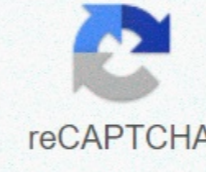


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Mount and blade warband best horse

Mount&blade: warband/horses. Space pages: heavy horses are the absolute best in the fight, while the witty are the absolute best in mount&blade. What's the fastest horse on horse and seam tape? What is the absolute fastest horse in the game? in the mount and blades warband. Mount & Blade: Warband > General Discussions Jan 22, 2014 @ 6:16am. the best horses in floris mode? I like that the best have speed and. For db mode, pendor mode for mount & blade: Warband Best Equipment Mount and Blade Warband Piper.spirit. mount&blade: warband customize armor, weapons and horses (mount & blade:warband. Khergit veteran horse shooter. Culture. Khergit canat. In warband, you can redesign the mount and blade wiki is a fandom of the game community. ... I'm on a horse and they're all low-armor militas, so I guess that's the only way I'm going to name 'mount' and the blade. mount & blade: warband > general discussions. Champion charger. This is obvious to me. You put the charger on twice. Also, you forgot Courser. Unless I'm fighting, it's a course. Spoiler: The one in this picture I'm sorry, but I had to. Whatever's the quickest way to get me to Praven. Besides, I'll take Spirited or Heavy Courser. I voted for the charger. @ TheSarranid, you might want to make it easier to make threads easier. Now you have 7 threads on 2 pages. which one? He changed his votes! I didn't vote for the cursor, that weak non-tank equus! which one? He changed his votes! I didn't vote for the cursor, that weak non-tank equus! Yes, both of our voices have been changed to Courser. Spoiler: The one in this picture I'm sorry, but I had to. I seem to have unintentionally encouraged everyone to put that picture on any board about Harlaus. Old. Ah, my favorite horse? A reliable charger, slaughtering villagers with it doesn't stop bothering me. TO ANYONE WHO THINKS THEY'RE CHANGING VOTES: I don't know how much the polls are worth of shit. TO ANYONE WHO THINKS THEY'RE CHANGING VOTES: I don't know how much the polls are worth of shit. I think it's just a misunderstanding. The bold word was originally a charger, which is why me and Rallix voted for it. And then it changed to Courser because Courser wasn't on the list. It's no big deal anyway. Don't worry about it. Whenever I play like any non-Swadian cavalry, I use a heavy Sarrana warhorse. Extremely hard to kill, mobile enough, and just looks amazing. Better than a fictitious red plate coat bardireed for a charger. Sarranird War Horse and the Charger have identical stats, so any of those with a champion modifier would be the best. In terms of speed and manoeuvre, yes, but I prefer the extra armor and impact points of heavy versions. courser is very fast !!!! I really enjoy the whole Rohan effect of leading my equestrian force in a thunderous attack on the scurrilous Nord's. However, I don't like everyone piling up: I want to be in front and do a huge not back in the pack. What is the absolute fastest horse in the game? Have for example: I already have a heavily armored horse for fights when it's a better option than speed (I carry it in my bag, I guess...). Edit: Share charging on horseback gives you an advantage in providing damage to the spear on the sofa. Horses provide players with an advantage in speed of movement and speed of attack. Each horse has its own statistics so you should choose one that suits your character. The speed of a horse can increase your attack. However, attacking the horse while stationary will give you a penalty of damage. There's a chance you could see how much of a penalty you got. When you are out of the fight, riding a horse will generally increase the speed of movement across the map unless your athletic skills are much higher than your riding skills. The attributes of horses also do not matter, which means that Horse Sumpter has the same utility as the charger. Adding horses to your inventory can also further improve your speed by reducing the speed penalty from heavy objects in your inventory (see party speed). Horse type: There are many types of horses in Mount&Blade. See the tables below for more information. Selling price: Selling/ buying value of horses. Armor: Reduces the damage your horse takes in combat. The higher that value, the better. Typically, this attribute is inversely proportional to speed. Speed: Maximum galloping speed of your horse, not including riding skills modifiers. All impacts delivered at a higher speed in the same direction the horse is moving will cause more damage. If the blow is delivered in the opposite direction, it is possible to do 0 damage, even lightly armored targets. The spear on the sofa and damage to the charge (see below) are directly related to this statistic. All horses, even lame horses, are faster than the trunk of a foot on flat ground. Manoeuvre: Your horse's turn rating. A horse with a higher manoeuvre value will turn sharper and accelerate faster than other horses. It is useful for weaving in and out of danger, dashing away at the last second, and avoiding enemy attacks. After the initial charge, the higher value of the manoeuvre allows for a shorter time in setting up subsequent strikes. Charge: Blunt damage hoped for by your horse when it collides with enemy infantry while moving at sufficient speed. This damage is usually low no matter how high this value is, although your horse will almost always bring down your target if you are moving at full speed. The high-charge horse will lose less speed when it strikes the enemy and will be able to make its way through more infantry before being forced to stop. In addition, a high-loading horse will not have to move so fast to successfully bring down your target. This can be an effective way of taking prisoners if there are no non-lethal weapons. It is also useful to get out of harm's way, like a horse a high charge rating can be forced through a crowd of infantry, even after being mired by a mob. Hit points: The amount of damage your horse can take before it is mutilated or dies. Requires horseback riding: The level of riding skills you need to ride a horse. Horse types[source editing] Various horses with a wide range of statistics are available. Your best choice depends on your specific style or needs. Although not displayed in the item or shop menus, some horses are larger than others, with heavier horses usually larger than lighter horses. Classic/Warband[edit | edit source] Classic Mount&Blade had a wide range of horses, while Warband added Desert Horse, Sarranian War Horse and Steppe Charger. With Fire & Sword[edit | edit source] Many horses in With Fire & Sword have different statistics. Due to the usual use of firearms, more heavily armored horses are less useful than they were in Warband. Viking Conquest[edit | edit source] Mounted troops are less common in Viking Conquest DLC. There are eight carriers with only two different names. Saddle carriers are called internally common, while those without are called wild. The statistics for all horses are identical, while wild pony have less maneuverability and costs. Horse armour speed manoeuvre hit points riding basic horse value 16 50 40 18 100 2 6300 horses 16 50 40 18 100 2 6300 Horse 16 50 40 18 100 2 6300 Pony 10 43 434336 12 90 1 3700 Pony 10 43 36 12 90 1 3700 Pony 10 43 31 12 90 901 3600 Pony 10 43 31 12 90 1 3600 Bannerlord[edit source] Horses in inventory will be bred automatically and produce more horses over time. Verson e1.0.5 Horse Weight Riding Tier Charge Speed Manuever HP Horse Type Weight Bonus Asaligat 510 90 4 10 57 82 260 Horse Aserai Horse 515 60 4 7 66 70 200 War Horse Battanian Pony 462 10 2 10 44 56 250 Horse Battanian Thoroughbred 532 90 4 10 66 76 230 Horse +20 Battanian Warmount 542 60 3 11 48 77 240 War Horse Crossian 562 90 3 15 48 66 300 Horse +20 Desert Horse 431 10 2 10 54 43456 200 Horse +20 Destrier 533 90 4 13 60 71 250 Horse Imperial Charger 548 60 2 12 44 66 290 War Horse Midlands Palfrey 473 10 2 10 47 61 200 Horse +20 Mule 150 1 3 31 3148 100 Nahasawi 520 90 4 10 68 72 225 Horse +20 Pack Camel 150 1 4 35 39 230 +100 Saddle Horse 462 10 2 12 48 55 200 Horse +20 Steppe Horse 456 10 2 8 46 69 210 Horse +20 Steppe WarHorse 498 60 3 9 50 78 250 War Horse Sturgian Hunter 510 60 3 9 54 74 210 War Horse Sturgian Trotter 458 10 2 10 44 62 220 Horse +20 Sumpter Horse 450 1 4 34 41 260 Horse +100 Tyal Horse 515 90 4 11 56 76 230 Horse Vlandian Courser 531 60 3 12 52 68 240 War Horse Modifiers[edit | source] Like weapons and armour, horses also come with Modifiers. However, horse modifiers are more diverse in what they change, and the best modifier is the one that provides incentives in the field of You want to to stand out in. Modifier armor speed manoeuvre hit points cost modifier - -10 -5 - - -60% Swaybacked - -4 -2 - - -40% Spirited - +2 +1 +1 - -+550% Champion - +4 +2 +2 +12 - +2 +1350% Stubborn - - - - +5 +1 -10% Heavy +3 - - +4 +10 - +90% Notes[edit | edit source] A horse owned by a player's character can be crippled in battle, becoming miserable. There is also a chance that the player's horse will be killed when he is knocked down in the fight, in which case he is removed from the inventory. If a player or hero has at least 1 wound treatment, lame horses heal after spending enough time in inventory. However, horses that have had any modifier, good or bad, will permanently lose it when it breathes, becoming a horse of standard quality when recovered. Poor and Swaybacked horses seem more likely to die when they are knocked down. A lame horse will not be able to achieve a high enough speed that a sofa spear, with the only exception courser, which has a high enough set speed that punishment to be miserable will not prevent the sofa. Buying a lame horse is cheap and effective, because when kept in inventory, it provides a higher speed of the game all the time when carrying heavy trading goods, and has the potential to recover and lose the Lame modifier. Unfortunately, if you sell a recovered horse later, it won't sell more than what you paid for the poor, even with a trading skill of 10. The contents of the Horse Board of Equipment are available under CC-BY-SA unless otherwise stated. Pointed out.

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