

Rawhide!

Horses may be man's next best friend (after the dog) but they remain fearful creatures who are nonetheless fast and strong! So, each time that a character saddles up for a ride, the rider should make a *Ride* test, modified by the terrain and other factors (see below).

Riding mechanics

Gait	Mov Rate	Speed	Test required	Rider's <i>Ride</i> test	Mount's <i>Endurance</i> test
Walk	Cautious	4 mph	Never*	Never*	Never
Trot	Standard	8 mph	Once per day	average Str & Dex +	
Canter	Burst^	10-17 mph	Once per ½ hour	modifiers	Toughness
Gallop	Running	25-30 mph	End of each turn	(see below)	+ modifiers (see below)

* Unless the rider is a novice (unskilled), in which case test once per day.

^ This unusual movement rate describes a pace that is comparable to a fast jog for humans. It is much harder for both horse and rider than the trot. For more details, please refer to my *Horse Breeds* article.

Riding modifiers

Modifier	Riding conditions (The going is...)	Other factors
+30	<i>Firm</i> - path, track, trail or lane	Rider is legendary cavalier (skill x3)
+20	<i>Good</i> - fields, pastures or crops	Rider is famous cavalier (skill x2)
+10	<i>Hard</i> - cobbled road, street or dry earth	Rider is skilled cavalier
-	<i>Mixed</i> - countryside e.g., hedgerows, walls, streams, fences, etc.	Rider is a novice
-10	<i>Soft</i> - mud, sand or freshly-tilled fields	Mount encumbered, tired or bareback
-20	<i>Heavy</i> - water-logged fields or swamps	Wolves or dogs nearby
-30	<i>Tough</i> - broken, rocky or frozen ground	Mount severely wounded (W = 2-3)
-40	<i>Dense</i> - thick forest, deep snow	Mount critically wounded (W = 0-1)

Extra modifiers (cumulative)

Docile horse = +10

Aggressive horse = -10

Riding at night = -10

Rider's injured = varies from -10 to -30 (see *Injury Summaries* on my *GM Screen*)

Riding results

Rider's <i>Ride</i> test	Description
Amazing pass	<i>Mount trusting</i> - enjoyable and rewarding ride (mount will now respond to simple, verbal command once per day).
Great pass	<i>Mount appreciative</i> - calm and soothing ride (rider gains +10 Initiative).
Good pass	<i>Mount indifferent</i> - gentle and uneventful ride (+10 to next <i>Ride</i> check).
Lucky pass	<i>Mount unsure</i> - spirited and occasionally unruly ride
Unlucky failure	<i>Mount nervous</i> - difficult and tense ride (-10 to next <i>Ride</i> check).
Bad failure	<i>Mount spooked</i> - mount suddenly gallops off in a random (D8) direction. Rider must pass <i>Ride</i> test to rein in the mount. After a few moments (2D6 rounds), the mount tires.
Terrible failure	<i>Mount angered</i> - without warning, the mount rears up! Its rider must pass <i>Ride</i> test or be thrown with damage equal to a fall of D4 yards (2D4-D6W) to a random body location.
Horrific failure	<i>Mount spiteful</i> - the mount rears up and then bolts, bucking as it goes. Any saddlebags are so violently shaken that their contents have 50% of being damaged/broken.

Mount's Tough test	Description
Amazing pass	<i>Takes it his stride</i> – mount thunders on, barely breaking a sweat (+10 to next Toughness test & +10 to any <i>Ride</i> tests)
Great pass	<i>Coping</i> – mount hurtles on, nostrils flared and flanks working hard (+10 to next Toughness test).
Good pass	<i>Soldiers on</i> – mount careers on, foaming at the mouth and flanks glistening with sweat.
Lucky pass	<i>Flagging</i> – mount starts to wane but struggles on (-10 to next Toughness test).
Unlucky failure	<i>Tired</i> – weary mount gradually slows to a trot. Until he recovers (after a 4-hour trot or 2-hour walk) he's worn out (-1/-10 to all stats). A <i>Ride</i> test to coax him can be attempted every half hour.
Bad failure	<i>Exhausted</i> – mount staggers to a halt. It remains resolutely till for almost an hour while it recovers. A <i>Ride</i> test is required every hour to coax him on. The mount's exhaustion (-2/-20 to all stats) can only be recovered after a full day's rest.
Terrible failure	<i>Lamed</i> – mount whinnies in pain before staggering to an agonizing halt. The mount is incapacitated (-3/-30 to all stats) for remainder of the day and, unless an <i>Animal Care – horse</i> test is passed, it will be permanently lamed (½ Mov).
Horrific failure	<i>Falls</i> – mount stumbles and trips before crashing to the ground. Both horse and rider suffer injuries equivalent to a fall of D4 yards (2D4-D6W) to a random body location. If galloping, the risk of injury is doubled (4D4-D6W). Moreover, if the mount survives, it must pass a Toughness test or is <i>lamed</i> (see above).

* If a mount's **Toughness** ever reaches 0, it collapses from exhaustion and dies 2 D6 minutes later.



References

The Enemy Within Campaign, page 7

[Wikipedia article on Horse Gaits](#)

[Wikipedia article on Horse Racing Conditions](#)

Personal experiences of horse riding & riding injuries