



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.



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.



MISFORTUNE!

ROLL ON THE SERIOUS
MISHAP TABLE INSTEAD!

93-100



MODERATE MISHAP.



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.



CHAFED ABDOMEN

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

26-33



SERIOUS MISHAP.

◆ ◆ 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.



LOOSE SUSPENSION

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

59-67



SERIOUS MISHAP.

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.

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.



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.



BROKEN SUSPENSION

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

17-25



GRIEVOUS MISHAP.

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!.



GRIEVOUS MISHAP.



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!.

34-41



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.

◆ ◆ ◆ 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.

◆ ◆ ◆

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.

◆ ◆ ◆

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.



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.



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.