

The Treatise: Source Materials

Let's be honest, you knew I would do it.

You will find all of the rules and source materials I have been able to gather in the document below, along with a summary of what my findings mean for reality in combat, concluding with my outstanding questions.

Or just take the sparknotes version and look at my questions in tab 2 then check the source material below as needed to answer them.

Source Materials

Hawk Rider Complication

You travel with a giant hawk (see *Stat Block, right*) who you stole from the Hawklords. You might once have been a Hawklord yourself, or perhaps you escaped their captivity. Having a giant hawk companion comes with its share of inconveniences and dangers, but those are a small price to pay for the freedom of the open sky.

Benefit: As long as you are not in a building or other structure, you can spend 1 uninterrupted minute to summon your giant hawk, which acts as your mount. You can dismiss the hawk at any time (no action required). The hawk won't go inside buildings, dungeons, or other structures, and it won't accept anyone but you as a rider. If the hawk takes damage or dies, you can restore them to full Stamina as a respite activity.

Drawback: People aware of the origin of your mount are afraid to interact with you, since they worry the Hawklords will come after them by association. You take a bane on any test made to influence anyone who knows of the Hawklords and who has observed you with your giant hawk. Such people might also report you to the Hawklords, who come looking for you at the Director's discretion.

Move Actions: Ride

A creature can take the Ride move action only while mounted on another creature (see *Mounted Combat, below*). When a creature takes the Ride move action, they cause their mount to move up to the mount's speed, taking the rider with them. Alternatively, a creature can use the Ride move action to have their mount use the Disengage move action as a free triggered action. A creature can use the Ride move action only once per round. A mounted creature can only have this move action applied to them once per round. This movement can be broken up with the rider's maneuver and main action however they wish.

Giant Hawk		Level 1 Platoon Mount		
Animal, Human		EV 6		
2	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Fly				
Might +2	Agility +2	Reason -3	Intuition +1	Presence -2
 Talons 2d10 + 2		Signature Ability		
Melee, Strike, Weapon		Main action		
 Melee 1		 One creature or object		
≤11 5 damage				
12-16 7 damage				
17+ 9 damage; grabbed				
2 Malice: If this ability gains an edge or has a double edge, it deals an extra 2 damage.				
 Dive		1 Malice		
—		Maneuver		
 Self		 Self		
Effect: The hawk moves up to their speed.				
★ Mounted Platform				
Once per turn when the hawk moves, any creature riding the hawk can make a free strike during or after the movement.				

Mounted Combat

A willing creature with the Mount role (see *Creature Roles* in *Draw Steel: Monsters*) can serve as your mount as long as their size is greater than yours. You can climb onto your mount freely (see *Climbing Other Creatures*, below). You determine which space you occupy. While mounted, you can take the Ride move action, but a mount can only be ridden this way once per round. Both mount and rider each take a turn during combat. If a creature riding a mount is force moved, they are knocked off the mount and must make a test to determine how they land (see *Climbing Other Creatures*). If a mount is force moved, they carry any riders with them. Riders and mounts teleport separately. If your mount dies, they fall prone, and you fall off them and land prone in the nearest unoccupied space of your choice.

Climbing Other Creatures

You can attempt to climb a creature whose size is greater than yours. If the creature is willing, you can climb them without any trouble. If the creature is unwilling, you make the following test:

Power Roll + Might or Agility:

- ≤11 You fail to climb the creature, and they can make a free strike against you.
- 12-16 You fail to climb the creature.
- 17+ You climb the creature.

While you climb or ride a creature, you gain an edge on melee abilities used against them. The creature can use a maneuver to attempt to knock you off, forcing you to make the following test:

Power Roll + Might or Agility:

- ≤11 You fall off the creature into an unoccupied adjacent space of your choice, taking falling damage and landing prone as usual (see *Falling*, below).
- 12-16 You slide down the creature into an unoccupied adjacent space of your choice and don't land prone.
- 17+ You continue to hold on to the creature.

If you are knocked prone while climbing or riding a creature, you fall and land prone in an adjacent space of your choice, taking damage as usual from the fall.

Falling

When a creature falls 2 or more squares and lands on the ground, they take 2 damage for each square they fall (to a maximum of 50 damage) and land prone. A creature who falls can reduce the effective height of the fall by a number of squares equal to their Agility score (to a minimum of 0). Falling into liquid that is 1 square or more deep reduces the effective height of a fall by 4 squares (to a minimum of 0). Falling is not forced movement, but being force moved downward is considered falling (see *Forced Into a Fall*, below). Movement from falling doesn't provoke opportunity attacks.

Falling Onto Another Creature

A creature who falls and lands on another creature causes that creature to take the same damage from the fall. The falling creature then lands prone in the nearest unoccupied space of their choice. If the falling creature's size is greater than the Might score of the creature they land on, that creature is knocked prone.

Falling Far

When a creature first falls from a great height, they fall 100 squares in the first round. At the end of each subsequent round that they remain falling, they fall another 100 squares.

Forced Into a Fall

If you can't fly and are force moved across an open space that would cause you to fall, such as being pushed over the edge of a cliff, you continue moving the total distance you were moved first. If you are still in a position to fall when the forced movement ends, you fall.

A Reddit Post of Other People Debating Mounted Combat

https://www.reddit.com/r/drawsteel/comments/1ki3onl/mounted_combat_questions/

Based on another post, there may be more rules in a "Mount Retainer" (?) section in the Monster book.

https://www.reddit.com/r/drawsteel/comments/1mhco9o/making_a_mount/

Thoughts and Findings

"You can spend 1 uninterrupted minute to summon your giant hawk." ; "The hawk won't go inside buildings, dungeons, or other structures." Both of these details help to establish that having a giant hawk mount won't be helpful in most combat, especially anything inside (like most combat is) and anything that is a surprise encounter. This is pretty standard in my experience. All good so far.

"[Your giant hawk] won't accept anyone but you as a rider." This neatly dodges the issue of everyone jumping on.

"When a creature takes the Ride move action, they cause their mount to move up to the mount's speed, taking the rider with them. Alternatively, a creature can use the Ride move action to have their mount use the Disengage move action as a free triggered action." This is where things get hairy, because it states that using the Disengage move causes your mount to use a *free triggered action*, but it does not say that using the Ride action causes your mount to use their Advance movement. This seems to imply that your mount still has movement on their turn.

"A mounted creature can only have this move action applied to them once per round." This makes sense and ensures a big creature can't just get spurred on everyone's turn, but also is a moot point for the giant hawk since it will only let me ride it (see above).

“A creature can use the Ride move action only once per round.” This raises a question: does this mean you can't ride one creature then use a main action to hop off and run to another and ride again? Or, does this mean that you can't use a main action to “dash” (AKA ride again, in this instance)?

“Both mount and rider each take a turn during combat.” This raises a question: Do you and your mount have separate turns, or do you go on the same turn? This also seems to imply that your mount has its own movement, maneuver, and main attack.

The [Reddit post](#) handily addresses a lot of the action economy and movement debate. Using the [stats](#) above and the source book rules, it seems like combat would look like:

Combatant and mount take their turns.

- Together or separately?

The Combatant can use Ride (or command their mount to disengage as a free triggered action), their main action, and their maneuver. The mount can then *also* use their movement, main action, and maneuver.

- Is this accurate?
- Can the combatant use their main action to move? If they do, can they keep riding, or would that movement have to be on foot?
- What happens if you have an ability that allows you to shift or take free movement, like charge? Are you able to do so on the mount, or would you have to dismount to take that movement?

At a base level (not addressing free movement, main action additional movement, or shift), it appears that a giant hawk could move 15 squares in a turn: Ride, giant hawk movement, giant hawk maneuver.

Additional question: Giant hawks have the mounted platform feature. Is this a villain-only feature, or is this a feature I could use? What about the Malice abilities?

In Summary: Questions

1. What action economy does the mount have? Do we both have movement, main action, and maneuver?
2. Does using the Ride action use up the mount's movement, or can the move as well on their turn?
3. Do the rider and mount go on the same turn or separate turns?
4. If the rider uses an ability that allows for free movement (ex. charge) or shift, is the rider able to do so while mounted, or do they have to dismount to take that movement?
5. Can the rider use a main action to move and ride further, or are they forced to get down and take that extra round of movement on foot?
6. Giant hawks have the mounted platform feature. Is this a villain-only feature, or is this a feature I could use?
7. Do the Malice abilities exist for me (Dive and Talons getting +2 damage when the giant hawk has an edge), or are those villain-only features?