

Horses

No cowboy in the West would be caught dead without his horse. Food, water, shelter, and other people are scattered far and wide across the frontier, so travelers without mounts face serious challenges just staying alive. Horses were so crucial to life, in fact, that the law in the frontier considered stealing one tantamount to murder. Horse-thieving was a hanging offense in just about every state and territory west of the Mississippi.

The statistics for riding horses can be found in *All Flesh Must Be Eaten* (see p. 141), but a few additional rules should be discussed given their prevalence in the genre.

First, any Task that requires steadiness (such as shooting) is much more difficult when a rider sits atop a moving horse. The Zombie Master should enforce a -2 penalty to most Dexterity-based skills performed from horseback. Even a stationary horse stomps about unevenly. Inflict only a -1 penalty to riders whose horses are relatively motionless.

Horses can be used as cover while riding, though this is frowned on by frontier folk. Cowboys who wish to do so may slide under the neck of the animal, hanging there by one hand and firing with the other. This is a Difficult Riding Task, but subtracts -4 from ranged Task rolls to hit the character. Attack results (after modification) of seven or eight have a 50% (1-5 on D10) chance of hitting the horse instead. Failing the Riding Task means the character falls from his mount. Tumbling from a running horse is dangerous. Assuming the animal was moving at a trot or faster and the falling rider makes a Difficult Dexterity Test, he suffers D6 x 2(6) points of damage. Failing the Dexterity Text increases damage to D8 x 2(8).

In relatively flat terrain and good weather, horses can travel 40 miles (60 km) in an eight-hour day at a brisk walk. Poor weather, such as snow or rain or hilly terrain, halves travel time and distance. In emergencies, horses can be pushed to 60 miles (90 km) a day. This takes twelve hours and exhausts the horse—it must walk the following day (only 20 miles/30 km or so). In extreme cases, horses can be galloped for over 60 miles. The Zombie Master should make a Difficult Constitution Test for each



Zombie Horse

In some of the settings detailed in this book, the zombie plague is not limited to just the humans. Sometimes, the horses get up from their deathbeds and continue to serve their undead masters as grotesque mockeries of their former lives. Zombie horses can be dangerous, needing meat to survive just as their riders, often trampling the victims to a bloody pulp before chowin' down.

Strength 6 **Intelligence** -2
Dexterity 3 **Perception** 1
Constitution 3 **Willpower** 2
Dead Points 15 **Speed** 27
Endurance Points n/a **Essence Pool** 15
Attack: Hoof D8(4) x Strength
Skills: Brawling 2, Notice 3
Weak Spot: Brain (or as the setting dictates)
Getting Around: Special
Strength: Special
Senses: Like the Dead; Scent Tracking
Sustenance: Occasional; All Flesh Must Be Eaten
Intelligence: Dumb as Dead Wood
Spreading the Love: According to Deadworld
Power: Varies

animal pushed in this way, rolling once every five miles (7.5 km) after the first 60 (90). Failing any of these rolls means the beast dies of exhaustion.

The Pony Express averaged 80 miles (120 km) and more a day, but did so by stopping at regular intervals to obtain fresh horses.