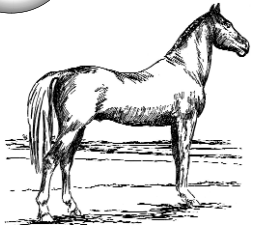




Player Name: _____



Helen (Superior Tennessee Walking Horse)

Target Number: 7

Horse Owner (Character Name): _____

Color / Description / Notes:

Helen is a stunning, muscular horse with a rich chestnut coat with a silver blaze. She is majestic in appearance -- almost aloof -- and even an untrained eye can see that she is something special. But perhaps it is the playful sparkle in her eyes that hints of the power of her spirit and the almost-unearthly potential she can offer the man she selects to be her rider. **Note: Helen has unique stats -- do not duplicate them for other horses.**

This fantastic mount may move instantly to a gallop, and unlike others of her breed, is not overly skittish. Every time a gun is fired within 12 inches, she must make a check to see if she is Spooked (see 7.1.4). If she is wounded, make that check at -2.

Gallop Check

No. Actions at Gallop	Roll this TN or higher on 2d6
1	na
2	na
3	na
4	3
5	4
6	5
7	6
8	7
9	8
10	12
11	12
12	12
13	12
14	12
15	12
16	12
17	12
18	12
19	12
20	12

When you fail a Gallop Check, roll 2d6 on the Stumble Results Table 7.1.3.2.

Movement Rate

Movement Rate	Distance per Action
Walk	9"
Trot	18"
Gallop	36"

Movement Modifiers

Activity	Movement Penalty
Hop a fence, log, or shrub	-1"
Passing thru an open gate	-1"
Unpredictable Terrain*	-25%
Dangerous Terrain*	-50%
Light Encumbrance	na
1 rider & normal gear (40 lbs)	
Moderate Encumbrance	-25%
1 rider, 100 lbs gear or 2 riders & light gear	
Severe Encumbrance	-50%
2 riders & normal gear, 1 rider & 300 lbs gear	
-1 to all Gallop Checks and Action Checks	

* See tables on next page

Wounds

- Light:** No negative effects
- Moderate:** Movement reduced by 25%
- Severe:** Movement reduced by 50%

Animals do not track Pain injuries. Every time a horse is hurt, make an Action Check to see if it is Spooked. If it fails, it will gallop away from the source of danger for 1d6 Actions. Use the following modifiers: -1 if horse is unattended, -2 if horse is already injured.

Gear

Saddle Type: _____

Holsters/Sheaths: _____

Saddlebags (how many & where): _____

Horse Sense

1. Mounting or Dismounting a horse is a Full Task (Task-1).
2. See Section 7 for more about bucking, calming horses, and trampling.
3. At a full gallop, it takes 6 inches to skid to a halt.
4. Riders take a -1 penalty when firing from horseback, even if the horse is not moving.
5. Horsemanship Specialty adds +2 to all horse-related Action Checks for themselves and their horses (see 9.3.2 for full details). It also adds +1 to all attack rolls made by the shooter and allows you to mount/dismount as a Free Task.

Table 7.1.3.2 Stumble Results

Roll 2d6	Result
6 - up	Horse stumbles but does not harm itself. It stops running, however, and will not start again until it has rested.
3 - 5	Horse stumbles and is now lame; it cannot carry a rider or any gear and can barely move at 3 inches per Action. A good horse doctor might be able to fix him up, but most likely you should put him out of his misery. Roll 1d6 to see if the Rider is thrown. On a roll of 1, he hits the ground and takes 1d6 in Pain.
2	Horse dies! Either its heart bursts from the strain or it falls and breaks its neck... it really doesn't matter. The animal suddenly falls dead, throwing the rider who takes 2d6 in Pain when he hits the ground.

Table 7.1.5 Horse Attack Results

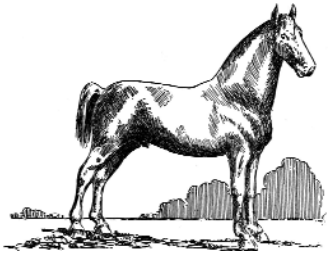
Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for Stun (stuns on a roll of 4-6)

Table 7.1.3.3 Gallop Checks Required by Terrain Type

	Standard	Unpredictable	Dangerous
Walk	Na	Na	Every 3 Actions*
Trotting	Na	End of every 3 Actions	At the end of every Action
Galloping	At the end of every Action	At the end of every Action	The instant you enter Dangerous Terrain and at start of each Action



Player Name: _____



Horse (standard)

Target Number: 6

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____

Horses must Trot for one Action before they may Gallop.

All other horses in this adventure should use this sheet.

Gallop Check

No. Actions at Gallop	Roll this TN or higher on 2d6
1	na
2	na
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	12
14	12
15	12
16	12
17	12
18	12
19	12
20	12

When you fail a Gallop Check, roll 2d6 on the Stumble Results Table 7.1.3.2.

Movement Rate

Movement Rate	Distance per Action
Walk	6"
Trot	12"
Gallop	24"

Movement Modifiers

Activity	Movement Penalty
Hop a fence, log, or shrub	-1"
Passing thru an open gate	-1"
Unpredictable Terrain*	-25%
Dangerous Terrain*	-50%
Light Encumbrance	na
1 rider & normal gear (40 lbs)	
Moderate Encumbrance	-25%
1 rider, 100 lbs gear or 2 riders & light gear	
Severe Encumbrance	-50%
2 riders & normal gear, 1 rider & 300 lbs gear	
-1 to all Gallop Checks and Action Checks	

* See tables on next page

Wounds

- Light:** No negative effects
- Moderate:** Movement reduced by 25%
- Severe:** Movement reduced by 50%

Animals do not track Pain injuries. Every time a horse is hurt, make an Action Check to see if it is Spooked. If it fails, it will gallop away from the source of danger for 1d6 Actions. Use the following modifiers: -1 if horse is unattended, -2 if horse is already injured.

Gear

Saddle Type: _____

Holsters/Sheaths: _____

Saddlebags (how many & where): _____

Horse Sense

1. Mounting or Dismounting a horse is a Full Task (Task-1).
2. See Section 7 for more about bucking, calming horses, and trampling.
3. At a full gallop, it takes 6 inches to skid to a halt.
4. Riders take a -1 penalty when firing from horseback, even if the horse is not moving.
5. Horsemanship Specialty adds +2 to all horse-related Action Checks for themselves and their horses (see 9.3.2 for full details). It also adds +1 to all attack rolls made by the shooter and allows you to mount/dismount as a Free Task.

Table 7.1.3.2 Stumble Results

Roll 2d6	Result
6 - up	Horse stumbles but does not harm itself. It stops running, however, and will not start again until it has rested.
3 - 5	Horse stumbles and is now lame; it cannot carry a rider or any gear and can barely move at 3 inches per Action. A good horse doctor might be able to fix him up, but most likely you should put him out of his misery. Roll 1d6 to see if the Rider is thrown. On a roll of 1, he hits the ground and takes 1d6 in Pain.
2	Horse dies! Either its heart bursts from the strain or it falls and breaks its neck... it really doesn't matter. The animal suddenly falls dead, throwing the rider who takes 2d6 in Pain when he hits the ground.

Table 7.1.5 Horse Attack Results

Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for Stun (stuns on a roll of 4-6)

Table 7.1.3.3 Gallop Checks Required by Terrain Type

	Standard	Unpredictable	Dangerous
Walk	Na	Na	Every 3 Actions*
Trotting	Na	End of every 3 Actions	At the end of every Action
Galloping	At the end of every Action	At the end of every Action	The instant you enter Dangerous Terrain and at start of each Action