

Rawhide!

Horses may be man's next best friend (after the dog) but they remain fearful creatures who are nonetheless very strong! So each time that a character saddles up for a ride, the rider should likely 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, inc. 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 modifiers* on GM screen)

Riding results

| Rider's <i>Ride</i> test | Description |
|--------------------------|---|
| Incredible pass | <i>Mount trusting</i> – enjoyable and rewarding ride (mount will now respond to simple, verbal command once per day). |
| Stunning pass | <i>Mount appreciative</i> – calm and soothing ride (rider gains +10 Initiative). |
| Definite 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). |
| Terrible failure | <i>Mount spooked</i> – mount unexpectedly scared and so suddenly gallops off in a random (D8) direction. Rider must pass <i>Ride</i> test to rein in the mount. |
| Disastrous failure | <i>Mount angered</i> – without warning the mount rears! Rider must pass <i>Ride</i> test or been thrown with damage equal to a fall of D4 yards to a random location. |
| Horrific failure | <i>Mount spiteful</i> – same as above except that the mount also bolts! 50% chance that contents of saddlebags broken/bent (determine randomly). |

| Mount's Tough test | Description |
|--------------------|--|
| Incredible 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) |
| Stunning pass | <i>Coping</i> – mount hurtles on, nostrils flared and flanks working hard (+10 to next Toughness test) |
| Definite 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. |
| Terrible failure | <i>Exhausted</i> – mount staggers to a halt. It remains resolutely still 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. |
| Disastrous failure | <i>Lamed</i> – mount whinnies in pain before staggering to an agonizing halt. Mount suffers -3/-30 to all stats for remainder of the day and, unless an <i>Animal Care</i> – horse test is passed, the mount 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 damage as for a fall of D4 yards (2D4-6W) to a random body location. If the mount survives it must pass a T test or is <i>lamed</i> (see above). |

* If a mount's **Toughness** 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