draft

A trained horse carries a rider and supplies along a usable trail.

Requires: Willing service-trained animal, suitable tack, feed/water and a reachable route.

Use: 100 G purchase; 24 total Carry; 40 feet Movement; 1 G ordinary care per travel day.

Effect: One Medium rider, or a pack load with no rider; saddle or pack tack. Trails, roads and open firm ground; no flight or automatic cliff crossing. One trained draft-role horse can pull a light Cart. Its shared transport rules and ordinary animal profile appear in **Creatures**. No combat-command or taming progression is granted.

Pack Mule - Mount / Draft

A patient load-bearer takes the trail the wagon cannot.

Requires: Willing service-trained animal, suitable tack, feed/water and a reachable route.

Use: 60 G purchase; 32 total Carry; 25 feet Movement; 1 G ordinary care per travel day.

Effect: One Medium rider or a pack load; fitted tack. Narrow walkable trails and firm slopes; no automatic traversal of impassable terrain. A draft-trained mule can pull a light Cart. Its shared transport rules and ordinary animal profile appear in **Creatures**. No combat-command or taming progression is granted.

Draft Ox - Draft Animal / Draft

Steady traction matters more than haste.

Requires: Willing service-trained animal, suitable tack, feed/water and a reachable route.

Use: 80 G purchase; 40 total Carry; 20 feet Movement; 1 G ordinary care per travel day.

Effect: Pack work or harnessed draft service; no ordinary riding role. Roads, tracks and firm open ground. Two oxen provide traction for one loaded Wagon or Sleigh. Its shared transport rules and ordinary animal profile appear in **Creatures**. No combat-command or taming progression is granted.

Vehicle entries

A required wheel, axle, steering fitting or hull section is a distinct structural component. All listed wooden vehicle components have d6 Durability / Integrity 2 unless an entry overrides them. Passenger cabins/screens are not personal armor. Targeted structural damage and permanent repair use **Player Book** and the construction repair procedure; a successful repair removes one recoverable mark per completed Small repair project. Damage to an unrelated panel does not stop propulsion; destruction of a required axle, wheel or steering component does. A hull breach stops safe travel and requires landing/beaching or an actual flotation/rescue method; no blanket instant drowning result is added.

Vehicle maintenance: 1 G per travel day for lubrication, lashings and minor wear, or appropriate routine work with available supplies. Animal care and paid crew are additional. After an unresolved missed maintenance day, the vehicle must be serviced before another travel day; do not retroactively apply damage marks. Idle dry storage does not incur a daily travel fee. Ordinary maintenance repairs no structural damage.

Handcart - Vehicle / Draft

One person can move goods farther than they can carry them.

Medium Common craft - empty hauling load 4 Carry

Requires: One walking operator with Might d6 and two hands on the handles; wheels and axle.

Use: 6 Common resources (60g); 1 Workday(s) at a suitable workspace; 85g expected purchase value; 16 total Carry; 1 occupants maximum; 1 G maintenance per travel day.

Effect: Roads or firm level paths; cannot cross an unbridged ditch or stair without separate lifting. The operator's Movement is capped at 20 feet; Dash still costs their Action. A passenger uses the single seat and counts toward load.

Light Cart - Vehicle / Draft

A small team and a sound axle can change a delivery.

Medium Common craft - empty hauling load 8 Carry

Requires: One driver and one draft-trained horse or mule, with harness; two wheels, axle and hitch.

Use: 6 Common resources (60g); 1 Workday(s) at a suitable workspace; 85g expected purchase value; 48 total Carry; 2 occupants maximum; 1 G maintenance per travel day.

Effect: Roads, tracks and firm open ground. Movement is the lower of animal Movement and 25 feet. A driver and one passenger fit, with remaining load for cargo. Loss of traction stops the cart; an alternative team must be compatible.

Wagon - Vehicle / Draft

A wagon makes room for supplies the party would otherwise leave behind.

Large Common craft - empty hauling load 16 Carry

Requires: One driver; two draft-trained horses or oxen and fitted harness; wheels, axles and hitch.

Use: 12 Common resources (120g); 2 Workday(s) at a suitable workspace; 170g expected purchase value; 128 total Carry; 6 occupants maximum; 1 G maintenance per travel day.

Effect: Roads or broad firm tracks; maximum 20 feet Movement, also limited by the slower animal. Open seats for six including driver, within total load. Cargo can replace passenger load but does not create more seats. Ordinary panels shelter goods from weather, not attacks.

Carriage - Vehicle / Draft

An enclosed journey can be worth its slower pace.

Large Common craft - empty hauling load 24 Carry

Requires: One driver and two draft-trained horses or oxen; fitted harness and usable road.

Use: 12 Common resources (120g); 2 Workday(s) at a suitable workspace; 170g expected purchase value; 64 total Carry; 5 occupants maximum; 1 G maintenance per travel day.

Effect: Five seats including exposed driver; four in the cabin. Maximum 20 feet, limited by team. Cabin has d6 / Integrity 2 panels; closed panels intercept only actual covered directions, and openings expose occupants. Door and chassis are separate. No automatic defense bonus or superior off-road permission.

Sleigh - Vehicle / Draft

Runners take a winter road where wheels would sink.

Large Common craft - empty hauling load 10 Carry

Requires: One driver and two draft-trained horses or oxen; harness and traversable snow/ice.

Use: 12 Common resources (120g); 2 Workday(s) at a suitable workspace; 170g expected purchase value; 64 total Carry; 4 occupants maximum; 1 G maintenance per travel day.

Effect: Maximum 20 feet, limited by team, on suitable packed snow/ice. Four seats including driver. Bare ground or deep impassable drifts require hauling or a changed method. Runners and hitch replace required wheels; steering still uses ordinary Maneuver.

Rowboat - Vehicle / Draft

A shore route opens when someone brings the means to cross.

Large Common craft - empty hauling load 10 Carry

Requires: One rower with fitted oars; navigable calm or sheltered water; sound hull.

Use: 12 Common resources (120g); 2 Workday(s) at a suitable workspace; 170g expected purchase value; 48 total Carry; 4 occupants maximum; 1 G maintenance per travel day.

Effect: Four occupants including rower, within load; maximum 20 feet by rowing. A second rower aids operation but grants no automatic extra Movement. Oars use Common equipment break rules; hull sections use structural marks. Open water, rapids or storms require an appropriate vessel or a declared consequential obstacle. A boat supplies no swim or breath permission.

Cargo Barge - Vehicle / Draft

A functioning waterway can carry more than a ruined road.

Large Common craft - empty hauling load 48 Carry

Requires: Two crew; poles/oars on calm shallow water, or two shore-side draft animals and an actual towpath; broad navigable water.

Use: 12 Common resources (120g); 2 Workday(s) at a suitable workspace; 170g expected purchase value; 256 total Carry; 10 occupants maximum; 1 G maintenance per travel day.

Effect: Ten deck occupants including crew, within load; maximum 15 feet under the stated propulsion. Channel depth, banks and currents must permit the route. Does not navigate open sea or gain a leviathan/magical engine. Hull d8 / Integrity 3 by section; steering fittings d6 / Integrity 2. Loading a wagon counts its empty vehicle Carry, every carried body/item, and requires an actual ramp and deck space.

Example: borrow, load, travel and repair

Borrow a Light Cart and mule under agreed terms. A 44-Carry load fits its 48-Carry capacity. Three travel days cost 3g vehicle care plus actual animal supplies. Resolve a consequential crossing with Maneuver TN 4. Repair one recoverable axle mark as a Small Common project: 3 resources (30g), 1 Workday; a destroyed axle needs replacement and fitting. A destroyed wagon needs its full project. If stranded, use the mule's 32-Carry capacity and travelers' available Carry; unload, cache goods or make additional trips.