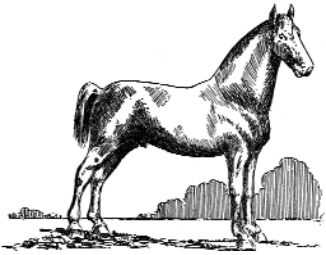




Player Name: _____



Horses must Trot for one Action before they may Gallop.

Horse (standard)

Target Number: 6

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____

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



Player Name: _____

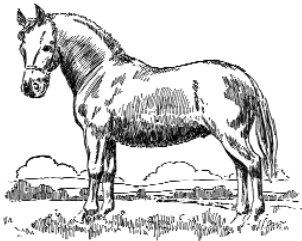
Cavalry Horse

Target Number: 4

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____



Cavalry Horses must Trot for one Action before they may Gallop. They may not be purchased by civilians.

Gallop Check

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

* See tables on next page

Movement Rate

Movement Rate	Distance per Action
Walk	5"
Trot	10"
Gallop	20"

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 (60 lbs)	
Moderate Encumbrance	-25%
1 rider, 150 lbs gear or 2 riders & light gear	
Severe Encumbrance	-50%
2 riders & normal gear, 1 rider & 400 lbs gear	
-1 to all Gallop Checks and Action Checks	

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

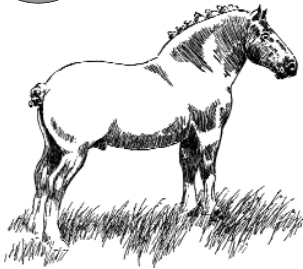
Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for Stun (stuns on a roll of 4-6)

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: _____



Draft Horse

Target Number: 5

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____

Horses must Trot for one Action before they may Gallop.

Gallop Check

No. Actions at Gallop	Roll this TN or higher on 2d6
1	na
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	11
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	5"
Trot	10"
Gallop	20"

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 (80 lbs)	
Moderate Encumbrance	-25%
1 rider, 200 lbs gear or 2 riders & light gear	
Severe Encumbrance	-50%
2 riders & normal gear, 1 rider & 500 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

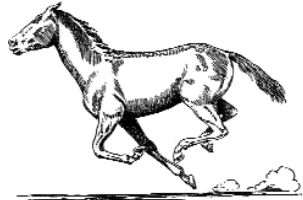
Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for Stun (stuns on a roll of 4-6)

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: _____



Mustang

Target Number: 7

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____

A mustang may instantly move to a gallop, but is very spirited. When spooked, roll 1d6: 1-3 it bucks, 4-6 it gallops (see 7.1.4).

Gallop Check

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

* See tables on next page

Movement Rate

Movement Rate	Distance per Action
Walk	7"
Trot	14"
Gallop	28"

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	

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: _____



Nag

Target Number: 7

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____

A nag must walk one full Action before it may trot, and trot one Action before it may gallop.

Gallop Check

No. Actions at Gallop	Roll this TN or higher on 2d6
1	3
2	4
3	5
4	6
5	8
6	10
7	12
8	12
9	12
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.

* See tables on next page

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 (30 lbs)	
Moderate Encumbrance	-25%
1 rider, 60 lbs gear or 2 riders & light gear	
Severe Encumbrance	-50%
2 riders & normal gear, 1 rider & 150 lbs gear	
-1 to all Gallop Checks and Action Checks	

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

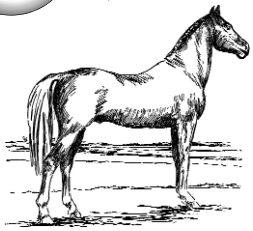
Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for Stun (stuns on a roll of 4-6)

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: _____



Tennessee Walking Horse

Target Number: 8

Horse Name: _____

Horse Owner (Character Name): _____

Color / Description / Notes: _____

This fantastic mount may move instantly to a gallop, but it is very skittish. Every time a gun is fired within 6 inches of the horse, it must make a check to see if it is Spooked (see 7.1.4). If it is wounded, make that check at -3.

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	8"
Trot	16"
Gallop	32"

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: _____



Donkey

Target Number: 8

Donkey Name: _____

Donkey Owner (Character Name): _____

Color / Description / Notes: _____

Donkeys are stubborn. Before it will move for you, you must pass an Action Check against your TN. Horsemanship Specialty does not apply to Donkeys or Mules.

Gallop Check

No. Actions at Gallop	Roll this TN or higher on 2d6
1	na
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	11
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	4"
Trot	8"
Gallop	16"

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 (75 lbs)	
Moderate Encumbrance	-25%
1 rider, 150 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 donkey is a Full Task (Task-1).
2. See Section 7 for more about bucking, calming horses, donkeys 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 the back of a donkey, even if it is not moving.
5. The Horsemanship Specialty does not apply to donkeys in any way, shape or form.
6. Remember, during a gold rush, the price for a donkey can sky rocket!
7. Donkeys get +2 when making checks against terrain.

Table 7.1.3.2 Stumble Results

Roll 2d6	Result
6 - up	Animal stumbles but does not harm itself. It stops running, however, and will not start again until it has rested.
3 - 5	Animal 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	Animal dies! Either its heart bursts from the strain or it falls and breaks its neck... it really doesn't matter. The critter suddenly falls dead, throwing the rider who takes 2d6 in Pain when he hits the ground.

Table 7.1.5 Horse Attack Results

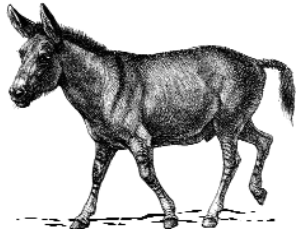
Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for Stun (stuns on a roll of 4-6)

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: _____



Mules must Trot for one Action before they may Gallop.

Mule

Target Number: 6

Mule Name: _____

Mule Owner (Character Name): _____

Color / Description / Notes: _____

Gallop Check

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

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 (80 lbs)	
Moderate Encumbrance	-25%
1 rider, 160 lbs gear or 2 riders & light gear	
Severe Encumbrance	-50%
2 riders & normal gear, 1 rider & 320 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 mule is a Full Task (Task-1).
2. See Section 7 for more about bucking, calming horses, mules 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 the back of a mule, even if it is not moving.
5. The Horsemanship Specialty does not apply to mules in any way, shape or form.
6. Remember, during a gold rush, the price for a mule can sky rocket!
7. Mules get +1 when making checks against dangerous and unpredictable terrain.

Table 7.1.3.2 Stumble Results

Roll 2d6	Result
6 - up	Animal stumbles but does not harm itself. It stops running, however, and will not start again until it has rested.
3 - 5	Animal 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	Animal dies! Either its heart bursts from the strain or it falls and breaks its neck... it really doesn't matter. The critter suddenly falls dead, throwing the rider who takes 2d6 in Pain when he hits the ground.

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Attack	Description	Result
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