Horse Play

A Random Generator For The BOOT HILL® Game

by Rob Nicholls

In the BOOT HILL® game, just as in the Old West, horses play an important role. If a character doesn't own a horse, he's likely to buy or steal one. He may even survive a gunfight in which part of the loot is his opponent's horse. And, likely, he'll want to know just how good that horse is.

To help put horses into play more quickly and easily, use the following random generator. This also includes a few new skills, tricks, and traits to help provide horses with character.

Step 1. Roll 1d20 once on Table A to determine the horse's breed.

Step 2. Roll 1d20 on Table B to determine the horse's four attribute scores (Str, Coo, Int, Luc) and to find out how many times to roll on Table C for skills (#S).

Step 3. Roll 1d20 on Table C the number of times as determined in the previous step. The number in parenthesis following the skill name is the score for that skill. If the same skill is rolled more than once, take the higher score. Rolling a 20 means the horse knows some tricks, see Table D. The number of 20s rolled during this step is the number of tricks the horse knows.

Step 4. Roll 1d20 on Table D. The number in parenthesis following the trick is its score.

Step 5. Roll 1d6. If a 6 is rolled, the horse has a trait. Go to Table E. The number in parenthesis is the score for that trait.

New Horse Skills

* **Cannon.** This is similar to Gun, only this skill indicates the horse is familiar with the sounds of cannons, mortars, and explosions. When exposed to these, the horse will use this skill instead of Intelligence when checking for panic. As with the Gun skill, if the horse's Intelligence is equal to or higher than its Cannon skill, increase its Cannon skill to three points higher than its Intelligence. Cannon skill cannot be used for panic checks involving gunshots.

* **Leadership.** This skill means the animal has a natural aptitude for leading other horses. If a group of horses panics and runs, they will follow the horse that makes a successful Leadership check. Likewise, if the other horses balk at something, such as jumping a gully or pulling a cart, a successful check by the lead horse means the others will follow.

New Tricks

* **Can Walk Sideways.** A horse with this trick can slowly sidestep for a few minutes. This is most useful for leaving misleading tracks and confusing trails.

* **Fetches Item On Command.** This horse has a chance to find and bring a certain item to the character. The item must be specific, such as a hat, rope, pistol, etc. This trick may be taken more than once (instead of taking the higher score) to allow the horse to bring different types of items.

* **Informs PC Of Something Nearby.** The horse will signal the character when it detects something such as open water, other horses, Indians, or other things. The signal the horse gives must be specific, such as nickering, moving its head a certain way, etc.

* **Runs On Command.** The horse immediately breaks into a full gallop at the command of the character, even if the character is not mounted on the horse. If the horse is tethered or hobbled, it will not perform this trick, although it may begin working against the restraints.

* **Lone Rider.** This means the horse likes to carry only one rider at a time. If two people try to ride, the horse will buck, rear, or refuse to move. ❑

Random Generator For Horses

Table A		Table B					Table C	Table D	Table E
1d20	Breed	Str	Coo	Int	Luc	#S	Skills	Tricks	Traits
1	Appaloosa	16	18	10	4	4	Cannon (10)	Bucks off anyone but PC (6)	Bites (6)
2	Appaloosa	13	12	3	1	1	Cannon (8)	Bucks off anyone but PC (9)	Bites (7)
3	Appaloosa	14	10	1	3	1	Cannon (18)	Can walk sideways (15)	Bone-jarring gait (18)
4	Arabian	19	14	9	6	4	Cutting (14)	Climb stairs (12)	Bucks (14)
5	Arabian	12	8	9	9	4	Cutting (18)	Comes on command (12)	Bucks (17)
6	Arabian	7	9	7	9	2	Cutting (12)	Comes on command (6)	Chews on fences (13)
7	Morgan	17	17	2	8	0	Gun (9)	Fetches item on command (13)	Headstrong (11)
8	Morgan	16	14	10	7	1	Gun (6)	Fetches item on command (8)	Leaps (9)
9	Morgan	19	5	2	10	1	Gun (3)	Informs PC of something nearby (15)	Lone rider (19)
10	Palomino	11	16	6	10	2	Herding (9)	Kicks on command (5)	Rears (10)
11	Palomino	18	9	2	1	0	Herding (18)	Lies down on command (15)	Rubs against fences (5)
12	Palomino	16	11	9	6	2	Herding (14)	Plucks gun from holster (8)	Rubs against fences (15)
13	Pinto	18	19	9	3	4	Leadership (7)	Rears on command (18)	Lone rider (12)
14	Pinto	15	16	1	3	1	Leadership (17)	Runs on command (7)	Steps on people's feet (17)
15	Pinto	17	21	8	5	2	Leadership (9)	Runs on command (8)	Steps on people's feet (11)
16	Quarter Horse	22	12	5	10	4	Swimming (9)	Stays quiet on command (9)	Stops occasionally (11)
17	Quarter Horse	12	8	1	5	0	Swimming (12)	Stays still on command (10)	Untrained (17)
18	Quarter Horse	21	9	9	2	3	Swimming (17)	Counts (10)	Kicks (9)
19	Quarter Horse	20	12	6	9	1	Swimming (13)	Stops on command (15)	Will not gallop (8)
20	Thoroughbred	8	21	7	4	2	Tricks	Stops on command (9)	Roll Twice