


# Horse Overview

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

## Introduction

Lite horses are Minecraft "re-imagined" equestrian mods. Bigger, tougher and more realistic with moderately expanded functionality.

Details	
Health Points	20-40 <small>10-20</small> 
Behavior	Passive
Height (B)	Withers: 2
	Ears: 3
Width (B)	1.2
Length (B)	2.7

## Obtaining

Lite does **not** support converting horses via cantazerite potions!

Horses can be obtained from:

- [Natural Spawning](#)
- [Breeding](#)

- [Spawn Egg](#)
- [Summon Command](#)

## Natural Spawns

Natural spawns for lite **and** vanilla horses is enabled by default in the [server config](#).

- Herds of up to 5 horses may spawn in overworld biomes.
- Herds use a single "color tag" out of 7 options to spawn "similar" coat types.
- Naturally spawning horses are wild until tamed by a player.

## Spawn Eggs

Spawn eggs are a creative menu or command only item. It spawns one horse with a random coat variant and gender.

## Summon Command

Lite does **not** support randomization via commands. If you require a random coat, use a spawn egg.

Commands can summon an **adult** horse with a specific coat, and gender (optional). For foals, see [here](#).

### More Information: Summon Commands

#### Permissions

Use of summon commands require cheats enabled, and the relevant user permissions in Multiplayer.

#### Basics

- Commands must use a valid namespace ID like `swem:`
- Commands must use a valid coat ID
- If `MALE` or `FEMALE` is not set the gender will be random.

#### Default Coats

It is easy to view all coat options included in lite.

```
/swemlite summon swem:
```

Press `?` or `?` to scroll the list, and `Tab` to select the highlighted option. Add `MALE` or `FEMALE` to specify gender.

### EXAMPLES

```
/swemlite summon swem:helios_arishant
```

Summons the Helios coat with a **random** gender.

```
/swemlite summon swem:helios_arishant FEMALE
```

Summons the Helios coat as a **female** horse.

## Community Pack (Custom) Coats

[Community pack](#) file names set the "ID" used in game, so if you have a pack called `my_coats` the ID in game is `my_coats:`

```
/swemlite summon pack_name:
```

Press `?` or `?` to scroll the list, and `Tab` to select the highlighted option. Add `MALE` or `FEMALE` to specify gender.

### EXAMPLES

```
/swemlite summon custom_coats:arishant_bob
```

Summons the `Bob` coat by `Arishant` with a **random** gender.

```
/swemlite summon custom_coats:arishant_bob MALE
```

Summons the `Bob` coat by `Arishant` as a **male** horse.

The above examples use an **EXAMPLE** community pack called `custom_coats` with a coat option `arishant_bob`

## Troubleshooting

Use `/swemlite summon` to scroll **all** options.

If the list contains only `swem:` there are **NO** packs installed correctly **OR** it there are no valid coats.

If you summon a coat and it is completely black.

The coat variant is missing a `png` texture file, or it is wrongly specified in the `json` data file.

If a summoned coat uses the default white (gray) coat.

The coat information was modified - the pack or coat was renamed or removed.

## Appearance

Lite

**not** include any complex coat genetics, breeds or model variants (custom models excluded).

Horses use one of 100+ default [adult coats](#).

## Custom Coats

Community packs do not support foal coats. All foal coats (14) can be replaced using a [resource pack](#).

- You can add custom coats directly into the game using a [community pack](#).
- You can override (replace) the default coats using a [resource pack](#).

## Gender

There are no visual or functional [gender](#) differences besides the icon displayed with named Horses.

### More Information: "Breeds"

#### Breeds

Lite does **NOT** include breeds, or breed-specific models, excluding custom **community-made** model replacements (overrides).

## Behavior

### Idle

Horses will idle wander, and occasionally trigger shake, scratch or tail swish idle animations.

### Sleep

Horses lay down to sleep every night between 9PM-6AM, unless equipped with a bridle.

### Aggression

Horses are passive-neutral and do not "aggro" towards entities or players.

- They can retaliate by bucking if harmed or ridden when untamed.
- Bucking deals **TBC** damage to entities and players in a **TBC** radius.

Fatal "buck offs" can occur if one horse kicks another, who kicks back etc. It's not an "intentional" risk but it can happen!

## Horse Inventory

The horse inventory overviews information on ownership, skills, status and equipment. It is available for all **tamed** horses.

**Shift** + **Right Click** the horse with an empty hand, or press **E** while riding.



1. Horse Name
2. [Tank Controls](#) - Green if enabled
3. Owner (Player Name)
4. [Jump Skill](#)
5. [Speed Skill](#)
6. [Health Skill](#)
7. [Affinity Skill](#)
8. [Gender](#) and [Status](#)
9. Trust Status
10. [Bridle Slot](#)
11. [Saddle Slot](#)
12. [Horse Armor Slot](#)
13. [Saddlebag Slot](#)
14. [Saddlebag Storage Button](#)

## 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="#">1.1.1</a>	<b>Bug Fix:</b> Community packs not cross-compatible with full mod. <b>Discord: <a href="#">Guide</a> for 1.0.0 Packs.</b>
<a href="#">1.20.1</a>	<a href="#">1.1.1</a>	<b>Bug Fix:</b> Community packs not cross-compatible with full mod. <b>Discord: <a href="#">Guide</a> for 1.0.0 Packs.</b>
<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.

Revision #24

Created 2026-03-06 16:46:17 UTC by Delphi

Updated 2026-05-21 19:44:41 UTC by Delphi