

Player Name:

#### Helen (Superior Tennessee Walking Horse)

Helen is a stunning, muscular horse with a rich chestnut

Target Number: 7

Horse Owner (Character Name):

#### Color / Description / Notes:

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.

coat with a silver blase. 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.

# **Gallop** Check

#### Movement Rate

Roll this TN or			
	Movement Rate	Distance per Action	
-	Walk	9"	
	Trot	18"	
	Gallop	36"	
		A	
4	Movement	Modifiers	
5	Activity	Μον	ement Penalty
-	•		
7	Hop a tence, log, or	snrud	-1"
8	Passing thru an ope	en gate	-1"
	Linnredictable Terra	in*	-25%
12		111	-2370
12	Dangerous Terrain*		-50%
12	Light Encumbrance		na
12	0	r (40 lbs)	
12			
12	Moderate Encumbra	ance	-25%
12	1 rider, 100 lbs gear or 2 riders & light gear		
12	Severe Encumbran	פי	-50%
12			
12			
allop Check, roll 2d6	•		
esults Table 7.1.3.2.	* See tables on next pa	age	
	5 6 7 8 12 12 12 12 12 12 12 12 12 12 12 12 12	na Trot na Gallop 3 4 Movement 5 Activity 6 Hop a fence, log, or 8 Passing thru an ope 12 Unpredictable Terra 12 Dangerous Terrain* 12 Light Encumbrance 12 1 rider & normal gea 12 Moderate Encumbrance 12 1 rider, 100 lbs gear 12 2 2 riders & normal gea 13 Severe Encumbrance 14 2 2 2 riders & normal gea 15 2 2 1 rider & normal gea 16 3 2 2 1 rider, 100 lbs gear 17 3 3 2 3 2 3 2 3 3 3 3 3 3 3 3 3 3 3 3	na       Walk       9         na       Trot       18"         na       Gallop       36"         3       A       Movement Modifiers         5       Activity       Mov         6       Activity       Mov         7       Hop a fence, log, or shrub       8         8       Passing thru an open gate       12         12       Unpredictable Terrain*       12         12       Dangerous Terrain*       12         12       Light Encumbrance       12         12       Moderate Encumbrance       12         12       Moderate Encumbrance       12         12       Severe Encumbrance       12         12

# 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.

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/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

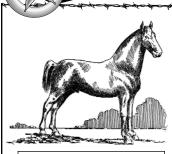
Attack	Description	Result
Bite	1 bite	1 - 2 Pain
Front Hooves	2 Attacks, roll separately for each	1 - 3 Pain each
Back Kick	1 attack with both hooves	1d6 Pain, roll 1d6 + 2 for
		Stun (stuns on a roll of 4-6)

#### 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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Horses must Trot for one Action before they may Gallop.

#### Horse (standard)

Player Name:

Target Number: 6

UTSHOT

Horse Name:

Horse Owner (Character Name):

Color / Description / Notes:

All other horses in this adventure should use this sheet.

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ed, -2 if horse is already injured.

# Gallop Check

Move	ment	Rate
------	------	------

Movement Rate			
No. Actions at Gallop	Roll this TN or higher on 2d6	Movement Rate Distance p	per Action
1	na	Walk 6"	
2	na	Trot 12"	
3	3	Gallop 24"	
4	4		
5 6 7 8 9 10	5	<b>Movement Mod</b>	ifiers
6	6	Activity	Movement Penalty
7	7		•
	8	Hop a fence, log, or shrub	-1"
9	9	Passing thru an open gate	-1"
10	10		050/
11	11	Unpredictable Terrain*	-25%
12	12	Dangerous Terrain*	-50%
13	12	Light Encumbrance	na
14	12	1 rider & normal gear (40 lbs)	na
15	12	<b>0</b>	
16	12	Moderate Encumbrance	-25%
17	12	1 rider, 100 lbs gear or 2 riders & light gear	
18	12	Severe Encumbrance	-50%
19	12		
20	12	2 riders & normal gear, 1 rider & 300 lbs gear -1 to all Gallop Checks and Action Checks	
	Gallop Check, roll 2d6 Results Table 7.1.3.2.	· · · · · · · · · · · · · · · · · · ·	JII CHECKS
		* See tables on next page	
Wound	is		Animals do not track Pain injuries Every time a horse is hurt, make
	Light: No no	egative effects	an Action Check to see if it is Spooked. If it fails, it will gallop
	Moderate: M	lovement reduced by 25%	away from the source of dange

Gear	Horse Sense
Saddle Type:	<ul> <li>Mounting or Dismounting a horse is a Full Task (Task-1).</li> </ul>
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 i the horse is not moving. 5. Horsemanship Specialty adds +2 to all horse-related
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	9.3.2 for full details). It also adds +1 to all attack rolls made by the shooter and
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	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%

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