

# Horse Equipment (Tack)

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- [Bridles](#)
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- [Horse Armor](#)
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# Tack

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

## Introduction

Tack is equipment used in [horse inventory](#) slots to control a ridden horse, add protective armor and provide inventory storage.

## Options

Lite includes a **reduced** selection of tack options and tack slots compared to the "full" Star Worm Equestrian Mod.



There are four item slots in the [horse inventory](#):

1. [Bridle](#)
2. [Saddle](#)
3. [Armor](#)
4. [Saddle Bag](#)

The last icon is a button to access the saddlebag storage.

## Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

## Changelog

### View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<a href="#">1.21.1</a>	<a href="#">1.1.3</a>	<b>Bug Fix:</b> Tack items disappear (visual only) on reload and void TP.
<a href="#">1.20.1</a>	<a href="#">1.1.1</a>	Page established - Information prior to <a href="#">1.1.1</a> is not specifically included but is likely the same.

# Bridles

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

## Introduction

Bridles are required to control a mounted horse, and are equipped in the [horse inventory](#) bridle slot.

## Crafting

Bridles have one "Western" variant with 16 dyed colors, and an "Adventure" variant with one.



### Western Bridle

[Refined Leather](#) (3)

[Iron Nugget](#) (1)

[Tripwire Hook](#) (1)

[Dye](#) (1)



### Adventure Bridle

[Refined Leather](#) (4)

[Iron Nugget](#) (1)

[Tripwire Hook](#) (1)

# Recoloring



## Usage

Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

Bridles are required **alongside a saddle** to control a horse. Bridles can be equipped several ways:

- Place a bridle in the [horse inventory](#) bridle slot (#1).
- `Right Click` a **tamed** horse with a bridle in hand.
- `Shift` + `Right Click` with a bridle in hand to **hot swap** bridles.

## Adventure Tack

Bite, kick and stomp are special [combat moves](#) only available to high [affinity](#) horses using **Adventure tack**.

## Lead Function

`Shift` + `Left Click` a horse to turn the reins into a lead rope.

`Right Click` any fence, hitching post, [ring hitch](#), or any or block surface to use the **GROUND TIE / RING HITCH** feature.

## Sleeping

Horses will not sleep at night when equipped with a bridle - handy if you need to make a quick getaway!

## Gallery



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# Saddles

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

## Introduction

Saddles are required to control a mounted horse, and are equipped in the [horse inventory](#) saddle slot.

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## Crafting

Saddles have one "Western" variant with 16 dyed colors, and an "Adventure" variant with 5 unique textures.

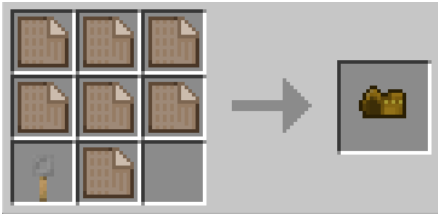


### Western Saddle

[Refined Leather](#) (7)

[Iron Nugget](#) (1)

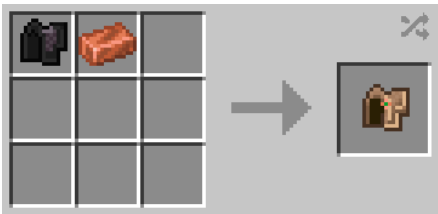
[Dye](#) (1)



### Adventure Saddle

[Refined Leather](#) (7)

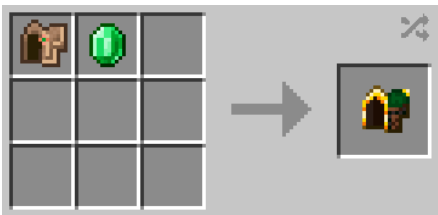
[Tripwire Hook](#) (1)



### Sultan Adventure Saddle

[Adventure Saddle \(Any\)](#) (1)

[Copper Ingot](#) (1)



### Elven Adventure Saddle

[Adventure Saddle \(Any\)](#) (1)

[Emerald](#) (1)



### Withered Saddle

[Adventure Saddle \(Any\)](#) (1)

[Netherite Ingot](#) (1)



## USA Adventure Saddle

[Steak](#) (1)

[Red Wool](#) (1)

[Crossbow](#) (1)

[White Wool](#) (1)

[Paper](#) (1)

[Blue Wool](#) (1)

[Firework Rockets](#) (1)

[Adventure Saddle \(Any\)](#) (1)

## Recoloring



## Western Saddle

[Western Saddle](#) (1)

[Dye](#) (1)

## Usage

Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

Saddles are required **alongside a bridle** to control a horse. Saddles can be equipped several ways:

- Place a saddle in the [horse inventory](#) saddle slot (#2).
- [Right Click](#) a **tamed** horse with a saddle in hand.
- [Shift](#) + [Right Click](#) with a saddle in hand to **hot swap** saddles.

## Accessories

Saddles include a girth and breast collar. Adventure saddles include an armor element (cosmetic) over the back.

## Adventure Tack

Bite, kick and stomp are special [combat moves](#) only available to high [affinity](#) horses using **Adventure tack**.

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# Horse Armor

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

## Introduction

Horse Armor provides resistance to various forms of damage, or other perks to keep horse and riders safe on an adventure.

## Crafting

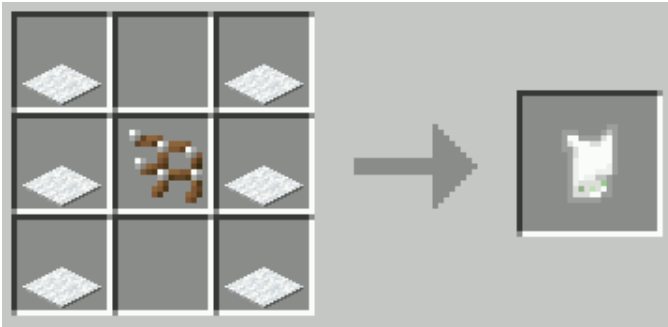


Leather Horse Armor

[Leather](#) or [Refined Leather](#) (4)

[Iron Nugget](#) (2)

**PERK INFORMATION**

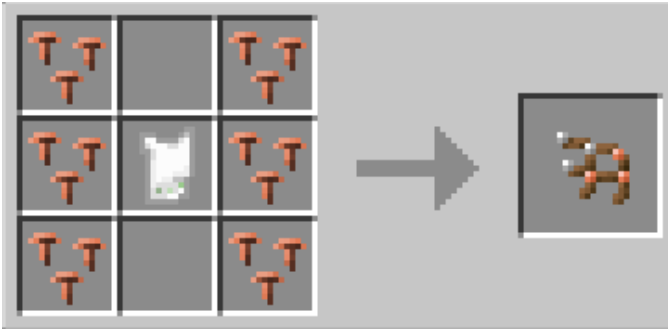


### Cloth Horse Armor

[Carpet \(Any\)](#) (6)

Leather Horse Armor (1)

**HEALING:** Increases the rate of health regeneration (healing).



### Copper Horse Armor

[Copper Rivets](#) (6)

Cloth Horse Armor (1)

### PERK INFORMATION



### Iron Horse Armor

[Iron Rivets](#) (2)

[Iron Plates](#) (4)

Copper Horse Armor (1)

**PROTECTION:** Protects against many forms of magic damage (potions) and full resistance to cactus and sweet berries.

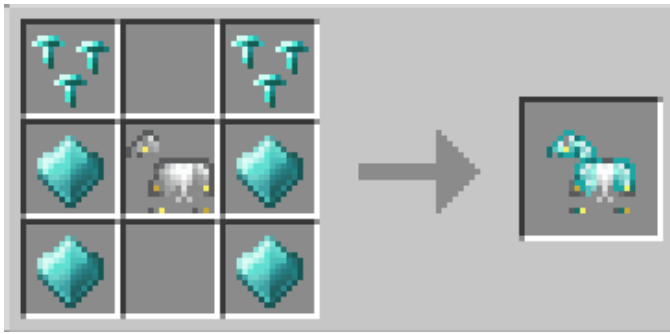


### Gold Horse Armor

[Gold Rivets](#) (6)

Iron Horse Armor (1)

**ENHANCED FROST WALKER:** Nearby water (source blocks) turn to ice and removes waterlogged plants (holes in ice).



## Diamond Horse Armor

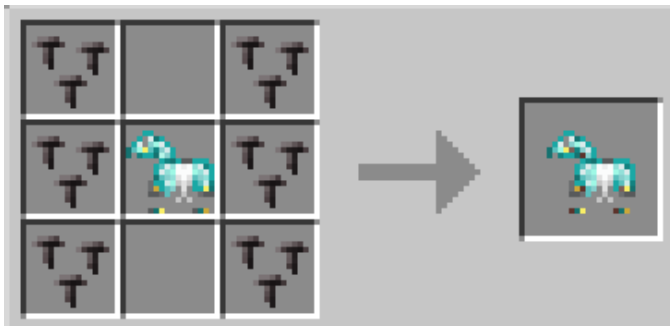
[Diamond Rivets](#) (2)

[Diamond Plates](#) (4)

Gold Horse Armor (1)

**LAVA WALKER:** Nearby lava (source blocks) turns to magma.

**FIRE RESISTANCE:** Full resistance to damage from fire, lava or magma blocks.



## Netherite Horse Armor

[Netherite Rivets](#) (6)

Diamond Horse Armor (1)

### PERK INFORMATION



## Amethyst Horse Armor

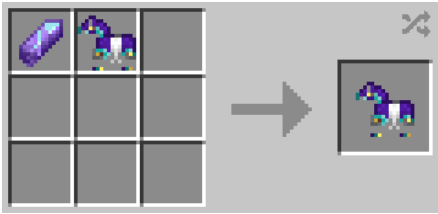
[Shining Amethyst Shard](#) (8)

Netherite Horse Armor (1)

**FLIGHT:** Press [J](#) (default) to initiate [flight](#).

## Special Variants

Amethyst Horse Armor has four special **cosmetic** variants, each with a matching [saddle](#).



### Amethyst Horse Armor

[Shining Amethyst Shard](#) (1)

Amethyst Horse Armor (Any) (1)



### Sultan Horse Armor

[Copper Ingot](#) (1)

Amethyst Horse Armor (Any) (1)



### Elven Horse Armor

[Emerald](#) (1)

Amethyst Horse Armor (Any) (1)



### Withered Horse Armor

[Netherite Ingot](#) (1)

Amethyst Horse Armor (Any) (1)



## USA Horse Armor

[Steak](#) (1)

[Red Wool](#) (1)

[Crossbow](#) (1)

[White Wool](#) (1)

[Paper](#) (1)

[Blue Wool](#) (1)

[Firework Rockets](#) (1)

[Amethyst Armor \(Any\)](#) (1)

## Usage

Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

Horse Armor is an optional item to increase healing and resistance to damage sources. Armor can be equipped several ways:

- Place armor in the [horse inventory](#) armor slot (#3).
- [Right Click](#) a **tamed** horse with armor in hand.
- [Shift](#) + [Right Click](#) with armor in hand to **hot swap** armor.

## Void Teleport

Amethyst tier armor will teleport the Horse to world spawn if they fall into the void. Includes rider if `voidTP = true` in [configs](#).

## Wings

Toggle opacity for armor wings using  (default) as an in-game alternative to using the [client config file](#).

- (0) Hidden
- (1)
- (2) Half opacity (transparent)
- (3)
- (4) Fully opacity (solid)

## More Information

### Appearance

Armor has a difference appearance depending on the tier or variant. Tiers generally "build" on those below, adding a new accessory or texture detail as you upgrade.

Tier	Description
Leather	TBC
Cloth	Adds a draped cloth over the horse's mid-section.
Copper	TBC
Iron	Adds iron plating to the horse's face, chest and back-end.
Gold	TBC
Diamond	TBC
Netherite	TBC
Amethyst	TBC

Special variants to not add anything, but instead change the texture and wing type of the armor.

Type	Description
USA	Default wing type with USA stripes and stars motifs on both wings and plating.
Sultan	"Dragonfly" wings with ornate copper filigree and bejewelled sandstone-colored plating.
Elven	"Hummingbird" wings with colorful gold-flecked plumage and gilded drapery.
Withered	"Dragon" or "Bat" wings with deep purple-black netherite plating.

## Gallery



## Known Issues

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## Changelog

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<a href="#">1.21.1</a>	<a href="#">1.3.0</a>	<b>Bug Fix:</b> Horse Armor leather instead of Refined Leather (or both).
	<a href="#">1.1.3</a>	<b>Bug Fix:</b> Tack items disappear (visual only) on reload and void TP.
<a href="#">1.20.1</a>	<a href="#">1.1.1</a>	Page established - Information prior to <a href="#">1.1.1</a> is not specifically included but is likely the same.

# Saddle Bags

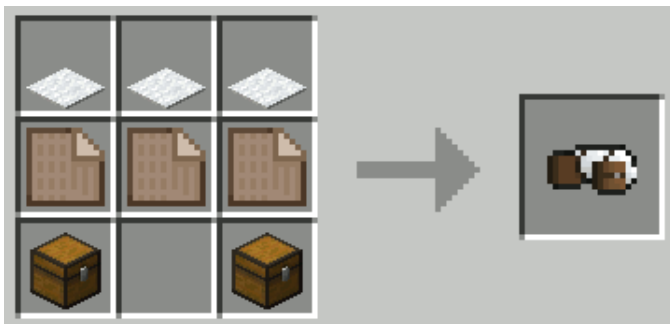
Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

## Introduction

Saddle Bags add a storage space you can access while riding, and are equipped in the [horse inventory](#) saddle bag slot.

## Crafting

Saddle bags have 16 dyed color options.



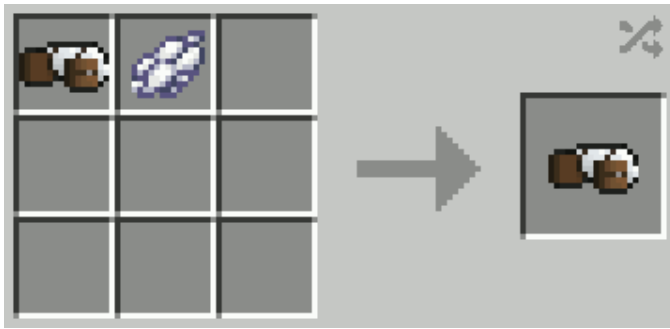
Saddle Bag

[Carpet](#) (1)

[Refined Leather](#) (1)

[Chest](#) (2)

## Recoloring



## Saddle Bag

Saddle Bag (Any) (1)

Dye (1)

## Usage

Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

Saddle bags **cannot** be hot-swapped using `Shift` + `Right Click` to minimize exploit risk.

Saddle Bags can be equipped several ways:

- Place a saddle bag in the [horse inventory](#) saddle bag slot (#4).
- `Right Click` a **tamed** horse with a saddle bag in hand.

## Inventory

The saddle bag must be equipped to open it, using `K` while mounted, or with the horse inventory saddlebag button.

- Slots are filtered to specific items, or **tags** (ie logs = any logs, bow = modded or "vanilla").
- Slots allow a **full stack** of any items that support it.
- Bed Roll contains 4 slots for camping supplies.
- Saddlebag contains 27 slots for general adventure supplies.
- Hover over the slot to view a tooltip (info label).



<a href="#">Bed</a>	<a href="#">Lead</a>	<a href="#">Crafting Table</a>	<a href="#">Bow</a>
<a href="#">Campfire</a>	<a href="#">Whistle</a>	<a href="#">Log</a>	<a href="#">Arrow</a>
<a href="#">Fuel</a>	<a href="#">Brush</a>	<a href="#">Chest</a>	<a href="#">Sword</a>
<a href="#">Flint &amp; Steel</a>	<a href="#">Horse Heal Potion</a>	<a href="#">Ingots</a>	<a href="#">Pickaxe</a>
	<a href="#">Sugar Cube</a>	<a href="#">Refined Leather</a>	<a href="#">Axe</a>
	<a href="#">Flight Feather</a>	<a href="#">Bucket</a>	<a href="#">Shovel</a>
	<a href="#">Horse Armor</a>	<a href="#">Shining Amethyst</a>	<a href="#">Hoe</a>
	<a href="#">Glistening Melon</a>	<a href="#">Food</a>	<a href="#">Shield</a>
	<a href="#">Cowboy Hat</a>	<a href="#">Torch</a>	<a href="#">Riding Boots</a>

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- [1.3.0](#) Saddlebag GUI shows torch icon for food slot (and vice versa).

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	<a href="#">1.1.3</a>	<b>Bug Fix:</b> Tack items disappear (visual only) on reload and void TP.
<a href="#">1.20.1</a>	<a href="#">1.1.4</a>	<b>Bug Fix:</b> Saddle bags filter slots to items that cannot be obtained (do not exist) in lite.
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