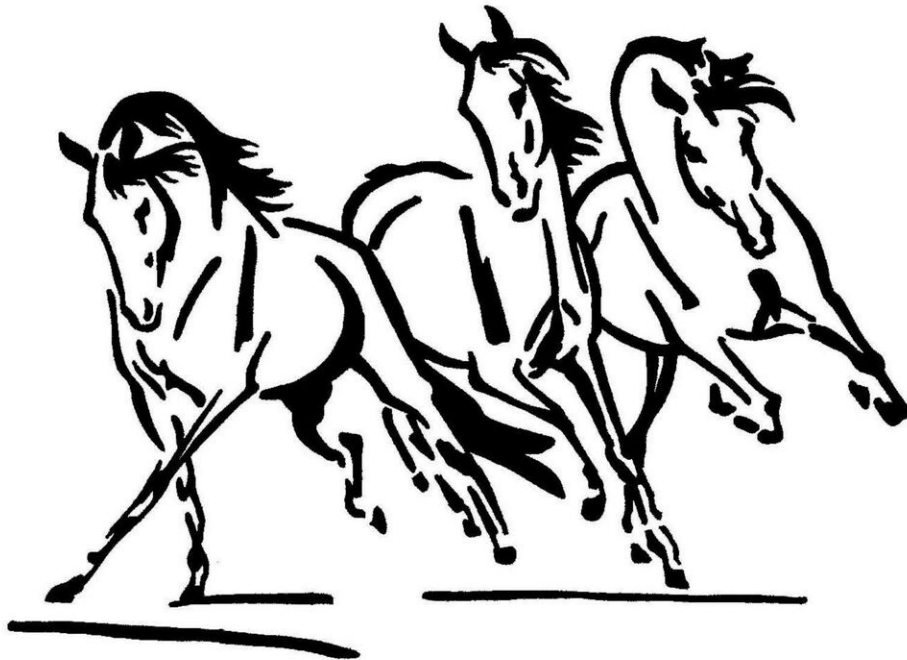


HAPPY NEW YEAR 2021 SPECIAL RELEASE

# HORSE WRANGLERS



WILD HORSES HAVE BEEN SPOTTED NEARBY ON THE OPEN RANGE. DO YOU HAVE WHAT IT TAKES TO ROUND UP A FEW, BREAK THEM, AND THEN TAKE THEM TO MARKET.

A GAME SCENARIO FOR USE WITH  
TALL TALES B/X WILD WEST RPG  
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**YOU MUST HAVE THE TALL TALES B/X WILD WEST RPG RULES  
BY Mark Hunt  
TO USE THIS GAME MODULE**

[Tall Tales BX Wild West RPG - Mark Hunt | DriveThruRPG.com](#)

**TALL TALES B/X WILD WEST RPG  
USES THE POPULAR OSR B/X RULES SET**

**IT IS THE INTENTION OF FEI GAMES inc.  
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WORK IN PRODUCING A WONDERFUL GAME SYSTEM.**

**ALL ARTWORK WITHIN THIS MODULE  
IS USED WITH THE PERMISSION OF:**



**Allen Rawlings**

AS THE SUN SETS ACROSS YOUR RANCH AND THE SMELL OF COFFEE FILLS THE AIR YOU SEE A RIDER HEADING TOWARDS YOU. IT IS SAM FROM A NEIGHBORING RANCH.

"HAVE YOU HEARD THAT THERE IS A HERD OF WILD HORSES HEADED FOR THE OPEN RANGE DOWN YONDER?" HE SAYS WITH A SMILE, "IF I WAS YOUNG LIKE YOU'ALL I WOULD BE HEADING OUT AND WRANGLE ME A FEW"

SAM PAUSES LONG ENOUGH TO STEADY HIS HORSE AND THE CONTINUES....

"I ALSO HEARD THE MARKET FOR HORSES IS GOOD AND EVEN BETTER IF THEY ARE BROKE AND READY FOR SADDLES"

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THE REST OF THE CONVERSATION SHOULD INCLUDE WHERE THE WILD HORSES COULD BE FOUND ALONG WITH A FEW HINTS TO HEARING THERE ARE A COUPLE OF VERY SPECIAL HORSES (LIKE AN ALL BLACK HORSE, AN ALL WHITE HORSE, A HIGH SPIRITED HORSE, ETC....)



EVENTUALLY SAM WILL SAY HE HAS TO BE HEADING ON DOWN THE TRAIL AND WISHES THEM WELL.

FROM THIS POINT ON IT ALL DEPENDS ON THE PLAYERS AND WHETHER THEY DECIDE TO LEAVE RIGHT AWAY OR WAIT UNTIL MORNING. NO MATTER WHEN THEY DECIDE TO LEAVE THERE IS THE POSSIBILLITY OF ONE OR MORE ENCOUNTERS ... ONE SUCH ENCOUNTER COULD BE A PACK OF WOLVES.



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### WOLF

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AC	7
HD	2+2
ATT	1
BITE	1D4+1
MOVE	180'
SAVE	16
ALIGN	N
XP	30

#### SPECIAL:

EVERY 3 WOLVES IN A PACK GIVES THEM A +1 TO HIT

THEY COULD ALSO RUN INTO A BAND OF BANDITS, A LEGENDARY GUNMAN, A HUNTING PARTY OF BRAVES, OR EVEN A LAWMAN TRAILING A WANTED MAN. USE THE STANDARD STATS IN THE RULE BOOK OR CREATE SPECIAL STATS FOR ANY YOU MAY WANT TO BE A KEY NPC LATER ON.

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ONCE THE PLAYERS FIND THE WILD HORSES THEY MIGHT DECIDE TO SET UP A HOME CAMP. THE HOME CAMP SHOULD INCLUDE A MAKESHIFT CORRAL TO HOLD THE HORSES BETWEEN ROUND UPS. IF THE PLAYERS SPEND ONE OR MORE NIGHTS AT THE HOME CAMP (ESPECIALLY WITH HORSES IN THE CORRAL), THIS IS ANOTHER GOOD TIME TO SET UP AN ENCOUNTER WITH ANY OF THE PREVIOUS SUGGESTIONS.

FINDING AND TRACKING THE HERD OF WILD HORSES ALL DEPENDS ON THE GM. FINDING THE TRACKS COULD TAKE A COUPLE OF DAYS TO EVEN A WEEK BUT THE TRACKS THEY LEAVE SHOULD BE EASILY SEEN AND FOLLOWED.



ONCE THEY ARE FOUND AND TRACKED, THE PLAYERS SHOULD ALREADY HAVE A PLAN IN PLACE. ONE OF THE METHODS USED TO WRANGLE WILD HORSES WAS TO CHASE THEM INTO A BOX CANYON AND ROPE A FEW WHILE THEY ARE TRAPPED. THEY COULD ALSO JUST OUTRIGHT TRY TO CHASE THEM DOWN AND ROPE THEM.

CHASING DOWN THE WILD HORSES SHOULD INCLUDE MULTIPLE RIDING CHECKS TO SIMULATE HOW HARD IT SHOULD BE TO ACCOMPLISH SUCH A TASK ... WHICH MAY INCLUDE SUDDEN STOPS, SUDEEN DIRECTION CHANGES, THE POSSIBILLITY OF THE HORSE TRIPPING, ETC....

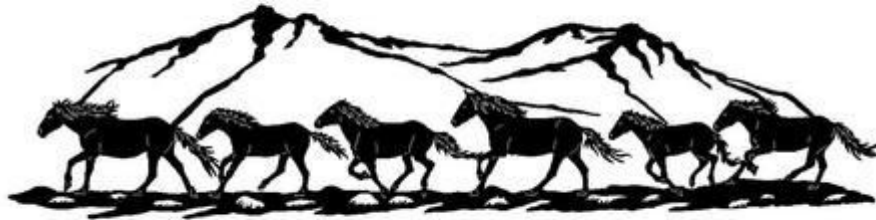
ONCE THE COWBOY DECIDES IT IS TIME TO ROPE A WILD HORSE, THE CHECKS SHOULD INCLUDE EITHER INT OR WIS (GM'S CHOICE) AND DEX FOR THE ACTUAL THROWING OF THE LASSO. ONCE A WILD HORSE IS ROPED, THERE SHOULD BE A COMBONATION OF STR AND DEX CHECKS AS WELL AS A RIDING CHECK OR TWO IF THE HORSE THE COWBOY IS RIDING FAILS A MORAL CHECK (IF THE GM REQUIRES ONE).

TAKING ANY CAUGHT WILD HORSES BACK TO THE HOME CAMP CORAL COULD INCLUDE EVEN MORE CHECKS TO SIMULATE THE WILD HORSES TRYING TO BREAK FREE FROM THE ROPE AROUND THEIR NECKS.

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ONCE THE PLAYERS HAVE ROPED ALL THE HORSES THEY WISH TO ROPE, THEY HAVE THE CHORE OF DRIVING THEM BACK TO THEIR RANCH. OF COURSE THEY COULD TRY TO BREAK THEM BEFORE LEAVING THE HOME CAMP WHICH WOULD MAKE THE DRIVE BACK TO CAMP EASIER.

TO DRIVE THE WILD HORSES BACK TO THE RANCH YOU CAN USE A COMBINATION OF RIDING, INT, WIS, AND DEX CHECKS PLUS ANY OTHER ONES YOU FEEL APPLY....



## WILD HORSES

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AC	7
HD	3
ATT	1
BITE/KICK	1D2/1D3
MOVE	180'
SAVE	14
ALIGN	N
XP	60

THE STATS FOR WILD HORSES WILL CHANGE TO THE STATS OF RIDING HORSES ONCE THEY ARE BROKE

THE DRIVE BACK WILL ALSO OPEN UP CHANCES FOR ENCOUNTERS AGAIN AS BEFORE.... USE THE PREVIOUS SUGGESTIONS OR CREATE YOUR OWN.



AFTER THE PLAYERS GET THE WILD HORSES BACK AT THEIR RANCH IT WILL BE TIME TO BREAK THEM IF THEY DIDN'T DO SO AT THEIR HOME CAMP.

BREAKING A WILD HORSE CAN BE DANGEROUS AND EVEN LIFE THREATENING IF THE COWBOY GETS BUCKED OFF. THE PROCESS OF BREAKING A WILD HORSE SHOULD INCLUDE RIDING, STR, AND/OR DEX CHECKS. IF A CHECK IS FAILED, THE GM HAS THE OPTION OF GIVING THE PLAYER ANOTHER CHECK TO SEE IF THEY SAVED THEMSELVES FROM FALLING OFF.

IF A COWBOY FALLS OFF A BUCKING HORSE, THE PLAYER NEEDS TO MAKE A CON CHECK TO SEE IF THEY GET KNOCKED OUT. IF THE COWBOY GETS KNOCKED OUT THEN THERE WILL BE NO INITIATIVE AND THE WILD HORSE GETS A FREE KICK ATTACK ON THE COWBOY. ONCE THIS ROUND PASSES THE OTHER COWBOYS (IF THEY WISH TO ENTER THE CORAL) AND THE HORSE NEEDS TO ROLL INITIATIVE YTO SET THE SEQUENCE OF ANY ACTIONS TAKEN BY EITHER SIDE. IF THE WILD HORSE IS MOUNTED WITHIN 5 ROUNDS OF AFTER BUCKING A COWBOY OFF, THE GM HAS THE OPTION OF ADDING ANY PENALTIES DUE TO THE WILD HORSE BEING "WOUND UP" (AN ALTERNATIVE TO THE THIS WOULD BE FOR THE GM TO ROLL A MORAL CHECK FOR THE WILD HORSE TO DETERMINE IF IT IS "WOUND UP")

IT WOULD BE DIFFICULT TO PUT DOWN A RULE FOR HOW LONG IT TAKES TO BREAK A WILD HORSE.... SO THE GM CAN USE THIS AS A FLEXIBLE GUIDELINE TO DETERMINE HOW LONG IT WILL TAKE FOR EACH HORSE.



## USING A D10

- 1-3 EASY: 8 ROUNDS
- 4-6 MEDIUM: +2 ROUNDS
- 7-9 HARD: +3 ROUNDS
- 10 UNBREAKABLE: CANNOT BE BROKEN\*

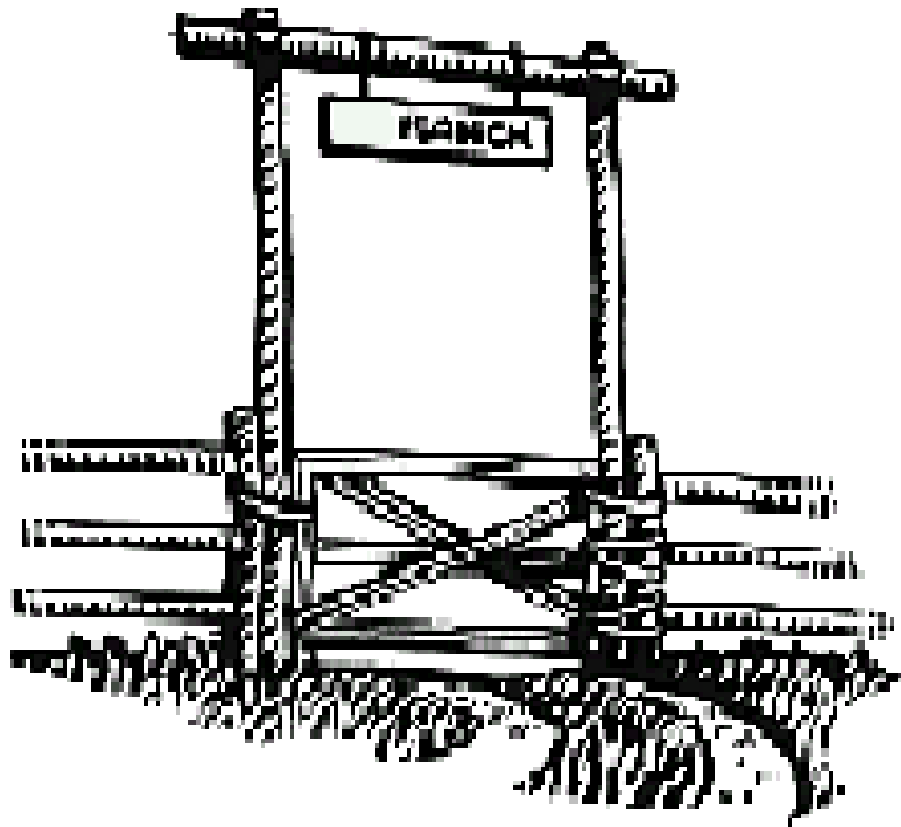
**\*IF AN UNBREAKABLE WILD HORSE IS ROLLED, THE WILD HORSE MIGHT GIVE THE IMPRESSION IT IS BROKE (10%). IF THIS HAPPENS THEN IT WILL TRY A SURPRISE ATTACK BY STOMPING ON THE RIDER AFTER DISMOUNTING.**

**AT THIS POINT THE PLAYERS COULD TRY TO SELL THE HORSES EITHER BY DRIVING THEM INTO THE STOCKYARDS AT A TOWN WHERE THERE IS A HORSE BUYER OR JUST SEND OFF A TELEGRAM TO A HORSE BUYER LETTING THEM KNOW THEY HAVE HORSES FOR SALE.**

**THE RULE BOOK STATES THAT ON THE OPEN MARKET HORSES SELL FOR BETWEEN 20GP TO 50GP DEPENDING ON QUALITY. NATURALLY A HORSE BUYING WILL NOT PAY RETAIL PRICE FOR ANY OF THEM. TYPICALLY A HORSE BUYER WILL TRY TO "STEAL" A HORSE BY OFFERING A LOW PRICE FOR MOST HORSES, BUT MIGHT NOT IF A HORSE HAS HIGH BREEDING QUALITY. THIS CREATES AN OPPURTUNITY FOR SOME EXTENSIVE ROLE PLAYING....**

**SELLING HORSES TO THE GOVERNMENT IS ALSO AN OPTION IF THERE IS A FORT NEARBY BUT BE PREPARED FOR A SET PRICE OF AROUND 5GP TO 10GP PER HORSE AND NO MORE.**

NOW THE PLAYERS MAY DECIDE TO KEEP SOME OR ALL OF THE HORSES AS WELL FOR BREEDING AND BUILD UP A BIG HORSE RANCH AS WELL. IF THEY DO THIS THE GM NEEDS TO DECIDED HOW MANY STUDS AND HOW MANY MARES ARE WITHIN THE HERD SO THE CALCULATIONS FOR ANY COLTS BEING BORN CAN BE MADE AT THE APPROPRIATE TIME.



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