BOOT HILL

ROLE-PLAYING GAME OF THE WILD WEST

TSR GAMES

FOR THREE OR MORE PLAYERS AGES 12 TO ADULT

7005

BOOT HILL®

ROLE-PLAYING GAME OF THE WILD WEST

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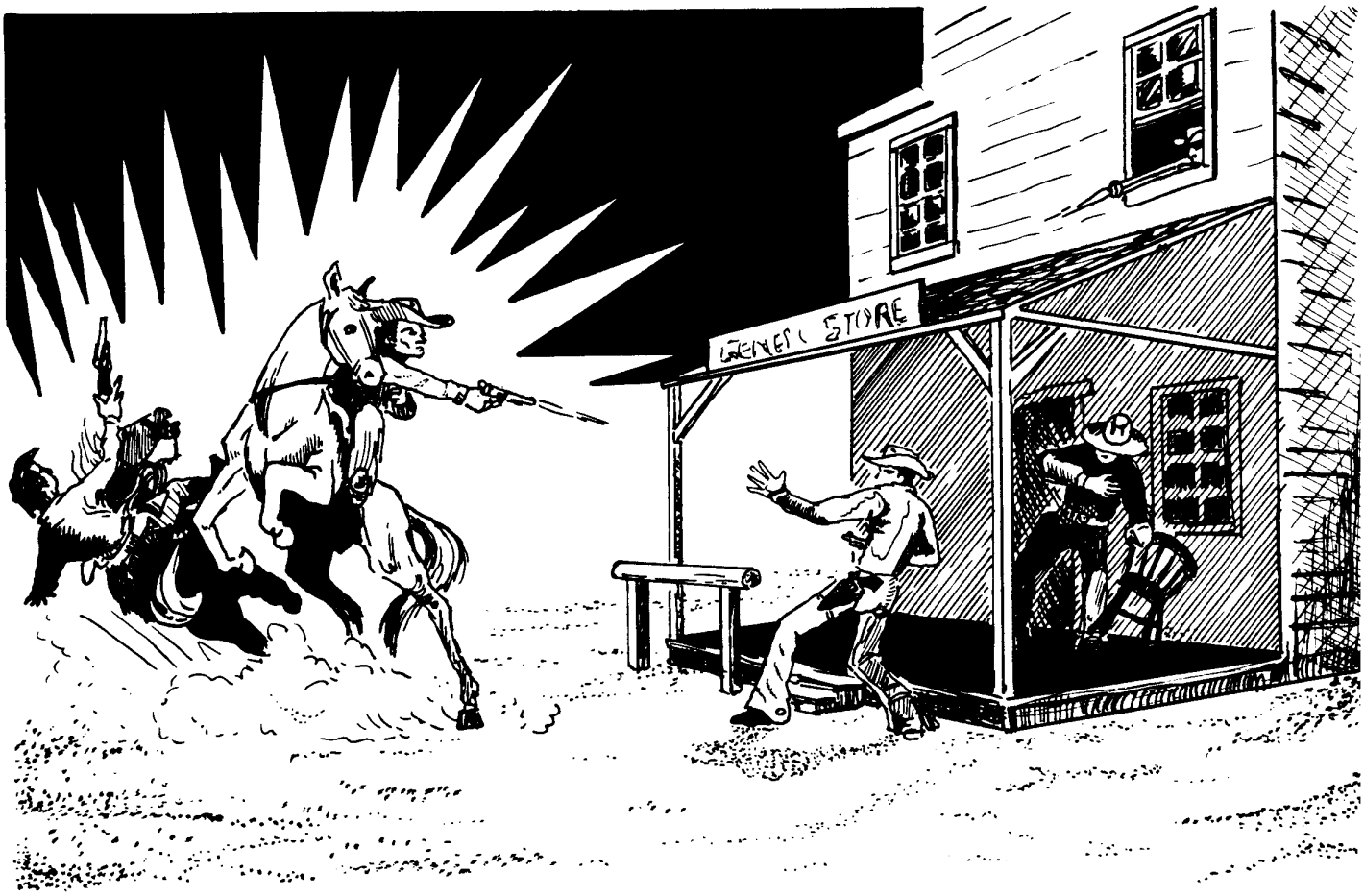

RULES FOR PLAYING GAMES AND CAMPAIGNS OF THE WILD WEST ON A MAN-TO-MAN SCALE

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INTRODUCTION

THE GAME

BOOT HILL is designed to function as a game in two ways — as a set of rules for man-to-man gunfighting action, and as an outline guide for setting up quasi-historical or fictional role-playing campaigns for an ongoing series of continuing events. Although in the first context alone BOOT HILL will provide many hours of exciting action, it is in the latter way that the game fully reveals all its enjoyable possibilities — as player characters pursue their individual goals and interact with each other in a continuing game situation. With a good mix of interesting players and a competent gamemaster/referee there will certainly be no lack of action — as sheep ranchers and cattlemen quarrel, ambitious railroad men push their rights of way onward, lawmen pursue outlaws and rustlers, unscrupulous businessmen expand their holdings, hostile Indians threaten, and much more.

Players will find that, once learned, the mechanics of play for BOOT HILL will be easily handled. This means that tabletop games can be played with a minimum of trouble and preparation, either with a referee or without.

The larger campaign games will require a gamemaster. This individual is not a player himself, but rather functions as a moderator of all the game activity — from devising the details of the setting and campaign situation and the player characters' part within it, to moderating and overseeing all game action (not only that which is to occur on the tabletop, but also the considerable pursuits and intrigues which go on "behind the scenes"). A good referee must possess imagination, creativity, and a sense of fair play. No more than an average knowledge of the "Old West" is needed, since the game is designed to be flexible and can be set up as desired with the information and suggestions given in this booklet. If the game is set up and conducted in a way which will be challenging and enjoyable to the players (as well as interesting to the referee), then it will be a success.

This booklet is divided into several sections to allow the complexity and detail desired by the players. The BASIC RULES describe the mechanics of setting up game characters and how combat is handled. The ADVANCED RULES and OPTIONAL RULES give further details and additional rules for more in-depth play, including actions which may be outside of normal gunfights and barroom brawls. The section on CAMPAIGNS gives further guidelines for continuing game scenarios, as well as a listing of suitable historical and fictional characters for possible inclusion in a campaign game. Finally, two historical situations which can be refought are listed in the SCENARIOS section, and one ("Gunfight at the OK Corral") is designed as a training game for new players.

GAME MATERIALS & EQUIPMENT

BOOT HILL in its boxed version includes this booklet, a pair of percentile dice, a set of gunfighter counters, and a game map which shows a fictional western town on one side (suitable for reference as well as tabletop play) and on the other side a fictional geographical area "somewhere in the Southwest", circa 1870-1890.

Little other equipment is needed to play except for pencils and paper (players may find graph paper and/or hexagon paper useful in some instances), although serious players may wish to employ 25mm miniatures for game characters and HO scale (1/87) model buildings for tabletop play. Using such miniatures and buildings (especially when appropriately painted) will add a new dimension of "flavor" and visual impact to games of BOOT HILL. Old West-style buildings are available at most hobby stores, and a special line of "Western Gunfighter" miniatures is produced by Grenadier Models, Inc. which is ideally suited for use with BOOT HILL.

HOW THE GAME IS PLAYED

Playing BOOT HILL is quite simple. Since it is a role-playing game, each player participating takes on the persona of an individual character and controls his actions. In some cases, henchmen or associates will also be under his direction. In any event, the player takes the role of his character for the time that that individual is involved in the game situation (death, for instance, or a long jail term would remove that character from the game). The player makes the same decisions his character would make in the conduct of affairs (either in the heat of a gunfight if such a game is being played out on the tabletop, or the day-to-day activities if it is a campaign situation), and the combined actions of the entire cast of players as a whole (plus actions by non-player characters) make up an ever-changing game situation which is much like the unfolding story of a novel or movie script — except that no one knows exactly what might result or how the story might ultimately turn out! This unpredictability and open-ended nature is what makes any role-playing game enjoyable, and the often fast and furious action of BOOT HILL gives it an excitement all its own. Players should strive to take on the role of their game character and fully immerse themselves in the very enjoyable fantasy aspect of the game. If they do so, they will enjoy it even more . . .

Pre-arranged scenarios can be used for individual games (two such scenarios, THE GUNFIGHT AT THE OK CORRAL and THE BATTLE OF COFFEYVILLE, are included as appendices in this booklet) — and these games can be historically-based or constructed in any way desired. Setting up a bank robbery scenario, for instance, would be easy — splitting up the players as outlaws, citizens, sheriff, deputy, bank personnel, etc., arranging the location of buildings involved (using the town map provided or one drawn especially for the scenario), and handling any pursuit cross-country by using a hex map (which could well be the fictional area map within the game). The abilities and ratings of individual players are determined by dice rolling in the manner described in a following section (see SETTING UP GAME CHARACTERS), and once this is done, the starting location of each character is noted, and play begins. It is suggested that the first few games played be unrelated games of this type which (while enjoyable) will basically serve as training sessions.

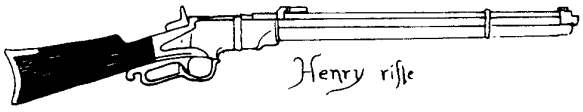
Once players become familiar with the game rules and mechanics, they will find that the most enjoyable games are those that are tied together as part of a larger campaign (see CAMPAIGNS). In such a situation, past events are reflected as closely as possible in successive games, and each player has a stake in the future as well as a place in the status quo. Since players are in different positions with different objectives (as well as on both sides of the law), there will be enough conflict and contention to provide for plenty of interesting action (which will include the inevitable gunfights and shootouts which can be played as tabletop games). Some typical player character roles (depending upon the size of the campaign) would be: businessmen (banker, saloon keeper, newspaper owner, etc.), outlaws, lawmen (sheriff, deputy, Texas ranger, etc.), ranchers (cattleman or sheep rancher), Indian chiefs, gamblers, bounty hunters, hired guns, drifters, and so on.

A campaign could be run with as few as 4 players and a referee, although a referee is not strictly necessary in smaller games, since players as a group can decide any questionable situations and together can put a check on any actions which tend to disrupt the smooth flow of a game (shooting anything which moves, for instance, quickly brings the wrath of the other players and the law down upon the head of the offender).

A referee is always preferable in any size campaign, and is a must for larger undertakings (which could easily encompass as many as 20 different players in different roles). When a referee moderates the action, there is a secrecy aspect which the players can work to advantage and which can greatly add to the interest of the campaign. Thus, the referee can relate information individually to each player depending upon the actions and position of his own character, and each character will have his own outlook on the game situation, since there will often be developments "behind the scenes" which will not be common knowledge to all. Likewise, secret plans can be made and related to the referee without the other players knowing of what transpires.

In a campaign situation, each player character will have his own identity and abilities (these are determined by dice rolling, with a slight advantage to allow player characters to be above the norm). If this character is killed, the player will have to take on another persona in the campaign (sometimes starting "from scratch" again in a similar character, or in a position which is completely unrelated to the former). Note, however, that in a large game, a player could conceivably take on the role of two different characters if carefully arranged and monitored by the referee. In such an instance, the two roles would have to be completely independent and not subject to conflict or possible cooperation. For instance, a player could have one role as a major rancher who is seeking to expand his holdings and another character who is an outlaw specializing in stagecoach robberies. Obviously, these two characters would have little cause to cooperate or conflict with each other, so such an arrangement would provide two characters for the campaign (assuming the referee was agreeable) rather than only one.

Campaigns can be as small or as expansive as desired, centering on a single town or a larger geographical area. Preparation can be minimal or as extensive as desired. While it is possible to structure rigid scenarios, free-form play will usually prove more interesting and challenging. It is easy to set up a town, give a few background details, and allow the participants free rein thereafter. In no time at all lawmen will arrest troublemakers, gunfights will take place, and Wells Fargo will lose yet another payroll to masked outlaws. This game isn't named BOOT HILL without reason!



TIME & GAME SCALE

Tactical Tabletop Play

In man-to-man games on the tabletop or town map, each turn is considered as approximately ten seconds of time.

If the town map provided with the game is being used, each square on the grid represents about six feet. If miniatures (and model buildings, if any) are being used, then 1" on the tabletop represents the same six foot distance. For this reason, the listing of movement amounts and the ranges of weapons are given as a simple numerical amount only. For instance, a movement or range of 6 (36 scale feet) would correspond to either six spaces on the town map or six inches on the tabletop during a gunfight.

Hot pursuit from a tactical game may move the opposing groups to the larger hex grid map, where each hex represents 2 miles. In such cases, pursuit turns can be handled as hourly until the pursued party either escapes or is forced into another tactical action.

Campaign Play

In a campaign game, the gamemaster moderates time according to the pace of the action, keeping track of a calendar as days, weeks, and months pass.

Although activity could be on as immediate a level as day to day, weekly turns are often suitable. In such cases, the players would inform the referee of their character's intentions and activities for the upcoming week each turn, and he can moderate the combined ongoing actions of all participants on that basis.

When an appropriate occurrence is about to take place, time can be temporarily "frozen" and the action can be moved to the tabletop for tactical games. Once resolved, the campaign as a whole is taken up again by the referee, who takes the results of the tactical action into account in all future happenings. For instance, two players who are outlaws might spend several weeks planning a stagecoach robbery, scouting out various holdup locations, checking stage schedules, and planning a hideout. Once preparations were complete, they would outline their plan to the gamemaster and indicate a time for their holdup attempt in the coming week. When that time arrived in the next turn, the gamemaster could arrange for a tabletop game of the robbery attempt, temporarily suspending all other activity until the attempt was resolved. (As an alternative, the referee could determine the results of the attempt himself if there was no need for a game to be fought out — for instance, if the robbery was a pushover job with no chance of failure).

In most instances, players will not find their characters involved in every tabletop action that results in a campaign. This allows non-involved players to assume one-time roles as participant characters in the action being played out, while the involved players take their own character's role — for better or worse.

The referee should never be constrained by a rigid timeframe, although he must handle the passage of time accurately, of course. If player activity were heavy, the passage of time could be slowed to allow numerous tabletop games within a given campaign turn. If player activity was minimal or primarily long-range in nature for a time, the referee could allow for the passage of weeks or months at a time, if reasonable.

* * *

BASIC RULES

SETTING UP GAME CHARACTERS

DETERMINATION OF INDIVIDUAL ABILITIES

At the beginning of each game or campaign, each participating player is assigned one personal character, and possibly one or more character "associates" (hirelings, flunkies, gang members, etc.). Players must then roll dice to determine the various abilities of each of their characters.

Percentile dice, which are included with the game, are rolled to give a number between 1 and 100 for each ability category as described below. The dice are cast as a pair, with the colored die representing "tens" and the white die representing "ones", and are read as a number between 01 and 00 (100). For instance, if the dice are rolled and the colored die is a 5 and the white die is an 8, then the result of the roll is a 58.

A separate percentile roll is made for each character for each of the individual abilities listed below: speed, gun accuracy, throwing accuracy, strength, bravery, and experience. The tables which follow outline the ratings which correspond to the numbers rolled in each category. The rolls should be recorded for each character, either on a sheet of paper, a note card, or on a BOOT HILL character sheet (a sample of which is included elsewhere in this booklet).

Aging and physical characteristics are additional factors for characters in campaign games, and both aspects may affect the abilities of a character (see the appropriate section under CAMPAIGNS).

SPEED

Die Score	Description	Ability Score
01-05	Slow	- 5
06-10	Below Average	- 2
11-20	Average	0
21-35	Above Average	+ 2
36-50	Quick	+ 4
51-65	Very Quick	+ 6
66-80	Fast	+ 9
81-90	Very Fast	+12
91-95	Lightning	+15
96	Greased Lightning	+18
97	Greased Lightning	+19
98	Greased Lightning	+20
99	Greased Lightning	+21
00	Greased Lightning	+22

GUN ACCURACY (Includes All Firearms) and THROWING ACCURACY (Includes Knives, Spears and Bows)

Die Score	Description	Ability Score
01-05	Very Poor	- 9
06-15	Poor	- 6
16-25	Below Average	- 3
26-35	Average	0
36-50	Above Average	+ 2
51-65	Fair	+ 5
66-75	Good	+ 7
76-85	Very Good	+10
86-95	Excellent	+15
96-98	Crack Shot	+18
99-00	Deadeye	+20

Note: Roll twice on the above chart, once for Gun Accuracy and once for Throwing Accuracy, recording each ability score separately.

STRENGTH

Die Score	Description	Ability Score
01-02	Feeble	8
03-05	Puny	9
06-10	Frail	10
11-17	Weakling	11
18-25	Sickly	12
26-40	Average	13
41-60	Above Average	14
61-75	Sturdy	15
76-83	Hardy	16
84-90	Strong	17
91-95	Very Strong	18
96-98	Powerful	19
99-00	Mighty	20

BRAVERY

Die Score	Description	Ability Scores Speed Modifier	Accuracy Modifier
01-10	Coward	- 4	- 6
11-20	Cowardly	- 2	- 3
21-35	Average	0	0
36-65	Above Average	+1	+ 3
66-80	Brave	+2	+ 6
81-90	Very Brave	+3	+10
91-98	Fearless	+4	+15
99-00	Foolhardy	+5	+15

EXPERIENCE

Die Score	Previous Number of Gunfights	Ability Score Accuracy Modifier
01-40	None	- 10
41-60	1	- 5
61-75	2	- 5
76-85	3	0
86-90	4	0
91-93	5	+ 2
94-95	6	+ 2
96	7	+ 6
97	8	+ 6
98	9	+ 8
99	10	+ 8
00	11 or more	+10

IMPROVING CHARACTER ABILITIES

The abilities of characters can be improved, both initially (for player characters) and through experience gained by surviving gunfights (for all characters).

Initial Modification (Player characters only)

When a player is rolling for the individual abilities of his or her personal character only, beneficial adjustments are possible to help insure that the character's abilities are somewhat better than the norm (since mediocre abilities for player characters would make the game less interesting and fun). This helps insure, and rightly, that player characters are normal or a "cut above" the rest of the characters in overall abilities in the various categories.

Whenever the percentile dice are rolled for each of the following categories (SPEED, GUN ACCURACY, THROWING ACCURACY, STRENGTH and BRAVERY), consult the following chart to determine if the resultant rolls should be improved:

Original Dice Score Rolled	Modification
01-25	Add 25 to percentile dice score
26-50	Add 15 to percentile dice score
51-70	Add 10 to percentile dice score
71-90	Add 5 to percentile dice score
91-00	Add nothing

Survival Modification (All characters)

A character's EXPERIENCE, SPEED, and BRAVERY abilities will be beneficially affected by surviving gunfights, as follows:

For each gunfight which the character (player character or otherwise) survives, "one" is added to the previous number of gunfights survived by that player (which may or may not increase the ability score modifier). This is reflected on the EXPERIENCE table listed previously.

A character's SPEED and BRAVERY abilities will also increase as he or she survives gunfights. For each gunfight the character survives, the existing percentile dice scores for SPEED and BRAVERY are increased as follows:

Current Dice Score	Modification to Dice Score
01-51	Add 3
51-70	Add 2
71-90	Add 1
91-95	Add ½
96-00	Add nothing

Note: In all instances, the modifications for surviving a gunfight are only applicable if the individual character faced the possibility of death — this always excludes backshooting and "dry gulching". Further, the character's participation in a gunfight counts toward EXPERIENCE even if the character "lost" the gunfight, i.e., was wounded, or did not harm the opponent.

Experience can only be gained by a character once per individual scenario (not campaign scenario), regardless of the number of shootouts or persons killed.

EQUIPPING THE CHARACTER

Unless dictated differently by the background of the campaign or scenario to be played, each character at the start of the action should be allowed $150.00 to buy a horse, weapons, ammunition, and anything else he feels that he needs. (Continuing expenses and other pertinent cost figures applicable to campaigns are listed later in this booklet in the COST OF LIVING section).

The following list shows typical prices for various goods at any sizable frontier town (which would include Promise City as shown on the campaign map for this game). Note that in remote regions some items might be scarce or nonexistent, or priced outrageously by unscrupulous merchants . . .

PRICE CHART

Item	Abbreviation	Cost	Availability	Weapon Speed
Hunting Knife	KN	$ 1.00	------	Average
Single Shot Derringer	1D	$ 5.00	------	Average
Two-Shot Derringer	2D	$ 15.00	after 1870	Average
Cap & Ball Revolver (6 shot)	CBR	$ 20.00	------	Below Average
Single Action Revolver (6 shot)	SAR6	$ 30.00	after 1869	Fast
Single Action Revolver (5 shot)	SAR5	$ 26.00	after 1869	Fast
Double Action Revolver (6 shot)	DAR6	$ 28.00	after 1869	Average
Double Action Revolver (5 shot)	DAR5	$ 25.00	after 1869	Average
Fast Draw Revolver (6 shot)**	FDR6	$ 40.00	after 1870	Very Fast
Fast Draw Revolver (5 shot)**	FDR5	$ 35.00	after 1870	Very Fast
Long Barrel Revolver (6 shot)	LBR	$ 35.00	after 1870	Below Average
Shotgun (single barrel)	1SG	$ 20.00	------	Slow
Shotgun (double barrel)	2SG	$ 30.00	------	Slow
Repeating Shotgun (6 shot)	6SG	$ 75.00	after 1885	Slow
Scatter Gun (double barrel)	SCG	$ 40.00	------	Below Average
Civil War Type Repeating Rifle (7 shot)	CWR	$ 25.00	------	Slow
Civil War Type Repeating Carbine (7 shot)	CWC	$ 20.00	------	Slow
Repeating Rifle (15 shot)	15R	$ 50.00	after 1872	Slow
Repeating Rifle (9 shot)	9R	$ 40.00	after 1872	Slow
Repeating Rifle (6 shot)	6R	$ 30.00	after 1872	Slow
Repeating Carbine (12 shot)	12C	$ 48.00	after 1872	Slow
Repeating Carbine (9 shot)	9C	$ 38.00	after 1872	Slow
Repeating Carbine (6 shot)	6C	$ 28.00	after 1872	Slow
"Buffalo" Rifle (1 shot)	BR	$ 30.00	------	Very Slow
"Army" Rifle (1 shot)	AR	$ 20.00	------	Very Slow
Holster & Gun Belt		$ 5.00		
Rifle Sheath		$ 4.00		
Ammunition (except Shotgun loads)		$ 2.00 per box of 100		
Shotgun loads		$ 2.00 per box of 25		
Saddle, Bridle, & Pads		$ 40.00		
Poor horse		$ 20.00		
Fair horse		$ 50.00		
Good horse		$100.00		
Excellent horse		$150.00		
Mule		$ 20.00		
Oxen		$ 25.00		

**Includes holster and belt in price

* * *

BASE NUMBERS (FIRST SHOT & "TO HIT")

After all abilities have been rolled and equipment determined for each character, the characters' base scores for FIRST SHOT DETERMINATION and HIT DETERMINATION are computed. The FIRST SHOT DETERMINATION score should be determined separately for each individual weapon the character is likely to use, while two HIT DETERMINATION scores are calculated, one for firearms and another for thrown/launched weapons.

First Shot Determination

To determine the base number for a character's **first shot** score, add the character's **speed ability score, bravery speed modifier,** and the **weapon speed modifier.** The speed ability score and bravery speed modifier are directly from the SPEED and BRAVERY ability tables given previously (see SETTING UP GAME CHARACTERS), and the weapon speed modifiers (based on the listing of weapons included in the section EQUIPPING THE CHARACTER) are as follows:

Weapon Speed Class	Speed Modifier
Very Slow	-10
Slow	- 5
Below Average	0
Average	+ 5
Fast	+ 8
Very Fast	+10

Hit Determination

To determine the base number for a character's **hit determination** score, add the character's **accuracy ability score, bravery accuracy modifier,** and **experience accuracy modifier.** To this total add 50 to determine the base number needed to hit an opponent with a weapon (which will be a separate number for firearms as opposed to thrown/launched weapons).

As an example of a character's base numbers, let us use the fictional character we'll call "The Colorado Kid", who uses a double action revolver (which is a weapon of "average" speed). His basic ability ratings, already modified due to the fact that he is a player character, are as follows: SPEED

90 (Very Fast, +12), GUN ACCURACY 64 (Fair, +5), THROWING ACCURACY 62 (Fair, +5), STRENGTH 80 (Hardy, 16), BRAVERY 55 (Above Average, +1 speed modifier, +3 accuracy modifier), and EXPERIENCE 30 (No previous gunfights, -10 accuracy modifier).

The base number for first shot determination is figured by taking the speed ability score modifier (+12), adding the bravery speed modifier (+1), and the weapon speed modifier (+5 for an "average" speed weapon) to give a first shot rating of 18. This figure, when compared to the ratings of other participants in a gunfight, will determine who shoots first when several characters are attempting to fire in the same game turn. Naturally, the characters with the highest first shot rating will get their shots off first — and doing so could be the difference between survival and possible death.

The base number for hit determination is figured by taking the gun accuracy ability modifier (+5), adding the bravery accuracy modifier (+3), and the experience accuracy modifier (-10) to give a hit determination rating of -2. This number is added (or, in this case, subtracted) from the base 50% chance to score a hit (to give a result of 48%). In addition, other factors (range, concealment or cover, etc.) will affect the chance of scoring a hit. (See the HIT DETERMINATION table).

TURN SEQUENCE

At the start of each game turn in the tactical tabletop game, each player rolls percentile dice for each of the characters he is controlling (any non-player characters under the referee's control are also rolled for, so that all characters have a number).

For that game turn, the characters are moved in the order of their rolls — the lowest moves first, then the others in order of increasing die rolls, with the character having the highest number moving last.

After all characters have been moved in a game turn and firing actions have been indicated, the order of firing is determined by the referee based upon each character's base number for first shot determination (which may vary according to individual abilities and weapons employed). Characters with the highest first shot determination scores fire first, and the shots are taken in decreasing order of their base numbers. If a character is wounded before he has had the opportunity to fire as indicated, the wound may adversely affect the speed and accuracy of his shot (see *First Shot Determination* under COMBAT).

When it becomes a particular character's turn to fire, his chance to hit is computed based on various factors outlined in the *Hit Determination* portion of the COMBAT section. Percentile dice are rolled for each attempted shot to determine if the target has been hit.

If a target character has been hit during the firing portion of the turn, the information in the WOUNDS section is utilized and dice are rolled again to determine the location and extent of injury.

After each round of combat (or after all players have moved, if no combat has occurred in the turn), any hand-to-hand fights are resolved using the rules of the BRAWLING section. Each participant in a hand-to-hand fight will have two rounds of brawling per turn.

To summarize, each game turn follows this outline:

Game Turn Sequence Outline

A. Random Movement Determination
   1) Players roll percentile dice and move in the indicated order (low numbers move first, high numbers last)

B. Firing resolution
   1) Players state which characters are firing and indicate target and number of shots
   2) Firing order is determined and shots are taken in that order (high numbers first)
   3) Each character fires in his turn and percentile dice are rolled for hit or miss
   4) Characters who are hit suffer varying effects of wounds

C. Brawls
   1) Characters engage in hand-to-hand combat for two rounds each

MOVEMENT

Each character moves at a certain maximum rate depending upon how he or she is travelling. The base movement rates for different types of travel are given below, and the numbers given correspond either to spaces on the town map provided with the game, or inches if miniature figures are being used on the tabletop.

On Foot		**Mounted**	
Crawling	2	Walking	8
Walking	6	Trotting	16
Running and dodging	12	Galloping	32
Running	24		

Certain modifiers as described below will affect the base speeds:

Outdoor Terrain

Uphill movement or movement through rough or dense terrain should be at ½ normal speed, except for crawling and walking, which remain normal.

Doors & Windows & Stairs

Movement through a door means a subtraction of 1 from the movement rate (assuming it is unlocked, of course).

Movement of any type through an open window means a subtraction of 3 from the movement rate and ends a character's move immediately.

Movement on stairs (either up or down) means a subtraction of 6 from the movement rate for each flight traversed.

Dropping a distance of 10 feet or more (from a roof, for instance) will end a character's move immediately.

Mounting & Dismounting

Mounting or dismounting a horse or vehicle means a subtraction of 2 from the movement rate and ends a character's move immediately.

Wounds

Wounds suffered by a character will reduce movement capabilities as follows:

Light wound in leg	Move at ½ speed
Serious wound in leg	Walk only, at ½ speed
Other serious wounds	Move at ½ speed, except walking

Light wounds other than in the leg do not generally affect movement (see WOUNDS for further details).

Movement Changes

Movement speed may be changed by a character as desired, except when a mounted figure moves from a stopped position. In such cases, the first move is walking or trotting, and galloping is possible thereafter.

Horses at a gallop can change course in a curve up to 60°, while horses that are trotting or walking can turn up to a full 90°.

Movement over other types of terrain or obstacles not listed above should be adjudged by the referee based on the guidelines presented above.

COMBAT

WEAPONS

The weapons types in BOOT HILL are representative of the various weapons used in the West from the times following the Civil War until about 1900.

Each type of weapon can be employed up to its maximum range, although effectiveness will decrease as the target increases in range. The table below shows the various types of weapons and gives four range categories for use in determining hits or misses (see *Hit Determination* later in this section) as well as the reload rate for each. The reload rate shows the number of rounds that can be loaded into the weapon in a single turn. Reloading by a character is undertaken to the exclusion of all other activities except walking.

WEAPONS CHART

Weapon	RANGE (in spaces or inches) Short	Medium	Long	Extreme	Rate of Fire	Reload Rate	Weapon Speed
Knife or Tomahawk	**0 to 1**	**1+ to 2**	**2+ to 3**	**3+ to 4**	**1**	**—**	**Average**
Bow	0 to 7	7+ to 18	18+ to 30	30+ to 50	1	1	Below Average
Lance	0 to 2	2+ to 5	5+ to 10	10+ to 15	1	—	Below Average
Derringer	**0 to 1**	**1+ to 3**	**3+ to 6**	**6+ to 10**	**1***	**2**	**Average**
Cap & Ball Revolver	0 to 3	3+ to 7	7+ to 12	12+ to 26	3	1	Below Average
Single Action Revolver	0 to 4	4+ to 10	10+ to 20	20+ to 40	3	3	Fast
Double Action Revolver	**0 to 4**	**4+ to 10**	**10+ to 20**	**20+ to 40**	**3**	**3**	**Average**
Fast Draw Revolver	0 to 3	3+ to 7	7+ to 15	15+ to 30	3	3	Very Fast
Long Barrel Revolver	0 to 6	6+ to 12	12+ to 25	25+ to 45	1	3	Below Average
Scatter Gun	**0 to 2**	**2+ to 4**	**4+ to 8**	**8+ to 15**	**1***	**2**	**Below Average**
Shotgun	0 to 6	6+ to 12	12+ to 18	18+ to 36	1*	2	Slow
Civil War Rifle	0 to 15	15+ to 30	30+ to 60	60+ to 120	1	2	Slow
Civil War Carbine	**0 to 12**	**12+ to 24**	**24+ to 50**	**50+ to 100**	**1**	**2**	**Slow**
Buffalo Rifle	0 to 30	30+ to 60	60+ to 120	120+ to 300	1	1	Very Slow
Army Rifle	0 to 25	25+ to 50	50+ to 100	100+ to 250	1	1	Very Slow
Other Rifles	**0 to 20**	**20+ to 40**	**40+ to 80**	**80+ to 200**	**3**	**3**	**Slow**
Other Carbines	0 to 15	15+ to 30	30+ to 50	50+ to 120	3	3	Slow

** = 2 if double-barreled*

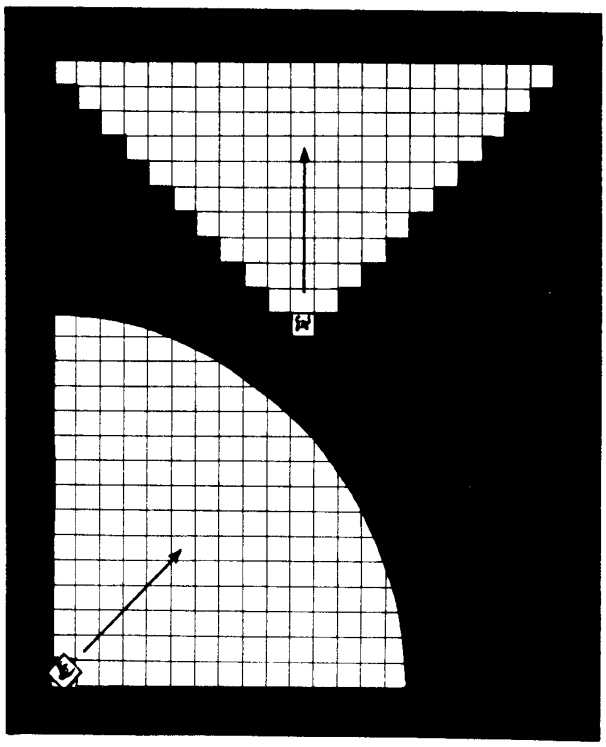
* * *

OBSERVATION & SIGHTING

All characters on the tabletop or on the game map must indicate their facing for purposes of observation and sighting. A character will not observe **all** movement that goes on around his position, but will nonetheless be able to survey a wide area in the direction he is facing. The limitations of sighting are defined by a 90° arc as illustrated by the diagrams which follow. Persons or things within the area of observation will be noticeable, although details may not be immediately noticed, of course.

When observation is attempted during movement, the facing desired during movement can be indicated and the arc of observation determined from the midpoint of the move. Because of the ten second duration of each turn, there is no penalty for observation by characters that are moving.

(See the **ADVANCED RULES** for more complete use of the full ramifications of observation and sighting in conjunction with *Hidden Movement* in the ADVANCED MOVEMENT section.) If a referee is moderating play, these rules should be interpreted flexibly.



TARGET SELECTION

When a character's turn comes in the order of firing, he may shoot at any target of whose location he is aware. This includes *any person firing at that character,* even if the character has his back turned (although the penalty for total surprise would adversely affect a character turning to fire at someone behind).

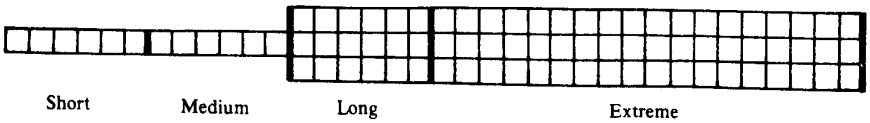
Normally a character will fire at a single target when shooting, with the following exceptions:

1) A shooter may fire at up to three targets in the same or adjacent spaces (if the town map provided with the game is being used) or within a spread of 3 inches (if miniatures are being used).

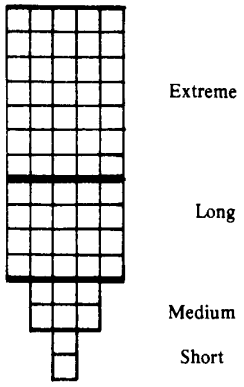
2) The field of fire of a shotgun or scatter gun will expand as range increases, as shown below:

Shotgun fire may hit a single target at close range, every target in the space (or within 1 inch) at medium range, and every target within 3 spaces (or 3 inches) at long or extreme range.

Field of fire: shotgun



Scatter gun fire may hit every target in a space (or within 1 inch) at close range, every target within 3 spaces (or 3 inches) at medium range, and every target within 5 spaces (or 5 inches) at long or extreme range.



Field of fire: scatter gun

Note: The fields of fire of shotguns and scatter guns as defined in the diagrams shown are not in any way limited (nor are any other weapons) to firing down rows of spaces on the town map, as might be inferred from the illustration. These weapons will affect the defined width of their field of fire no matter what the direction, and range can be computed using a ruler if shooting is along some non-vertical/non-horizontal line of fire, i.e. point to point.

First Shot Determination

When more than one character is attempting to fire in a given game turn, the order of the various shots must be determined. This is done by calculating and comparing the adjusted scores for first shot determination for each person firing. Calculations are done using each character's first shot determination base number (see BASE NUMBERS, *First Shot Determination*) with the individual modifiers listed below as possible adjustments, depending upon the situation. The resultant number is the **net speed** score for each character.

Once scores have been established for the turn for all firing characters, the character with the highest net speed score will fire his shot or shots first. After that character's shooting has been resolved, the other characters take their shots in the order of their descending net speed scores for that turn, and each is resolved in turn before the next character is allowed to fire.

If a character is hit and wounded before being able to shoot in a turn, that character's net speed score must be readjusted to reflect the injury (which may drop them further down the order of firing for that turn). Anyone killed or rendered unconscious before their turn to fire comes up will naturally lose their shots.

If two characters' net speed scores are identical, their shots are considered simultaneous.

To each character's first shot determination base score, add and/or subtract the following to determine their net speed score for any given game turn:

FIRST SHOT DETERMINATION CHART

SURPRISE	
Giving opponent the first move	- 1
Character is surprised	- 5
Character is completely surprised (including returning fire on an unseen opponent)	- 10
MOVEMENT	
Character is running or running and dodging	- 20
Character is on horseback	- 10
WOUNDS	
Character has wounds totalling less than 50% of STRENGTH	- 5
Character has wounds totalling 50% or more of STRENGTH	- 20
MISCELLANEOUS	
Character draws two guns	- 3
Character hipshoots	+ 5
Character fires on same target for second or greater consecutive turn *or*	+10
Character aims at same target for second or greater consecutive turn	+ 5

Hit Determination

Whenever a character fires a shot (or throws a weapon), a roll of the percentile dice will determine whether or not he has succeeded in hitting his target. The character's base number for hit determination is a measure of general accuracy ability, but a multiplicity of factors (not the least of which is range) will modify the chances of scoring a hit.

The various modifiers are listed below. Starting with the base number for the character computed previously (see BASE NUMBERS, *Hit Determination*), add the bonuses and subtract the penalties appropriate to the situation for each shot made. The result will be the percentage chance of striking the target.

Once the chance of a hit has been calculated, the percentile dice are rolled, generating a number from 1 to 100. If the number rolled is *less than or equal* to the percentage chance of hitting, a hit has been scored — if the number rolled exceeds the percentage chance of hitting, the shot is a miss. A separate roll is taken for **each** shot fired.

The following factors will modify each character's hit determination base number as additions and/or subtractions. **Note that all bonuses and penalties are cumulative.**

HIT DETERMINATION CHART

RANGE	
Short	+ 10
Medium	0
Long	- 15
Extreme	- 25
MOVEMENT OF SHOOTER	
Walking	- 5
Crawling	- 10
Running and dodging	- 30
Running	- 20
Trotting	- 15
Galloping	- 25
MOVEMENT OF TARGET	
Walking or crawling	- 5
Running or trotting	- 10
Galloping	- 15
Running and dodging	- 20
WOUNDS	
Character has wounds totalling less than 50% of STRENGTH	- 5
Character has wounds totalling 50% or more of STRENGTH	- 20
MISCELLANEOUS	
Weapon at rest on solid object (not possible on the turn weapon is first aimed at target)	+ 10
Second shot this turn	- 10
Third shot this turn	- 20
Firing a scatter gun	+ 20
Firing a shotgun	+ 10
Shooting with the wrong hand (with left hand if right-handed, etc.)	- 10
Light wound in gun arm	- 25
Serious wound in gun arm	- 50
Firing two pistols	- 30
Hipshooting	- 10
Target obscured (50% or less of target is visible)	- 10

WOUNDS

When a percentile roll for hit determination results in a hit, further rolls will indicate the location of the wound on the target person as well as the severity of injury.

If the target has the advantage of hard protective cover (such as a brick wall, a bank of earth, or a stone boulder), a hit score in a body area which is behind the protective cover will actually result in a miss — even though a hit may have originally been indicated. As a rule of thumb, a person firing a pistol over a wall or around a corner will expose gun arm, head, and one shoulder. A person firing a rifle over a wall or around a corner will expose head, both arms, one shoulder and (if around a corner) one leg. These guidelines and common sense can be used to judge other situations.

Shotguns and scatter guns fire multiple projectiles and, as such, require special treatment to reflect their capability of inflicting multiple wounds. In most cases (depending upon range), all possible targets in the field of fire will be individually checked to determine whether or not they are hit (see TARGET SELECTION earlier in this section). If a hit is indicated on a target within the field of fire, a single percentile die is rolled to give a number from 1 to 10 (0 being read as 10), which is compared to the appropriate range column of the proper table below to indicate the number of wounds suffered. (Note that at furthest ranges for these guns there is still a slight chance no projectile will wound the target, even though a hit may previously be indicated.)

SHOTGUN/SCATTER GUN EFFECTS TABLE

Die	Scatter Gun Range				Shotgun Range			
Roll	Short	Med.	Long	Ext.	Short	Med.	Long	Ext.
1	1	1	0	0	1	1	1	0
2	1	1	0	0	2	1	1	0
3	1	1	1	0	2	1	1	1
4	1	1	1	0	2	2	1	1
5	2	1	1	1	3	2	1	1
6	2	1	1	1	3	2	1	1
7	2	1	1	1	3	2	1	1
8	2	2	1	1	4	2	1	1
9	3	2	1	1	4	3	1	1
10	3	2	1	1	4	3	2	1

For each hit that is scored on a target person, percentile dice are rolled twice. The first roll indicates the location of the hit on the target's body, and based upon that result, the second roll is made to determine the severity of the wound. The chart below outlines the necessary information and is used by rolling first on the column at left, then reading across to index the second roll in one of three wound categories (light, serious, or mortal). For example, a first roll of 49 would indicate a wound in the left shoulder, and a second roll of 72 would mean that the wound there was a serious one.

WOUND CHART

Dice Roll	Location	Lt. Wound (-3 on Strength)	Ser. Wound (-7 on Strength)	Mortal Wound
01-10	Left Leg	01-40	41-00	—
11-20	Right Leg	01-40	41-00	—
21-25	Left Arm/Hand	01-75	76-00	—
26-30	Right Arm/ Hand	01-75	76-00	—
31-40	Right Shoulder	01-40	41-90	91-00
41-50	Left Shoulder	01-40	41-80	81-00
51-70	Abdomen/Groin	01-40	41-80	81-00
71-85	Chest	01-20	21-60	61-00
86-00	Head	01-20	21-40	41-00

Light and serious wounds reduce the strength of the victim, while a mortal wound results in immediate death. A LIGHT WOUND causes a subtraction of **three** points from the **strength** of the victim, while a SERIOUS WOUND causes a subtraction of **seven** points from the victim's **strength.**

Any character who has his strength reduced to 0 or less is rendered unconscious for the duration of the battle (and for at least one hour). Likewise, in such an instance there is a considerable chance of death unless competent medical assistance is readily available — if it is not, there is a good chance that the wound or wounds will prove fatal.

BRAWLS

After the firing portion of the game turn is complete, characters who are within 6 feet (in the same or adjacent spaces on the town map or within 1 inch on the tabletop) have the option to engage in hand-to-hand fighting using the brawling rules. These rules are used for all forms of hand-to-hand action: fistfights, general melees, and bar-room brawls.

The brawling portion of the turn consists of two rounds, and each participant has the choice of punching or grappling in each round.

In all cases of hand-to-hand fighting, the player simply states which option (punching or grappling) their character is attempting and rolls the two percentile dice and **adds the digits together** to obtain a number score of 2 to 20 which is compared to the appropriate chart. The effects of opponents' actions in the previous round may cause a modification to the dice roll.

Each table has a column listing for effect and the next round plus-or-minus on dice rolls. The effect column shows the number of strength points to be subtracted from the opponent's strength rating due to the action undertaken. In a manner similar to weapon wounds (and in addition to any taken), any character whose strength rating reaches 0 will pass out and be unable to function for the remainder of the game (or not less than 5 minutes in cases where non-turn time lapses are employed to move the play from scene to scene). The next round plus-or-minus column shows the results, if any, to the actions of a character and his opponent on the following brawling round. Any pluses or minuses shown are modifiers to the appropriate character's dice rolls in the next round. Note: if a character (assuming he has a hand free) attempts to fire a weapon in the firing resolution portion of the game turn which follows every two brawling rounds, any plus or minus shown from the previous round will be a percentage modifier to the chance of hitting. Each plus or minus will make a 10% adjustment to the hit determination chance, i.e., a -2 effect will lower the chance of hitting by 20%.

Any weapon employed in hand-to-hand fighting must be used as a striking weapon — although, of course, firing is possible in the firing resolution portion of the turn which follows every two brawling rounds, assuming the firearm is in hand and easily employed. Using a striking weapon necessitates a roll on the PUNCHING table: if the weapon is a knife or similar cutting weapon (such as a tomahawk), any hit results in rolls on the WOUND chart to determine location and extent of the injury. Striking weapons such as a club or a gun barrel or butt use the normal column for effect on the PUNCHING table, causing an extra point of damage if a hit is made, but necessitating a subtraction of one from the dice roll to hit. Larger striking weapons, such as a chair, add two points to any damage scored, but mean a subtraction of two from the dice roll to hit.

First Blow

With the 6 foot proximity as a requisite, any character can engage in brawling with another character of his choice — whether or not the other character wishes to fight. The person with the highest speed ability (unless surprised) has the first blow for the first round. He may elect to throw a punch or grapple his opponent. The other party counters with a punch or by grappling after the results of the first character's actions have been determined. A second round follows in like manner.

Punching

Punching is primarily the use of the fists, although the PUNCHING table is also used for striking weapons and other objects used as weapons.

Punching by a character assumes that one or both arms are free — thus, if the character is **held** in a bear hug he may not use the PUNCHING table. If he is **held** by an opponent with an arm lock, only one arm will be free to punch; a head lock, however, will not prevent punching (although it will mean a disadvantage in doing so, of course).

The left-handed or right-handed nature of a character will only be pertinent in certain cases, and it will be noticeable in the effect column that the table is set up to favor right-handed characters. When necessary for left-handed characters, simply reverse the listings in the column. For purposes of simplicity, all characters can be assumed right-handed, or as an alternative, players' characters will have the same handedness as the players themselves.

Grappling

Grappling covers the hand-to-hand wrestling of characters, and allows the use of several different holds to inflict injury and restrict an opponent's fighting effectiveness. A disadvantage, however, is the possibility of being kneed or gouged, which will result in damage sustained by a character rather than inflicted upon another.

There are 4 **holds** on the GRAPPLING table (arm locks left and right, head lock, and bear hug) and they require special consideration. If a character chooses to grapple and succeeds in getting a result which indicates a hold, his opponent will be at a disadvantage. A bear hug will totally negate any attempt at punching, while the other holds will allow punching at a disadvantage with a free arm or arms; in all cases, however, the only way to break the hold will be on a GRAPPLING table roll of either 15, 16 or 3 or less — all other rolls will be "no effect". The character employing a hold, on the other hand, may continue it from round to round (with appropriate effect) without rolling further, until such time as the hold is successfully broken or the holding character opts to try another action.

BRAWLING CHARTS

PUNCHING TABLE

Adjusted Die Score	Result	Effect Left	Effect Right	Next round + or - on dice roll* Opponent	Next round + or - on dice roll* You
2 or less	Miss	—	—	+2	—
3 or 4	Miss	—	—	+1	—
5 to 7	Miss	—	—	—	—
8 or 9	Blocked	—	—	—	—
10 to 13	Glancing blow	1	1	—	—
14	Jab	1	2	—	—
15	Hook	2	2	—	—
16	Combination#	2 plus	2	- 1	—
17	Rabbit punch	2	3	- 1	—
18	Uppercut	2	3	- 2	—
19 or more	Haymaker	3	4	- 3	—

Notes to the PUNCHING TABLE

The combination punch, if both arms are free, scores 2 + 2 points against the opponent's strength rating; if only one arm is free, but 2 points are scored.

* The plus or minus will be as shown for punching or grappling in the following round, or will convert (× 10%) to a modification of the percentage chance to hit if weapon firing is subsequently attempted.

GRAPPLING TABLE

Adjusted Die Score	Result	Effect	Next round + or - on dice roll* Opponent	Next round + or - on dice roll* You
1 or less	Opponent knees you (or if held, you break hold)**	4 (-)	— (-)	-4 (-)
2 or 3	Opponent gouges you (or if held, you break hold)**	1 (-)	— (-)	-2 (-)
4 or 5	No hold	—	+2	—
6 or 7	No hold	—	+1	—
8 or 9	No hold	—	—	—
10 or 11	**Arm lock, left**	2	- 1	—
12 or 13	**Arm lock, right**	2	- 1	—
14	Elbow smash	2	- 1	—
15 or 16	Throw (and if held, you break hold)**	2	- 2	—
17	Kick	3	- 1	—
18	**Head lock**	4	- 2	—
19 or more	**Bear hug**†	1	- 4	—

Notes to the GRAPPLING TABLE

Bold listings show the four types of holds. These can only be broken (escaped) by an opponent's roll of either 15, 16, or 3 or less on the GRAPPLING table, although (except for the bear hug) an opponent could elect to punch rather than try to break the hold.

Note that rolls of 3 or less on this table have different results depending on whether or not a character is held — if not, the character suffers a knee or gouge result; if so, the character escapes the hold, but without further immediate effect.

** If held by an opponent, a character will only break the hold with a roll which gives this result — all other rolls are no effect and the hold may be continued.

† A character held in a bear hug may only respond by grappling in an attempt to break the hold — no punching is possible.

* The plus or minus will be as shown for punching or grappling in the following round, or will convert (× 10%) to a modification of the percentage chance to hit if weapon firing is subsequently attempted.

Example of a brawl

In the midst of a wild shoot-em-up at close quarters, an unarmed and fleeing Mexican bandito, Juan Burrito (Strength: Average, 13; Speed: Quick) happens upon Silver Dollar Sam (Strength: Sturdy, 15; Speed: Very Fast), reloading his revolver in the doorway Juan seeks for his escape. Since Juan is unarmed, he tries to rush past his adversary, but Sam stops him by electing to engage in hand-to-hand combat.

Sam has the higher speed, so he undertakes his action first. He attempts to use the revolver in his hand in a striking manner. A roll is made on the PUNCHING table, and a 14 results. Since a weapon is being employed, a subtraction of -1 is made to give an actual result of 13 — a glancing blow. This, if it were an actual punch, would have an effect of 1, but since a weapon is striking, the effect is 2, and Juan's strength is reduced accordingly. There is no effect on the next round's actions.

Juan responds by grappling, so a roll is made on the GRAPPLING table. A roll of 18 results in a head lock on Sam, and this means Sam's strength is reduced by 4 and Sam will suffer a dice roll subtraction of -2 in the next round (or -20% to any shot, if shooting could be attempted). The first round of brawling is complete and ends with Juan reduced by 2 strength points, Sam reduced by 4 strength points, and Sam in a head lock and at a disadvantage.

To begin the second round of brawling, Sam responds to the head lock by dropping his revolver and grappling in return to attempt to break the hold. A roll is made on the GRAPPLING table and a 5 results. Since Sam suffers a subtraction of -2 to this roll, the actual result is a 3, and Sam escapes the hold (which has no other effect on either character).

Juan counters this action by deciding to punch, and a roll is made on the PUNCHING table. A 16 comprises the dice total, meaning that the Mexican has landed an effective combination punch on Sam for 2 + 2, or 4, points.

The second round of brawling is finished and ends with Juan reduced by 2 points and Sam reduced by 8 points of strength. Since two rounds of brawling have been resolved, the action is suspended momentarily while another game turn is undertaken for all the characters in the overall game situation.

When Sam's portion of the game turn comes, he elects to stay and fight (since his speed is greatest, his movement action is considered first). Juan has no intention to escape anymore, since he is gaining the upper hand in the hand-to-hand fight, so the brawling continues once shooting is resolved for the rest of the characters. Neither Sam nor Juan has a usable weapon in hand, so no shooting is possible for them.

The brawling continues as Sam decides to punch, and his roll of a 7 is a miss. Juan responds with a decision to grapple, and rolls a 3. Instead of inflicting any injury on Sam, Juan is gouged and loses a strength point by this unfortunate occurrence!

Sam grabs a chair which is near the doorway and attempts to swing it at Juan, rolling on the PUNCHING table but subtracting -2 due to its bulkiness and unwieldly nature. His roll is good, however — a 15, which is modified to become a 13. This is the equivalent of a glancing blow, scoring the normal 1 point effect, but plus 2 due to the chair's bulk. Juan reels under the hit and subtracts 3 strength points. But the Mexican is not finished yet, by any means. He elects to grapple, and rolls a 13. With an additional subtraction of -2 because of the gouge he just suffered in his last round, this becomes an 11, meaning he has Sam in an arm lock left. Sam suffers the loss of another strength point and releases the chair.

After the fourth round of brawling, Sam is held in an arm lock and both participants are depleted in strength: Juan has lost a total of 6 strength points, giving him 7 remaining, and Sam has lost 9 strength points, giving him 6 points left.

Since another two brawling rounds have been completed, the action is suspended and another game turn is undertaken for all the characters. After shooting has been resolved, brawling is done and Juan and Sam continue their fight.

Sam, held in an arm lock, tries to escape the hold by rolling on the GRAPPLING table. The lock dictates a subtraction of -1, so his roll of a 17 becomes a 16. The result is that not only has he broken the hold, but he has thrown Juan, inflicting the loss of 2 strength points on the Mexican. Juan counters by attempting to grapple yet once more, and rolls a 3. The subtraction of -2 from being thrown makes the roll a 1, meaning Juan has been kneed by Sam, suffering the loss of 4 strength points more.

Knowing that his adversary is nearly beaten, Sam decides to try a punch in the next brawling round in an attempt to finish the job (knowing full well that he himself cannot take much more!). His roll is a 15, a hook scoring 2 points. Juan, already down to only a single strength point remaining, crumples under what turns out to be a knockout punch. The fight is over as the battered Sam stands over the unconscious bandito . . .

ADVANCED RULES

Once the basic game has been mastered, play should progress to the advanced game.

SIMULTANEOUS MOVEMENT TURN SEQUENCE

Use of a simultaneous movement turn sequence will allow greater freedom of movement for characters and will not place certain characters at a sequential disadvantage. Use the following guidelines and progression:

A. **Orders:** Written orders are made for each character or for all characters acting in concert for each move, with provisions to cover special contingencies (such as ordering a character to cover a door with his rifle, for instance). The direction, type of movement (crawl, walk, etc.), and movement distance must be indicated.

Characters not moving during a turn may have special instructions to fire at figures which are moving, and this fire will be determined during the course of the target's movement as explained in the ADVANCED COMBAT section. If both firer and target are not moving, fire takes place normally.

If a referee is available, players may opt to give their orders verbally to the referee. This will speed up the game considerably, but caution must be exercised, since confusion can result if the referee is not careful and the players do not give explicit instructions.

B. **Movement:** All figures are moved according to the orders written for each, with movement taking place simultaneously.

C. **Fire Determination:** After movement has taken place, sighting is resolved for each character's observation. Each player notes which of his characters are firing, at whom fire is to be made, and how many shots are to be fired.

D. **Order of Firing:** As in basic game.

E. **To Hit:** As in basic game.

F. **Hit Location and Wounds:** As in basic game.

G. **Brawls:** As in basic game.

ADVANCED MOVEMENT

Advanced movement adds hidden movement and makes concealment important and sighting crucial (see OBSERVATION & SIGHTING). Vehicles can also be added to enhance play.

Hidden Movement

In the advanced game, hidden movement is used only if a referee is available, for an impartial judge is necessary to monitor and adjudicate the results of hidden moves.

Line of sight and the arc of observation are the determining factors on whether or not a character remains hidden — although a concealed character would likely be unseen even if others were looking in that direction (the effectiveness of concealment, of course, is the referee's discretion). Observation by other characters is also a key in hidden moves, for even if a character moving from concealment to concealment could be seen, if no character was looking in that direction, the movement would remain hidden.

Vehicle Movement

The following types of vehicles are considered in advanced play:

Vehicle	No. of Horses	Walk	Trot	Gallop	Strategic Move
Buckboard	1	6"	14"	24"	2 spaces per hour
Wagon	2	6"	12"	20"	2 spaces per hour
Stagecoach	4 to 8	6"	14"	28"	2 spaces per hour
Freight Wagon	4 & up	5"	10"	18"	2 spaces per hour
Train	(42" per turn normal movement, and acceleration/deceleration of up to 6" per turn)				6 spaces per hour

ADVANCED COMBAT

Advanced combat incorporates certain changes or additions to normal procedures to allow for greater realism, as follows:

Firing During Movement

As turns are approximately 10 seconds long, a character electing to remain stationary would have ample time to fire at opponents who are moving — something which is not possible in the basic game if the opposing character moves to a position which conceals him from fire at the end of the movement portion of the turn. To correct this, the following procedure is used:

1. Figures electing not to move have the option of firing up to the maximum number of rounds permitted by their weapon's rate of fire:

   a) If one round of fire is taken, it will come at the one-quarter, one-half, or three-quarter point of the target's move, at the option of the shooter. That is, if the target was moving 12" on the tabletop, the shot would occur when the target figure had completed 3", 6", or 9" of the move — at the firing character's option.
   b) If two rounds of fire are taken, the shots will come at the one-third and two-third points of the target's move.
   c) If three rounds of fire are taken, the shots will come at the one-quarter, one-half, and three-quarter points of the target's move.

2. Walking characters may elect to fire one round as long as their weapon is not rated "S" (slow) or "VS" (very slow) — only the "hip shooting" of arms of the "S" or "VS" classification may be used in such an instance. This fire is to be taken at the three-quarter point of the target's move.

3. Characters not moving during a turn may always fire at least one shot at any moving target which is exposed for not less than 3" (or 3 spaces), or for one-quarter of its movement, whichever is least.

4. Gatling gun and cannon fire always comes at the mid-point of movement, unless the firer has specifically ordered that fire be held until the movement portion of the turn is completed.

5. A character electing to fire during movement must make a commitment as to the number of shots to be fired and the targets. Any shots taken during movement count against the total number of shots possible per turn (see RATE OF FIRE).

Fire At Mounted Targets

When firing is attempted at a person on a horse, there is a chance that the horse will be struck instead of the rider. In such a case, percentile dice are rolled for each shot which is a hit — on a result of 01-60, the shot hits the rider, while a roll of 61-00 means the horse has been hit (this assumes that the shooter is aiming at the rider; if the horse is the target, reverse the numbers).

It is possible to elect to fire at any horse, just as fire at any character is possible. Horses each have a STRENGTH of 30, plus or minus 1 to 10, depending upon the type of horse in question and the random roll of the dice. Work horses would range in the +1 to +10 area, while ponies would range in the -1 to -10 area.

Hits on horses are read on the WOUND CHART. Arm hits strike the foreleg, and leg hits hit the rear legs of the horse. Any horse hit in any place other than a leg will attempt to bolt and run. If it has a holder or rider, the base chance of bolting and running in a random direction is 40%, modified by whatever circumstances the referee (or the players, if there is no referee) deems suitable in the given case.

When determining the extent of any wound suffered by a horse, there is a deduction of -20 made from the dice roll to represent the constitutional strength of the animal. Thus, a hit in the horse's head would be fatal only if the percentile dice score was 61 or better prior to the reduction of -20.

Arched Arrows

Indians may shoot arrows **over** obstructions such as walls, rocks, and the like which provide cover from direct-fire weapons. Each arrow so shot has a 15% chance of being treated as a normal shot, so if a percentile score of from 01-15 is rolled, an immediate re-check is made by calculating the chance to hit on the HIT DETERMINATION CHART and rolling the dice a second time. Hits so scored must then be checked on the WOUND CHART. Arrows which do not score between 01-15 or which miss when checking the HIT DETERMINATION CHART are ignored.

When arrows are arched, the target receives **no** cover when consulting the HIT DETERMINATION CHART or WOUND CHART unless there is solid cover **above** the target.

MINOR CHARACTER MORALE

While it is reasonable to expect a player's personal character to be as brave as a player wishes during difficult and desperate situations, minor characters (those associates of a player's character or other persons incidental to a game, such as clerks and the like) may not care to face Wyatt Earp or Wild Bill Hickok without flinching or running. To reflect this, the following rules apply:

Minor Characters

In each instance when a minor character is faced with a critical situation (such as facing an armed and potentially deadly enemy), percentile dice are rolled. If the total scored is equal to or less than the BRAVERY percentile score of the minor character concerned, the character will act as the player controlling him desires; if the score exceeds the BRAVERY rating, the minor character will act to avoid the confrontation.

For every friend or companion accompanying a minor character, the score of the percentile dice is adjusted downwards by -5, as men in groups are braver. If a major character with a "reputation" (experience equal to 8 or more gunfights) is present in a group with a minor character, the percentile dice score is further adjusted by another factor of -10 (i.e., a total adjustment of -15 for the presence of that figure).

Checks for minor character morale must be made each turn the critical situation continues unless the number of enemies is reduced by casualties to a point where they are outnumbered by the minor character and his fellows. However, the initial check when the situation first arises **must** always be made regardless of the odds involved.

Cavalry

Cavalry troopers will not be subject to minor character morale considerations as long as their commanding officer is either with them, nearby, or in any event within the playing area and not attempting to escape a situation himself. If the commanding officer is wounded seriously or killed, cavalry troopers must then begin regular morale checks (NCO's accompanying them are considered as men with "reputations").

Indian War Parties

Only Indians with BRAVERY percentile scores of 81 (Very Brave) or above normally participate in tribal war parties. War chiefs all have ratings of 91 (Fearless) or above.

Until suffering their first fatal casualties tribal war parties are not subject to morale considerations. Once a death occurs in their group they must begin morale checks if such a casualty represents at least 5% of the group's total strength (i.e., a band of 100 Indians would not check morale until 5 of their number had been killed).

Indians do not receive any bonus to their morale checks for being in groups, and if any one Indian fails his morale check, all others will check with a penalty of -10 to their rolls.

OPTIONAL RULES

The various optional rules cover a wide variety of aspects and can be added as desired to the advanced game.

ALTERNATE FIRST SHOT DETERMINATION

This rule allows for a more realistic sequence of firing when characters possess different speed abilities. This is not recommended for battles with large numbers of participants. The following guidelines govern the order of firing:

1. The **net speed** of each character firing is first computed by adding and subtracting the appropriate numbers (the first shot determination score plus or minus any situational adjustments) in the normal manner.

2. The character with the highest **net speed** (total score) fires the first shot. He (and the other characters firing after him) will not necessarily be able to fire all of his shots before the others can fire their first shots; the following considerations will govern the order of shooting:

a) If a character has a **net speed** of TEN points more than another person, he can fire up to **three** shots before the other can fire any shots.
b) If a character has a **net speed** of FIVE points more than another person, he can fire up to **two** shots before the other can fire any shots. Once the opponent has taken his first shot, the fastest character can then fire his third shot before the opponent is able to fire his own second and third shots.
c) If a character is less than five points faster than another, he can fire only **one** shot before the slower character takes his first shot. The two would then alternate shots.
d) If two characters have the same **net speed**, their shots are considered to be simultaneous.

3. When this rule is used, the penalty on the HIT DETERMINATION CHART for firing more than one shot is altered:

1) If a character has a **net speed** of 30 or more, he may fire up to **three** shots without the penalty for firing more than one shot.
b) If a character has a **net speed** of 20 to 29, he may fire up to **two** shots without penalty, but a third shot would be at a penalty of -10.
c) If a character has a **net speed** of 10 to 19, he may fire **one** shot without penalty, but the second and third shots would be at a penalty of -10.
d) If a character has a **net speed** of less than 10 and he is firing more than one shot, **all** of his shots are subject to the penalty.

SHARPSHOOTING

Characters with an ACCURACY rating of "Crack Shot" and above may be considered sharpshooters, when using pistols or rifles (but not shotguns or scatter guns). Sharpshooters may use **either** one or the other of the two options listed below any time that they shoot:

1. Each time that a sharpshooter uses the WOUND CHART (having already obtained a hit), he gains a bonus on both dice rolls (for location and extent of injury) — "Crack Shots" gain +5, and "Dead Eyes" gain +10.

2. A sharpshooter may pick the exact area that he is shooting for (i.e., he may shoot at his opponent's head, or gun hand, or whatever). If he chooses to pick his exact area, no penalty for the target's concealment is applied (assuming the area he picks is visible, of course), but a "Crack Shot" must deduct -20 from his roll for hit determination, and a "Dead Eye" must subtract -10. Any hit will strike the exact area chosen (and only one roll — for extent of injury — will be necessary on the WOUND CHART). However, if this second option is taken, *only one shot may be made per turn.*

Note: This rule considerably changes the balance of the game in favor of characters with high accuracy scores. Thus, its use should be carefully considered.

STUNNING

Whenever a person is struck with a solid object (including receiving a bullet wound in the head, or a bullet wound anywhere from a buffalo gun), there is a chance that the person hit will be **stunned.** If a character is stunned, he

will do nothing on his next turn, and will do everything at half effect on the following turn (i.e., moving at half speed, and using only half their percentile score for ACCURACY and SPEED).

The chances of being stunned are as follows:

STUNNING CHART

	Basic	Hit From Behind/Surprised
Gun butt or barrel	20%	60%
Club	25%	65%
Chair	30%	70%
Bullet wound in head	50%	80%
Buffalo gun bullet wound	25%	30%
Tomahawk	25%	65%

INTOXICATION

Alcoholic beverages affect people in various ways. For every three average-sized drinks a character takes, deduct -5 from both his ACCURACY and SPEED percentile scores and add +5 to his BRAVERY percentile score. Also, for every six average drinks consumed, add one point to his STRENGTH ability (not percentile score). No more than two points may be added to STRENGTH in this fashion.

If a referee is moderating the action, his discretion can be used to determine when consumption takes a character past normal drunkenness.

PROFESSIONAL GAMBLERS

Gambling was an accepted profession in many parts of the West. The two most popular games were poker and faro. To represent poker, all participating players can roll percentile dice to obtain a number from 1 to 100, with the highest roll winning the wagered "pot" (of course, actual poker can be played by the players if they prefer to take the time to do so . . .). To represent faro, one player acts as the "house" (or the referee may do so) and rolls percentile dice. Each person playing against the house ("bucking the tiger") rolls percentile dice and wins if they beat the house's score, taking the wagered amount. Other games are played (abstractly, of course) in a similar manner.

Professional gamblers have an edge. They can manipulate cards and take advantage of information they are not supposed to know. Such cheating was a recognized and accepted practice, provided that the cheater was not blatant enough to get caught. Cheating by professional gamblers in BOOT HILL is possible using two methods; the player simply selects which of the two methods they wish to use before anyone rolls the dice:

1. A gambler who wishes to be subtle and have no chance of being caught may add +5 to all percentile rolls while gambling.

2. Gamblers who wish to take chances may add +20 to their percentile rolls, but must use the procedure outlined below to determine if their cheating is detected.

Each professional gambler has a GAMBLER RATING. To determine the GAMBLER RATING, percentile dice are rolled to give a number from 1 to 50 — if the initial percentile roll is 50 or less, nothing is subtracted; if the number rolled is 51 or more, 50 is subtracted. The resulting number is the GAMBLER RATING, and represents the percentage chance of the gambler's cheating being detected each time the gambler chooses to add +20 to the percentile roll.

If a person is detected cheating (those playing actual poker will have to devise their own methods), minor characters will demand that all of their losings for the night be returned before going for their guns. Player characters may choose any course they desire if they detect someone else cheating (which must be by a dice roll — they do not necessarily know cheating is going on).

Other games were played, including keno, roulette, and three card monte. If roulette or keno is played, only the house may cheat. If a professional gambler can find a sucker to play three card monte with him, the gambler will never lose, but must check for cheating using one-half of his GAMBLER RATING.

DYNAMITE

When dynamite is used for safecracking, it should be considered that all safes come in two sizes — "large" and "small". The "normal" charge to blow open a large safe is 5 sticks of dynamite, while a small safe would require 2 sticks. This can be secretly varied by the referee to give a greater uncertainty and larger chance element, though some warning should be given to the players (such as stating that the safe is "very large" or "medium").

The normal charge needed to blow open a safe will automatically crack the safe, but will also destroy one-quarter of the paper (such as money) within the safe. One stick under the normal charge will have only a 50% chance to crack the safe, but will not harm any of the paper. Using more than the normal charge will automatically crack the safe, but the contents will be scattered and any paper will be destroyed. It should be remembered that coins were one of the major mediums of exchange in the Old West, and most safes will have a fair amount of both gold and silver coins within them.

The explosion of dynamite will endanger persons near the blast, and the table below is consulted to determine the chance of death or wounds occurring for each person in the area of the explosion:

INJURY FROM DYNAMITE EXPLOSION

Quantity of Dynamite	Distance from explosion (in inches or spaces)					
	0-1	1+ to 2	2+ to 4	4+ to 6	6+ to 10	10+ to 15
1 stick	25/75/S	15/50/	5/40/	0/25/	0/10/	0/5/
2 sticks	40/85/S	25/60/	10/50/	5/40/	0/20/	0/10/
3 sticks	60/100/S	35/70/S	15/60/	10/50/	0/30/	0/15/
4 sticks	80/100/S	50/80/S	20/70/	15/60/	0/40/	0/20/
5-6 sticks	100/100/S	70/90/S	30/80/S	20/60/	5/50/	0/30/
7-8 sticks	100/100/S	90/100/S	45/90/S	30/80/	10/60/	0/40/
9-10 sticks	100/100/S	100/100/S	60/100/S	40/90/S	25/70/	0/50/
11-13 sticks	100/100/S	100/100/S	80/100/S	50/100/S	35/80/	10/60/
14-17 sticks	100/100/S	100/100/S	100/100/S	60/100/S	45/90/S	20/70/
18+ sticks	100/100/S	100/100/S	100/100/S	70/100/S	55/100/S	30/80/

The amount of the charge is indexed with the person's distance from the blast point. The first number listed gives the percentage chance of death, the second number gives the percentage chance of a wound occurring (assuming death has not occurred, of course), and a listing of "S" indicates that stunning will occur automatically.

The location and extent of wounds occurring from a dynamite blast are checked normally using the WOUND CHART, and any area of the body may be hit. Persons inside a building (assuming the explosion is not within that same building) will not be injured except as noted below. If the blast occurs within a building, only the persons in that building will risk death and injury, except as noted below.

If dynamite is exploded next to a wall, all persons on the other side of the wall and within 3 spaces (or inches on the tabletop) will be subject to the chance of death or injury as normally, but with the following reductions in the percentage chances for each:

Hard cover (such as thick adobe or stone walls)	-30%
Soft cover (such as plaster or wood walls, thick brush, etc.)	-15%

If stunning is indicated, the chance will be 70% for persons protected by hard cover or 85% for persons protected by soft cover.

There are certain disadvantages to using dynamite. First of all, dynamite in the days of the Old West was unstable and subject to "sweating" which could cause self-detonation. Thus, any character carrying dynamite of any kind risks a 5% chance that the dynamite will explode while on their person or near them (if a referee is moderating play, he will decide when to check for self-detonation; if no referee is being used, the check must be made as the character is attempting to use the dynamite or when the character becomes involved in a fight — whichever comes first).

Another problem with dynamite is the blasting caps which were required (in addition to fuses) to set off the charge at the desired time. Blasting caps were even more unstable than the dynamite itself, and almost as dangerous. Any character carrying blasting caps who falls, jumps, or is shot will have a 25% chance of setting off the blasting caps, which will cause one wound per cap carried.

Players whose characters are carrying dynamite or blasting caps must specify where and how many they are carrying.

It should be noted that dynamite was almost never used as a weapon, and a referee may opt to prohibit its use in such a manner, or simply choose to make it very expensive in the game. For instance, if dynamite is available in Promise City in the fictional setting of the game, it will sell for $50.00 per case of 18 sticks, with blasting caps costing an additional $20.00 per 18 caps.

MISFIRES

The various firearms employed in the game have a chance of misfiring each time they are used. If this occurs, the result will be either a dud round, an explosion, or a jammed cartridge.

A dud round counts as a miss in all cases, with no further penalty. An explosion has a 50% chance of injuring the character handling the gun (consult the WOUND CHART for location and extent of injury), and a jammed shell will render the weapon inoperative until it is cleared (which will take three turns).

MISFIRE TABLE

Weapon	No Misfire	Dud	Explosion	Jammed Shell
Derringer	01-98	99-00	—	—
Cap & Ball Revolver	01-95	96-99	00	—
Single Action Revolver	01-99	00	—	—
Double Action Revolver	01-99	00	—	—
Long Barrel Revolver	01-99	00	—	—
Fast Draw Revolver	01-99	00	—	—
Scatter Gun	01-99	00	—	—
Shotgun	01-99	00	—	—
Civil War Carbine	01-95	96-97	—	98-00
Civil War Rifle	01-95	96-97	—	98-00
Other Rifles	01-97	98	—	99-00
Other Carbines	01-97	98	—	99-00
Buffalo Rifle	01-98	99-00	—	—
Army Rifle	01-98	99-00	—	—

STRAY BULLETS

If a shot misses its intended target, there is a slight chance it will hit any other person who is also standing in the line of fire.

A straight line is considered, extending from the shooter, through the target, and proceeding on out to the maximum range of the weapon. Any person standing within the width of one space (or one inch on the tabletop) of this line of fire has a 1% chance of being hit by any bullet that misses the intended target. (If the shot is from a shotgun or scatter gun, the field of fire will be as normally, and **all** possible targets must check for the chance of being hit at normal percentages, not at stray bullet chances.)

GATLING GUNS

Gatling guns are not very mobile. They can be pushed the speed of a walking man by four men, or at the speed of a crawling man by two men. If horse drawn, a Gatling gun will move at the speed of a wagon and will take four men four turns to unlimber and set up for action. Once set up, it requires two men a full turn to swing one 90°.

A Gatling gun in firing position will be able to cover up to 45° to each side of its direct facing, and within that arc is "aimed" to cover a three space (or three inch) wide swath with its fire. The gun has a maximum range of 200 spaces (or inches), and each person in the swath of fire has a chance of receiving one, two, or three hits depending upon the range. The following chart is consulted and the percentile dice are rolled for each potential target:

GATLING GUN TABLE

Number of Wounds	Less than half range	Over half range
0	01-35	01-80
1	36-80	81-95
2	81-95	96-98
3	96-00	99-00

A Gatling gun takes one turn to reload and must be reloaded after every four turns of use. When the gun is fired, there is a 20% chance each turn, after the first two turns, that the gun will jam. If it does, it will require six turns to unjam.

CANNONS

Cannons are moved in the same manner as Gatling guns. A full crew consists of four or more men. It takes two turns for a full crew to reload a cannon after each shot; add one turn of reloading time for each man missing from a full crew. A cannon can be turned 45° in one turn by four men; normal re-sighting after firing (at the same immobile target) is included in reloading.

For purposes of these rules, only cannister rounds will be considered. With such ammunition, the gun in firing position will be able to cover a cone-shaped firing area which is 22½° to each side of the barrel. All potential targets in the field of fire must check according to the table below for possible wounds when a cannon is discharged:

CANNON FIRE TABLE

	Range		
Number of Wounds	Up to 10	10+ to 30	30+ to 60
0	—	01-25	01-55
1	—	26-85	56-95
2	—	80-00	96-00
3	01-00	—	—

Note: Any cannon not being crewed by artillerists from the United States Army will have a 5% chance per shot of exploding and inflicting damage equal to 3 sticks of dynamite.

CAMPAIGNS

CAMPAIGN GAME SUGGESTIONS

The full flavor and scope of BOOT HILL comes out in campaign play, with numerous players vying, through the use of their game characters, for a wide assortment of goals and objectives. The interplay of personalities (on both sides of the law) can be fascinating and fun, and a well-run campaign with a competent gamemaster and a good assortment of players will be a satisfying endeavor for all. Campaigns should be tailored to suit the preferences of the players, but some general guidelines are given here. All campaigns require an impartial referee.

The Referee

The person taking the role of gamemaster is a pivotal figure, for it is he or she that will shoulder the principal responsibility for all aspects of play. The referee should thus be a person who has a good working knowledge of the rules.

A referee should be impartial, and should moderate the action without interfering in the course it might take. The referee will be in charge of processing and revealing information as the campaign goes on, and this "limited intelligence" aspect will greatly add interest, since not every character will be aware of all that is happening.

The gamemaster provides background for the players, and the scope of the campaign will be determined by the referee's judgment. The referee's decisions will be important in many instances, and the players must accept the judgments accordingly. (See the section entitled HOW THE GAME IS PLAYED near the beginning of this booklet for other comments on refereeing a campaign.)

The Campaign Scenarios

Two campaign scenarios are included in this booklet — one which is quasi-historical, and another which is completely fictional. These can provide the beginnings of a campaign in themselves, or an independent campaign can be started "from scratch" if desired. In any event, players can make up their own roles in such settings by rolling the dice to determine their character's abilities and then choosing a personal role or occupation. The objectives of each character can then be outlined by the referee, and these are the goals each will seek as the campaign goes on.

The Maps

The large mapsheet included with the game is printed on two sides, and is specially designed to serve several uses.

The first side of the map shows a portion of a "typical" Western town, with streets defined and buildings of various types arrayed along them. Doors and windows are shown (the presence of two windows indicating a two-story structure), and individual buildings are identified by name.

The town map is designed to serve three purposes. First of all, it can function as the main portion of the fictional town of "Promise City" which is prominent in the various scenarios of the game — as well as serving a similar purpose as almost any Western town of similar size. Second and thirdly, portions of the town map can be utilized for the two historical game scenarios given in this booklet — the Battle of Coffeyville, and the Gunfight at the O.K. Corral. The map's scale is 1 space = 6 feet.

On the opposite side of the town map is the fictional area of Promise City and El Dorado County, which is located "somewhere in the Southwest". The map is designed to be used in any way desired by the referee, and details can be left as shown, or added or deleted as desired. The scale of the map is one hex = 2 miles. (See the section *Using The Map* in APPENDIX E for further suggestions on preparation of the large-scale map of the area.)

Campaign Time

At the referee's discretion, campaign turns can be weekly or monthly or of any specified duration. Each turn, the players relate to the referee what their character's actions and undertakings will be, and the referee moderates the resultant occurrences. The gamemaster takes all actions into account, and relates the appropriate information on various happenings to the players as seen through the eyes of their characters.

When characters' actions are appropriate for moving the action to the tabletop, the time frame changes to the lower level, and the larger campaign's goings-on are suspended until the tabletop action is resolved. Once that is done, the rest of the whole moves on, with the results of the tabletop action reflected in the ongoing and ever-changing situation.

Moves On The Campaign Map

A campaign map such as the one included in the game or fashioned in the manner desired by the referee can be used for strategic movement. With a scale of two miles per hex, the following guidelines are appropriate to govern movement from place to place under various circumstances.

1. Men on foot can move one hex per hour for up to 16 hours, then must rest for 8 hours. Men on foot can run two hexes per hour for three hours, but then must rest for an hour; running men must also rest for 8 hours per day.

2. Mounted men can move two hexes per hour for up to 16 hours, but then must rest for 8 hours. Mounted men may also move at a higher rate depending upon the type of horse they have. Most horses are fair or good quality, but there are also poor or excellent types. Excellent horses cannot be captured wild, but are actually good quality horses that have been trained for speed and stamina. Use the following chart for the distances (in hexes per hour) that may be travelled (resting a horse for one hour will bring it up two steps of speed):

STRATEGIC MOUNTED MOVEMENT TABLE

Horse Type	1st Hour	2nd Hour	3rd Hour	4th Hour	5th Hour
Excellent	8	6	4	2	must rest
Good	7	5	3	1	must rest
Fair	6	4	2	1	must rest
Poor	5	3	1	must rest	——

Example: Crazy Pierre is escaping from a bank heist on a "good" horse. In the first hour he moves 7 hexes, in the second hour he moves 5, and in the third hour he moves 3 for a total of 15 hexes covered in 3 hours. Knowing that his horse (which is tiring rapidly) would only move 1 hex next hour, Crazy Pierre decides to rest his horse for a time. At the end of one hour of rest, Pierre could start travelling again at a speed of 5; however, he does not observe any close pursuit, and thus elects to rest his horse an additional consecutive hour which will bring the horse to its full speed of 7 hexes per hour.

Roles & Objectives

The roles and objectives assigned to the participants should be commensurate with the scope of the campaign. Thus, if the map covers a large area and the duration is expected to be several game years, players would represent major characters: large ranchers, outlaw leaders, sheriffs, Indian chiefs, cavalry commanders, and so on — each with many figures to operate or command. Objectives would likewise be broad. On the other hand, a campaign taking place in a small county with but a town or two would have participants cast in less grandiose roles and with smaller objectives — i.e., an outlaw's objectives might be to lead a gang of desperadoes into town, rob the bank, escape to a hideout, and lay low for a month before pulling another job.

Records

The referee should keep copies of all starting statistics and changes made by all pertinent characters in the campaign, with special care taken for the player characters (who will also want to keep suitable records of their own). For example, the referee may inform each player at the start of the game as to his characters' cash on hand, equipment, animals and possessions owned, hirelings/associates/friends, and so on. Thus, rancher Longloop starts with $671 and a herd of 600 head of longhorns. During the course of the first couple of game months he hires three extra hands, makes a cattle drive which mysteriously picks up several hundred additional doggies along the way, and sells off the lot. At that point he could then have $9,004 and 325 head of cattle.

Orders for the actions of characters in each campaign turn can be given orally, but referees may wish to consider requiring written orders from each player to have a record of all desired undertakings.

POSSES

If a posse is needed to pursue bandits, Indian raiders, or whatever, there will be a delay in assembling the group (which will be an assortment of various citizen characters primarily), which, although on the same turn as the escaping group, starts out one hex behind the pursued on the campaign map.

An additional 1-10 persons comprising the posse may be added to any pursuit by waiting one hour and rolling a die to determine the exact number available. An additional wait of another hour will add another 1-10 persons. The posse must then track as per the TRACKING rules.

If word is telegraphed or taken by rider to another town or area, one hour must be spent preparing for the pursuit before the local law officers and from 1-10 persons can be ready to ride.

TRACKING

Tracking a band of outlaws or Indians can be accomplished by using the following rules. Check on the following table as each hex on the campaign map is entered by the posse or trackers:

TRACKING CHART

Terrain	Chance to follow correct trail	Chance to follow incorrect trail	Chance that the trail ends	Chance to notice lost trail if the posse/tracker recrosses it
Normal	01-90	91-95	96-00	01-10
Hard or rocky	01-75	76-80	81-00	01-02
Settled area	01-90	91-99	00	01-15
Large town	01-60	61-70	71-00	01-05

All other types of terrain are treated as "normal".

Other factors are important in tracking, as follows:

1. If the trail ends or leads in the wrong direction, the tracker must spend an entire turn (one hour) trying to pick up the trail again. If a result of "trail ends" is indicated on the second try, the trail is lost permanently and can be picked up only if the trail is later recrossed and is "found" as indicated in the right hand column of the table above.

2. Scouts, detectives, and others with special tracking experience have a 5% better chance of following the correct trail, so -5 is subtracted from their percentile rolls on the TRACKING CHART. Indian scouts, if tracking Indians, subtract an additional -5 from the die roll unless in settled areas or towns.

3. If Indians are being tracked, a +5 is added to the die roll unless they have passed through settled areas or towns, in which case -5 is deducted due to their noticeability in settled areas or -40 in large towns.

4. If the trail crosses a stream, the tracker will lose one hex of movement in picking up the trail **if** the party being tracked went either up or downstream before crossing.

5. If it rains during a chase, the trail is automatically lost and can only be picked up again in settled areas or towns.

6. If a posse or an individual starts pursuing on the same turn that the pursued group leaves the hex on the campaign map that the posse is in, the posse starts its pursuit one hex behind the pursued group. As long as the posse can remain one hex behind, they will automatically follow. As soon as they become more than one hex behind, they must follow the TRACKING rules as previously outlined. Nightfall affects all parties equally, and thus is disregarded — although the passage of time can be monitored by the referee as he sees fit.

AGING & PHYSICAL CHARACTERISTICS

When abilities are determined for characters, the age of the persons can likewise be determined and may have an effect on individual capabilities.

To determine a character's age, a percentile die is rolled three times for a 1-10 result, the sum of the numbers rolled is computed, and 12 is added to give the final age (thus giving an age spread of 15 to 42 years of age). As an alternative, the referee may simply assign an age if he desires. Age will affect abilities in the following manner, based upon the character's survival:

Speed — Add 1% to the SPEED percentile roll for each game year survived up to age 25; after age 35, subtract 1% per year.

Accuracy — Add 1% for every other game year survived up to age 25; subtract 1% every other game year after age 40.

Bravery — No effect.

Strength — Add 2% for each game year survived up to age 25; subtract 2% each year after age 35.

HEALING WOUNDS

Wounds heal at the rate of one point restored per week for each wound (thus, a serious wound would take seven weeks to heal fully). Multiple wounds will heal at the same time. **This assumes proper medical treatment.**

Special penalties due to certain wounds will no longer be in effect after the wounds are more than 50% healed.

Brawling damage can be restored at the rate of one point per hour of *rest.* Non-brawling wounds heal at the normal rate. The point at which a character recovers consciousness should be decided by the referee on an individual basis. Note that if a character is not fully recovered from a brawl, it will affect the character's accuracy, movement, strength, etc. just as in the case of firearm wounds.

In some cases where medical treatment is not readily available or where special considerations dictate, the referee will have to use discretion in assigning appropriate chances for survival and recovery . . .

THE COST OF LIVING

As characters progress in a campaign, they will probably get jobs, eat meals, and locate a place of residence. The following list is a sample for guidelines of wages and expenses which can occur in Promise City, or elsewhere in a typical Western town of its size.

For simplicity, one may assume that a character can live cheaply for about $25.00 per month (this includes two meals per day and lodging in a sleazy hotel) if the person lives in town. A cowboy has virtually no expenses as he lives in the ranch bunkhouse and eats at the ranch — however, he must work about 16 hours a day six days a week, or longer on cattle drives!

COST OF LIVING TABLE

Clothing
Hat: $2.00
Shirt: $1.00
Vest: $1.00
Trousers: $2.00
Socks: 25¢ per pair
Boots: $10.00
Chaps: $5.00
Spurs: $7.00 per pair

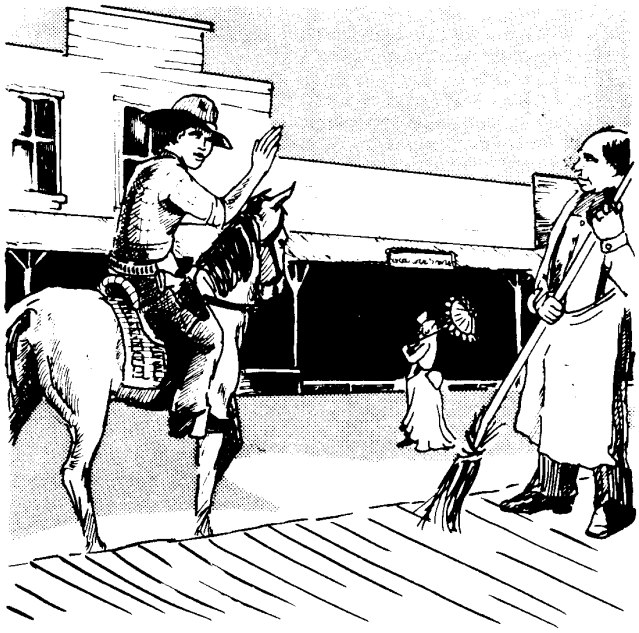
Entertainment and Miscellaneous
Tobacco: 10¢ per plug
Whiskey: 10¢ per shot or $2.00 per bottle
Beer: 5¢ per mug or glass
Shave and haircut: 25¢
Bath: 75¢, with fresh water $1.00
Steers: as calf: $5.00
as yearlings: $10.00
at Kansas railhead: $30.00
Doctor's services ($3 per visit min.):
bullet removed: 25¢
bullet hole patched: 50¢
broken bone set: 50¢
broken bone splinted: 75¢
buckshot removed: $2.00
lacerations stitched: 50¢
concussion treated: 50¢
powder burns treated: $1.00
other burns treated: $2.00
leeching: 25¢
amputation: $5.00
diseases* treated: $2.00

Lodging
Sleazy hotel: 25¢ per night
Average hotel: 75¢ per night
"Deluxe" hotel: $2.00 per night
Corral space for horse: 25¢ per day (free at deluxe hotel)
Rooming house: $1.00 per day, meals included

Food
Coffee: 30¢ per pound
Bacon: 20¢ per pound
Beef: 7¢ per pound
Flour: 4¢ per pound
Cheap meal: 25¢
Mess kit: $2.00
Canteen: $1.00
Survival rations (hardtack, beans, beef jerky, etc.): $1.50 per day

Wages and Salary
Cowboy: $30.00 per month
Cowboy foreman: $45.00 per month
Guard at territorial prison: $3.00 per day
Coroner: $5.00 per inquest
Lawmen: $75.00 per month, plus $2.00 per arrest leading to conviction
Deputies: $50.00 per month, plus arrest bonus as above
Justice of the Peace:
Fines: $2.00 to $20.00 for disorderly conduct
Court costs: $2.00 to $5.00 for above
Marriages: $5.00
Bartender: $50.00 per month
Waitress/saloon girl: $17.50 plus tips per mo. and room/board
Hired gunfighter: $5.00 per day plus expenses
Teamster: $40.00 per month
Civilian scout for the army: $75.00 per month
Undertaker: $20.00 per burial
Midwife: $3.50 per delivery

* Diseases treated could include consumption, grippe, gangrene, cholera, dysentery, malaria, smallpox, typhus, typhoid fever, yellow fever, spotted fever, tetanus, rabies or social diseases. **No cure is guaranteed by treatment.**



MISCELLANEOUS CHARACTERS

In a typical game setting in a Western town, a lot of minor non-player characters such as shopkeepers, bank tellers, bartenders, and the like are needed in the course of play. It is advisable for the referee to have a stock set of such characters already determined in advance, and when a character of a certain type is needed, one is chosen from the proper category by chance.

The abilities of miscellaneous characters are determined in the normal manner, as modified by the suggested guidelines below. Typical characteristics are listed, but there may always be exceptional as well as worse types.

Whenever a player character has dealings with a miscellaneous character, the miscellaneous character can be played by the referee or another disinterested player. The minor character morale rule applies for all of these types.

MISCELLANEOUS CHARACTERS CHART

Type	Speed	Gun Accuracy	Throwing Accuracy	Bravery	Strength	Experience
Town Marshal/ Deputies	Quick-Very Fast	Fair-Excellent	Average-Good	Brave-Fearless	Any	1-5
Sheriff/Stage Guard	Average-Fast	Above Average-Very Good	Average-Good	Any	Any	0-4
Deputy US Marshal/ Gunfighter	Fast-Lightning	Good-Crack Shot	Fair-Very Good	Very Brave-Fearless	15+	2-6
Detective/Drifter	Quick-Lightning	Fair-Excellent	Any	Above Average	Any	1-4
Bounty Hunter	Fast+	Good+	Fair+	Very Brave+	Any	3-8
Cavalry Trooper	Any	Fair-Excellent	Any	Any	Any	0-4
Indian	Above Average-Lightning	Fair+	Good+	Brave-Fearless	Any	0-3
Cowboy	Any	Above Average-Crack Shot	Fair-Excellent	Any	Any	0-2
Homesteader	Below Average-Quick	Any	Any	Any	Any	0
Miner	Average-Fast	Above Average-Very Good	Any	Above Average+	Any	0-2
Bartender	Above Average-Very Fast	Fair-Excellent	Above Average-Excellent	Brave+	Any	1-3
Gambler	Very Quick+	Fair+	Fair-Excellent	Any	Any	0-4
Bank Teller	Any	Above Average-Very Good	Any	Any	Any	0-2
Merchant/Clerk	Slow-Quick	Any	Any	Any	Any	0
Saloon Gal	Below Avg.-Very Quick	Any	Any	Any	13-	0-1

* * *

THE FASTEST GUNS THAT EVER LIVED

The following is a list of real historical gunfighters which can be used to liven up fictional games, or in historical scenarios. The various categories of information on the chart are as follows:

SPD: Speed ability.
GAC: Gun Accuracy ability.
TAC: Throwing Accuracy ability (only included for those known to use knives frequently).
BRAVERY: Bravery Speed and Accuracy modifiers.
EXP: Experience Accuracy modifier.
ST: Strength ability.
WPN: Weapons most frequently used.
BSP: Base Speed for each weapon listed under WPN.
BAC: Base Accuracy for gun and knives (if knives are listed).
DATES: Years of birth and death where known. Gunfighters were usually most active between the ages of 20 and 30.
LOC: Area where the gunfighters usually operated. Abbreviations are for states or special areas.
IT = Indian Territory (now called Oklahoma)
R = Rocky Mountain states
SW = Southwestern states
PROFESSION: How the man made his living. Many had no visible means of support, and still more were at various times both "good guys" and "bad guys".
KILLS: Both the probable (PR) and the maximum (MX) number of men (by the wildest stretch of the imagination) the gunfighter killed during his career.
A: If this category is marked with an "X", the gunfighter was definitely ambidextrous.
GR: Gambler Rating of men who were professional gamblers.
REW: Amount of reward offered for any outlaw, where known. Since not all were "dead or alive" rewards, the full reward should only be received if the man is brought in alive and convicted. If he is brought in dead, only half of the reward should be paid.

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	A	GR	REW
Clay Allison	+23	+20	+20	+3/+10	+10	17	FDR SAR R	36 34 21	90	40-87	TX SW KS	Rancher Gunman	8	26		09	500
Apache Kid	+ 9	+18	—	+5/+15	+ 6	14	FDR SAR R	24 22 9	89	68-94	SW	Outlaw	4	20			5,000
Cullen Baker	+18	+22	—	+3/+10	+10	14	FDR CBR R	31 21 16	92	35-69	TX	Gunman	12	—			

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	KILLS A	KILLS GR	REW
Sam Bass	+ 6	+15	—	+3/+10	0	14	FDR SAR R	19 17 4	75	51-78	TX SD NB	Bandit	0	—			2,500
Charlie Bassett	+16	+15	—	+3/+10	+ 2	14	FDR SAR R	29 27 14	77	47-96	KS	Lawman Gunman	?	—			
"Billy the Kid" "Kid Antrim" Billy Bonney	+23	+21	—	+3/+10	+10	13	FDR SAR R	36 34 21	91	59-81	SW	Outlaw	8	21	X	09	1,200
Billy Breakenridge	+12	+18	—	+4/+15	+ 2	14	FDR SAR R	26 24 11	85	49-31	AZ	Lawman Rancher	3	—			
Curly Bill Brocius	+20	+18	—	+3/+10	+ 6'	16	FDR SAR R	33 31 18	84	57-82	AZ TX	Rustler	4	—			500
Bill Brooks	+17	+15	—	+3/+10	+ 2	17	FDR SAR R	30 28 15	77	49-74	KS	Lawman Bandit	4	15			
Henry Brown	+22	+ 7	—	+4/+15	+ 6	14	FDR SAR R	36 34 21	78	57-84	KS SW	Lawman Bandit	4	6			
"Black Face Charlie" Bryant (Doolin Gang)	+ 9	+15	—	+5/+15	+ 2	14	FDR SAR R	24 22 9	82	?-91	IT	Bandit	2	—			1,000
Frank Canton	+18	+15	—	+5/+15	+10	14	FDR SAR R	33 31 18	80	49-27	WY IT TX	Lawman Gunman	3	—			
Bill Carver (Wild Bunch)	+17	+10	—	+4/+15	+ 2	14	FDR SAR R	31 29 16	77	?-01	R SW	Bandit	2	4	X		500
"Butch Cassidy" George Parker (Wild Bunch)	+ 9	+18	—	+5/+15	0	15	FDR SAR R	24 22 9	83	66-09	R	Bandit	0	10			2,000
Augustine Chacon	+ 6	+15	—	+5/+15	+10	15	FDR SAR R	21 19 6	90	?-02	SW	Killer	10	29			2,000
Ned Christie	+ 6	+23	—	+4/+15	+ 6	17	FDR SAR R	20 18 5	94	?-92	IT	Outlaw	2	—			500
Billy Claibourne	+15	+10	—	+5/+15	0	13	FDR SAR R	30 28 15	75	?-88	AZ	Rustler	1	3			
Billy Clanton	+16	+15	—	+5/+15	0	18	FDR SAR R	31 29 16	80	?-81	AZ	Rustler Rancher	0	—			
Finn Clanton	+12	+10	—	+3/+10	0	14	FDR SAR R	25 23 10	70	?-?	AZ	Rustler Rancher	0	—			
Ike Clanton	+12	+10	—	0/0	0	13	FDR SAR R	22 20 7	60	?-87	AZ	Rustler Rancher	0	—			
N.H. "Old Man" Clanton	+12	+18	—	+5/+15	+ 2	14	FDR SAR R	27 25 12	85	30-82	AZ	Rustler Rancher	3	—			
Jim Courtright	+24	+21	—	+4/+15	+ 8	15	FDR SAR R	38 36 23	91	48-87	TX NM	Gunman Lawman	4	13	X		

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	KILLS A	KILLS GR	REW
"Flat Nose" George Curry (Wild Bunch)	+ 6	+10	—	+3/+10	+ 2	14	FDR SAR R	19 17 4	72	?-00	R	Bandit	1	—			3,000
"Kid Curry" Harvey Logan (Wild Bunch)	+19	+21	—	+5/+15	+10	15	FDR SAR R	34 32 19	96	65-04	R	Bandit	9	—			4,000
Bill Dalton (Doolin Gang)	+ 9	+15	—	+4/+15	+ 8	15	FDR SAR R	23 21 8	88	73-94	IT KS	Bandit	3	—			1,000
Bob Dalton (Dalton Gang)	+ 9	+21	—	+4/+15	+ 8	15	FDR SAR R	23 21 8	94	67-92	IT	Bandit Lawman	3	—			5,000
Emmett Dalton (Dalton Gang)	+ 9	+10	—	+4/+15	+ 2	15	FDR SAR R	23 21 8	77	71-37	IT	Bandit Lawman	1	—			5,000
Frank Dalton	+ 9	+10	—	+3/+10	+ 6	14	FDR SAR R	22 20 7	76	?-87	IT	Lawman	1	—			
Grat Dalton (Dalton Gang)	+12	+15	—	+4/+15	+ 6	14	FDR SAR R	26 24 11	86	62-92	IT	Bandit Lawman	1	—			5,000
Bill Doolin (Doolin Gang)	+ 6	+15	—	+4/+15	+ 6	16	FDR SAR R	20 18 5	86	63-95	IT	Bandit	3	—			5,000
"Arkansas Tom" Dougherty (Doolin Gang)	+ 6	+15	—	+4/+15	+ 2	14	FDR SAR R	20 18 5	82	?-24	IT	Bandit	2	—			1,000
Morgan Earp	+18	+15	—	+4/+15	+ 2	14	FDR SAR R	32 30 17	82	?-82	AZ KS	Gunman Lawman	1	—			
Virgil Earp	+15	+15	—	+4/+15	+ 2	15	FDR SAR R	29 27 14	82	?-05	AZ KS	Lawman Gunman	1	—			
Warren Earp	+16	+10	—	+3/+10	0	13	FDR SAR R	29 27 14	70	?-00	AZ	Gunman Lawman	1	—			
Wyatt Earp	+22	+18	—	+4/+15	+ 8	19	FDR SAR R	36 34 21	91	49-29	KS AZ R	Lawman Gambler	5	12		06	
"Colorado Bill" Elliott	+15	+10	—	+3/+10	+ 6	13	FDR SAR R	28 26 13	76	?-79	IT	Bandit	5	—			
Jessie Evans (Billy the Kid's gang)	+21	+10	—	+3/+10	+ 2	13	FDR SAR R	34 32 19	72	57-?	SW	Gunman	?	—			500
John "King" Fisher	+23	+20	—	+5/+15	+10	15	FDR SAR R	38 36 23	95	54-84	TX	Rustler Lawman	7	26			
George Flatt	+ 9	+15	—	+5/+15	0	14	FDR SAR R	24 22 9	80	53-80	KS	Saloon Lawman	2	—			
Pat Garrett	+12	+21	—	+4/+15	+ 6	15	FDR SAR R	26 24 11	92	50-08	NM	Lawman Cowboy	2	—			
Jim Gillett	+15	+20	—	+5/+15	+ 2	14	FDR SAR R	30 28 15	87	56-	TX	Tx. Rgr. Lawman	2	6			

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	A	GR	REW
"Cherokee Bill" Crawford Goldsby	+ 6	+15	—	+5/+15	+10	14	FDR SAR R	21 19 6	90	76-96	IT	Killer	9	13			1,000
"Deaf Charlie" Hanks (Wild Bunch)	+ 6	+10	—	+3/+10	+ 2	14	FDR SAR R	19 17 4	72	63-02	R	Bandit	1	—			1,000
Wes Hardin	+25	+22	—	+5/+15	+10	13	FDR SAR R	40 38 25	97	53-95	TX KS	Gunman Gambler	22	44	X	07	4,000
"Wild Bill" Hickok	+24	+18	—	+4/+15	+10	16	FDR CBR D	38 28 33	93	37-76	KS SD MO	Lawman Gambler	11	30	X	07	
Doc Holliday	+23	+20	+18	+5/+15	+10	8	FDR SAR SCG	38 36 28	95	52-87	KS,R TX SW	Gambler Gunman	15	30		02	
Cash Hollister	+12	+10	—	+3/+10	+ 6	14	FDR SAR R	25 23 10	76	40-86	KS	Gunman Lawman	2	—			
Tom Horn	+12	+23	—	+4/+15	+10	16	FDR SAR R	26 24 11	98	61-03	R TX IT	Detective Gunman	7	24			
Temple Houston	+15	+20	—	+4/+15	+ 2	14	FDR SAR R	29 27 14	87	?-05	IT TX	Lawyer Gunman	1	—			
Frank James (James gang)	+ 9	+15	—	+4/+15	+10	15	FDR CBR R	23 13 8	90	43-15	MO KY KS	Bandit	2	8			10,000
Jesse James (James gang)	+12	+18	—	+4/+15	+10	14	FDR CBR R	26 16 11	93	47-82	MO KY KS	Bandit	4	15			10,000
"Canada Bill" Jones	+12	+10	—	+5/+15	0	13	FDR SAR D	27 25 22	75	?-77	MO KS	Gambler	0	—	X	01	
Sam Ketchum	+ 6	+10	—	+3/+10	+ 2	14	FDR SAR R	19 17 4	72	?-99	SW	Bandit	1	—			1,000
Tom "Black Jack" Ketchum	+ 6	+15	—	+3/+10	+ 6	15	FDR SAR R	19 17 4	81	66-01	SW	Bandit	3	—	X		1,000
Jeff Kidder	+20	+21	—	+5/+15	+ 2	14	FDR SAR R	35 33 20	88	?-08	AZ	Az. Rgr.	4	—			
Ben Kilpatrick "The Tall Texan" (Wild Bunch)	+16	+10	—	+5/+15	0	16	FDR SAR R	31 29 16	75	?-12	R SW	Bandit	1	4			1,000
John Langford	+18	+10	—	+3/+10	+ 8	14	FDR CBR R	31 21 16	78	?-69	KS	Gunman	6	—			
Elza Lay (Wild Bunch)	+ 9	+10	—	+3/+10	+ 2	14	FDR SAR R	22 20 7	72	65-33	R	Bandit	1	—			1,000
"Buckskin Frank" Leslie	+21	+15	—	+3/+10	+ 6	14	FDR SAR R	34 32 19	81	42-24	AZ IT TX	Gunman	4	14			
Lonny Logan (Wild Bunch)	+12	+15	—	+4/+15	0	13	FDR SAR R	26 24 11	80	?-00	R	Bandit	1	—			1,000

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	A	GR	REW
"Wild Bill" Longley	+25	+20	—	+5/+15	+10	17	FDR SAR R	40 38 25	95	51-78	TX KS UT	Gunman Gambler	17	32	X	08	1,000
"Rowdy Joe" Lowe	+16	+10	—	+4/+15	+ 6	19	FDR SAR SCG	30 28 20	81	45-99	KS TX CO	Gambler Gunman Saloon	2	10		05	
Chris Madsen	+19	+20	—	+4/+15	+10	14	FDR SAR R	33 31 18	95	51-?	IT	Lawman	3	10			
Bat Masterson	+21	+18	—	+4/+15	+ 8	14	FDR SAR R	35 33 20	91	53-21	KX TX CO	Lawman Gambler	4	27		08	
Ed Masterson	+12	+15	—	+5/+15	+ 6	14	FDR SAR SG	27 25 12	86	52-78	KS	Lawman	2	—			
Jim Masterson	+16	+15	—	+4/+15	+ 6	14	FDR SAR R	30 28 15	86	55-95	KS IT	Lawman	1	—			
"Mysterious Dave" Mathers	+23	+15	—	+4/+15	+ 6	13	FDR SAR R	37 35 22	86	44-20	KS SW	Lawman Bandit Gambler	4	8		06	
Frank McLaury	+18	+18	—	+3/+10	+ 2	15	FDR SAR R	31 29 16	80	?-81	AZ	Rustler Rancher	2	—			
Tom McLaury	+12	+15	—	+3/+10	0	14	FDR SAR R	25 23 10	75	?-81	AZ	Rustler Rancher	1	—			
John Meagher	+ 6	+10	—	+3/+10	0	14	FDR SAR R	19 17 4	70	?-?	KS	Lawman	1	—			
Mike Meagher	+ 6	+20	—	+3/+10	+ 2	14	FDR SAR SCG	19 17 9	82	44-81	KS	Lawman Politician	1	—			
"Old Bill" Miner	+ 6	+10	—	+3/+10	+ 2	14	FDR SAR R	19 17 4	72	47-13	R	Bandit	2	—			500
"Bitter Creek" George Newcomb (Doolin gang)	+19	+10	—	+3/+10	+ 6	14	FDR SAR R	32 30 17	76	?-95	IT	Bandit	2	—			1,000
Print Olive	+12	+10	—	+3/+10	+ 6	14	FDR SAR R	25 23 10	7	40-86	TX	Rancher - Gunman	3	—			
Bass Outlaw	+22	+18	—	+3/+10	+ 6	12	FDR SAR R	35 33 20	84	65-94	TX	Tx. Rgr. Gunman	2	—			
"Big Nose George" Parrott	+ 9	+10	—	+3/+10	+ 6	15	FDR SAR R	22 20 7	76	?-78	R	Bandit	2	5			500
Bill Raynor	+20	+10	—	+3/+10	+ 6	14	FDR SAR R	33 31 18	76	?-85	TX	Lawman Gunman	3	—			
Johnny Ringo	+24	+20	—	+5/+15	+10	16	FDR SAR R	39 37 24	95	51-82	AZ TX KS	Rustler Gunman Gambler	6	12		09	
Baldy Russell	+12	+10	—	+3/+10	+ 2	14	FDR SAR R	25 23 10	72	53-28	TX	Outlaw	3	—			500

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	A	GR	REW
Thomas Rynning	+15	+21	—	+4/+15	+10	15	FDR SAR R	29 27 14	96	66-?	AZ TX KS	Az. Rgr. Soldier	6	—			
"Old John" Selman	+12	+18	—	+3/+10	+ 8	13	FDR SAR SG	25 23 10	86	39-96	TX	Lawman Outlaw	5	20			
Luke Short	+21	+18	—	+5/+15	+ 8	12	FDR SAR R	36 34 21	91	54-93	KS TX CO	Gambler Gunman	4	9		04	
Charles Siringo	+15	+18	—	+4/+15	+ 6	14	FDR SAR R	29 27 14	89	55-27	R TX	Detective	4	6			
Joe Slade	+19	+15	+15	+4/+15	+ 8	20	FDR CBR R	33 23 18	88	24-64	R	Gunman Stage Agent	4	26			
John Slaughter	+20	+21	—	+4/+15	+10	14	FDR SAR R	34 32 19	96	41-22	AZ TX	Lawman Rancher Tx. Ranger	8	20			
Charlie Storms	+17	+10	—	+4/+15	+ 2	14	FDR SAR R	31 29 16	77	?-81	CO AZ	Gambler	2	—		06	
Dallas Stoudenmire	+22	+ 7	—	+5/+15	+10	18	FDR SAR SG	37 35 22	82	45-82	TX	Lawman Gunman	7	11			
Sam Strawhim	+12	+10	—	+3/+10	+ 2	14	FDR CBR R	25 15 10	72	?-69	KS	Gunman	2	3			
"Sundance Kid" Harry Longabaugh (Wild Bunch)	+22	+15	—	+4/+15	+ 6	14	FDR SAR R	36 34 21	86	67-09	R	Bandit	3	11			6,500
Heck Thomas	+20	+20	—	+4/+15	+10	15	FDR SAR R	34 32 19	95	50-12	IT TX	Lawman Tx. Ranger	4	10			
Ben Thompson	+25	+21	—	+5/+15	+10	15	FDR SAR R	40 38 25	96	51-84	TX KS	Gambler Lawman Gunman	8	40	X	04	
Billy Thompson	+12	+15	—	+3/+10	+ 2	13	FDR SAR R	25 23 10	77	47-?	TX KS	Gambler Gunman	3	—		08	500
Bill Tilghman	+21	+15	—	+4/+15	+10	15	FDR SAR R	35 33 20	90	54-24	IT KS	Lawman Cowboy	3	12			
"Mad Dog" Harry Tracy (Wild Bunch)	+ 9	+20	—	+5/+15	+10	16	FDR SAR R	24 22 9	95	?-02	R	Killer Bandit	12	20			3,000
Matt Warner (Wild Bunch)	+16	+10	—	+3/+10	+ 6	13	FDR SAR R	29 27 14	76	?-38	R	Bandit	2	—			
Ben Wheeler	+15	+10	—	+3/+10	+ 6	13	FDR SAR R	28 26 13	76	?-84	KS TX	Lawman Bandit	2	—			
Zip Wyatt	+ 6	+10	—	+3/+10	+ 2	14	FDR SAR R	19 17 4	72	?-95	IT	Bandit	2	11			1,000
Bob Younger (James gang)	+ 9	+15	—	+5/+15	+10	14	FDR CBR R	24 14 9	90	51-89	MO TX	Bandit	2	—			5,000

FASTEST GUNS THAT EVER LIVED CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	DATES	LOC	PROFESSION	KILLS PR	KILLS MX	KILLS A	KILLS GR	REW
Cole Younger (James gang)	+12	+20	—	+4/+15	+10	20	FDR CBR R	26 16 11	95	44-16	MO TX	Bandit	2	10			5,000
Jim Younger (James gang)	+ 9	+15	—	+4/+15	+10	14	FDR CBR R	23 13 8	90	48-02	MO TX	Bandit	2	—			5,000
John Younger (James gang)	+12	+10	—	+5/+15	+ 6	14	FDR CBR R	27 17 12	81	50-74	MO	Bandit	2	—			5,000

* * *

APPENDICES

APPENDIX A: THE CODE OF THE OLD WEST

The code of the gunfighter was a practical one. If a man thought he had just cause to kill someone, he simply went to the saloon where he had checked his gun and then looked up his victim — no seconds, no engraved invitations, just action. The most he might do would be to suggest that they step out into the street to avoid shooting up a favorite drinking establishment. When a fight started, the only rules were to sling lead. The gunfighter was under no compulsion to stand and exchange shots like gentlemen of bygone eras. The sole objective was to kill while avoiding return fire. Formality and dignity went by the boards. Even the quick draw was decisive only if it prevented the other man from firing. Leg work and the ability to shoot on the dodge were of prime importance.

Black powder was one obstacle to shooting accuracy. That explosive threw up dense clouds of foul smoke, and indoors a gunfight of more than a few shots duration caused an effect similar to tear gas.

There was only one real clause in the gunfighter's code. That was that the gunfighter could not shoot an unarmed man or one who was not on his guard. This was a practical rule, because it often saved him from hanging. The law of the old west often ruled that if an argument had occurred and both men had been armed and willing to fight, any killing was in self-defense. A minor condition to the rule was that it was not healthy for a stranger to kill a prominent townsman under any circumstances. Such occurrences frequently ended in lynchings.

APPENDIX B: THE GUNFIGHT AT THE O.K. CORRAL (TRAINING GAME)

This scenario (with the example of play which follows it) provides a suitable training game for beginning players.

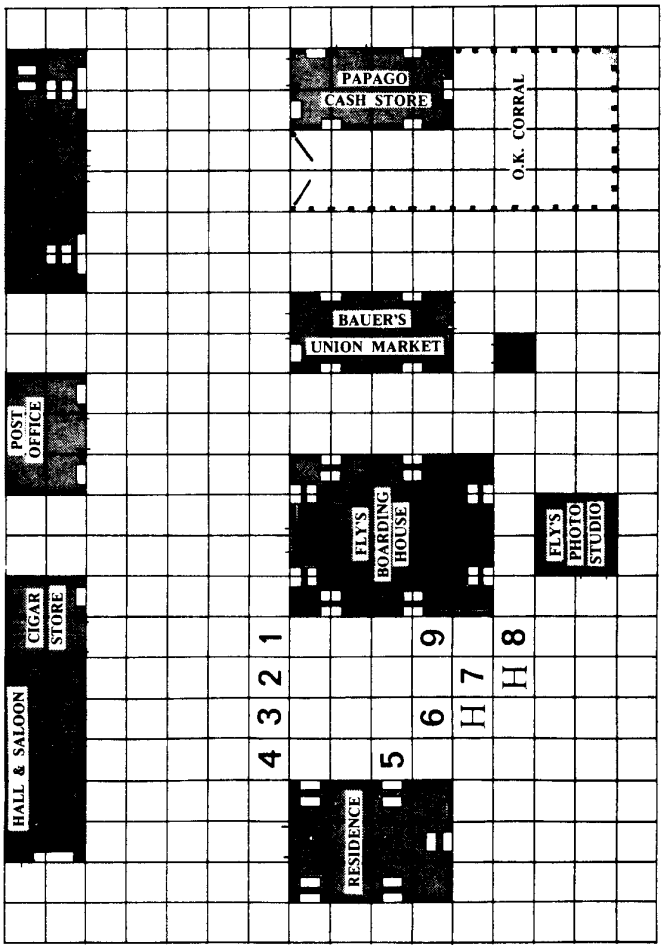
The Gunfight at the O.K. Corral is probably the most famous of all American gunfights. In this fight Wyatt Earp, his brothers Virgil and Morgan, and "Doc" Holliday fought Ike and Billy Clanton and Frank and Tom McLaury, leaders of the "Cowboy" (rustler) faction in the Tombstone, Arizona area. The chain of events which led to the fight is too long to recount here, but can be found in many books on the Old West.

The gunfight did not take place at the O.K. Corral, but just down the street (see the diagram which follows). The Earp group was allegedly approaching the Cowboys to disarm them.

The Earps were all armed with two six-guns each, all of the fast draw type. "Doc" Holliday carried both a fast draw pistol and a shotgun. Of the Cowboys (who were obviously expecting a fight at this time), only Frank McLaury and Billy Clanton were wearing revolvers — two each of the fast draw type. Tom McLaury and Ike Clanton, a loud-mouthed braggart, were supposedly unarmed, but for the purposes of this scenario should be armed with one fast draw revolver apiece. Billy and Frank were both holding horses, each of which had a rifle in a scabbard next to the saddle. Billy Claibourne was also actually present at the fight, but ran before the first shot and later claimed that he was just a bystander and had no part in the feud. As an option, he can be added to the Cowboy side. (Note that only Ike Clanton is subject to the MINOR CHARACTER MORALE rule.)

The town map provided with the game is suitable for use in this scenario (some minor liberties have been taken with the exact location or distances represented, but these will not in any way interfere with the re-creation of history), and the setup should be as illustrated. The fight starts with the shooting beginning and continues until one side has been eliminated or has fled. The winner is the side that is remaining, although a historical comparison can be used to modify success.

The actual outcome of the battle found Billy Clanton and both McLaurys dead. Ike Clanton had fled at the beginning of the shooting. On the Earp's side, Virgil and Morgan were both seriously wounded, and "Doc" Holliday was slightly wounded. Wyatt was uninjured.



THE CHARACTERS

Name	Weapon	Base Speed	Base Accuracy	Strength	Bravery
Wyatt Earp (3)	FDR6	36	91	19	
Morgan Earp (2)	FDR6	32	82	14	
Virgil Earp (1)	FDR6	29	82	15	
Doc Holliday (4)	FDR6	38	95	8	
	2SG	23	95		
Frank McLaury (5)	FDR6	31	80	15	
	15R	16	80		
Tom McLaury (7)	FDR6	25	75	14	
	15R	10	75		
Billy Clanton (6)	FDR6	31	80	18	
	15R	16	80		
Ike Clanton (8)	FDR6	22	60	13	30%
	15R	7	60		
Billy Claibourne (9) (optional)	FDR6	30	75	13	

Example of play

What follows is an example of how a scenario of the Gunfight at the O.K. Corral might be played using the basic rules with the addition of MINOR CHARACTER MORALE for Ike Clanton.

Turn 1

Morale is first checked for Ike Clanton, as he is faced with a dangerous situation. His bravery percentile score is 30, and 15 is added because he has three comrades with him (four if Billy Claibourne is added to the scenario, with an additional bonus); thus, he will stay on a dice roll of 45 or less. A 43 is rolled, meaning he will stay and fight this turn.

No one chooses to move, so the fighters pick their targets. Wyatt elects to fire three shots at Frank, who chooses to return three shots. Morgan fires three shots at Tom; Tom fires three at Virgil. Virgil aims one shot at Ike and Ike fires three at Morgan. "Doc" Holliday fires one shot from his shotgun at Billy, and Billy fires one shot at Wyatt. The net speed of the characters is:

Wyatt	41 (hipshooting)
Morgan	37 (hipshooting)
Frank	36 (hipshooting)
Virgil	34 (hipshooting)
Billy	31
Tom	30 (hipshooting)
Doc	28 (hipshooting)
Ike	27 (hipshooting)

Wyatt, hipshooting his FDR at short range, has an 81% chance to hit on his first shot, a 71% chance on his second, and a 61% chance on his third. The numbers 18, 01, and 44 are rolled, so all three shots hit. The wound results (from separate rolls on the WOUND CHART) are a serious wound in the left shoulder, a serious wound in the abdomen, and a mortal wound in the head for Frank. Frank is dead and thus does not get to shoot.

Morgan, firing his FDR at Tom at short range, hipshooting, three shots, has a 92% chance to hit on his first shot, an 82% chance on his second, and a 72% chance on his third. Rolls of 78, 45, and 54 are the result, so all three of his shots hit. The wound results are a light wound in the left shoulder, a light wound in the right shoulder, and a mortal wound in the abdomen. Tom is dead and will not get to shoot.

Virgil (shooting next since Frank is dead) fires his FDR at Ike at medium range, one shot, hipshooting, and has a 92% chance to hit. A 35 is rolled, indicating a hit, and the bullet causes a serious wound in the abdomen. Ike's net speed drops to 7 because his strength falls to 6 (less than half).

Billy fires his FDR at Wyatt at short range, one shot. A roll of 90 or less is needed to hit, and a 26 is rolled. Wyatt receives a serious wound in the head, reducing his strength to 12, and his base speed to 31 next turn.

Doc (shooting next because Tom is dead) fires at Billy at short range with his shotgun, hipshooting, one barrel. He has a 95% chance to hit. A 70 is rolled and the shot hits. A check on the shotgun table with a die roll of 9 indicates that Billy has been hit 4 times by the flying shot. Billy suffers a mortal wound in the abdomen, a serious wound in the left shoulder, a serious wound in the chest, and a light wound in the head. Billy is quite dead.

Ike, who is wounded, fires two shots at Morgan, hipshooting, at medium range with his FDR. He has a 20% chance to hit on his first shot and a 10% chance to hit with his second. Since he has 0% chance of hitting with a third shot he elects not to waste ammunition. Rolls of 64 and 06 mean one hit. Morgan receives a light wound in the abdomen, reducing his strength to 11 and his base speed to 27.

Since no one had moved in to brawl, turn 1 is over.

Turn 2

Ike must check morale again. He has no companions left alive or conscious, so he gets no bonus to his bravery. He has a 30% chance to stay and fight, and a 70 is rolled, meaning he will flee.

Rolls for movement are made, and Ike rolls the low number, followed by Wyatt, "Doc", Virgil, and Morgan. Ike, seriously wounded in the abdomen, can only run 12 spaces. He runs to the door of Fly's Photographic Studio and ducks inside. Wyatt, moving second, calls to Ike to surrender but does not pursue. Since Wyatt has not pursued, the others do not pursue either.

No shots are fired, as Ike does not expose himself at the window or door.

Turn 3

Ike runs out the back door of Fly's and makes good his escape. The Earps do not pursue, but begin to tend to their wounded.

The final score of the fight —

Frank McLaury: dead
Tom McLaury: dead
Billy Clanton: dead
Ike Clanton: serious wound in the abdomen, escaped
Wyatt Earp: serious wound in the head
Morgan Earp: light wound in the abdomen
Virgil Earp: unhurt
"Doc" Holliday: unhurt

The Gunfight at the O.K. Corral is over, again. Set it up on your own and practice working out the mechanics. Maybe next time the Clanton/McLaury crowd will win . . .

APPENDIX C: THE BATTLE OF COFFEYVILLE

The Battle of Coffeyville marked the end of the trail for the Dalton Gang. The battle began when five members of the gang attempted to rob two banks in the same town at the same time. This had only been attempted once before — unsuccessfully — by their cousins, the James/Younger Gang. The ensuing fight ended with four citizens killed and four wounded; of the bandits, only Emmett Dalton lived, and he received a long jail sentence.

The town map provided with the game can be used for this scenario (it corresponds to the historical situation in general respects, although some minor details have been altered which will in no way restrict the re-creation of history). The illustration below shows the playing area and the opening setup of the situation is as noted below:

Setup

The Dalton Gang's members begin in two locations at the start of the action: Grat Dalton, Bill Powers, and Dick Broadwell are at position #2 (Condon's Bank), and Bob and Emmett Dalton are at position #4 (1st National Bank). Each is armed with a rifle and two fast draw revolvers.

There are sixteen men (citizens) in three groups of 6, 8 and 2. Their abilities are determined randomly in the normal manner except for one, John Kloehr, who is in the group of 8 and who has a GUN ACCURACY score of 99 and a BRAVERY score of 97 (he was noteworthy as the person responsible for killing two or three of the outlaws, depending upon whose account is read). The group of 6 citizens starts at position #1, the group of 8 citizens starts at position #3, and the group of 2 citizens begins at position #5. The citizens will begin to take action immediately upon hearing any shooting; however, if they do not hear shooting, each group will have a 30% chance per turn of noticing something suspicious, and will act accordingly if this occurs. (Acting accordingly will not necessarily mean shooting to alert the other groups — the discretion of the referee will determine appropriate action.)

The citizens have one gun each at the start and minimal ammunition on their person (extra ammunition or guns must be obtained from a hardware or similar store on the map). A random number is generated by the roll of a single die for each citizen's firearm: 1, 2, 3, or 4 Rifle, 5, 6, 7, or 8 Revolver (random type), 9 or 0 Shotgun.

Special Rules

All buildings are locked and may not be entered except for those that are used as starting positions.

The Dalton Gang members are exempt from the MINOR CHARACTER MORALE rule, but the citizens are not.

Optional Factors

Bill Doolin, a man who later became the leader of his own famous gang, was originally planning to join in the robbery attempt. His horse went lame on the way to the meeting place, and when he failed to arrive on time the others started without him. To give the Daltons a slightly better chance, Bill Doolin can be added to their forces. (In such a case, the victory conditions remain the same.)

As an option to the specified setup locations, the outlaw characters and citizens can be started in varying places at the referee's discretion, with each side unaware of opposing character's placement. This requires planning and a careful consideration of numerous pertinent factors, but can make the situation more challenging for both sides.

Victory Conditions

To win, the outlaws must get to their horses at position #6 and get off the north edge of the board (while mounted) with at least three of their gang. The citizens win if they capture or kill all of the gang members. Any other result is a draw.

THE CHARACTERS — THE DALTON GANG

	Speed	Gun Accuracy	Throwing Accuracy	Bravery	Strength	Exp.
Bob Dalton	72	99	69	99	66	6
Grat Dalton	88	87	63	99	78	6
Emmett Dalton	78	80	55	85	64	3
Dick Broadwell	62	79	70	83	50	2
Bill Powers	75	85	52	82	33	3
Bill Doolin (optional)	90	97	73	95	88	4

* * *

APPENDIX D: CAMPAIGN SCENARIO I — PROMISE CITY, 1876 (Quasi-historical)

The Town

Promise City is a fictional town "somewhere in the Southwest", and for purposes of this scenario it is located in Texas as the seat of "El Dorado County", not far from the Indian Territory. Located on the Great Southwestern Trail (one of the important trails up which cattle are driven to the Kansas railheads for shipment to the East), Promise City has become a bustling locale. It has become one of the main stops of the Gamblers' Circuit, and gamblers from all over have flocked to the cities on the circuit in search of a quick buck. Promise City's proliferation of miners, cowboys, and businessmen make easy pickings for the deft gamblers.

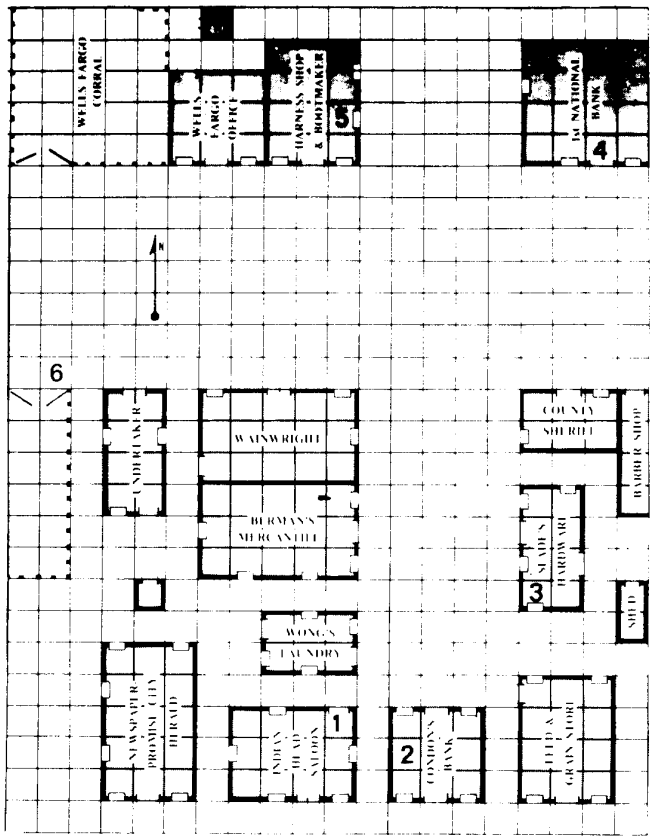
The town of Promise City is located near the army fort known as Fort Griffin. The fort was established to protect the area from the ravages of renegade Indians who leave their reservations in the Indian Territory to strike out at the ranchers and farmers and cowboys driving herds to Kansas. The Indian Territory is also a favorite hideout for bandits and outlaws, since it is a federal territory where Texas lawmen have no jurisdiction.

The town of Promise City is of course somewhat larger than that portion represented on the town map included with the game. Although the portion provided should offer enough room for most action, the referee may wish to outline other parts of the town.

This campaign primarily utilizes the town map of Promise City, and is set in that locale. If larger scope to the campaign is desired, the town and its environs (and even part of El Dorado County) can be included at the referee's option. Other changes and additions can expand the action as desired, with feasible limits placed to reflect the duration of the campaign, the number of players, and so on.

The Players

Each player should randomly roll up a character as provided in the basic rules. In addition, the PROFESSIONAL GAMBLERS optional rule is used, each character having a gambler rating.



The Non-Player Characters — Special (Historical)

To add interest and spice, the following characters (from the list of actual gunfighters listed in the section THE FASTEST GUNS THAT EVER LIVED) may occasionally drift through El Dorado County in general, and Promise City in particular. Note: the list assumes an 1876 setting in northern Texas, but appropriate adjustments can be made for other locales.

Wes Hardin, Outlaw
Bill Longley, Outlaw
Ben Thompson, Rancher on a cattle drive
Jim Courtright, Deputy from another part of Texas in search of criminals
Johnny Ringo, Gambler
Doc Holliday, Gambler
Clay Allison, Rancher on a cattle drive
King Fisher, Rancher on a cattle drive
Wyatt Earp, Gambler
Bat Masterson, Gambler
Luke Short, Gambler
John Slaughter, Texas Ranger
Bill Raynor, Deputy U.S. Marshal in the Indian Territory
Heck Thomas, Texas Ranger
Chris Madden, Deputy U.S. Marshal in the Indian Territory
Frank Canton, Outlaw (using the name Joe Horner)
Rowdy Joe Lowe, Gambler
Bill Elliot, Outlaw
Jim Gillett, Texas Ranger
Baldy Russell, Outlaw
John Selman, Outlaw
Print Olive, Rancher on a cattle drive
Billy Thompson, Gambler
Sam Bass, Outlaw

The Non-Player Characters — Standard (Fictional)

A list of locally prominent non-player characters residing in the Promise City area follows, and these characters can be used as desired in setting up the campaign situation:

FICTIONAL NON-PLAYER CHARACTERS CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	AGE	PROFESSION	A	GR	REW
Luke Hardeman	+20	+10	- 6	+5/+15	+ 2	8	FDR SAR R	35 33 20	77	23	Gambler	X	11	
Julio Diego Garcia	+ 6	0	+ 5	+1/+3	0	14	FDR SCG R	17 7 2	53	33	Horse Rancher			
Jake Priddy	+ 6	+ 7	0	+3/+10	- 5	14	FDR SAR R	19 17 4	62	28	Sheep Herder			
Dwayne De Truthe	+ 9	+18	+ 5	+4/+15	0	15	FDR SAR R	23 21 8	83	38	Preacher			
"Moonwaltz Kid" Montgomery Pickens	+ 9	+ 5	+15	+5/+15	+10	17	FDR R KN	24 9 19	80 90	23	Gambler Gunman	X	06	
"Hole-in-Juan" Gomez	+12	+15	+18	+2/+6	+ 2	18	FDR R KN	24 9 19	73 76	20	Gambler Gunman		24	
"Pig's Eye" Douglas (Douglas gang)	+18	+ 5	+ 2	+4/+15	0	13	FDR SAR R	32 30 17	70	26	Bandit			500
"Deadeye" Douglas (Douglas gang)	+ 2	+18	+ 2	+1/+3	- 5	16	SAR LBR R	11 3 -2	66	24	Bandit			500
"Bullseye" Douglas (Douglas gang)	0	+18	+10	+1/+3	- 5	14	SAR LBR R	9 1 -4	66	23	Bandit			500
"Eagle Eye" Douglas (Douglas gang)	+ 2	- 3	+20	+1/+3	- 5	14	SAR BOW KN	11 3 8	45 68 68	21	Bandit (half breed)			500
Jake Krain (Douglas gang)	+ 6	0	+ 2	+2/+6	- 5	20	FDR SAR R	18 16 3	51	19	Bandit			250
Toby Harris (Douglas gang)	+12	+ 5	+10	- 4/-6	- 5	12	FDR R KN	18 3 13	44 49	22	Bandit	X		250
"Dastardly Dave" Slade	+ 9	+10	0	+1/+3	+ 6	16	FDR SAR SCG	20 18 10	69	31	Saloon Keeper Gambler		18	
Ben Cartwheel	+ 6	+20	+ 5	+3/+10	+10	14	FDR SAR R	19 17 4	90	30	Rancher			
"Bad Joe" Johnson	+12	- 6	0	+5/+15	0	13	FDR SAR R	27 25 12	59	25	Gambler	X	16	
Mister "G"	+22	+10	+ 2	+1/+3	0	15	FDR SAR R	33 31 18	63	29	Rancher			
Mason Dix	+ 6	+ 7	+ 7	+3/+10	+ 2	19	FDR SAR R	19 17 4	69	40	Lawyer			
"Silver Dollar" Tim McCall	+ 9	+15	+ 2	+1/+3	0	18	FDR SAR SG	20 18 5	68	28	Saloon Keeper Gambler		12	

FICTIONAL NON-PLAYER CHARACTERS CHART

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	AGE	PROFESSION	A	GR	REW
Mark "Snake" Redman	+15	+10	+ 5	- 2/-3	+ 6	15	FDR SAR D	23 21 18	63	25	Gambler	X	10	
Ernie Sloan	+ 4	+ 2	+15	+1/+3	- 5	13	SAR SCG KN	13 5 10	50 63	26	Saloon Keeper Gambler		14	
George "Shotgun" Chambers	+ 9	+ 5	+ 5	+1/+3	- 5	12	FDR SAR SG	20 18 5	53	22	City Marshal			
Fred Hicks	+ 6	+ 2	+ 7	+1/+3	- 10	16	FDR SCG KN	17 7 12	45 50	26	Saloon Keeper			
Irby Cole	+ 6	+ 7	+ 5	0/0	- 5	16	FDR SAR SG	16 14 1	52	27	Sheriff			
Clem Hawkins	+ 2	+ 2	+15	0/0	0	14	SAR SCG KN	10 2 7	52 65	36	Saloon Keeper			
Neil Tolson	+ 2	- 6	+ 2	+2/+6	- 5	16	SAR R KN	12 -1 9	45 53	45	Justice of the Peace			

APPENDIX E: CAMPAIGN SCENARIO II — PROMISE CITY & ELDORADO COUNTY, 1890 (Fictional)

The County & Its Environs

Promise City is located as the seat of fictional El Dorado County, "somewhere in the Southwest". Outside the town is Fort Griffin, an army outpost of importance in the area. (See the previous description of Promise City in APPENDIX D.).

The large-scale map shows El Dorado County, its surrounding areas, and prominent geographical features. The map is designed to be "finished" by the gamemaster, who can set Promise City in the locale of his or her choice — perhaps in Colorado or Wyoming, perhaps in Texas (near the Indian Territory, along the Mexican border, or elsewhere), or anywhere in the Old West desired. The map is designed to allow this, since the referee can orient it (designate which way is north and identify the borders as county or state lines, or whatever) as appropriate to the chosen setting. In addition, various parts of the map (the towns, in particular) must be placed and marked with names — and the following list of towns (with accompanying descriptions) can be consulted, with each town being assigned an exact location (a few extra names and descriptions are included due to the Mexican listings shown —if the setting is near Mexico, the extra listings are either disregarded or can be added to the map; if it is elsewhere, the Mexican listings are disregarded and the rest are used). Other features listed and described below should also be shown and marked on the map.

Using the Map

Before employing the county map, the gamemaster must decide what setting he or she wishes for the campaign — i.e., what part of the Old West Promise City will be set in. Once decided, the map can be oriented as desired and completed appropriately. The following examples are indicative of some possible settings:

a) Promise City in Texas, near the Indian Territory — the map is oriented so that Fort Griffin is **east** of Promise City. Thus, the river at the north with the boundary marks the border of Texas and the Indian Territory (a fictional equivalent of the actual Red River border between Texas and present-day Oklahoma).

b) Promise City in Texas, near Mexico — the map is oriented so that Fort Griffin is **west** of Promise City. Thus, the river at the south with the boundary marks the Texas-Mexican border (a fictional equivalent of the actual Rio Grande River).

c) Promise City in Colorado, at the edge of the Rockies — the map is oriented so that Fort Griffin is **south** of Promise City. Thus, the mountains arise to the west.

These are only a few possible settings for the action — actually, the map is designed to be placed almost anywhere desired. With a little planning, it is suitable for many applications.

Once the setting has been determined, the following list of geographic features can be placed by the gamemaster on the map to "fill in" the details as desired. A representative list of map features is given — it is up to the gamemaster to decide where they will be placed. In the same vein, not all listings need be used, and additional features can certainly be added as desired. The end result should be a unique campaign map with an interesting assortment of locales for a useful and enjoyable game setting. If action takes place in any given locale, the referee can map out appropriate details for any tabletop games that might occur.

Towns

Brewster — A railroad town, Brewster is developing into a major trading center of importance in the area. It is larger than Promise City, but the considerable distance between the two towns has allowed Promise City to grow without being in the shadow of Brewster's influence. Brewster boasts about 90 buildings. (If desired, this town could be off the map as the nearest city of importance.)

Bullion City — Once a somewhat prosperous town for prospectors and miners, Bullion City is now dying out because of the lack of substantive mineral and precious metals deposits nearby. It is now a hangout for rough characters of all descriptions. There are about 25 buildings.

Burned Bush Wells — A small town which is nonetheless bustling, Burned Bush Wells has sprung up along a cattle trail as a regular stop. Gambling is one of the main activities. There are about 20 buildings comprising the town.

Buffalo Chips Junction — This hamlet is a rather sleepy town, lying at the intersection of two well-travelled routes. There are about 12 buildings.

Flapjack Junction — A small town which serves the local farmers and ranchers, Flapjack Junction is a rather quiet settlement. There are only about 10 buildings.

Gordon — Now a ghost town, Gordon had a quick existence when short-lived mining enterprises in the area enjoyed brief success. There are about 15 buildings, all in disrepair.

Garrison del Neuvos — Garrison del Nuevos is located along a well-travelled route, meaning it harbors its share of intriguing characters. There are about 15 buildings comprising the town.

Glencia Portos — A growing settlement, Glencia Portos primarily serves the small ranchers and farmers in its surrounding area. Regular stagecoach service points up its relative importance in the local area. There are about 20 buildings.

Hacienda del Roberto — This town has grown up around the prominent settlement of a local landowner, and now numbers about 15 buildings.

Justice — Justice, located in an abundant farming area, is a somewhat prosperous town which is assuming greater importance in the local area as growth continues. There are only about a dozen buildings, but new construction is certain to increase the size of the town in the near future.

Plaza del Lobo — One of the oldest settlements in the entire area, Plaza del Lobo has not enjoyed recent growth in the area's expansion due to its isolated locale. Recurring rumors of bad water in the surrounding area have also kept new settlers away. There are about 15 buildings.

Prairie Gulch — A quiet but mysterious place, Prairie Gulch enjoys a rather unsavory reputation in the county due to its unfriendliness to travellers and outsiders. There are about 10 buildings.

Promise City — A prosperous town which has grown up as the seat of El Dorado County, Promise City is growing in importance. While retaining a certain definite measure of its rough and ready frontier nature, Promise City nonetheless shows other small signs of refinement, elegance, and progress that give the local citizens pride — and which would even be a welcome sight for the more discriminating visitors from such places as, say, Saint Louis, New Orleans, or San Francisco.

Promise City carries on a bustling merchant and banking trade, with a good assortment of business enterprises to serve the local populace and, indeed, the entire county. Regular stagecoach service links the town with the outside world, and Promise City is on the proposed route of the planned railroad which, it is hoped, will soon cross the county. There are about 75 buildings comprising Promise City (the town map shows about 60 of them).

Prosperity — A boom town which has sprung up with reports of recent strikes by prospectors in the area, Prosperity is a wild and woolly place which has attracted all sorts of newcomers. There are already almost 20 buildings in the town, and more are being built.

Rio Neches — Rio Neches is a backwater town which is frequented by few visitors due to its somewhat isolated location. There are about 10 buildings.

Stetson City — A ranching town, Stetson City has gained a reputation as a tough place due to the outbreaks of local violence which seem to recur there with relative frequency. There are about 20 buildings that make up the town.

Shiftless — A cattle town of some reputation, Shiftless is a ramshackle settlement where passing visitors usually outnumber local residents. Shiftless has become a popular stop for travelling gamblers, and that activity abounds in the town. There are about 15 buildings.

Two Feathers — Two Feathers is a semi-permanent Indian encampment which is outside the boundaries of the designated Indian lands. The fact that it is away from travelled routes and in a relatively remote area accounts for the fact that few white men venture there.

Wild Creek — A small but bustling lumber town, Wild Creek's future is bright as the county continues to prosper and grow. Its single mill has enjoyed success, but if long-planned rail connections are made to the town as anticipated, a boom could occur. There are about 15 buildings.

Zion — The newest settlement in the area, Zion is small but growing. Another group of settlers from "back East" is expected in the near future, with an accompanying boost in the town's size. There are 10 buildings, mostly new, currently comprising the town.

Roads & Trails

The major routes of travel in the area are shown on the map. The most prominent of these can be named as desired. Stage routes should be noted by the gamemaster. Cattle trails, if any, can be marked on the map or at least noted elsewhere (and they will of course be common knowledge in the area).

Railroad Lines

No rail lines are marked on the map, but can be added initially, or constructed during the course of the campaign — depending, of course, on the year selected for play and the geographic area chosen for the location of the campaign setting. Rail plans for the county call for a line to Promise City (perhaps from Brewster), with eventual connections to Wild Creek (due to the lumber business there). Rumor has it that two competing railroads each have separate plans for the first line through the county . . .

Water Features

The bodies of water and the watercourses can be named as desired. Smaller creeks can be added in certain areas, since the map shows only the more prominent streams.

Mines

There are several mines in the area, including some which have been abandoned:

Bronco Mine
Caliente Mine
Downer Mine
Mother Lode Mine
Red Rock Enterprises Mine
T. T. Mine

Ranches

Cattle and sheep ranching is a major activity in the county (with the inevitable conflicts between the two groups), and there are numerous ranches of large and small size. The most prominent of these are the following:

Benjamin Ranch
D Bar K Ranch
Double C Ranch
G Bar G Ranch
Hanging S Ranch
Lazy J Ranch
Logan Ranch
Ponderous Ranch
Rocking G Ranch
Templeton Enterprises Ranch

(The size and location of prominent ranches can be designated by the gamemaster.)

Neighboring Counties

Benton County
Big Rock County
Cimmaron County
Patch County
Wyler County

Topographic Features

Badlands — The barren Badlands cover a considerable area. They are a desolate expanse of dry waste, with irregular rock formations throughout. They are generally inhospitable, although their very nature makes them a suitable locale for isolated hideouts. (The Badlands will be noticeable as a permanent feature marked near one edge of the map.)

Cactus Flats
Desolation Valley
Eldon Hills
Flat Top Mountains
Hidden Cave
Horn Mountains
Mesquite Hills
Mesa del Sol
Mesa Grande
Morgan Range
Mustang Hills
No Man's Canyon
Profit Valley
Red Rose Pass
Remembrance Pass
Rock Spring
Sandy Hills
Scavenger Flats
Sugar Bowl Valley
Token Pass
Vulture Hills
Yellow Rock Canyon

(The elevation and roughness of high ground can be decided by the gamemaster in designating whether topographic features are hills, mesas, or mountains. Similarly, the most prominent hills or peaks can be specially marked and named.)

Other Features

Lodge Pole Trading Post — A small settlement (5 buildings) has arisen next to the established trading post at the place known as Lodge Pole, near the Standing Bear Indian Reservation. The trading post is a well-known place, but the clientele's generally tough and imposing nature keeps most average souls away.

Standing Bear Indian Reservation — A fairly large land area comprises the reservation, named after Chief Standing Bear, an Indian leader. The Indians living on the reservation are of a somewhat considerable number, being of two different tribes. Despite the government's designation of the reservation as a single entity, it is actually settled in two distinct sections, with each tribe keeping its distance from the other. An uneasy peace exists between the two peoples, whose dislike for each other is exceeded only by their mutual resentment of the white man. This ill-feeling manifests itself on occasion in various ways, adding great and continuing uncertainty to the entire situation.

The reservation land is mostly barren and bleak. Indian groups have settled in various parts of the reservation, but the two main encampments are known as Buffalo Tooth and Many Tears. There is a small trading post on the reservation known as the Standing Bear Trading Post, which is generally the only place white men are seen. (The reservation can be located where desired on the map, and its size is up to the gamemaster.)

Fort Griffin — Although important in the area, Fort Griffin is an unremarkable outpost. Its garrison is small considering the widespread nature of the surrounding territory, and the fort itself consists only of a simple stockade and several interior buildings.

Desperadoes' Den — An area of small caves and protective overhanging rock formations is known locally as Desperadoes' Den. This isolated place in the semi-mountainous hills is barely accessible, and few know its exact location despite its reputation as a hideout for those on the run or on the wrong side of the law. (The gamemaster may initially want to keep the location of this place as a secret from all except the most prominent outlaw characters.)

The Players

The size and scope of the campaign will depend upon the number of players — the more, the merrier (in the largest campaigns, having two referees can be helpful)!

The players should be divided into two basic groups — lawmen and outlaws. There can also be an assortment of prominent citizens — ranchers, businessmen, and so on. Many other possible positions for player characters include: railroad executive, Indian chief, cavalry commander, gambler, or perhaps a less savory character such as a hired gun, drifter, or bounty hunter.

Characters on the side of law enforcement can take such roles as: county sheriff, town marshal, deputy, state ranger (such as Texas or Arizona Ranger), or deputy U.S. marshal. Jurisdiction depends upon the situation and locale for each official — county sheriffs will have no jurisdiction outside their county, state rangers will have no power to arrest outside their state border (and they will only operate in a county at the request of county law officers), and deputy U.S. marshals will have no jurisdiction outside a federal reservation or the Indian Territory unless carrying a federal arrest warrant.

Players opting to be outlaws start their own gangs by hiring non-player characters and/or by joining with other player characters of similar bent. None of the player outlaws are wanted by the law at the start of the game, so they are free to travel and act as they please until such time as they break the law. Famous outlaws from the list of *Non-Player Characters — Special (Historical)* will seldom have anything to do with the player characters.

Players who are other than lawmen or outlaws may have special individual goals as outlined privately by the gamemaster at the start of play (for instance, a prominent rancher may have an objective of gaining control of part of the county, and so on). With town and county elections occurring from time to time (but on a regular basis), the selection of elected officials friendly to certain players can add additional intrigue, as well. The possibilities are many . . .

The Non-Player Characters — Standard (Fictional)

The list of locally prominent non-player characters previously presented in APPENDIX D. can be used as desired. See the listings there for details on the abilities of individual characters.

The Non-Player Characters — Special (Historical)

To add interest and spice, the following characters (from the list of actual gunfighters listed in the section THE FASTEST GUNS THAT EVER LIVED) may occasionally drift through El Dorado County in general, and Promise City in particular. Note: the list assumes an 1890 setting in northern Texas, but appropriate adjustments can be made for other locales.

Bass Outlaw, Texas Ranger
Luke Short, Gambler
Bill Tilghman, Deputy U.S. Marshal in the Indian Territory
"Bitter Creek" Newcomb, Doolin gang member
Chris Madsen, Deputy U.S. Marshal in the Indian Territory
Rowdy Joe Lowe, Gambler
Jim Masterson, Deputy U.S. Marshal in the Indian Territory
Temple Houston, Lawyer
Tom Rynning, Texas Ranger
Jim Gillett, Rancher on a cattle drive
John Selman, Lawman from another part of Texas searching for a criminal
Grat Dalton, Outlaw
Bob Dalton, Outlaw
Emmett Dalton, Outlaw
Bill Dalton, Doolin gang member
Charlie Bryant, Doolin gang member
Ned Christie, Outlaw
Bill Doolin, Outlaw
"Cherokee Bill" Goldsby, Outlaw
Zip Wyatt, Outlaw
Tom Dougherty, Doolin gang member
Heck Thomas, Deputy U.S. Marshal in the Indian Territory

The Objective

The objective of outlaw players is to be the first to accumulate $100,000 and safely escape from the area. The objective of the lawmen players is to be the one who garners the most reward money for capturing outlaws without being killed (all player outlaws must be captured for any lawman to win). The objective of other players will vary depending upon their starting situation and the resources at hand (or attainable), depending upon the referee's discretion.

Since BOOT HILL is a role-playing game, "winning" is relative to a large degree. A campaign can run to some predetermined time limit, or can simply

keep on going if the gamemaster and players agree that it is worthwhile to do so. In such cases, formal guidelines for winning should be discarded and each player will endeavor to simply best improve their individual position (and that of their colleagues and henchmen). As always, the main objective is simply to have fun!

Rewards for player outlaws and their gang members are determined as follows:

1. Any crime involving robbery of more than $10,000 places a reward of $1,000 on the gang leader and $250 on any other gang members. Any robberies of lesser amounts call for rewards of $500 and $100, respectively.

2. Any crime involving murder adds a reward of $250 (or more if the victim is a prominent citizen) to each of the criminals involved.

3. Any other crime may add rewards of up to $250, at the discretion of the referee.

Since not all rewards are "dead or alive" rewards, the full amount should only be received if the outlaw is brought in alive and convicted. If he is brought in dead, only half of the reward should be paid.

The Referee

A referee is essential with this campaign scenario. The previous comments in this section of APPENDIX D. are appropriate here, as well.

The Rules

The players should use all advanced and campaign rules, adding any optional rules they desire with the agreement of the referee.

APPENDIX F: DESIGNING YOUR OWN SCENARIOS

With the wealth of information provided in this booklet and with the two scenario outlines provided as examples, anyone can design their own campaign setting with ease.

Anything you have seen in movies or on TV or have read in books can be done with BOOT HILL. Let your imagination run wild!

The economic aspect should not be overlooked in the conflict between lawmen and outlaws — the striving and intrigues of landowners and ambitious businessmen can provide plenty of interesting action along with the rest. A typical campaign of the designers has each player starting as a property owner and ends with each player trying to gain complete economic and political control of the county.

APPENDIX G: LOOT (THE WAGES OF SIN)

A successful robbery or holdup can net a haul for the outlaws within the following ranges:

Bank	$1,000-50,000
Citizen	$0-50 + watch, ring, etc.
Freight Wagon	Value of goods, bullion, or ore
Post Office	$0-1,000 in mail
Stage Coach	
with payroll	$100-1,000
without payroll	$5-500 + watches, rings, etc.
Stage Office	$100-1,000
Train (express car)	$1,000-50,000 in mail, payroll, or securities
Other Businesses	$50-500

Cattle rustling, horse thieving, and other types of theft will depend upon the market value of the stolen animals or items. Disposal of stolen goods may sometimes be difficult to accomplish without raising undue attention — the referee's discretion will be appropriate to the situation.

APPENDIX H: COMBINING BOOT HILL WITH OTHER GAME SYSTEMS

BOOT HILL can be tied in to other role-playing games such as DUNGEONS & DRAGONS, ADVANCED DUNGEONS & DRAGONS, GAMMA WORLD, and METAMORPHOSIS ALPHA. Although all of these games take place in different time periods, the referee can employ devices such as "time warps" to arrange an occasional anachronistic confrontation. The tables below show how to convert the other game systems to BOOT HILL.

BOOT HILL FIRING CONVERSION TABLE

D&D Armor Class	Advanced D&D Armor Class	Gamma World Armor Class	Metamorphosis Alpha Armor Class	Effect on Boot Hill "To Hit" Score
9	10	10	8	0
8	9	9	7	-1
7	8	8	6	-1
6	7	7	5	-2
	6	6		-2
5	5	5	4	-3
4	4	4	3	-3
3	3		2	-4
2	2		1	-4
1	1			-5
0	0			-5
-1	-1	3		-6
-2	-2			-6
-3	-3			-7
-4	-4			-7
-5	-5	2		-8
-6	-6			-8
-7	-7			-9
-8	-8			-9
-9	-9	1		-10

Thus, if Evil Sam Slade draws on a D&D swordsman of armor class 5, the result is "-3". If Evil Sam originally had a "To Hit" score of 65, he would now need a roll of 68 because the armor adjustment subtracts 3 from his die roll. All BOOT HILL characters will have AC 10 (no armor), at least initially.

Hit Dice: Each BOOT HILL character is equal to a 2nd level fighter (2 dice). In addition, for each category of gunfighting experience a BOOT HILL character has, add one additional level of fighter ability.

Saving Throws: BOOT HILL characters save at their fighter level as noted under **hit dice.**

Gun Accuracy: Each anachronistic character using BOOT HILL weapons will have 01 initially, adding +1 for each 6 rounds fired to a maximum of 25.

Distance and Scale Conversions: BOOT HILL inches equal inches in D&D and AD&D. Each BOOT HILL inch equals 2 meters in GW and MA.

Wounds: Each hit causes damage as follows: several hits from the same weapon are each computed separately:

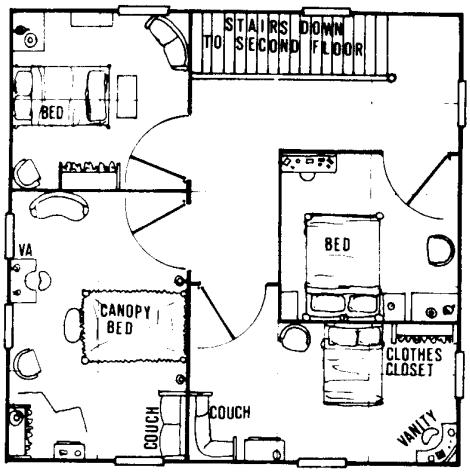
Weapon	Damage	Range Modifier — S	M	L
Arrow, tomahawk (hand axe), etc.	ALL AS IN AD&D OR MA (as applicable)			
Derringer	1-4	+2	+1	0
Other Hand Gun	1-8	+3	+1	0
Shotgun	1-10	+2	0	-1
Scattergun	1-8	+1	0	-1
Other Shoulder Arms	2-8	+2	+1	0
Gatling Gun	1-8	+2	+1	0
Cannon (cannister)	3-12	+4	+2	0
Dynamite (per stick)*	4-24	—	—	—

* No saving throw allowed. The referee may optionally allow a save, treating the explosion as if it were a **Fireball,** but damage base must then be increased to 6-36 hit points.

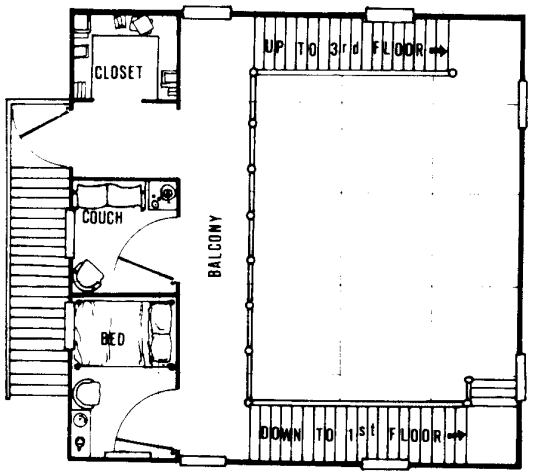
Greater details on how to merge BOOT HILL with ADVANCED D&D can be found in the AD&D **DUNGEON MASTERS GUIDE** in the section "The Ongoing Campaign".

APPENDIX I: STANDARD BUILDING INTERIORS

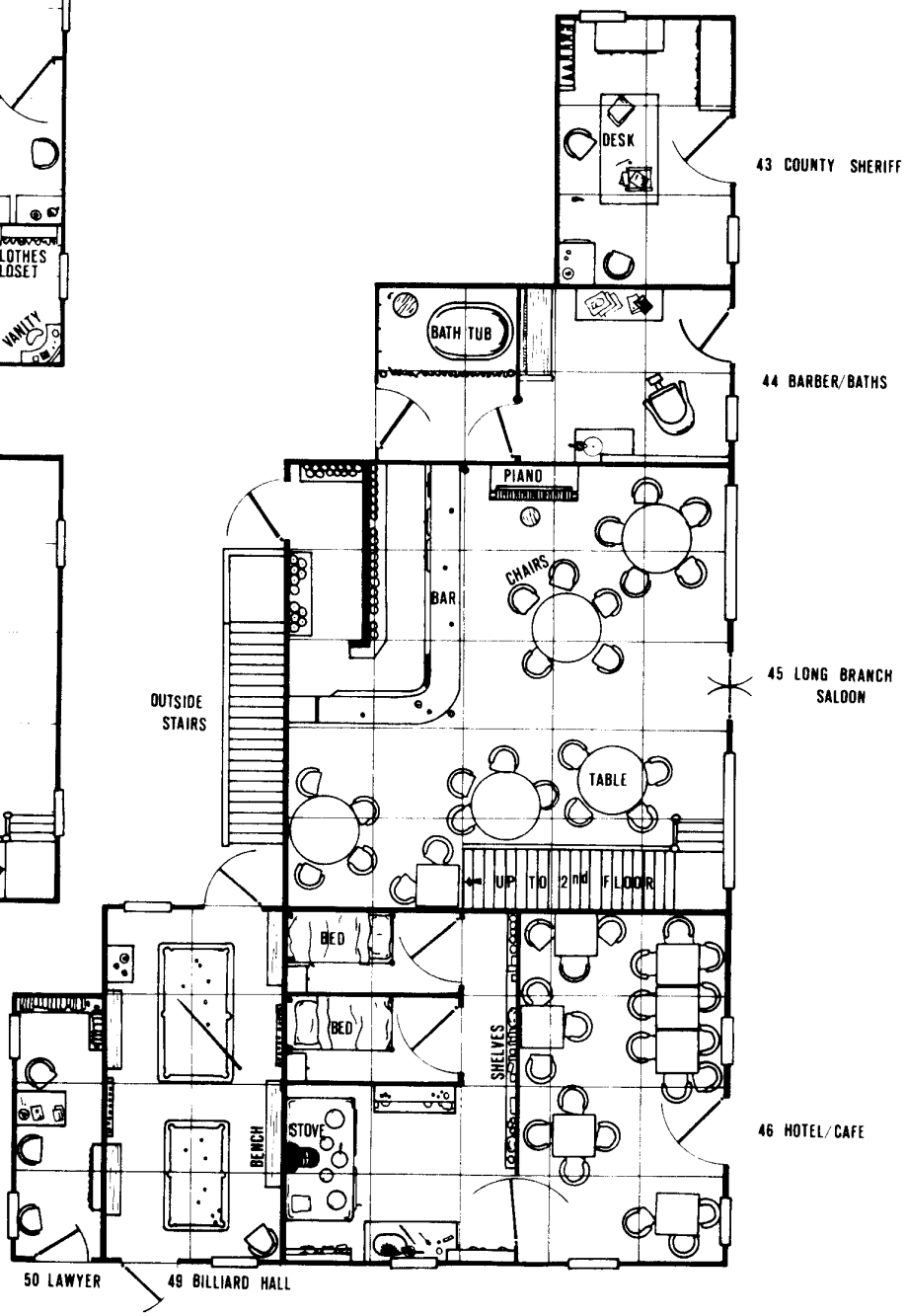
The following building interiors are samples to use as a guide in determining the layout of various buildings:



SALOON THIRD FLOOR



SALOON SECOND FLOOR



WEAPONS CHART

Weapon	RANGE (in spaces or inches) Short	Medium	Long	Extreme	Rate of Fire	Reload Rate	Weapon Speed
Knife or Tomahawk	0 to 1	1+ to 2	2+ to 3	3+ to 4	1	—	Average
Bow	0 to 7	7+ to 18	18+ to 30	30+ to 50	1	1	Below Average
Lance	0 to 2	2+ to 5	5+ to 10	10+ to 15	1	—	Below Average
Derringer	0 to 1	1+ to 3	3+ to 6	6+ to 10	1*	2	Average
Cap & Ball Revolver	0 to 3	3+ to 7	7+ to 12	12+ to 26	3	1	Below Average
Single Action Revolver	0 to 4	4+ to 10	10+ to 20	20+ to 40	3	3	Fast
Double Action Revolver	0 to 4	4+ to 10	10+ to 20	20+ to 40	3	3	Average
Fast Draw Revolver	0 to 3	3+ to 7	7+ to 15	15+ to 30	3	3	Very Fast
Long Barrel Revolver	0 to 6	6+ to 12	12+ to 25	25+ to 45	1	3	Below Average
Scatter Gun	0 to 2	2+ to 4	4+ to 8	8+ to 15	1*	2	Below Average
Shotgun	0 to 6	6+ to 12	12+ to 18	18+ to 36	1*	2	Slow
Civil War Rifle	0 to 15	15+ to 30	30+ to 60	60+ to 120	1	2	Slow
Civil War Carbine	0 to 12	12+ to 24	24+ to 50	50+ to 100	1	2	Slow
Buffalo Rifle	0 to 30	30+ to 60	60+ to 120	120+ to 300	1	1	Very Slow
Army Rifle	0 to 25	25+ to 50	50+ to 100	100+ to 250	1	1	Very Slow
Other Rifles	0 to 20	20+ to 40	40+ to 80	80+ to 200	3	3	Slow
Other Carbines	0 to 15	15+ to 30	30+ to 50	50+ to 120	3	3	Slow

** = 2 if double-barreled*

MOVEMENT

Each character moves at a certain maximum rate depending upon how he or she is travelling. The base movement rates for different types of travel are given below, and the numbers given correspond either to spaces on the town map provided with the game, or inches if miniature figures are being used on the tabletop.

On Foot		Mounted	
Crawling	2	Walking	8
Walking	6	Trotting	16
Running and dodging	12	Galloping	32
Running	24		

FIRST SHOT DETERMINATION CHART

SURPRISE	
Giving opponent the first move	- 1
Character is surprised	- 5
Character is completely surprised (including returning fire on an unseen opponent)	- 10
MOVEMENT	
Character is running or running and dodging	- 20
Character is on horseback	- 10
WOUNDS	
Character has wounds totalling less than 50% of STRENGTH	- 5
Character has wounds totalling 50% or more of STRENGTH	- 20
MISCELLANEOUS	
Character draws two guns	- 3
Character hipshoots	+ 5
Character fires on same target for second or greater consecutive turn *or*	+10
Character aims at same target for second or greater consecutive turn	+ 5
WEAPON SPEED CLASS	
Very Slow	- 10
Slow	- 5
Below Average	0
Average	+ 5
Fast	+ 8
Very Fast	+10

HIT DETERMINATION CHART

RANGE	
Short	**+10**
Medium	0
Long	- 15
Extreme	**- 25**
MOVEMENT OF SHOOTER	
Walking	**- 5**
Crawling	- 10
Running and dodging	- 30
Running	**- 20**
Trotting	- 15
Galloping	- 25
MOVEMENT OF TARGET	
Walking or crawling	**- 5**
Running or trotting	- 10
Galloping	- 15
Running and dodging	**- 20**
WOUNDS	
Character has wounds totalling less than 50% of STRENGTH	- 5
Character has wounds totalling 50% or more of STRENGTH	- 20
MISCELLANEOUS	
Weapon at rest on solid object (not possible on the turn weapon is first aimed at target)	+10
Second shot this turn	**- 10**
Third shot this turn	- 20
Firing a scatter gun	+20
Firing a shotgun	**+10**
Shooting with the wrong hand (with left hand if right-handed, etc.)	- 10
Light wound in gun arm	- 25
Serious wound in gun arm	**- 50**
Firing two pistols	- 30
Hipshooting	- 10
Target obscured (50% or less of target is visible)	**- 10**

BOOT HILL

Reference Sheets

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These pages are perforated for easy removal. Commonly used tables are reproduced here for handy reference.

BRAWLING CHARTS

PUNCHING TABLE

Adjusted Die Score	Result	Effect Left	Effect Right	Next round + or - on dice roll* Opponent	Next round + or - on dice roll* You
2 or less	Miss	—	—	+2	—
3 or 4	Miss	—	—	+1	—
5 to 7	Miss	—	—	—	—
8 or 9	Blocked	—	—	—	—
10 to 13	Glancing blow	1	1	—	—
14	Jab	1	2	—	—
15	Hook	2	2	—	—
16	Combination#	2 plus 2		- 1	—
17	Rabbit punch	2	3	- 1	—
18	Uppercut	2	3	- 2	—
19 or more	Haymaker	3	4	- 3	—

Notes to the PUNCHING TABLE

The combination punch, if both arms are free, scores 2 + 2 points against the opponent's strength rating; if only one arm is free, but 2 points are scored.

* The plus or minus will be as shown for punching or grappling in the following round, or will convert (× 10%) to a modification of the percentage chance to hit if weapon firing is subsequently attempted.

GRAPPLING TABLE

Adjusted Die Score	Result	Effect	Next round + or - on dice roll* Opponent	Next round + or - on dice roll* You
1 or less	Opponent knees you (or if held, you break hold)**	4 (-)	— (-)	-4 (-)
2 or 3	Opponent gouges you (or if held, you break hold)**	1 (-)	— (-)	-2 (-)
4 or 5	No hold	—	+2	—
6 or 7	No hold	—	+1	—
8 or 9	No hold	—	—	—
10 or 11	**Arm lock, left**	2	- 1	—
12 or 13	**Arm lock, right**	2	- 1	—
14	Elbow smash	2	- 1	—
15 or 16	Throw (and if held, you break hold)**	2	- 2	—
17	Kick	3	- 1	—
18	**Head lock**	4	- 2	—
19 or more	**Bear hug**†	1	- 4	—

Notes to the GRAPPLING TABLE

Bold listings show the four types of holds. These can only be broken (escaped) by an opponent's roll of either 15, 16, or 3 or less on the GRAPPLING table, although (except for the bear hug) an opponent could elect to punch rather than try to break the hold.

Note that rolls of 3 or less on this table have different results depending on whether or not a character is held — if not, the character suffers a knee or gouge result; if so, the character escapes the hold, but without further immediate effect.

** If held by an opponent, a character will only break the hold with a roll which gives this result — all other rolls are no effect and the hold may be continued.

† A character held in a bear hug may only respond by grappling in an attempt to break the hold — no punching is possible.

* The plus or minus will be as shown for punching or grappling in the following round, or will convert (× 10%) to a modification of the percentage chance to hit if weapon firing is subsequently attempted.

WOUND CHART

Dice Roll	Location	Lt. Wound (-3 on Strength)	Ser. Wound (-7 on Strength)	Mortal Wound
01-10	Left Leg	01-40	41-00	—
11-20	Right Leg	01-40	41-00	—
21-25	Left Arm/Hand	01-75	76-00	—
26-30	Right Arm/ Hand	01-75	76-00	—
31-40	Right Shoulder	01-40	41-90	91-00
41-50	Left Shoulder	01-40	41-80	81-00
51-70	Abdomen/Groin	01-40	41-80	81-00
71-85	Chest	01-20	21-60	61-00
86-00	Head	01-20	21-40	41-00

Wounds suffered by a character will reduce movement capabilities as follows:

Light wound in leg	Move at ½ speed
Serious wound in leg	Walk only, at ½ speed
Other serious wounds	Move at ½ speed, except walking

Light wounds other than in the leg do not generally affect movement (see WOUNDS for further details).

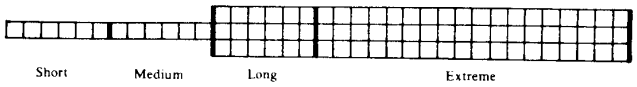
STUNNING CHART

	Basic	Hit From Behind/Surprised
Gun butt or barrel	20%	60%
Club	25%	65%
Chair	30%	70%
Bullet wound in head	50%	80%
Buffalo gun bullet wound	25%	30%
Tomahawk	25%	65%

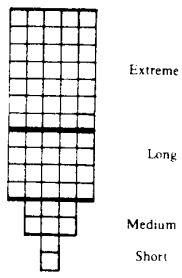
SHOTGUN/SCATTER GUN EFFECTS TABLE

Die Roll	Scatter Gun Range Short	Med.	Long	Ext.	Shotgun Range Short	Med.	Long	Ext.
1	1	1	0	0	1	1	1	0
2	1	1	0	0	2	1	1	0
3	1	1	1	0	2	1	1	1
4	1	1	1	0	2	2	1	1
5	2	1	1	1	3	2	1	1
6	2	1	1	1	3	2	1	1
7	2	1	1	1	3	2	1	1
8	2	2	1	1	4	2	1	1
9	3	2	1	1	4	3	1	1
10	3	2	1	1	4	3	2	1

Field of fire: shotgun



Shotgun fire may hit a single target at close range, every target in the space (or within 1 inch) at medium range, and every target within 3 spaces (or 3 inches) at long or extreme range.



Field of fire: scatter gun

Scatter gun fire may hit every target in a space (or within 1 inch) at close range, every target within 3 spaces (or 3 inches) at medium range, and every target within 5 spaces (or 5 inches) at long or extreme range.

BOOT HILL CHARACTER RECORD

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(This form may be reproduced for personal use in playing BOOT HILL)

PLAYER NAME _____
CHARACTER NAME _____

OCCUPATION _____ NATIONALITY _____
AGE _____ HEIGHT _____ WEIGHT _____

	SPEED	GUN ACCURACY	THROWING ACCURACY	PERSONAL BRAVERY	
% ROLL					
RATING					
MODIFIER				/	FIRST SHOT "TO HIT"

% ROLL	STRENGTH		EXPERIENCE
RATING		% ROLL	
ABILITY		# GUNFIGHTS	
SCORE		MODIFIER	

SKETCH OF CHARACTER

	WEAPON SPEED	WEAPON SPEED MODIFIER +	PERSONAL SPEED MODIFIER +	PERSONAL BRAVERY MODIFIER =	BASE SPEED
WEAPON					

	RANGE (S/M/L/E)	ACCURACY MODIFIER +	PERSONAL BRAVERY MODIFIER +	EXPERIENCE MODIFIER =	TOTAL "TO HIT" MODIFIER + 50% =	BASE ACCURACY
WEAPON						

DISTRIBUTION OF ALL ITEMS CARRIED

LEFT SIDE		CENTER, BACK, OR FEET		RIGHT SIDE	
ITEM	LOCATION	ITEM	LOCATION	ITEM	LOCATION

OTHER ITEMS OWNED	
ITEM	LOCATION

MONEY & VALUABLES	
AMOUNT OR ITEM	LOCATION

MAJOR LAND HOLDINGS OR BUSINESSES
RESIDENCE

BRIEF PERSONAL HISTORY

HEREDITARY FAMILY FRIENDS	HEREDITARY FAMILY ENEMIES

MAJOR NON-PLAYER CHARACTERS KNOWN (FAMILY, FRIENDS, ENEMIES, EMPLOYERS, GANG MEMBERS, ETC.)

NAME	RELATIONSHIP	RACE	OCCUPATION	WHERE RESIDING	WEALTH

MAJOR HIGHLIGHTS OF CHARACTER'S LIFE

7005XXX1201

BOOT HILL

You step from the cool shade of the Long Branch Saloon into the midday heat of Promise City. Loosening your Colt in its holster, you look down Main Street and spot the leather and denim-clad stranger who called you out. Citizens of the town scramble for cover as they sense the forthcoming battle. The outlaw doesn't look fast enough to match your draw, but . . . wait! Your keen eyes catch the unmistakable glint of the sun against gun metal from the roof of the dance hall — the yellow coward has a buddy who's going to shoot you in the back! What will you do? Think fast, or you'll be the next resident of . . . **BOOT HILL!**

BOOT HILL is the game of role-playing in the Wild West of history and legend. Each player adopts the persona of their character, becoming a shiftless outlaw robbing banks and stages, a renegade half-breed leading Indians on the warpath, a straight-shooting sheriff determined to clean up the town, and so on. This boxed version contains a revised and expanded rules booklet (which now includes ratings for many of the real-life "fastest guns that ever lived"), a campaign map for El Dorado County ("Somewhere in the Southwest"), percentile dice, and a 34" × 22" map of Promise City, including a movement grid which can be used with the counters provided or by miniatures, and detailed structure drawings showing door, window, and stair locations as well as the height of the buildings! **BOOT HILL** merges the West of movies, television, and literature with reality to form the locale for endless hours of adventure and fun. Strap on your gunbelt, and enter the world of **BOOT HILL!**

This box contains your complete **BOOT HILL** game:

BOOT HILL game book
Campaign/Town map
Percentile dice
Die-cut counter sheet

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