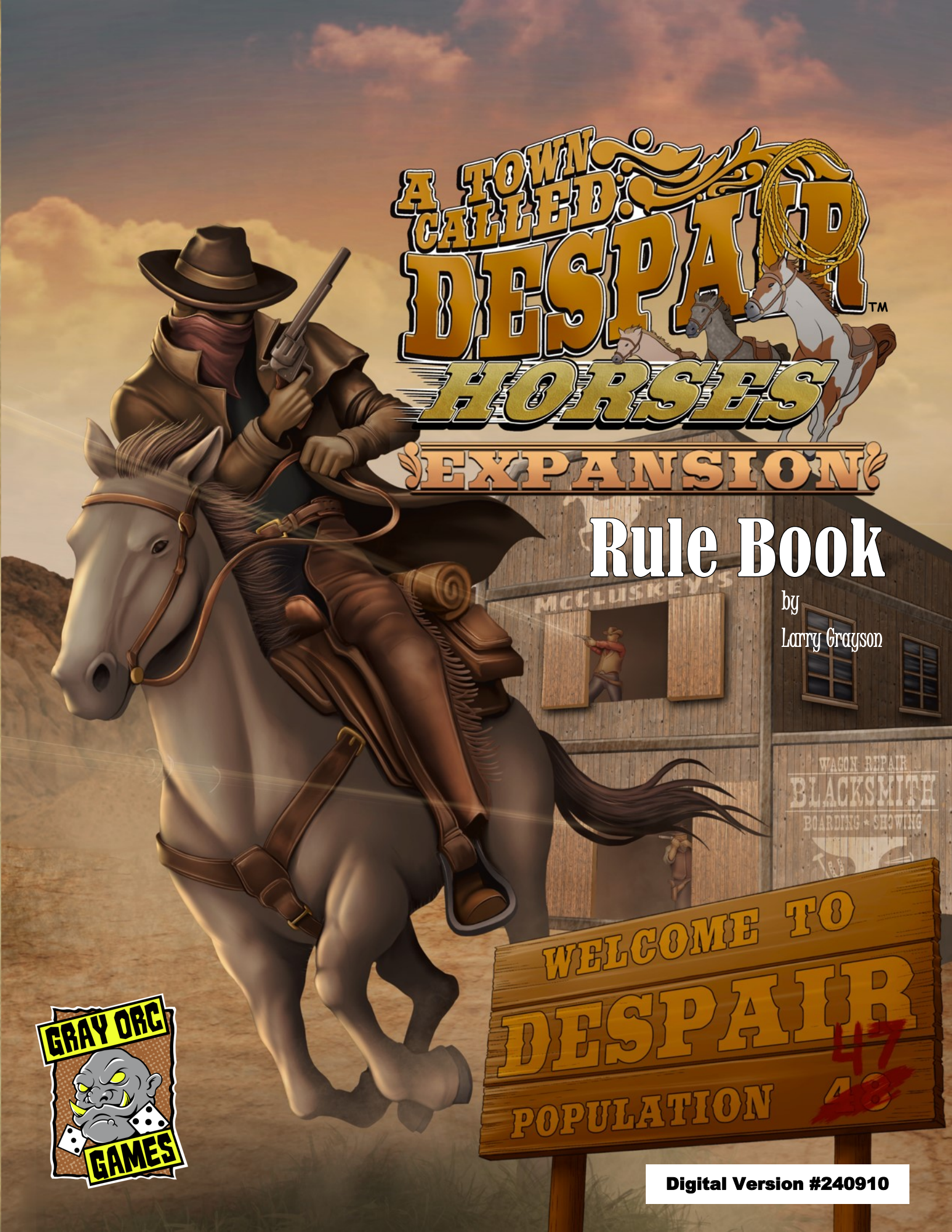

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"Riding is the art of keeping a horse between you and the ground."

Unknown



This Horses Expansion is not a stand-alone game and requires the base game A Town Called Despair (sold separately). Except where noted in this rulebook, all of the rules in the base game apply.

Note: Any cross-reference to rules in other rule books are **underlined in red**.

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[1.0] INTRODUCTION

Mount up and ride! The Horses Expansion adds mobility to your outlaw gang.

Outlaws on horseback can move across town quickly, avoiding snipers on rooftops.

New reinforcements can ride into town from all directions, outflanking the enemy and disrupting carefully laid plans.

Mount a wounded gang member on a horse and get him out of a murderous cross-fire and to safety.

Close the distance between you and your enemy, dismount, and use your horse as a shield while you blaze away with your six-shooters.

But be careful! If someone shoots your horse out from under you, you may find yourself out in the open and defenseless.



Over the Mountains of the Moon,
Down the Valley of the Shadow,
Ride, boldly ride,
The shade replied,
If you seek for Eldorado!

Edgar Allan Poe

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[2.0] EXPANSION CONTENTS

BUILDINGS & TERRAIN

Livery & Blacksmith, 6 hitching posts, and 3 water troughs.



HORSE MINIATURES

Twelve plastic horse models.



DICE

Three custom SCATTER dice.



HORSE TOKENS

Twelve mounted horse tokens and dead horse markers.



MOVEMENT RULERS

Two horse movement rulers.



LONG RIDER CARDS

Four LONG RIDER skill cards.



INSTRUCTIONS

Horses Expansion Rule Book (this one) and the Horses Terrain Assembly Guide.



"Courage is being scared to death but saddling up anyway."

John Wayne

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[3.0] HORSES SETUP

[3.1] TERRAIN

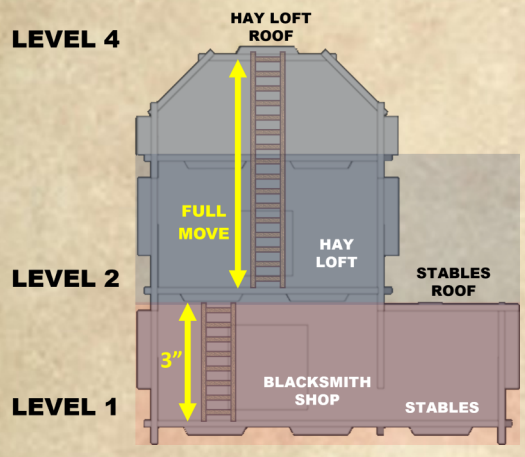
[3.1.1] BLACKSMITH & LIVERY

Mounted gang members may move freely through the livery/stable doors and anywhere on Level 1.

The **hay loft** and the **stables roof** count as Level 2 for high ground. There is no movement penalty for moving through the hay loft door to/from the stables roof.

The **hay loft roof** counts as Level 4 for high ground.

It costs 3" of movement to use the ladder from the blacksmith shop to the hay loft and a ***full move action*** to use the ladder from the hay loft to the hay loft roof.



If you jump down from the hay loft roof to the stables roof, roll a six-sided die and take a LEG wound on a roll of 3 or higher. You may ***not*** jump from the hay loft roof to the ground. If a gang member ***falls*** from the hay loft roof, they take an **INSTANT KILL** wound.

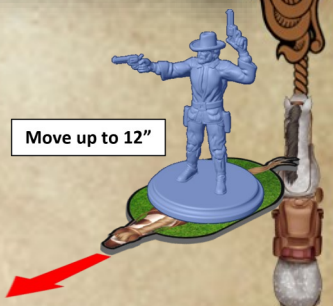
[3.1.2] HITCHING POSTS

You may place hitching posts in front of any building. They keep horses from wandering and provide cover for gang members on foot.

[3.1.3] WATER TROUGHS

Water troughs keep horses from wandering and provide cover for gang members on foot. They can be flipped to show a full/empty water trough.

[3.2] DEPLOYMENT



During deployment, roll a six-sided die for each starting gang member. On a roll of 5 or 6, the gang member deploys mounted on horseback and gets a free 12" movement on horseback during deployment. The LONG RIDER skill does not apply during deployment.

[3.3] REINFORCEMENTS

When a reinforcement arrives, roll a six-sided die. On a roll of 5 or 6, the reinforcement arrives mounted on horseback and gets a free 12" movement on horseback during deployment. The LONG RIDER skill does not apply during deployment.

[3.4] LONG RIDER CARDS



Shuffle the four LONG RIDER cards into the main deck.

LONG RIDER cards may not be played to outdraw or for initiative. If a LONG RIDER card is drawn from the deck to resolve an initiative tie, discard it and draw a new card.

If you draw a LONG RIDER card for a gang member's skill, they receive the following skill:

LONG RIDER: When moving on horseback, roll a six-sided die and add the result to your 12" movement.

A LONG RIDER card may be played from your hand when taking a MOVE action on horseback to temporarily gain the LONG RIDER skill. If you play a LONG RIDER card from your hand ***and*** you have the LONG RIDER skill, roll ***two*** six-sided dice and use the ***highest*** of the two dice.

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[4.0] MOUNTING & DISMOUNTING

[4.1] MOUNTING A HORSE

An outlaw may:

(a) Mount a horse at the ***start*** of a MOVE action if he is already in base contact with a horse model. Replace the horse model with a flat horse token and place the outlaw on top of the token. He may then complete his MOVE action on horseback.

(b) Mount a horse at the ***end*** of a MOVE action on foot by moving into base contact with a horse model. Replace the horse model with a flat horse token and place the outlaw on top of the token. The MOVE action ends after mounting.

[4.2] DISMOUNTING A HORSE

An outlaw may:

(a) Dismount a horse at the ***start*** of a MOVE action. Replace the flat horse token with a horse model and place the gang member in base contact with the horse before moving on foot.

(b) Dismount a horse at the ***end*** of a MOVE action on horseback. Replace the flat horse token with a horse model and place the gang member in base contact with the horse model The MOVE action ends after dismounting.

An outlaw cannot mount a horse if he is stunned, has a LEG wound, or is engaged in a brawl. You may not mount <u>and</u> dismount in the same action.

[5.0] MOVING ON HORSEBACK

[5.1] MOVEMENT

A mounted rider has a base movement of 12".

Penalties to ***movement*** resulting from wounds do ***not*** apply while on horseback. Penalties/bonuses to ***aiming*** and ***shooting*** resulting from wounds or skills apply while on horseback.

Riders may ***not*** move onto any piece of terrain other than the first floor of the Livery/Blacksmith. Riders may not move ***through*** gang members unless they are stunned.

Riders may ***jump*** over ***low*** terrain, (fences, barrels, water troughs, crates, etc.) and stunned outlaws with no movement penalty, but may not end their movement on top of any model or piece of terrain.

[5.2] LONG RIDER CARD



You may discard a LONG RIDER card from your hand when moving on horseback to roll a six-side die and add the result to your horse's movement. If you play a LONG RIDER card from your hand ***and*** you have the LONG RIDER skill, roll ***two*** six-sided dice and use the ***highest*** of the two dice.

[5.3] TRAMPLE

If a rider moves over a stunned opposing gang member, after moving the rider, roll a six-sided die.

On a roll of 5+, the stunned gang member is ***trampled*** and takes a wound (roll a wound die).



"Speak your mind, but ride a fast horse."

Texas Bix Bender

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[6.0] ACTIONS ON HORSEBACK

If a gang member has an ARM wound, they may ***not*** take any action other than ***move*** while on horseback. Otherwise, they may ***move***, ***aim***, ***reload***, and ***shoot single shots*** while on horseback.

You may ***not*** fan or fire both barrels while on horseback. You may ***not heal*** while on horseback.

Riders do not engage in brawls at the end of a turn, even if they are in base contact with another model. Riders can shoot at any model they are in base contact with, and vice-versa.

[7.0] LINE-OF-SIGHT & COVER

Because “flat” models are used for mounted gang members, line-of-sight and cover is determined differently then “true” line-of-sight while on foot.

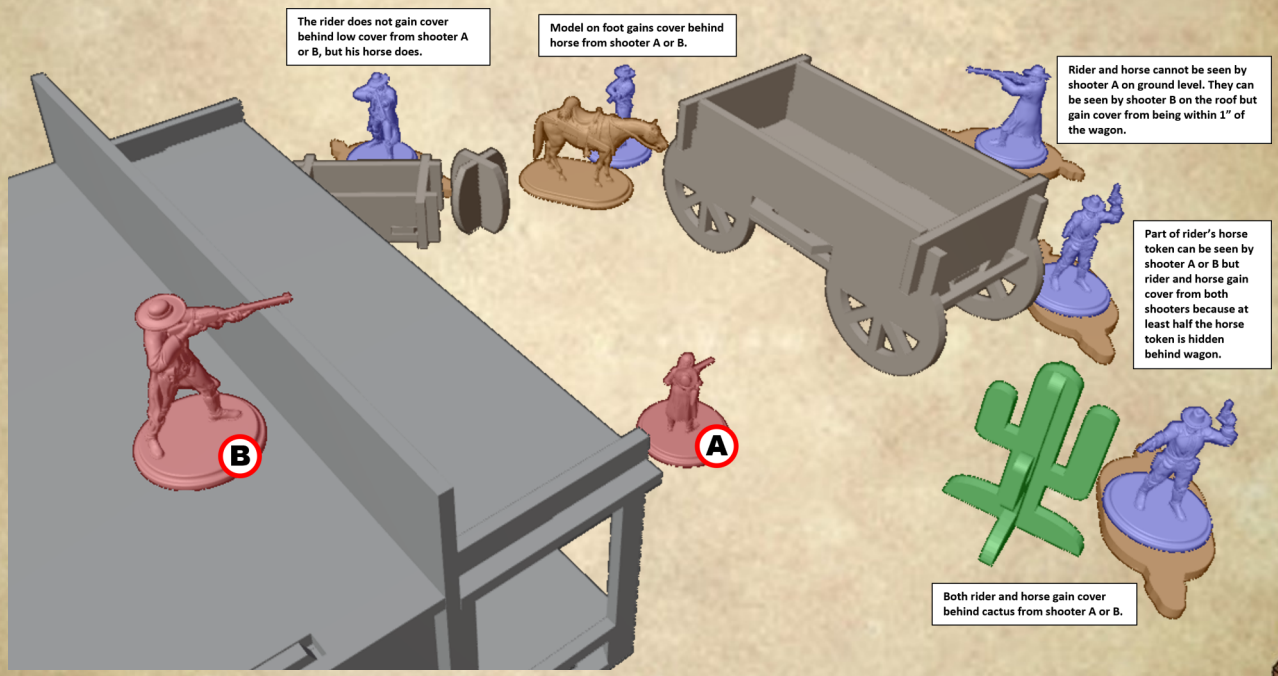
Low terrain (barrels, crates, water troughs, and fences) provide cover for horses, but not for their riders.

Standing horse models provide cover just like any other piece of low terrain while on foot. Stunned horses do ***not*** provide cover.

Wagons block line-of-sight for rider and mount from shooters at ground level and provide ***cover*** from shooters at Level 2 or higher if the rider is within 1” of the wagon.

Cacti provide cover for rider and mount, but do not block line-of-sight.

A mounted gang member in base contact with a building cannot see or be seen by a gang member on the second floor or roof of that building.



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[8.0] SHOOTING AT HORSES & RIDERS

[8.1] SHOOTING AT HORSES

You may target a rider's horse instead of the rider. You may also target an ***unmounted*** horse. You gain a +1 on your chance to hit when targeting a horse, unless fanning.

[8.2] SHOOTING AT RIDERS

If an outlaw on horseback takes a HEAD wound from a shooting attack, they fall from the horse ***and*** are stunned (unless they have the HARD HEADED skill). Replace the horse token with a horse model and place the gang member next to the horse.

[8.3] COLLATERAL DAMAGE

If you target a rider and hit multiple times (fanning or firing both barrels), you may apply collateral damage to the horse, and vice-versa if you targeted the horse. You must allocate at least one wound to your target.

[8.4] OUTDRAWING WHILE MOUNTED

An outlaw on horseback can attempt to outdraw if either they or their horse is being shot at, provided they do not have an ARM wound ***and*** have at least one round in a pistol. Normal rules for outdrawing and countering apply when mounted.

[9.0] WOUNDING HORSES

If you hit a horse, roll a wound die and refer to the diagram below. If you kill or stun a mounted horse, the rider falls off the horse. Roll a six-sided die and, on a roll of 6, the rider takes a wound from the fall.

Replace a ***stunned*** horse with a plastic horse model on its side. Replace a ***dead*** horse with a dead horse token.

Place the fallen gang member next to (but not in base contact with) the stunned horse or dead horse token.

Stunned horses do not provide cover. Dead horse tokens are for visual effect only. They do not affect movement or line-of-sight.

No cash is awarded for killing a horse, but you get credit for any wounds resulting from an outlaw falling off their horse.









NO EFFECT



STUNNED



DEAD

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[10.0] WANDERING HORSES

Horses may wander off looking for something to graze on or drink if they are left unattended.

At the ***end of each player's turn***, roll a scatter die for each unmounted horse model that is ***not*** inside the Livery & Blacksmith building or in base contact with a hitching post, water trough, or standing gang member.

Roll the scatter die near the horse. If you roll an explosion symbol on the die, leave the horse where it is. Otherwise, the horse wanders in the direction of the arrow the number of inches shown on the die.

The horse stops wandering if it comes into contact with any other model or piece of terrain. If a horse wanders off the edge of the play mat, remove it from play.



After rolling for wandering horses, recover any stunned horses by standing them back up. A recovered horse may not be placed in base contact with any other model.

[11.0] MONEY BAGS & HORSES

Add these rules to **[11.0] MONEY BAGS** on page 14 of the ***Main Rule Book***.

Riders cannot pick up a money bag. Outlaws must be on foot to pick up a money bag.

A rider carrying a money bag has a base movement of 10" while on horseback.

A rider carrying a money bag may drop it voluntarily at the start or end of their move action while mounted. If a rider falls from a horse, they drop the money bag.

If a rider dismounts a horse, they automatically continue to carry the money bag on foot, unless they choose to drop it.

You cannot cash in a money bag at the edge of town while mounted.

[12.0] LAWMEN & HORSES

Add these rules to **[4.3] LAWMEN VS. OUTLAWS** on page 4 of the ***Main Rule Book***.

A mounted lawman must ***dismount*** first and move on foot into base contact with a stunned outlaw to capture them and put them in jail.



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[13.0] ZOMBIES & HORSES



Add these rules to the ***Zombies Expansion Rule Book***.

[13.1] ZOMBIES' TURN

If a horse model or a mounted rider is in base contact with one or more zombies at the end of the ***zombies' turn***, they are brawling. All zombies in a brawl with a mounted rider will attack the horse ***first***.

When a zombie attacks a horse they automatically win the brawl. Roll a wound die and refer to **[9.0] WOUNDING HORSES** at the bottom of page 6.

If a mounted horse is killed or stunned by a zombie, the rider falls from the horse. Place the fallen outlaw in base contact with the zombie that killed or stunned the horse.

Unmounted horses in base contact with one or more zombies do not wander.

Zombies cannot ride horses. Dead horses do not become zombies.

[13.2] PLAYER'S TURN

Horses and mounted riders cannot enter the cemetery. Mounted riders may ***not*** move through or jump over zombies.

A mounted rider in base contact with zombies may ***aim***, ***reload***, and ***shoot single shots*** and does ***not*** brawl with zombies at the end of that ***player's*** turn.

A mounted rider must ***dismount*** and move on ***foot*** to run away from the zombies. Any zombies in base contact with the dismounted horse get a free attack (wounding on a 6) as the outlaw runs away.

[14.0] TIPS FROM THE DESIGNER

ATTACK THE HIGH GROUND

If a sniper is perched on top of a building, riding a horse is a quick way to get across open ground and get into short range for pistols or to brawl.

MEAT SHIELD

You may dismount a horse on any side as long as you remain in base contact with the horse model. It is always wise to dismount such that the horse provides cover from shooting attacks.

GET RID OF THEIR COVER

If an opposing gang member is hiding behind a horse, you might consider killing the horse first and then targeting the gang member. You receive a +1 on your chance to hit when shooting at an unmounted horse ***and*** you have a 2/3 chance of killing or stunning the horse if you hit it, eliminating their cover.

HARD HEADED RIDERS

One of the dangers of being on horseback is falling off and becoming stunned. If you have a gang member with the HARD HEADED skill, it is a good idea to put them on horseback, since they are never stunned.

RIDE TO SAFETY

If your gang member has both a FLESH and CHEST wound, their movement is reduced to 3". Mounting a horse may be the only way to get them out of danger quickly.

OUTFLANKING

Reinforcements deploy on horseback from any edge of town and can outflank the enemy's position, which can give you a huge advantage late in the game.

"If you climb into the saddle,
be ready for the ride."

Unknown

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