

7005

BOOTHILL[®]

3rd Edition
Wild West Role-Playing Game



*THE JUDGE'S
BOOK OF
WILD ANIMALS*

Boot hill 3rd Edition

Version 3.0



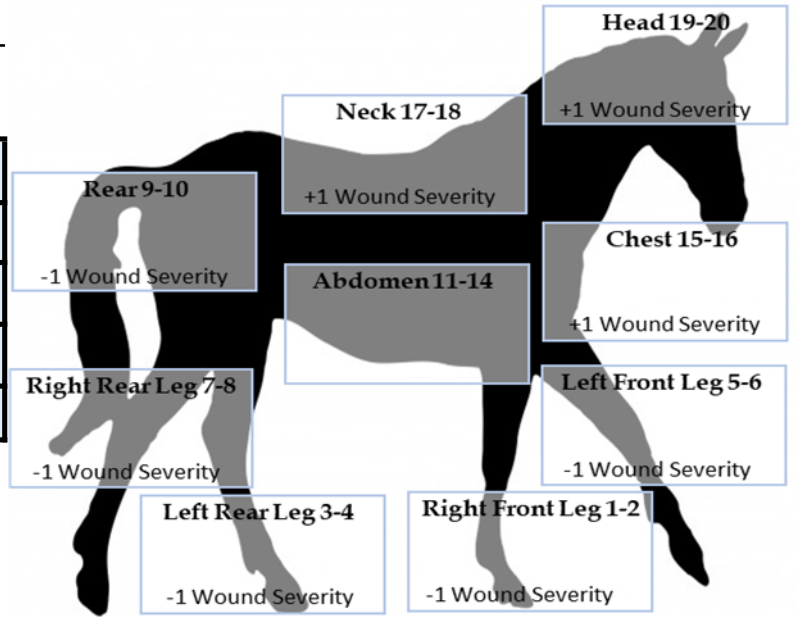
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Animal

Kill XP _____

ATTRIBUTES

STRENGTH	
COORDINATION	
OBSERVATION	
LUCK	
BRAVERY	



COMBAT SKILLS

Skill	Score
Attacking Modifier	
Attack Wound Severity modifier	
Defend Wound Severity modifier	

TOTAL WOUND POINTS

MAX. WOUND POINTS
(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

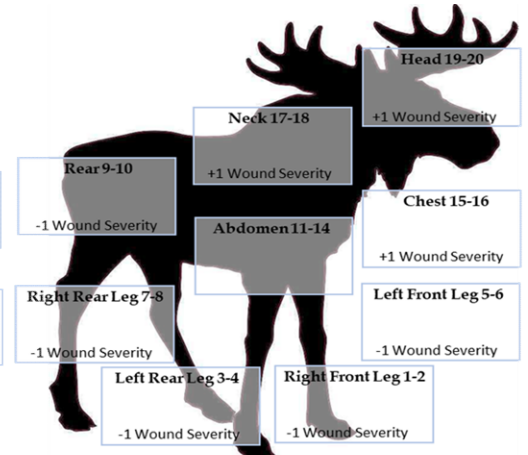
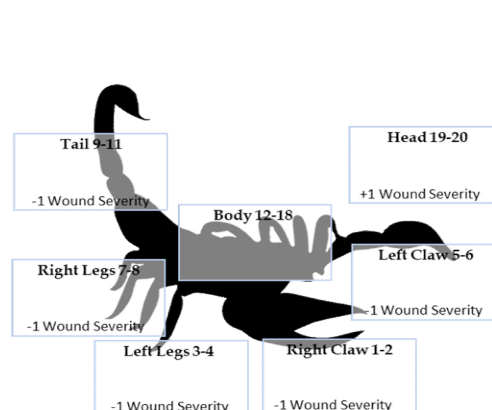
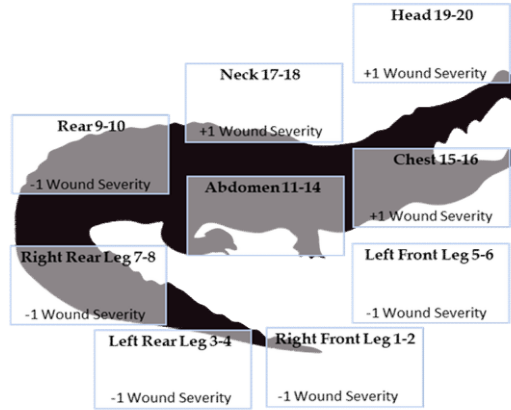
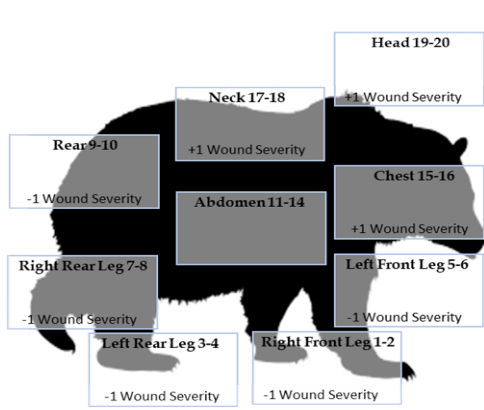
ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

Judge's Wild Animal **Life point** Tracker



TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

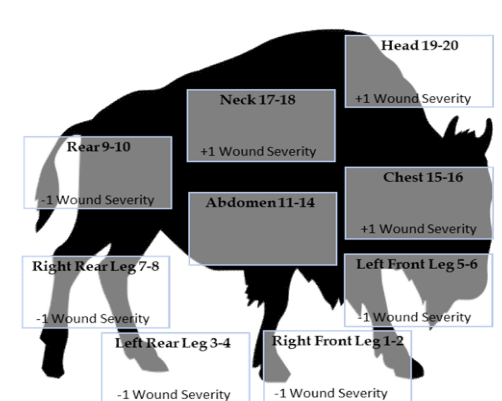
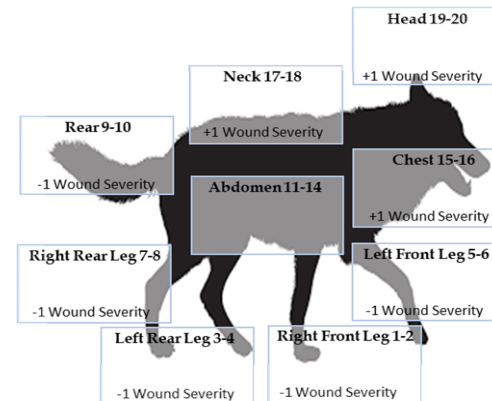
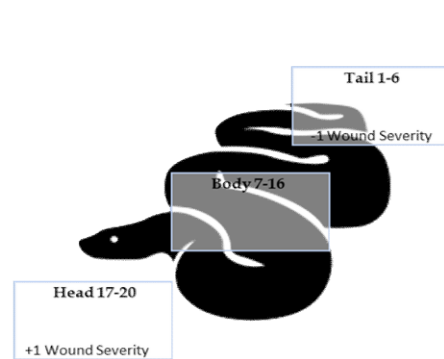
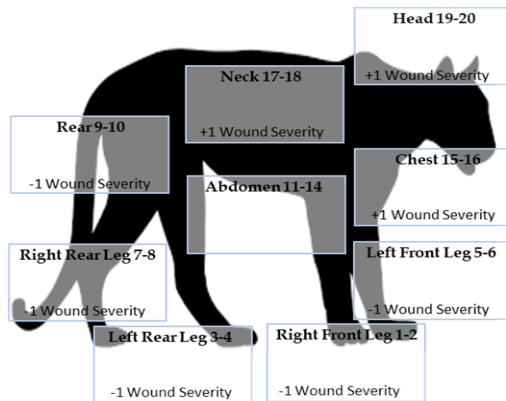
Accuracy mod: Each light -1 / Each serious -2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

TOTAL WOUND POINTS	MAX. WOUND POINTS
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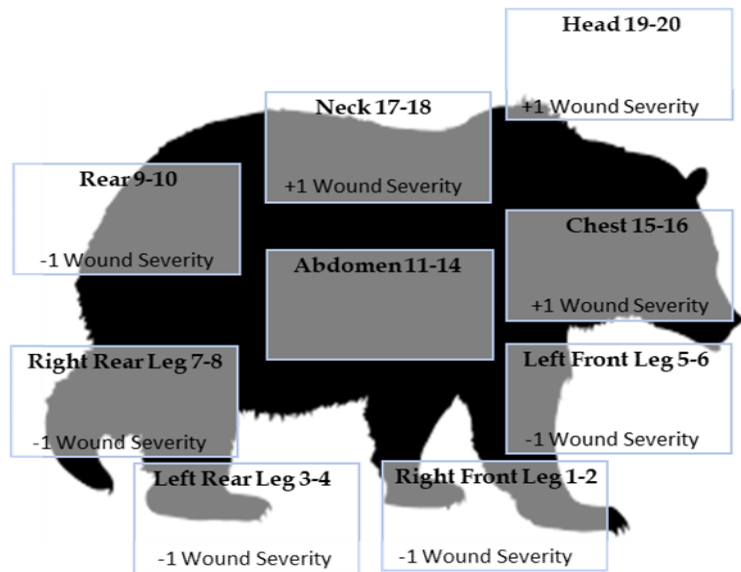
Grizzly Bear

Kill XP

500

ATTRIBUTES

STRENGTH	50
COORDINATION	14
OBSERVATION	15
LUCK	10
BRAVERY	18



COMBAT SKILLS

Skill	Score
Attacking Modifier	+5
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	-2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	50 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

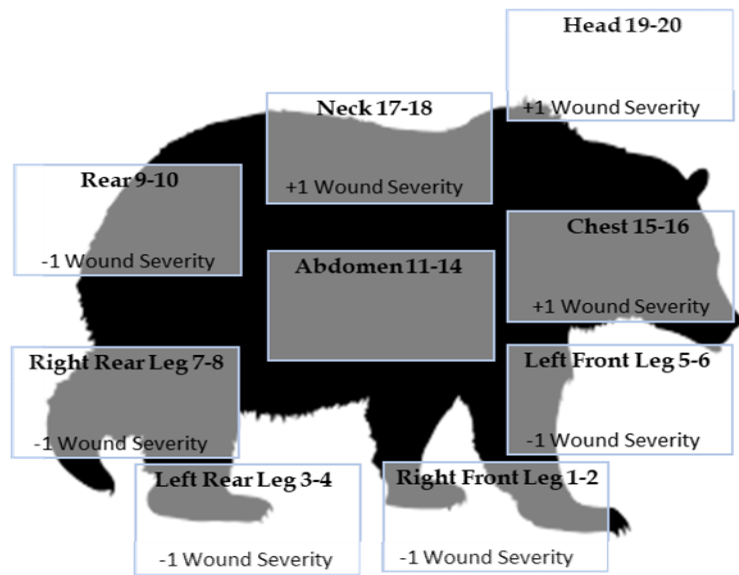
Brown Bear

Kill XP

350

ATTRIBUTES

STRENGTH	40
COORDINATION	14
OBSERVATION	15
LUCK	10
BRAVERY	16



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	-2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	40 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

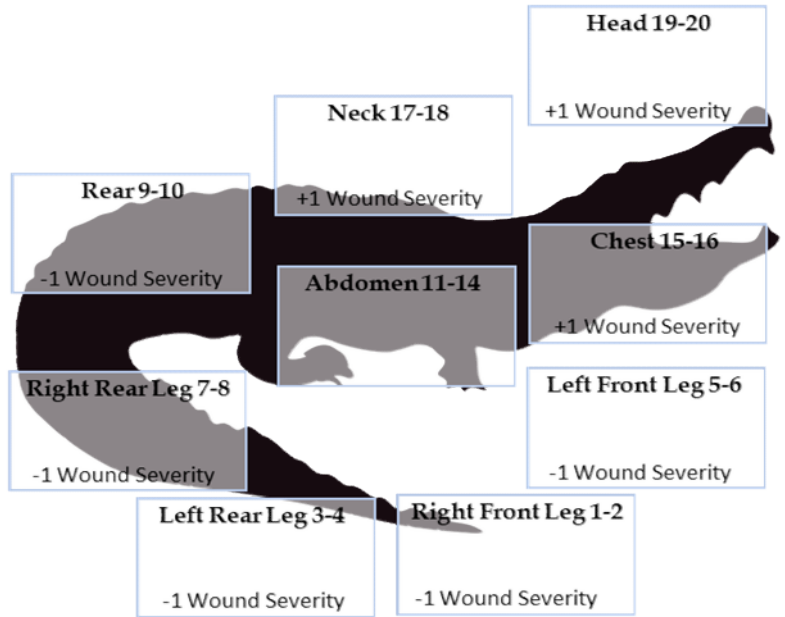
Crocodile

Kill XP

250

ATTRIBUTES

STRENGTH	30
COORDINATION	15
OBSERVATION	14
LUCK	10
BRAVERY	16



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	-2

TOTAL WOUND POINTS

MAX. WOUND POINTS

30

(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

Buffalo

Kill XP

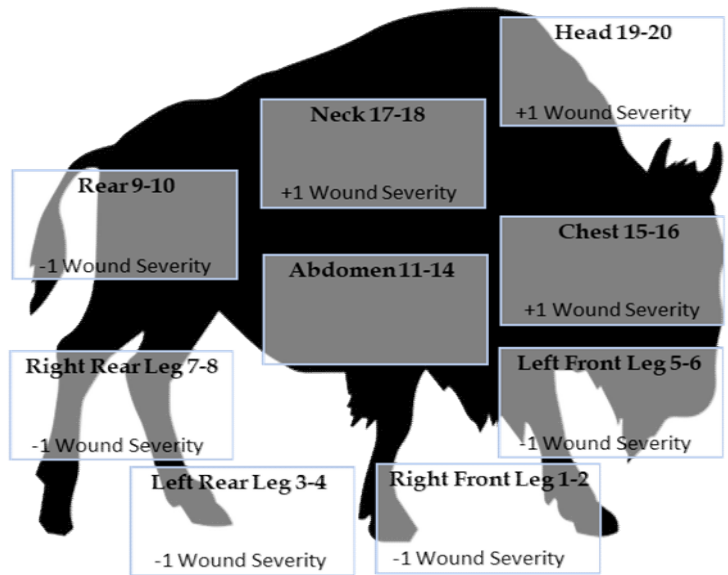
250

ATTRIBUTES

STRENGTH	35
COORDINATION	13
OBSERVATION	12
LUCK	10
BRAVERY	12

COMBAT SKILLS

Skill	Score
Attacking Modifier	+3
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	-2



TOTAL WOUND POINTS	MAX. WOUND POINTS
	35
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
<i>+1 if Animal is hit in Head, Neck or Chest</i>	
<i>-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound</i>	

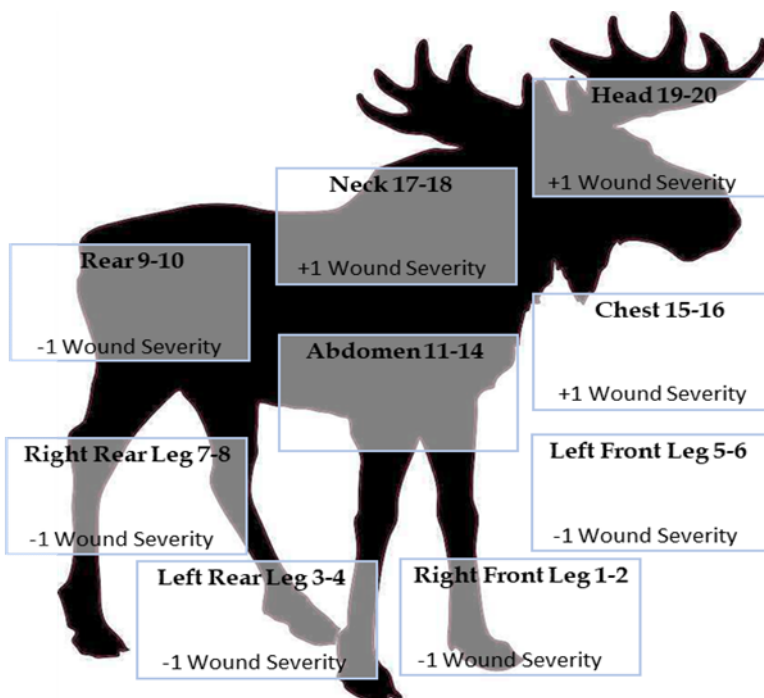
Moose

Kill XP

200

ATTRIBUTES

STRENGTH	25
COORDINATION	12
OBSERVATION	8
LUCK	10
BRAVERY	10



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

Bull

Kill XP

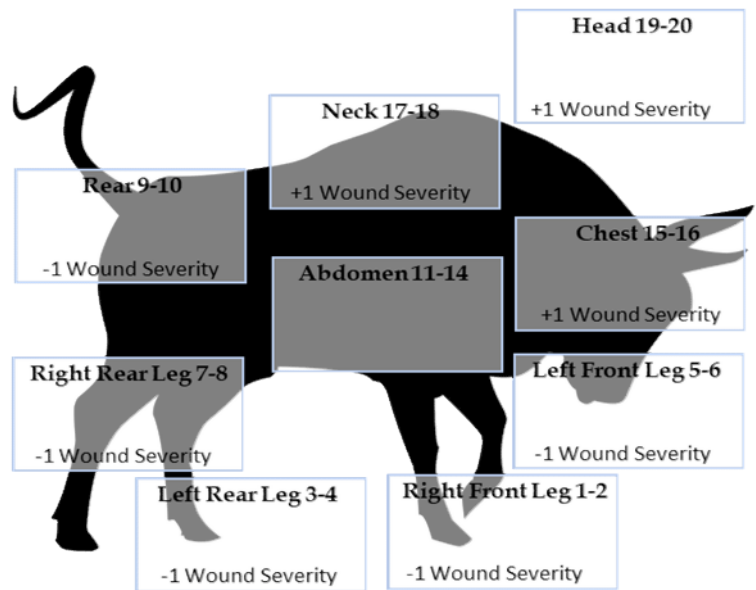
200

ATTRIBUTES

STRENGTH	30
COORDINATION	14
OBSERVATION	12
LUCK	10
BRAVERY	15

COMBAT SKILLS

Skill	Score
Attacking Modifier	+3
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	-1



TOTAL WOUND POINTS

MAX. WOUND POINTS

30

(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

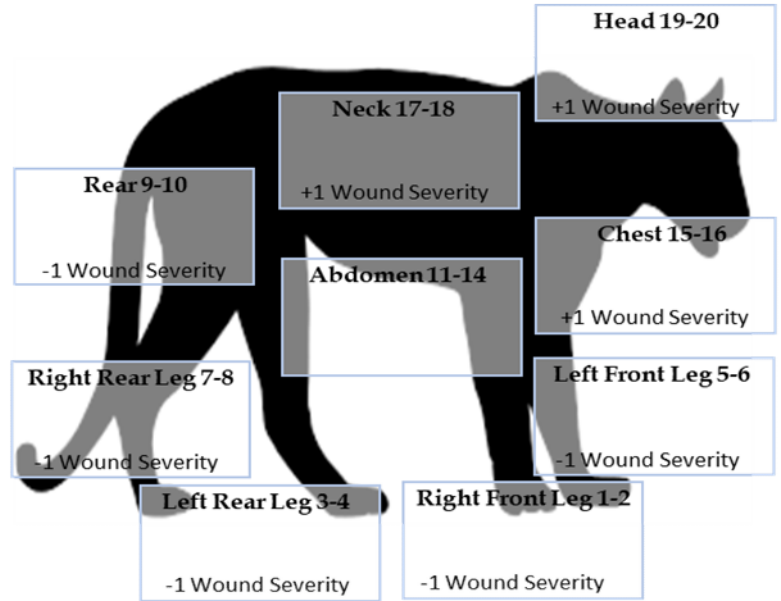
Mountain Lion

Kill XP

150

ATTRIBUTES

STRENGTH	25
COORDINATION	16
OBSERVATION	16
LUCK	10
BRAVERY	15



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	-1

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

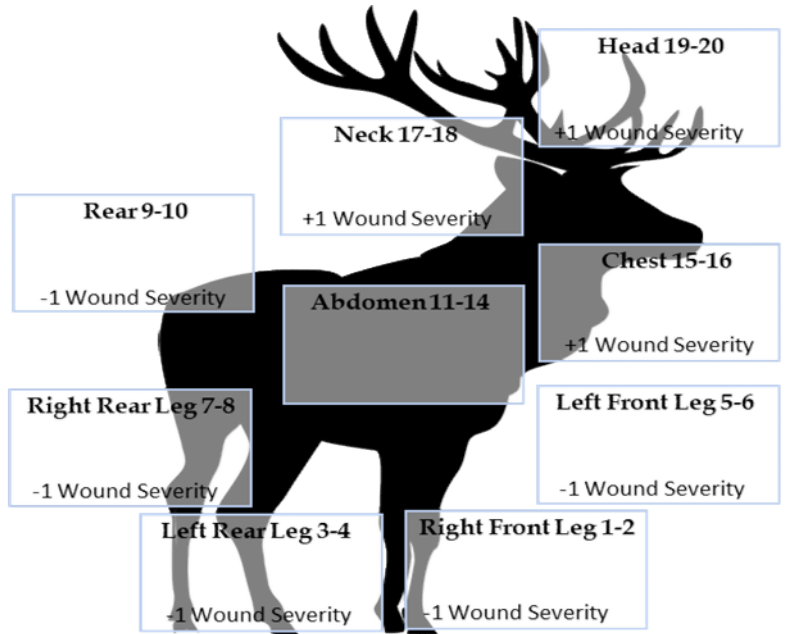
Elk

Kill XP

100

ATTRIBUTES

STRENGTH	25
COORDINATION	14
OBSERVATION	15
LUCK	10
BRAVERY	8



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

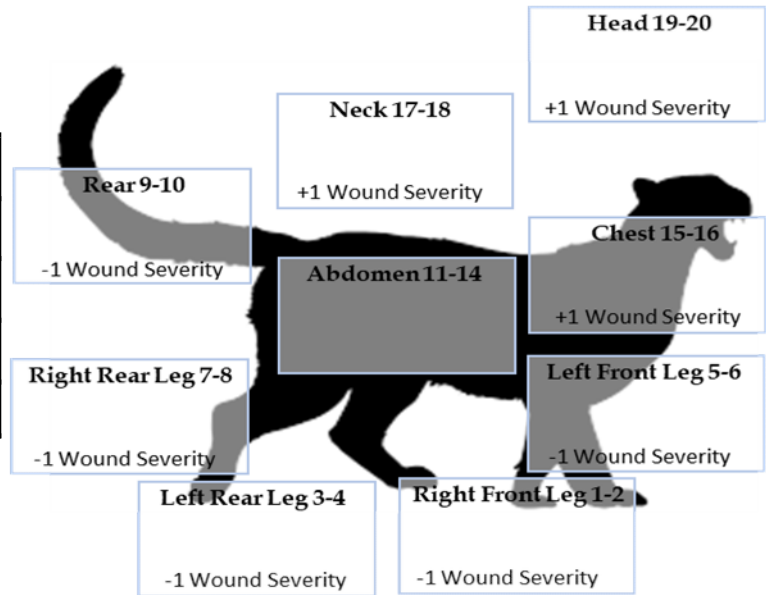
Puma

Kill XP

100

ATTRIBUTES

STRENGTH	20
COORDINATION	17
OBSERVATION	16
LUCK	10
BRAVERY	14



COMBAT SKILLS

Skill	Score
Attacking Modifier	+3
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	20 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

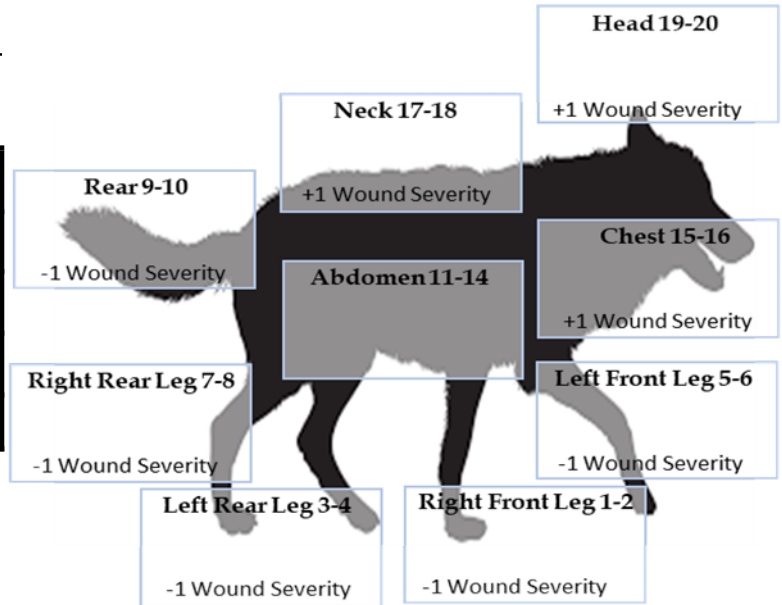
Wolf

Kill XP

75

ATTRIBUTES

STRENGTH	15
COORDINATION	17
OBSERVATION	17
LUCK	10
BRAVERY	12



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	15 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

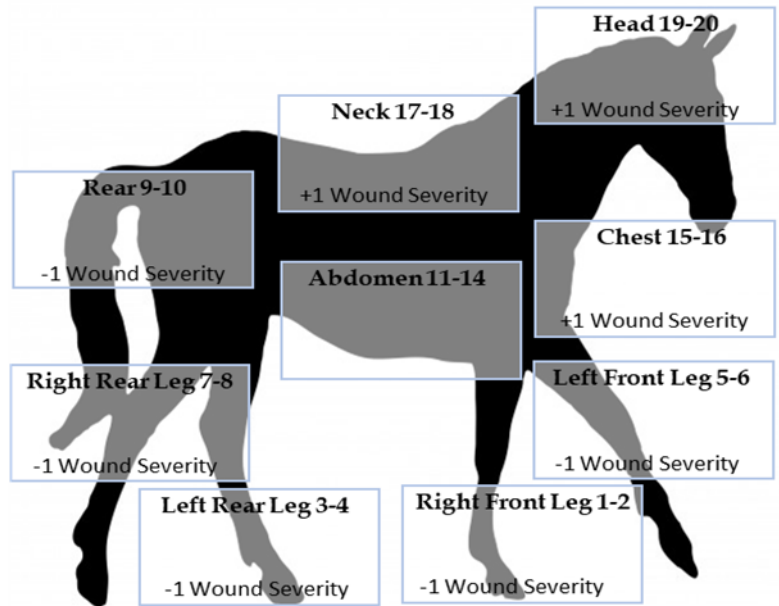
Horse

Kill XP

75

ATTRIBUTES

STRENGTH	25
COORDINATION	12
OBSERVATION	16
LUCK	10
BRAVERY	8



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cumulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

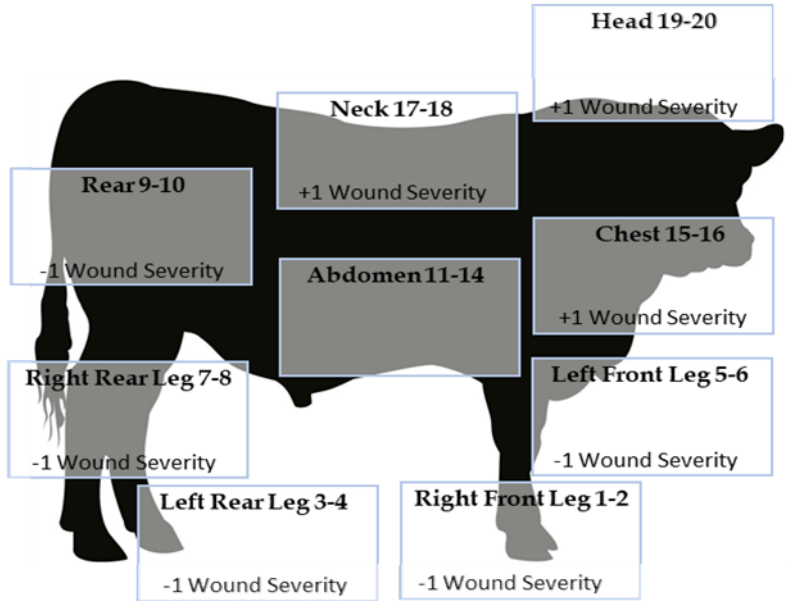
Cow

Kill XP

75

ATTRIBUTES

STRENGTH	20
COORDINATION	10
OBSERVATION	12
LUCK	10
BRAVERY	7



COMBAT SKILLS

Skill	Score
Attacking Modifier	-1
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	20 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

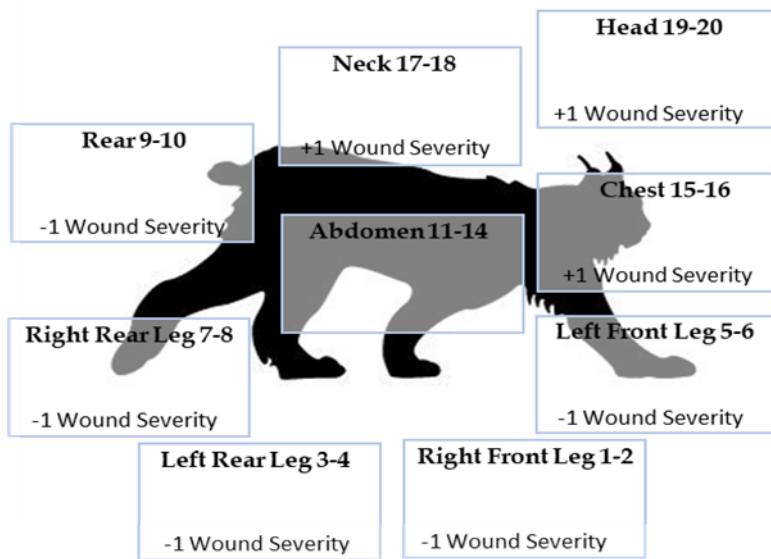
Lynx

Kill XP

50

ATTRIBUTES

STRENGTH	15
COORDINATION	15
OBSERVATION	16
LUCK	10
BRAVERY	10



COMBAT SKILLS

Skill	Score
Attacking Modifier	+2
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	15 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

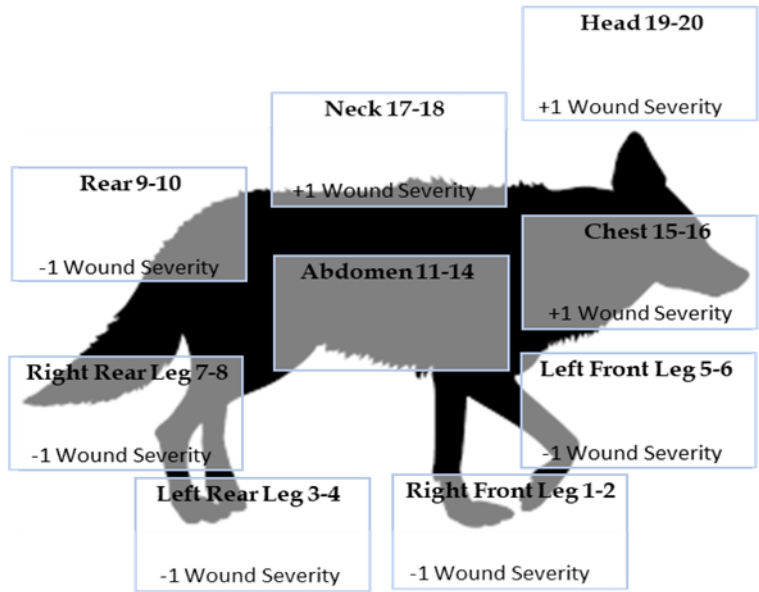
Coyote

Kill XP

50

ATTRIBUTES

STRENGTH	10
COORDINATION	17
OBSERVATION	17
LUCK	10
BRAVERY	8



COMBAT SKILLS

Skill	Score
Attacking Modifier	+2
Attack Wound Severity modifier	-1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	10 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

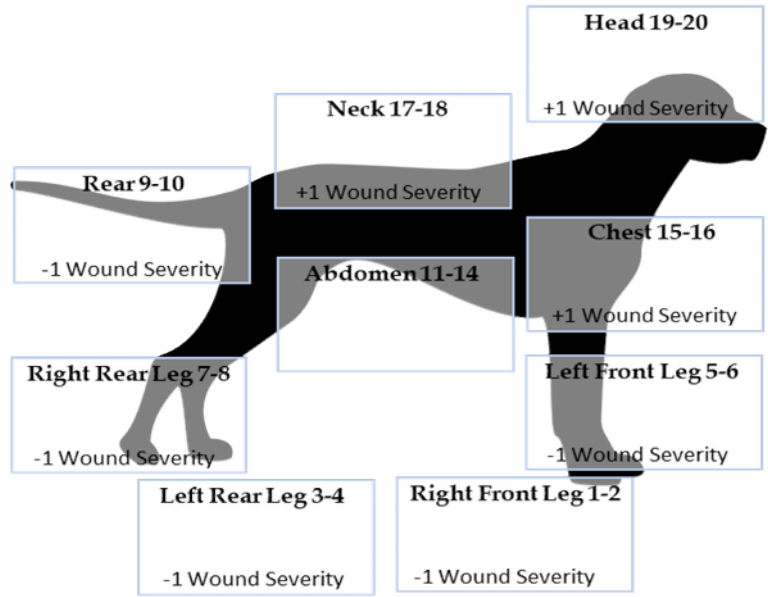
Dog

Kill XP

50

ATTRIBUTES

STRENGTH	10
COORDINATION	17
OBSERVATION	17
LUCK	10
BRAVERY	12



COMBAT SKILLS

Skill	Score
Attacking Modifier	+2
Attack Wound Severity modifier	-1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	10
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
<i>+1 if Animal is hit in Head, Neck or Chest</i>	
<i>-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound</i>	

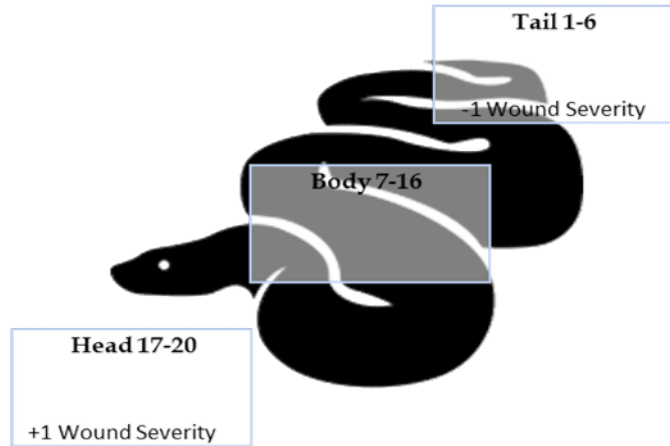
Snake

Kill XP

50

ATTRIBUTES

STRENGTH	6
COORDINATION	18
OBSERVATION	15
LUCK	8
BRAVERY	15



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS

MAX. WOUND POINTS
6
(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound

+1 if Animal is hit in Head

-1 if Animal is hit in tail. An unmodified "6" roll is always a mortal wound

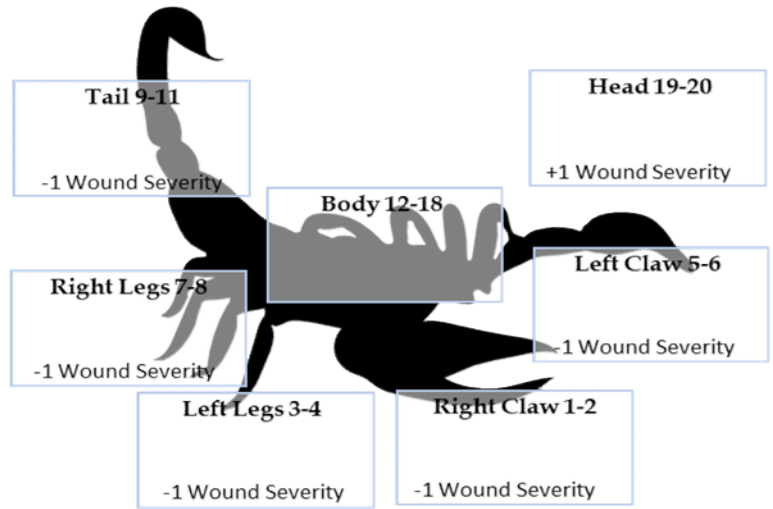
Scorpion - Poisonous

Kill XP

50

ATTRIBUTES

STRENGTH	6
COORDINATION	20
OBSERVATION	13
LUCK	10
BRAVERY	17



COMBAT SKILLS

Skill	Score
Attacking Modifier	0
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	6 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound

+1 if Animal is hit in Head
-1 if Animal is hit in tail, legs or claws.
An unmodified "6" roll is always a mortal wound