



TRAP?

Move One Space

You find an empty wagon on the trail. You feel like someone is watching you. So you move on.



CAMP COOK

Gain 2 Artifact Points

You find a happy group of travelers. They just finished cooking dinner. They offer you beans and cornbread. You enjoy your meal.



SAFE GROUP

Move to the Closest Town

A group of travelers warn you that bandits have been killing and stealing on the road. You go with the group to the nearest town.



FINDERS KEEPERS

Gain One Artifact Point

You find supplies that fell out of a wagon. You take a can of condensed milk.

Fact:

Condensed milk has all the water removed before it is canned and can last for several years.



BAD BET

Lose a Turn

A 12 year old girl bets you she can shoot better than you. You take the bet and loose. She hits all the targets and you only hit one.



BANDITS

Lose a Turn

Bandits steal your horse.



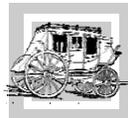
NICE WORK!

Roll Again

A young child was thrown from a wagon. You help make a splint for his broken leg.

Fact:

A splint holds a broken bone in place.



BAD SLEEP

Move One Space

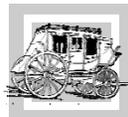
You decide to camp near a traveling family. They snore loudly. You move your camp.



HANDMADE

Gain 3 Artifact Points

It is a very cold night. You join people at a campfire. A woman gives you a blanket she made and tells you to keep it.



BAD BACON

Lose a Turn

You enjoy dinner with other travelers. Everyone gets sick from the meal.



TRADERS

Roll Again

A man needs gun powder. You need a new bit for your horse. You make a good trade.

Fact:

A bit is the metal piece that goes into the horse's mouth.



THIRSTY TRAVEL

MOVE ONE SPACE

A small family has ran out of water. You are kind and give them some of yours.



WRONG TURN

Lose a Turn

You stumble upon bandits raiding a wagon. One spots you and knocks you out cold.



RETURN

Gain 2 Artifact Points

Travelers have your friend's missing horse. You return it to him and he gives you a bed and a meal.



TURNED AROUND

Go Back One Space

A stampede of cattle spooks your horse.



OUCH!

Lose a Turn

Your horse hurt his leg. You must wait at camp for him to heal.



FIRE!

Gain 2 Artifact Points

You stop to help a stagecoach that is on fire. You are rewarded with new supplies.



QUARREL

Roll Again

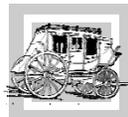
At camp, a man steals your biscuit at dinner. You get angry and leave camp.



SANDSTORM

Lose a Turn

A large sandstorm comes your way and you get stuck at camp.



LADY LUCK

Roll Again

Your saddle seam is ripping. A lady stopped along the trail helps you. You offer to pay her but she doesn't charge you.