



# FORTUNE'S MERCY!

IGNORE MISHAP, KEEP  
YOUR FATE POINT AND  
CONTINUE DRIVING  
ONWARDS!



**MODERATE MISHAP.**



# BONE BRUISE

UNTIL ONE OF YOUR  
DRAY HORSE'S INJURIES  
IS TREATED, YOU START  
YOUR TURN WITH 1 LESS  
AP WHEN DRIVING THIS  
VEHICLE.

9-16



**MODERATE MISHAP.**



# BROKEN RUNNING BOARD

UNTIL FIXED,  
PASSENGERS CANNOT  
STRIKE OTHER ENGAGED  
VEHICLES OR ITS  
PASSENGERS WITH  
MELEE WEAPONS.

17-25



**MODERATE MISHAP.**



# CHAMPING AT THE BIT

UNTIL YOU SUCCEED  
AT A HANDLE ANIMAL  
TEST, YOU CANNOT USE  
PERILOUS STUNTS WHEN  
DRIVING THIS VEHICLE.

26-33



**MODERATE MISHAP.**





# LOOSE BUCKBOARD

UNTIL FIXED, YOU MUST  
SPEND 1 ADDITIONAL AP  
TO USE PERILOUS STUNTS  
WHEN DRIVING THIS  
VEHICLE.

34-41



**MODERATE MISHAP.**



# SPLINTERED SPOKE

UNTIL FIXED, YOUR  
VEHICLE SUBTRACTS 1  
FROM ITS SIZE MODIFIER.

42-49



**MODERATE MISHAP.**



# SPRAINED ANKLE

UNTIL ONE OF YOUR  
DRAY HORSE'S INJURIES  
IS TREATED, REDUCE  
YOUR INITIATIVE BY  
3 WHEN DRIVING THIS  
VEHICLE.

50-58



**MODERATE MISHAP.**

# TORN LIGAMENT

UNTIL ONE OF YOUR  
DRAY HORSE'S INJURIES  
IS TREATED, YOU MUST  
SUCCEED AT A HANDLE  
ANIMAL TEST OR ELSE  
CANNOT USE MOVEMENT  
ACTIONS WHEN DRIVING  
THIS VEHICLE.

59-67



**MODERATE MISHAP.**





# TWISTED REIGNS

UNTIL FIXED, YOU MUST  
SUCCEED AT A HANDLE  
ANIMAL TEST TO USE  
MOVEMENT ACTIONS  
WHEN DRIVING THIS  
VEHICLE.

68-76



**MODERATE MISHAP.**



# UNSTRAPPED YOKE

UNTIL FIXED,  
PASSENGERS MUST TAKE  
AIM TO USE ANY RANGED  
WEAPON IN THIS VEHICLE.

77-85



**MODERATE MISHAP.**



# WOBBLY WHEEL

UNTIL FIXED,  
PASSENGERS MUST FLIP  
THE RESULTS TO FAIL  
ALL ACTIONS IN COMBAT  
THAT RELY ON DISTANCE  
BEYOND ENGAGED.

86-92



**MODERATE MISHAP.**

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# MISFORTUNE!

ROLL ON THE SERIOUS  
MISHAP TABLE INSTEAD!

93-100



**MODERATE MISHAP.**



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# FORTUNE'S MERCY!

IGNORE MISHAP, KEEP  
YOUR FATE POINT AND  
CONTINUE DRIVING  
ONWARDS!



**SERIOUS MISHAP.**

◆ ◆

# BROKEN REIGNS

UNTIL FIXED, YOU  
MUST SUCCEED AT A  
HANDLE ANIMAL TEST  
TO USE ANY ACTIONS IN  
COMBAT WHEN DRIVING  
THIS VEHICLE.

9-16



**SERIOUS MISHAP.**

◆ ◆

# BROKEN SPOKE

UNTIL FIXED, THE  
VEHICLE SUBTRACTS 2  
FROM ITS SIZE MODIFIER.

17-25



**SERIOUS MISHAP.**



# CHAFFED ABDOMEN

UNTIL ONE OF YOUR  
DRAY HORSE'S INJURIES  
IS TREATED, YOU CANNOT  
USE REACTIONS WHEN  
DRIVING THIS VEHICLE.

26-33



**SERIOUS MISHAP.**



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# CONCUSSIVE IMPACT

UNTIL FIXED,  
WHENEVER YOU  
POSITION THIS VEHICLE,  
EVERY PASSENGER  
MUST SUCCEED AT AN  
ATHLETICS TEST OR  
ELSE BE UNABLE TO USE  
MOVEMENT ACTIONS ON  
THEIR NEXT TURN.

34-41



**SERIOUS MISHAP.**

◆ ◆

# CRACKED AXLE

UNTIL FIXED,  
YOU CANNOT TAKE  
ADVANTAGE OF PERILOUS  
STUNTS WITH THIS  
VEHICLE.

42-49



**SERIOUS MISHAP.**



# LAME HORSE

UNTIL ONE OF YOUR  
DRAY HORSE'S INJURIES  
IS TREATED, YOU START  
YOUR TURN WITH 2 LESS  
AP WHEN DRIVING THIS  
VEHICLE.

50-58



**SERIOUS MISHAP.**

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# LOOSE SUSPENSION

UNTIL FIXED, YOU  
CANNOT USE REACTIONS  
WHEN DRIVING THIS  
VEHICLE.

59-67



**SERIOUS MISHAP.**



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# MISALIGNED WHEEL

UNTIL FIXED, ANY TIME  
YOU FAIL AN OPERATE  
CHECK WHEN DRIVING  
THIS VEHICLE, BOTH YOU  
AND ALL PASSENGERS  
SUFFER 2DIO+2  
PHYSICAL PERIL.

68-76



**SERIOUS MISHAP.**

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# SHATTERED WHEEL HUB

UNTIL FIXED, YOU  
CANNOT ADD THIS  
VEHICLE'S SIZE MODIFIER  
TO TOTAL DAMAGE.

77-85



**SERIOUS MISHAP.**

◆ ◆

# SNAPPED REIGNS

UNTIL FIXED, YOU MUST  
SUCCEED AT AN OPERATE  
CHECK TO USE ANY  
ATTACK ACTIONS.

86-92



**SERIOUS MISHAP.**

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# MISFORTUNE!

ROLL ON THE GRIEVOUS  
MISHAP TABLE INSTEAD!

93-100



**SERIOUS MISHAP.**





# FORTUNE'S MERCY!

IGNORE MISHAP, KEEP  
YOUR FATE POINT AND  
CONTINUE DRIVING  
ONWARDS!



**GRIEVOUS MISHAP.**



# **BROKEN AXLE**

**UNTIL FIXED, THE  
VEHICLE CANNOT MOVE,  
AND IMMEDIATELY  
CRASHES.**



**GRIEVOUS MISHAP.**

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# BROKEN SUSPENSION

UNTIL FIXED, YOU MUST  
FLIP THE RESULTS TO FAIL  
ALL OPERATE CHECKS  
WHEN DRIVING THIS  
VEHICLE.

17-25



**GRIEVOUS MISHAP.**

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# LOCKED-UP DRIVETRAIN

YOUR VEHICLE COMES TO  
A SUDDEN STOP, UNTIL  
IT FLIPS OVER ONTO  
YOUR DRAY HORSES.  
THEY ARE ALL SLAIN!,  
AND PASSENGERS AND THE  
DRIVER MIRACULOUSLY  
SURVIVE.

YOUR VEHICLE IS  
WRECKED!

26-33



**GRIEVOUS MISHAP.**



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# LOST WHEEL

UNTIL FIXED, YOU  
CANNOT ADD YOUR [AB]  
WHEN DRIVING THIS  
VEHICLE. IF AT LEAST 50%  
OF A VEHICLE'S WHEELS  
ARE ALREADY LOST, THE  
VEHICLE IS WRECKED!.

34-4I



**GRIEVOUS MISHAP.**



# SHATTERED BOX SEAT

UNTIL FIXED,  
YOU CANNOT USE  
MOVEMENT ACTIONS.

42-49



**GRIEVOUS MISHAP.**



# SHATTERED THOROUGHBRACE

UNTIL FIXED,  
PASSENGERS MUST GET  
UP BEFORE USING  
ANY OTHER ACTION  
IN COMBAT ON THEIR  
TURN.

50-58



**GRIEVOUS MISHAP.**

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# SLAUGHTERED STEED

ONE DRAY ANIMAL  
IS SLAIN!. YOU MUST  
IMMEDIATELY SUCCEED  
AT AN OPERATE CHECK  
TO LOOSEN THE DEAD  
ANIMAL FROM THE YOKE  
OR ELSE THE VEHICLE  
CRASHES.

59-67



**GRIEVOUS MISHAP.**



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# SUDDEN STOP

YOUR VEHICLE COMES  
TO A SUDDEN STOP, AS  
BOTH THE DRIVER AND  
PASSENGERS ARE THROWN  
FROM THE VEHICLE,  
SUFFERING DAMAGE FROM  
FALLING FROM A NUMBER  
OF YARDS EQUAL TO THE  
SIZE MODIFIER.

68-76



**GRIEVOUS MISHAP.**

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# TORN CARGO STRAPS

UNTIL FIXED, ALL CARGO  
STORED INSIDE OR OUT  
IS LEFT IN THIS VEHICLE'S  
WAKE AS IT TRAVELS.

77-85



**GRIEVOUS MISHAP.**

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# TWISTED CHASSIS

UNTIL FIXED, WHEN  
THE VEHICLE IS IN A  
COLLISION WITH OR  
SIDESWIPES ANOTHER  
VEHICLE, IT SUFFERS  
THE SAME DAMAGE IT  
INFLICTS UPON THE  
VEHICLES.

86-92



**GRIEVOUS MISHAP.**

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# FATAL CRASH

YOUR VEHICLE AND  
ITS DRAY HORSES FLIP  
OVER MULTIPLE TIMES  
IN A TWISTED WRECK  
OF SPLINTERED WOOD,  
BONE AND BLOOD; YOUR  
VEHICLE IS INSTANTLY  
WRECKED! AND THE  
DRIVER, PASSENGERS  
AND DRAY HORSES ARE  
INSTANTLY SLAIN!

93-100



**GRIEVOUS MISHAP.**