

## Random Encounters for BOOT HILL

Have you ever wanted to play *Boot Hill* but didn't have a moderator? Or have you, as the moderator, ever wanted to lighten your burden? Or have you ever finished an adventure early and just wanted to kill some time? The answer is to have a random encounter chart.

This almost totally eliminates the need for a moderator and relieves all the demands of role-playing, for the most part, on the players. For an example, I have made up a wilderness encounter chart; encounter charts could be made up of cities or rural areas.

For each day in the wilderness, roll a six-sided die. A roll of six indicates an encounter. If an encounter is indicated, roll percentile dice and consult the table below:

### Wilderness Encounter Table (WET)

Roll	Encounter'
1-10	2-12 mounted bandits, armed with an assortment of revolvers and rifles. There is a 15% chance of \$1-6,000. Otherwise there will be \$1-10 per bandit.
11-40	2-12 wagons containing 1-4 homesteaders apiece. There is also a 50% chance of cows (1-12) and a 25% chance of pigs (1-6). The wagons are usually loaded with foodstuffs, clothing, furniture, etc. . . . 10-60% of the homesteaders are armed (rifles) and know how to use them. The homesteaders that are armed have a 50% chance of having \$1-10 apiece.
41-45	1-3 clergy-unarmed-20% chance of having \$1-20 in gold.
46-65	Soldiers-75% chance of a detachment (7-12 + Leader) and a 25% chance of a Troop (42-52 incl. Leaders and scouts) soldiers. Soldiers are mounted, and are armed with SAR's and Standard Army Issue rifles. Each soldier has \$2-40.
66-75	Indians 1-40. 95% are mounted. All Indians are armed with Tomahawks and/or knives, 40% are armed with bows, 20% are armed with lances, 20% with Civil War rifles, 10% with standard rifles, and 10% with revolvers.
76-80	Pony Express Rider-Has \$1-20 and is armed with a DAR and a standard rifle. There is a 75% chance that he has a good horse and a 25% chance he has an excellent horse.
81-85	Trapper - Armed with DAR, Buffalo Rifle, Throwing Knife and Axe. A trapper has 1-3 horses (75%) or 1-3 donkeys (25%). There is a 50% chance that he has \$1-20.
86-90	Posse consisting of 3-18 men armed with DAR's and standard rifles. Posses are mounted.
91-85	Stagecoach - Has a guard, driver and 1-6 passengers. Guard is armed with DAR and standard rifle. 1-4 passengers are armed (30% chance CBR, 20% chance SAR, 10% chance DAR and 40% chance standard rifle). There is a 50% chance that each passenger has \$1-20.
96-100	Packet Train 1-10 wagons - 1 driver per wagon - armed with SAR and shotgun. Cargo is determined by Moderator - it is usually foodstuffs. Each driver has a 20% chance of having \$1-10.

As you can see, this chart contains many possible variations with the possibilities being endless. After using this type chart for a while you will find that the most enjoyable adventures can come through it.

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## City Encounter Tables (day and evening)

*This chart is modeled after the fact that most towns specify the characteristics or weapons of each encounter so the referee may suit each one to fit into his game. The referee may also decide when there should be a chance for an encounter (1 every hour, half-hour, etc.)*

### *Town till 8 p.m.* (1 out of 6 chances)

- 1 Pickpocket
- 2 Stealing job offer\*
- 3 Mugged by 1 person
- 4 Questioned by deputy
- 5 Irate merchant after you
- 6 Shot at by 1 person
- 7 Jumped by 1 person
- 8 Small posse after you (unarmed)
- 9 Harm person job offer\*
- 10 Drunk wants to fight you
- 11 Deputy shoots at you
- 12 Arson job offer\*
- 13 Undercover deputy
- 14 Mugged by 2 people
- 15 See mugging
- 16 Gunfighter wants to gunfight you
- 17 Murder job offer\*
- 18 Falsely arrested
- 19 Shot at by 2 people
- 20 2 deputies after you

### *Town after 8 p.m.* (2 out of 6 chances)

- 1 Lady of the evening
- 2 Murder job offer\*
- 3 Mugged by 2 people
- 4 Small posse after you(armed)
- 5 Vigilantes ambush you
- 6 Shot at by 2 people
- 7 See bank being robbed
- 8 Jealous husband
- 9 Escaped prisoner
- 10 Insane gunfighter
- 11 Shot at by 3 people
- 12 Challenged to a gunfight
- 13 Mistaken for a murderer
- 14 3 deputies try to arrest you
- 15 Lynch mob after you
- 16 Large brawl in street
- 17 Wanted man with a price on his head
- 18 Hidden sniper
- 19 Large posse after you (armed)
- 20 U.S. Marshal tries to arrest you

\*Most job offers are made by merchants wanting their competition eliminated.