

Horses must Trot for one Action before they may

UTSHOI Player Name: Horse (standard) Target Number: 6 Horse Name: Horse Owner (Character Name): Color / Description / Notes:

Gallon Check

Gallop.

Movement Rate

Uanop	CHECK	Movement kate	
No. Actions at Gallop	Roll this TN or higher on 2d6		per Action
at Gallop	na na	Walk 6"	
2	na	Trot 12"	
2	3	Gallop 24"	
3	4		
5	5	Movement Mod	lifiers
6	6	Activity	Movement Penalty
7	7		•
8	8	Hop a fence, log, or shrub	-1"
9	9	Passing thru an open gate	-1"
10 11	10 11	Unpredictable Terrain*	-25%
12	12	Dangerous Terrain*	-50%
13	12	v	
14	12	Light Encumbrance	na
15	12	1 rider & normal gear (40 lbs)	
16	12	Moderate Encumbrance	-25%
17	12	1 rider, 100 lbs gear or 2 riders & light gear	
18	12	Severe Encumbrance	-50%
19	12	2 riders & normal gear, 1 rider 8	
20	12 Callen Check roll 2d6	-1 to all Gallop Checks and Activ	0
	Gallop Check, roll 2d6 Results Table 7.1.3.2.	* See tables on next page	
		See tables of fiext page	
Wound	ds		Animals do not track Pain injuries. Every time a horse is hurt, make
	Light: No ne	egative effects	an Action Check to see if it is Spooked. If it fails, it will gallop
	Moderate: N	lovement reduced by 25%	away from the source of danger for 1d6 Actions. Use the following

for 1d6 Actions. Use the following modifiers: -1 if horse is unattend-

ed, -2 if horse is already injured.

Gear	Horse Sense
Saddle Type:	 Mounting or Dismounting a horse is a Full Task (Task-1).
Holsters/Sheaths:	2. See Section 7 for more about bucking, calming horses, and trampling.
Saddlebags (how many & where):	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 them- selves 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/dis-

Table 7.1.3.2 Stumble Results

Roll 2d6	Result Horse stumbles but does not harm itself. It stops running, however, and will not start again until it has rested.		
6 - up			
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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
			and at start of each Action

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Severe: Movement reduced by 50%



Target Number: 4

Cavalry Horse

UTSHOT

Horse Name:

Horse Owner (Character Name):

Player Name:

Color / Description / Notes:

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

Gallop Check

Movement	t Rate
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uanop	CHECK	wovemen	I KAIE	
No. Actions	Roll this TN or	Movement Rate	Distance pe	er Action
at Gallop	higher on 2d6	Walk	5"	
1	na	Trot	10"	
2	na			
3	na	Gallop	20"	
4	na	Mayaman	t Madi	fiors
5	na	Movement	l Moui	liers
6	3	Activity		Movement Penalty
3 5 6 7 8 9 10	4 5	Hop a fence, log, c	or shrub	-1"
0 9	6			
10	7	Passing thru an op	en gate	-1"
11	8	Unpredictable Terra	ain*	-25%
12	9	Dangerous Terrain	*	-50%
12 13	10			
14	11	Light Encumbrance		na
15	12	1 rider & normal ge	ar (60 lbs)	
16	12	Moderate Encumb	rance	-25%
17	12	1 rider, 150 lbs gea	ar or 2 riders 8	k light gear
18	12	Severe Encumbrar		-50%
19	12			
20	12	2 riders & normal g		0
	Gallop Check, roll 2d6	-1 to all Gallop Che		n Checks
on the Stumble F	Results Table 7.1.3.2.	* See tables on next	bage	
Wound	le.			Animals do not track Pain injuries.
w ound	15			Every time a horse is hurt, make
	Light No. p	a active offecte		an Action Check to see if it is

 	Every time a horse is hurt, make
Light: No negative effects	an Action Check to see if it is Spooked. If it fails, it will gallop
Moderate: Movement reduced by 25%	away from the source of danger for 1d6 Actions. Use the following
Severe: Movement reduced by 50%	modifiers: -1 if horse is unattend- ed, -2 if horse is already injured.

Gear Horse Sense 1. Mounting or Dismounting a Saddle Type: horse is a Full Task (Task-1). 2. See Section 7 for more about Holsters/Sheaths: bucking, calming horses, and trampling. 3. At a full gallop, it takes 6 inches to skid to a halt. Saddlebags (how many & where): 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.

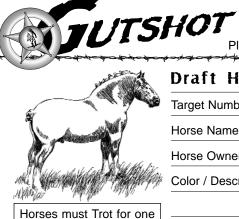
Table 7.1.5 Horse Attack Results

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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
	-	-	and at start of each Action

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Player Name: **Draft Horse** Target Number: 5 Horse Name: Horse Owner (Character Name): Color / Description / Notes:

ed, -2 if horse is already injured.

Gallon Check

Gallop.

Action before they may

Μον	ement	Rate
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Ganop	Спеск	movement kate	
No. Actions	Roll this TN or	Movement Rate Distance	per Action
at Gallop	higher on 2d6	Walk 5"	
2	na 3	Trot 10"	
2	4	Gallop 20"	
4	5		
	6	Movement Mod	lifiers
5 6	7	Activity	Movement Penalty
7	8		•
8	9	Hop a fence, log, or shrub	-1"
9 10	10	Passing thru an open gate	-1"
	11	Unpredictable Terrain*	-25%
11 12	12 12	Dangerous Terrain*	-50%
13	12		
14	12	Light Encumbrance	na
15	12	1 rider & normal gear (80 lbs)	
16	12	Moderate Encumbrance	-25%
17	12	1 rider, 200 lbs gear or 2 riders	& light gear
18	12	Severe Encumbrance	-50%
19	12	2 riders & normal gear, 1 rider &	500 lbs gear
20 When you fail a	12 Gallop Check, roll 2d6	-1 to all Gallop Checks and Action	•
	Results Table 7.1.3.2.	* See tables on next page	
Wound	is		Animals do not track Pain injuries. Every time a horse is hurt, make
□ □ □ □ Light: No negative effects		an Action Check to see if it is Spooked. If it fails, it will gallop	
□ □ □ □ Moderate: Movement reduced by 25%		away from the source of danger for 1d6 Actions. Use the following	
	Severe: Mov	ement reduced by 50%	modifiers: -1 if horse is unattend- ed, -2 if horse is already injured.

Gear	Horse Sense
Saddle Type:	1. Mounting or Dismounting a horse is a Full Task (Task-1).
Holsters/Sheaths:	2. See Section 7 for more about bucking, calming horses, and trampling.
	3. At a full gallop, it takes 6 inch-
Saddlebags (how many & where):	es to skid to a halt. 4. Riders take a -1 penalty when firing from horseback, even it
	the horse is not moving. 5. Horsemanship Specialty adds +2 to all horse-related
	Action Checks for them- selves 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/dis- mount 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.	

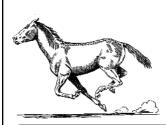
Table 7.1.5 Horse Attack Results

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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
			and at start of each Action

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Target Number: 7

Mustang

UTSHOT

Horse Name:

Horse Owner (Character Name):

Player Name:

Color / Description / Notes:

Movement Rate

Movement Penalty -1" -1" -25% -50% na

-25%

-50%

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).

Gallon Check

uanop	CHECK	MOVEMENT RALE	
No. Actions at Gallop	Roll this TN or higher on 2d6	Movement Rate Distance per Action	
1	na	Walk 7"	
2	na	Trot 14"	
	3	Gallop 28"	
4	3		
3 5 6 7 8 9 10	4	Movement Modifiers	
6	4	Activity Mo	
_ 7	5		
_ 8	5	Hop a fence, log, or shrub	
_ 9	6	Passing thru an open gate	
	6	Unpredictable Terrain*	
. 11	7	· · ·	
_ 12	8	Dangerous Terrain*	
_ 13	9	Light Encumbrance	
_ 13 _ 14 _ 15	10	1 rider & normal gear (40 lbs)	
_ 15 16	11 12	Moderate Encumbrance	
_ 16 17	12		
18	12	<u>1 rider, 100 lbs gear or 2 riders & light gear</u>	
19	12	Severe Encumbrance	
20	12	2 riders & normal gear, 1 rider & 300 lbs gea	
	Gallop Check, roll 2d6	-1 to all Gallop Checks and Action Checks	
	Results Table 7.1.3.2.	* See tables on next page	

Wounds		Animals do not track Pain injuries. Every time a horse is hurt, make
	Light: No negative effects	an Action Check to see if it is Spooked. If it fails, it will gallop
□ □ □ Moderate: Movement reduced by 25%		away from the source of danger for 1d6 Actions. Use the following
	Severe: Movement reduced by 50%	modifiers: -1 if horse is unattend- ed, -2 if horse is already injured.

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Gear	Horse Sense
Saddle Type:	1. Mounting or Dismounting a horse is a Full Task (Task-1)
Holsters/Sheaths:	2. See Section 7 for more about bucking, calming horses, and trampling.
	3. At a full gallop, it takes 6 inch
Saddlebags (how many & where):	es to skid to a halt.
	 4. Riders take a -1 penalty whe firing from horseback, even the horse is not moving.
	5. Horsemanship Specialt adds +2 to all horse-relate Action Checks for them
	selves and their horses (se
	9.3.2 for full details). It also
	adds +1 to all attack roll made by the shooter an
	allows you to mount/dis

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.

mount as a Free Task.

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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
	-	-	and at start of each Action



Nag Target Number: 7 Horse Name: Horse Owner (Character Name): Color / Description / Notes:

YTSHO1

Player Name:

Movement Penalty

-1" -1"

-25%

-50%

na

-25%

-50%

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

Gallon Check

Gallop	Check	Movement	Rate
No. Actions	Roll this TN or	Movement Rate	Distance per Action
at Gallop	higher on 2d6	Walk	6"
1	3	Trot	12"
2	4		
3	5	Gallop	24"
4 5 6 7 8 9 10	6 8	Movement	Modifiers
6	10 12	Activity	Mov
7 8	12	Hop a fence, log, o	r shrub
9	12	Passing thru an open gate	
	12		
11	12	Unpredictable Terra	
12	12	Dangerous Terrain*	
13	12	Light Encumbrance	
14	12	1 rider & normal gea	
15	12		
16	12	Moderate Encumbra	ance
17	12	1 rider, 60 lbs gear	or 2 riders & light gear
18	12	Severe Encumbran	ce
19	12		er, 1 rider & 150 lbs gear
20	12		
	Gallop Check, roll 2d6		ks and Action Checks
in the Stumble	Results Table 7.1.3.2.	* See tables on next p	age

Wounds

Animals do not track Pain injuries. Every time a horse is hurt, make an Action Check to see if it is Light: No negative effects Spooked. If it fails, it will gallop away from the source of danger Moderate: Movement reduced by 25% for 1d6 Actions. Use the following modifiers: -1 if horse is unattend-Severe: Movement reduced by 50% ed, -2 if horse is already injured.

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Gear	Horse Sense
Saddle Type:	1. Mounting or Dismounting a horse is a Full Task (Task-1).
Holsters/Sheaths:	2. See Section 7 for more about bucking, calming horses, and trampling.
	3. At a full gallop, it takes 6 inch
Saddlebags (how many & where):	es to skid to a halt. 4. Riders take a -1 penalty wher firing from horseback, even i the horse is not moving.
	5. Horsemanship Specialty adds +2 to all horse-related Action Checks for them- selves 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/dis-

Table 7.1.3.2 Stumble Results

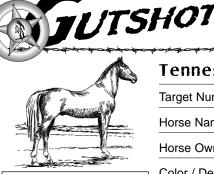
Roll 2d6	Result		
6 - up	Horse stumbles but does not harm itself. It stops running, however, and will not start again until it has rested.		
3 - 5	Horse stumbles and is now lame; it cannot carry a rider or any gear and car barely move at 3 inches per Action. A good horse doctor might be able to fix him 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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
			and at start of each Action



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

Movement	Rate
----------	------

Horse Owner (Character Name): Color / Description / Notes:

Target Number: 8

Horse Name:

Player Name:

Tennessee Walking Horse

P				
No. Actions at Gallop	Roll this TN or higher on 2d6	Movement Rate	Distance p	er Action
1	na	Walk	8"	
2	na	Trot	16"	
3	na	Gallop	32"	
3 4	3	.		
5	4	Movemen	it Mod	ifiers
5 6 7 8 9	5	Activity		Movement Penalty
7	6			-
8	7	Hop a fence, log,	or shrub	-1"
9	8	Passing thru an o	pen gate	-1"
10	12	Unpredictable Ter	rain*	-25%
11	12	•		
12	12	Dangerous Terrai	n*	-50%
13	12	Light Encumbrance na		na
14	12	1 rider & normal g	ear (40 lbs)	
15	12	Moderate Encum		-25%
16	12	1 rider, 100 lbs gear or 2 riders & light gear		
17 18	12 12	1 rider, 100 lbs ge	ear or 2 riders	& light gear
18 19	12	Severe Encumbra	ance	-50%
19	12	2 riders & normal	gear, 1 rider &	300 lbs gear
	Gallop Check, roll 2d6	-1 to all Gallop Checks and Action Checks		
	Results Table 7.1.3.2.	* See tables on next	t page	
Wounds				Animals do not track Pain injuries. Every time a horse is hurt, make
Light: No negative effects			an Action Check to see if it is Spooked. If it fails, it will gallop	

Spooked. If it fails, it will gallop away from the source of danger

for 1d6 Actions. Use the following modifiers: -1 if horse is unattend-

ed, -2 if horse is already injured.

Gear	Horse Sense
Saddle Type:	1. Mounting or Dismounting a horse is a Full Task (Task-1)
Holsters/Sheaths:	2. See Section 7 for more abou bucking, calming horses, and trampling.
	3. At a full gallop, it takes 6 inch
Saddlebags (how many & where):	es to skid to a halt. 4. Riders take a -1 penalty when firing from horseback, even the horse is not moving.
	5. Horsemanship Specialt adds +2 to all horse-relate Action Checks for them
	selves and their horses (se 9.3.2 for full details). It als adds +1 to all attack roll
	made by the shooter and allows you to mount/dis

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.		

mount as a Free Task.

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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
	-		and at start of each Action

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Moderate: Movement reduced by 25%

Severe: Movement reduced by 50%



Donkey Target Number: 8 Donkey Name: Donkey Owner (Character Name): Color / Description / Notes:

Player Name:

Movement Penalty

-1" -1"

-25%

-50%

na

-25%

-50%

UTSHOI

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.

Gallon Check

Gallop	Check	Movement	Rate
No. Actions	Roll this TN or	Movement Rate	Distance per Action
at Gallop	higher on 2d6	Walk	4"
1	na	Trot	8"
2	3		16"
3	4	Gallop	10
2 3 4 5 6 7 8 9 10	5 6	Movement	Modifiers
6	7	Activity	Mov
7	8	,	
	9	Hop a fence, log, o	r shrub
9	10	Passing thru an ope	en gate
10	11		
11	12	Unpredictable Terra	un
12	12	Dangerous Terrain*	
13	12	Light Encumbrance	
14	12	1 rider & normal gea	
15	12		
16	12	Moderate Encumbr	ance
17	12	1 rider, 150 lbs gea	r or 2 riders & light gear
18	12	Severe Encumbran	ce
19	12		
20	12	-	ear, 1 rider & 300 lbs gear
	Gallop Check, roll 2d6	· · · · · ·	cks and Action Checks
on the Stumble	Results Table 7.1.3.2.	* See tables on next p	age

Wounds

Animals do not track Pain injuries. Every time a horse is hurt, make an Action Check to see if it is Light: No negative effects Spooked. If it fails, it will gallop away from the source of danger Moderate: Movement reduced by 25% for 1d6 Actions. Use the following modifiers: -1 if horse is unattend-Severe: Movement reduced by 50% ed, -2 if horse is already injured.

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Gear	Horse Sense
Saddle Type:	1. Mounting or Dismounting a donkey is a Full Task
Holsters/Sheaths:	(Task-1). 2. See Section 7 for more about bucking, calming horses, donkeys and trampling.
Saddlebags (how many & where):	3. At a full gallop, it takes 6 inch- es to skid to a halt.
	 Riders take a -1 penalty wher firing from the back of a don- key, even if it is not moving.
	5. The Horsemanship Specialty does not apply to donkeys ir 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	At the end of	The instant you enter
	every Action	every Action	Dangerous Terrain
	·		and at start of each Action



Mule Target Number: 6

Player Name:

Mule Name:

Gallop

UTSHOT

Mule Owner (Character Name):

Color / Description / Notes:

Mules must Trot for one Action before they may Gallop.

na

na

na

Gallop Check

No. Actions

1

2

3

4

5

at Gallop

спеск	Movement Rate		
Roll this TN or	Movement Rate	Distance per Action	
higher on 2d6	Walk	6"	
na	Tret	12"	
na	Trot	12	

Movement Modifiers

18"

	6	3	Activity Mov	ement Penalty
	8	4 5	Hop a fence, log, or shrub	-1"
	9	6	Passing thru an open gate	-1"
	10 11	7 8	Unpredictable Terrain*	-25%
	12	9	Dangerous Terrain*	-50%
	13	10	Light Encumbrance	na
	14 15	11 12	1 rider & normal gear (80 lbs)	
	16	12	Moderate Encumbrance	-25%
	17	12	1 rider, 160 lbs gear or 2 riders & light gear	
	18	12	Severe Encumbrance	-50%
	19 20	12 12	2 riders & normal gear, 1 rider & 320 lbs gear	
	you fail a Gallop	Check, roll 2d6	-1 to all Gallop Checks and Action Checks	
on the	Stumble Results	Table 7.1.3.2.	* See tables on next page	

Animals do not track Pain injuries.

Mounde

woullus		Every time a horse is hurt, make
	Light: No negative effects	an Action Check to see if it is Spooked. If it fails, it will gallop
	Moderate: Movement reduced by 25%	away from the source of danger for 1d6 Actions. Use the following
	Severe: Movement reduced by 50%	modifiers: -1 if horse is unattend- ed, -2 if horse is already injured.

Gear Horse Sense 1. Mounting or Dismounting a Saddle Type: mule is a Full Task (Task-1). 2. See Section 7 for more about Holsters/Sheaths: bucking, calming horses, mules and trampling. 3. At a full gallop, it takes 6 inches to skid to a halt. Saddlebags (how many & where): 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

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.

and unpredictable terrain.

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	every Action	every Action	Dangerous Terrain
	-	-	and at start of each Action

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