

Boot Hill Tools/Charts (for Players)
Character Creation

How to Roll Up a Character

GENERATE YOUR FIVE ATTRIBUTE SCORES:

Roll 2D10 and modify the results as follows depending on the results...

DICE ROLL MODIFIER	
2-5	+5
6-10	+3
11-14	+2
15-17	+1
18-20	add nothing

Do this Five times to generate Five attribute scores.

You may then Arrange them in any order under the five attribute headings.

After you have done this, divide the numbers under Stature and Luck by 2(rounding up) as these two attributes start the game at 10 or less (although, as the game progresses they may be increased beyond this)

* CHOOSE AND ROLL YOUR SKILLS

Every new character gets up to 10 skills (work and weapon) of the Player's choice. The exact number depend on the total of the character's attribute scores (so as to give a character with low attributes an initial "leg-up")

TOTAL ATTRIBUTE SCORES	NUMBER OF INITIAL SKILLS
27-40	10
41-62	8
63-80	6

As you choose which skills to have, keep in mind that not more than half of these initial skills can be Weapon Skills (although you can have more than half be work skills, or all of them)

If you choose a Work Skill (see file "List of Work Skills") then you determine your Skill Score by rolling 2D10 and modifying the results (see the table under "Attributes").

If you choose a Weapon Skill, then simply make that Skill Score a 1. You may make a Weapon Skill higher than 1 by choosing it again, ie. Choose to apply three of your Initial Skills to Rifle... so now you have Rifle: 3

After all this is done... I have a little "custom" rule I like to use to flesh out each character with a Work Skill that may be a bit less 'glamorous' than some of the others and thus may get overlooked by a Player who (rightfully so) needs to concentrate on more useful skills. (examples might be Bartending, Photography, Telegraph or Shepherding).

I'll have you roll three at random, and let you choose which one to keep.

* HANDEDNESS

Roll a 1D20... on a 20 your character is ambidextrous, otherwise choose which hand he/she uses.

* EQUIPMENT, WEAPON(S), CASH-ON-HAND AND HORSE

Depending on your background and occupation, the GM will help determine your initial possessions.

List of Work Skills

Accounting (prerequisite: Literacy)
Artillerist
Artist (prerequisite: Literacy if writing is involved, ie. playwright, poet, etc.)
Assaying
Bartending
Bureaucracy (prerequisite: Literacy)
Carpentry
Chemistry (prerequisite: Literacy)
Civil Engineering (prerequisite: Literacy)
Cooking
Cow Handling
Dentistry (prerequisite: Literacy)
Entertainer
Explosives
Farming
Fast Draw
Gambling
Gunsmithing
Indian Contact
Law (prerequisite: Literacy)
Leadership
Linguistics (prerequisite: Literacy)
Literacy
Locksmithing
Medicine (prerequisite: Literacy)
Orienteering
Photography
Pocket Picking
Preaching / Theology
Printing / Journalism (prerequisite: Literacy)
Prospecting / Mining
Public Speaking
Railroad Engineering
Riding
Roping
Saddlemaking
Scouting
Shepherding
Silversmithing
Smithing
Stealth
Surveying / Mapmaking (prerequisite: Literacy) - plus you also get 6 points of Orienteering automatically
Survival
Swimming
Tactics
Tailor / seamstress
Teamster
Telegraph (prerequisite: Literacy)
Thespian
Throwing
Tracking
Trading
Trapping
Veterinarian (prerequisite: Literacy)
Wainwright

Whip
Wrangling

The Five Weapon Skills are...

Archery
Brawling
Knife / Sword
Pistol
Rifle

Weapons

	Range (yards)			Reload Rate	Speed	Wound Mod.
	Short	Long	Extreme			
Thrown Knife, Tomahawk	2	4	8	NA	average	-1
Thrown Spear	10	20	40	NA	average	-1
Bow and Arrow	15	50	100	1	slow	-1
Smoothbore Pistol	6	20	40	1/3	slow	0
Indian Trade Musket	20	65	150	1/3	very slow	-1
Smoothbore Musket	22	75	200	1/3	very slow	0
Muzzle-loading Carbine	22	75	200	1/3	slow	0
Muzzle-loaded Rifle	25	90	240	1/3	very slow	+1
Breech-loaded Carbine	25	80	200	1	slow	0
Breech-loaded Rifle	30	100	500	1	very slow	0
Revolving Cylinder Carbine	22	75	200	1/3	slow	0
Revolving Cylinder Rifle	25	90	240	1/3	slow	0
Buffalo Rifle	30	200	600	1	very slow	+1
Lever-action Carbine	24	90	200	2	slow	0
Lever-action Rifle	30	100	400	2	slow	0
Shotgun	10	40	110	2	slow	0
Scattergun	8	16	30	2	average	0
Derringer	2	4	8	2	average	0
Cap & Ball Revolver	10	20	60	1/3	fast	0
Single Action Revolver	10	20	60	3	fast	0
Double Action Revolver	10	20	60	3	average	0
Fast Draw Revolver	6	15	50	3	very fast	0
Long Barrel Revolver	12	30	90	3	slow	0
Cannon	20	60	120	1/3	very slow	+3
Gatling Gun	40	200	400	1	very slow	+1
Any Hipshot	6	12	36			

Combat Rules
Basic Rules of Gunfighting

Gunfighting was a significant fact of life on the western frontier in the second half of the 19th century. With the end of the Civil War, hundreds of thousands of veteran soldiers were turned out of the armies of both the United States and Confederate States. These men were trained to handle firearms, and most of them had at least some experience at killing their fellow man. With no place better to go, many of them turned to the expanding West.

Prior to the Civil War, the knife had been the preeminent sidearm and personal fighting weapon of the American frontier. But along with a multitude of veterans, the Civil War also produced a variety of reliable, multishot revolving pistols and magazine rifles. Almost overnight, Colonel Colt's "equalizer" transformed the nature of frontier fighting and gave the West one of its most enduring and deadly symbols.

TIME SCALE IN GUNFIGHTS

Because there were really two different sorts of gunfights in the Old West, there are two different sorts of turns in the BOOT HILL game.

The first sort of gunfight happens when at least one of the characters involved is concerned about getting off the first shot. This usually happens at a range of 20 feet or less. Two or more opponents blaze away at each other with lightning speed, shooting reflexively from the hip. The whole battle could be over in one or two seconds. This is the sort of battle favored by gunmen, outlaws and barroom brawlers who liked to close in and overwhelm their opponents with an explosion of violence. Aiming is so instinctive in this sort of contest that it's almost irrelevant; the first shot may well be the only one that counts. For this sort of a gunfight, a turn is one second long, and even this is further divided into six "counts." A one-second turn is also called a shootout turn.

The second sort of gunfight happens when speed is not important but accuracy is. This is usually at a range of more than 20 feet. In this fight, the first shot fired doesn't mean a thing. The first shot to find its target will settle the affair, and that shot will be fired by the man who can think coolly as he draws his pistol and aims, unconcerned by the storm of lead hail blasting harmlessly past him. This is the specialty of the gun fighter, the cold, aloof lawman and legitimate pistoleer. For this sort of a gunfight, a turn is six seconds long. A six-second turn is also called a combat turn.

When a gunfight begins, the Judge must decide which sort of turn is most appropriate to the action. It is even possible to mix the two in one fight. Gunfights often begin with a flurry of shooting at very close range and quickly open up and slow down as everyone dives for cover.

Many of the rules for combat are the same in both types of turns. Before discussing the specifics of shootouts versus combat turns, here are the basics of combat.

TYPES OF SHOTS

There are four types of shots: careful shots, steady shots, hipshots, and fanned shots. A CAREFUL shot is aimed and fired with the gun at eye level. A STEADY shot is fired with the gun held still, but below eye level. A HIPSHOT is fired from the hip as soon as the pistol clears the holster (or the rifle is cocked), with only instinctive aiming. FANFIRING is an even faster form of hipshooting. The shooter clamps his finger down on the trigger (or just wires it back, or even removes it entirely) and then works the hammer with the heel of his other hand. Careful, steady, and hipshots can be fired with any sort of weapon. Only a revolver can be used for fanfiring.

A careful shot emphasizes accuracy at the expense of speed. A hipshot or fanned shot emphasizes speed by sacrificing accuracy. A steady shot is a compromise between speed and accuracy.

A character can fire any sort of shot during a shootout turn. The type of shot fired has a big effect on when the shot is fired and how many shots can be fired. A character can fire one careful shot, two steady shots, three hipshots, or six fanned shots in a shootout turn. A character can always opt to fire fewer shots than he is entitled to.

A character can fire only careful shots during a combat turn. This is by definition. If someone wants to fire some other type of shot, then shootout turns must be used.

THE CHANCE TO HIT

The likelihood of a character hitting what he shoots at depends on the type of shot being fired. In all four cases, this is referred to as the character's chance to hit.

A character's chance to hit with a careful shot is his Coordination score. When the shot is fired, the player rolls one 20-sided die. If the number rolled equals or is less than the character's Coordination score (plus or minus appropriate modifiers, described below), the shot hits its target. If the die roll is greater than the character's Coordination score, the shot misses.

A character's chance to hit with a steady shot is one-half of his Coordination score rounded up. A character's chance to hit with a hipshot is one-fourth of his Coordination score, rounded down. For example, a character with a Coordination score of 13 has a careful shot chance of 13, a steady shot chance of 7, and a hipshot chance of 3. A character's chance to hit when fanfiring is 1, or his Pistol skill, whichever is more.

This information is summarized on this Table...

Type of Shot	Chance to Hit
Careful	Coordination
Steady	Coordination/2 (rounded up)
Hipshot	Coordination/4 (rounded down)
Fanfiring	1 or Pistol Skill

CHANCE TO HIT MODIFIERS:

A character's chance to hit can be modified by his skill, movement, wounds, range, cover, and several other factors. These are summarized on Table 4: Accuracy Modifiers.

The character's weapon skill score is added directly to his chance to hit with any sort of shot. For example, a character with chances to hit of 13, 7, & 3 and Pistol skill of 2 has modified chances to hit of 15, 9, and 5. His chance to hit when fanfiring is 2.

Ranges depend on the type of weapon being fired (rifles, of course, having longer ranges than pistols). Point blank range is 2 yards or less for any type of weapon. Pistol ranges are reduced when a character hipshoots or fanfires the weapon.

Movement modifiers are applied if either the shooter or the target is moving (walking, evading, running, trotting or galloping). If both the target and the shooter are moving, apply a modifier for each. A character cannot shoot while he is evading.

Wounds also reduce the character's chance to hit, regardless of where on his body they are. However, a serious wound in the arm or shoulder prevents a character from firing a pistol with that hand. Thus, a character with a serious wound in his gun arm has both the serious wound modifier (-4) and the wrong hand modifier (-2) if he continues firing his pistol. If by some awful stroke of bad luck he suffers serious wounds in both arms, he can switch the gun back to his "good" hand (this is strictly a game play thing; this poor fellow has enough problems without being completely denied the use of his revolver).

In extreme cases, the size of the target affects the character's chance to hit. Something the size of a house or a railroad locomotive is a very large target. A large target is smaller than a house but bigger than a horse. Horses and people are normal-size targets. A small target is something the size of a dog or a prone man. A playing Carder bottle, or tin can is a very small target.

The -2 modifier for using the wrong hand applies only to the shots from his off hand.

Table 4: Accuracy Modifiers

RANGE

Point Blank, Pistol	+4
Pont Blank, Rifle	-2
Short	0
Long	-2
Extreme	-5

MOVEMENT (of Target)

Running / Trotting	-2
Evading / Galloping	-4

MOVEMENT (of Shooter)

Walking	-2
Running/Trotting/Galloping	-4

WOUNDS

Each Light Wound	-1
Each SeriousWound	-4

TARGET SIZE

Very Large	+4
Large	+2
Normal	0
Small	-2
Very Small	-4

MISCELLANEOUS

Sniping	+2
Shotgun	+2
Scattergun	+4
Target Obscured	-2
Using Wrong Hand	-2
Firing Two Pistols	-6

It is possible for a character's chance to hit to be modified below 1 or above 20. This does notes however, mean that the character misses or hits automatically.

If a character's chance to hit is less than 1, the character can still hit his target by rolling a 1. However, this hit must be confwlrmed with a Luck check. If the character subsequently rolls his Luck score or less on a 20-sided die, his shot hit. Otherwise, it missed. Similarly, if a character's chance to hit is modified to 20 or more, that character can still miss by rolling a 20. On a roll of 20, the character must confirm his hit with a Luck check.

In addition, a roll of 20 sometimes indicates a misfire, jam, dud or even explosion (of certain guns). If the gun misfires, even a Luck check won't yield a hit.

Initiative

Both combat turns and shootout turns rely on one side or the other having initiative. The side that has initiative is determined randomly at the beginning of each turn. Initiative is determined once per side, not once for each individual character in the fight.

While there are cases where the notion of "sides" doesn't fit, in most gunfights there is a clear distinction between "us" and "them." It is entirely possible to have more than two sides. In that case, each side rolls a die for initiative.

One player from each side rolls one 6-sided die. Reroll ties. The side with the highest roll has initiative.

Any character with Tactics skill can make a skill check at the beginning of the fight. If the check succeeds, that character's side adds one to its initiative die rolls for the whole fight. This bonus is never more than one point, regardless of how many characters on that side make successful Tactics skill checks. If a character's skill check fails, that's it for that fight; he can't try again on a later turn. (As an optional rule the Judge may allow this: If a character's Tactics skill check fails, subtract his Tactics skill score from his die roll. Let him try the skill check again that many turns later.)

When rerolling ties do not use the Tactics modifier. This modifier already did its part in tying the first die rolls; it does not apply to tie-breakers.

The advantage of having the initiative is that characters on the other side must declare their actions first. They don't necessarily get to act first. They simply have to announce what they are doing before they know what their opponents are doing. Players on the side that has initiative get to hear the other guys' plans for the turn before choosing their own actions.

In any case, players should not deliberate over this decision. Remember, a turn represents only six seconds of real time.

The Combat Turn (6 secs) COMBAT TURNS

A combat turn represents six seconds in the life of a BOOT HILL game character. During those six seconds he can shoot, reload, move, mount or dismount a horse, or do any number of other things as described below.

These are some examples of when to use combat turns, instead of shootout turns: Indians or outlaws are chasing down the stagecoach; members of a posse have cornered several train robbers in an abandoned cabin and prepare to shoot it out; the sheriff, rifle in hand, races out into the street to fire a few farewell shots at the prisoner who just escaped from the jail and is now racing away on the sheriff's horse.

** Combat Turn Action Sequence **

A combat turn is resolved in the order outlined here. All actions are sequential. If Wyatt gets to shoot first and his shot seriously wounds Isaac, then Isaac is subject to all the penalties for being seriously wounded when he tries to do something.

1. One player from each side rolls a 6-sided die to determine initiative. The side with the highest die roll has initiative for that turn.
2. All the players on the side without initiative must announce what their characters will be doing that turn.
3. All the players on the side with initiative must announce what their characters will be doing that turn. These decisions can be based on what other characters have already announced.
4. To determine order of Firing each Character Speed is determined by Rolling a D10 adding their Coordination, applying Modifiers from Table 8: Speed Modifiers. Lowest Speed Numbers shoot/act first (note: this differs from the official rules, but I think makes turn order fairer)
5. Every character on the, on his turn, can fire one or two careful shots.
6. Every character on the side with initiative can either move, or delay his movement.
7. Every character on the side without initiative can move.
8. Characters with initiative who delayed their movement can move.

** Declaring Actions **

When characters are declaring their actions for the turn they must state whether they are:

- * Moving, and if so, how fast;
- * Shooting;

- * Moving and shooting;
- * Pursuing some other action, with any particulars the Judge asks for.

** Shooting **

The only sort of shot that can be fired during a combat turn is a careful shot.

Sighting and Facing: A character can declare a shot against a particular target even if that target is not visible to him at that moment. As long as the target is visible when it's time to shoot he can shoot.

A character can look in any direction any time during the turn: during movement before shooting, after shooting. Of course the GM can restrict this whenever he wants, to allow someone to sneak up behind another character or for some dramatic effect. but in general, characters have 360-degree vision during a combat turn,

** Switching Targets ***

Characters can switch targets during the turn for any reason with no penalty.

** Allowable Actions **

Shooting, moving and a combination of these two are not the only options available to characters during a combat turn. In fact, a character can do (or at least try to do) anything the player wants. The obvious restriction is that he has six seconds to do it, if he wants to finish in a single turn.

Some examples of what a character can do in a six-second turn:

- light a fuse;
- load three rounds into a revolver;
- pour a glass of whiskey;
- dump everything out of a box or chest;
- tip over a table and crouch behind it;
- tie a simple knot

Other actions may take longer than six seconds-to-complete. If a player announces that his character wants to do something that the Judge thinks will take several turns, the Judge should tell that to the player and then let him decide whether he still wants to do it. Some examples of things a character can do in more than one turn:

- clear a jammed breechloading rifle (3 turns);
- unsaddle a horse (2 turns);
- search a trunk for important papers (3-5 turns);
- nail a board across a door or window (2 turns);
- cut a loophole through an adobe wall (2 turns);
- pick a lock (2-12 turns);
- bandage a wound (3-6 turns).

In a case where a character might be able to do something in one turn, but it might also take longer, the Judge should have the player make a Coordination or Strength check whichever applies. If the check succeeds, the action takes one turn. If the check fails, the action takes two turns. Or perhaps the character must keep trying every turn until he either succeeds or gives up (a good example of this is trying to light a match in a stiff wind).

The Shootout Turn (1 sec)

The shootout turn is used in gun battles where split-seconds make the difference between winning and losing living and dying. If any character wants to fire a steady shot, hipshot or fanned shot, a shootout turn must be used.

A shootout turn represents only one second of game time. This one second is further divided into six 'counts, which is nothing more than a vague term for one tick of the clock. A count is not necessarily one-sixth of a second, it is merely one of six subdivisions of a shootout turn.

The exact sequence of events in a shootout turn can vary from one turn to the next, but the sequence within a turn is very rigid. Each action a character performs is delayed a certain number of counts. As each count is ticked who are acting on that count compare their speeds. Actions resolved in speed order with the fastest actors acting first. These key terms - speed and count---and how they interact are defined and described in detail below.

** Shootout Turn Action Sequence **

Actions within a shootout turn must be resolved in this order:

1. One player from each side rolls a 6-sided die to determine initiative. The side with the highest die roll has initiative for that turn. These rolls can be modified by Tactics skill.
2. All the players on the side without initiative must announce what the characters under their control will be doing that turn.
3. All the players on the side with initiative must announce what the characters under their control will be doing that turn. These decisions can be based on what other characters have already announced.
4. The Judge calls for any actions being performed on the first count. Players whose characters are performing an action on this count compare their characters' speeds. The character with the highest speed performs his action first, followed by the second fastest, and so on. If speeds are tied, actions are simultaneous. Characters who performed actions determine which count their next action will occur on.
5. Repeat step 4 for counts 2, 3, 4, 5 and 6.
6. Characters who are moving perform their movement.

Note that movement is not considered an action during the shootout turn. At this time scale, movement is so minor that its effect on a character's position can be ignored until the end of the shootout turn. Its effect on accuracy is quite important, however, and must be considered throughout the turn. Keeping Track of Counts: During this sequence, the Judge should keep a six-sided die displayed prominently in front of him. This die shows which count is happening at this moment. As each count is ticked off, the Judge rotates the die to the next number. This eliminates a lot of confusion and mistakes.

Each player, too, should keep a six-sided die in front of him. Instead of showing the count currently in play, however, this die shows on which count the character will be performing his next action. For examples a steady shot has a three-count delay. If a character's first declared action of the turn is a steady shot, he rotates his die to show the number three. Now everyone knows that this character is inactive during counts one and twos but that he is doing something during count three. After the player is finished with his action on count three, he will rotate his die again to show when his next scheduled action will occur.

**** Actions ****

A character's choice of actions is quite a bit more restricted during a shootout turn than it is during a combat turn, when a character can do most anything. Chances are that during a shootout turn, lead will be flying so thick that no character with any concern for his life will do anything other than shoot or dive for cover.

The actions that players can choose during a shootout turn and the number of counts that each is delayed are shown on Table 7: Shootout Actions.

Fanned shots, hipshots, steady shots, and careful shots assume that the character is cocking the gun as part of his action. The listing for cocking a gun is used only if someone cocks a gun without firing it.

Table 7: Shootout Actions
Shootout Turn - Counts Required
(out of 6 total) for an Action

ACTION	COUNTS
Fanned Shot	1
Hipshot	2
Steady Shot	3
Careful Shot	6
Fast Draw (successful)	0
Fast Draw (unsuccessful)	2
Normal Draw	3
Switch Targets *	1
Cock a Gun	1
Fire a Cocked Gun **	1 less than normal

* - A character can switch targets between turns with no delay.

** - Does not apply to Fanfiring

As an example, let's look at Montana Joe in a shootout, squared off against Carl Bjornsen. Joe knows Carl is a good shot, so he figures his best chance is to haul his piece out of his belt and let fly real quick. He tells the Judge he'll be doing a fast draw followed by three hipshots. If he makes his Fast Draw skill check, he'll get to fire his first hipshot on count 2, his second on count 4, and his third on count 6. Carl, whose blood is as thin and cold as the water in a fjord, figures that in all that excitement Joe couldn't hit a Texas longhorn sideways. Carl isn't too quick on the draw but he's a good shot, so he tells the Judge he's going to do a normal draw (rather than risk failing a Fast Draw check) followed by a steady shot. He'll pull his gun clear on count 3 and fire on count 6, assuming he hasn't picked up a fatal case of lead poisoning in the meantime.

Using this system, the best way to get the drop on someone is to come in with gun drawn and cocked thus shaving at least one crucial count off the first shot.

** Speed **

When actions come up on the same count, compare the characters' speeds. The character with the highest speed gets to perform his action (probably firing a shot) first. If the speeds are tied, the actions are simultaneous.

In most cases, a character's speed equals his Coordination score. In some cases, it is determined by his Fast Draw skill check. In either case, it can be modified by any of the items or situations listed on Table 8: Speed Modifiers.

** Fast Draw **

The notion of a "draw" is applied in these rules in a much broader sense than simply pulling a pistol from a holster. Pulling a pistol from a waistband or boot top, snatching it up from a table or the ground, or snapping it down from a spring holster concealed in your sleeve are all "draws." Likewise, pulling a rifle from a saddle boot or swinging it up from a carrying position is also a draw. Doing any of these things with a knife or tomahawk is a draw as well.

If a character is not in a hurry to get his gun into firing position, he can use a normal draw. This takes three counts, but is a sure thing; the gun is guaranteed to be where it's wanted in three counts.

If a character is in a hurry to get his gun out into the sunshine, he can do a fast draw. This requires a Fast Draw skill check (which requires that the character have Fast Draw skill). If the character rolls his Fast Draw skill or less on one 20-sided die, he pulls his gun clear and into firing position with no delay. A successful fast draw does not take any counts at all.

If the character's Fast Draw check fails, however, it costs him two counts and leaves his gun in his holster (or wherever it was to begin with). On his next action, he can try Fast Draw again, or switch to a normal draw.

When a character uses a fast draw, his speed on his next shot is the number that he rolled for his Fast Draw skill check. After that first shot, the character's speed is once again his Coordination score. If a character uses a normal draw, his speed is always his Coordination score.

If a character's Fast Draw score is higher than 20, he can add the difference to his die roll. A roll of 20 on the die must still be confirmed with a Luck check, however.

** Speed Modifiers **

When determining a character's speed consult Table 8 and add or subtract all applicable modifiers.

Movement modifiers apply only to the character who is moving, not to the character who is shooting at him.

Wound modifiers are applied once for each wound. A character with three wounds has three modifiers.

A character is surprised if he wasn't expecting trouble - e.g., he steps around the corner and there's an old enemy, fresh out of prison and itching for revenge-- or he has his hands full of something besides his guns. He's completely surprised only if he was sleeping or completely occupied with something else bathing, for example, or loading feed bags into a wagon. In either case, the Judge has a hand in moderating this. If the player declared that he was keeping an eye open for trouble and the Judge agrees that the character has reason to be wary, a potentially surprising situation can be avoided or a completely surprising situation reduced to merely surprising. The surprise modifier does not apply simply because someone drew first; if the other character was expecting trouble, he is not surprised.

To suffer the penalty for firing two guns, the character must actually be shooting both. Two guns can be fired simultaneously, but only at a single target. It was common practice in the West to carry two pistols but only shoot with the one in your right hand. When that one was empty, you dropped it and shifted the one in your left hand over (this was called the "border shift"). There is no speed penalty for simply holding a second gun in your off hand.

Various types of weapons also have speed modifiers. Weapons range from very slow to very fast, with modifiers from -2 to +2. Weapon speeds are listed on the weapons table.

Table 8: Speed Modifiers

Walking, Trotting	-1
Running, Galloping	-3
Light Wound (each)	-1
Serious Wound (each)	-4
Surprised	-2
Completely Surprised	-4
Firing Two Guns	-2
Weapons is:	
Very Slow	-2
Slow	-1
Normal (average)	0
Fast	+1
Very Fast	+2

**** Changing Your Actions ****

Generally, once a player declares his character's actions for a shootout turn, he is committed to those actions. There are, however, two instances when a character can do something else.

If a character fails his Fast Draw check, he can either try another fast draw two counts later, or begin a normal draw two counts later. Once he gets his gun out, he must continue with the actions he declared, at least until the end of the turn.

If a character's target is mortally wounded or passes out, the character can scrap whatever actions he declared for the rest of that turn and immediately declare new actions.

**** Carryover Counts ****

It is possible for a player to declare actions taking more than six counts. Usually this comes up when the player gets to change his declared actions during the turn. Any counts beyond six simply carry over into the next turn.

For example, Hank "Dustbin" Waatt is throwing down on Sgt. Radkin of the Texas Rangers and his two native trackers. Dustbin declares a fast draw and three hipshots. His second shot, on count 4, kills Radkin. Dustbin now changes his actions to switch targets to one of the trackers (1 count) and fire a hipshot (2 counts). The hipshot won't happen until count 1 of the next turn. At the beginning of that turn Dustbin must still declare what he'll do for the other five counts.

**** Shootout Movement ****

Table 9: Shootout Movement (yards/turn)

On Foot		Mounted	
Crawling	1 ft.		
Walking	1	Walking	1
Evading	2	Trotting	3
Running	4	Galloping	5

Movement during a shootout turn is much less significant than during a combat turn. It has the same effect on accuracy in both types of turns. But a person just does not move very far in one second.

All movement happens at the end of a shootout turn, after all other actions on count 6 are finished. The distances a character can move in one shootout turn are listed on Table 9: Shootout Movement.

Wounds (and being Killed)

If a shot hits a character, that character is wounded. The next step is to determine where the character was hit, and how severe the wound is.

To determine the hit's location, roll one 20-sided die and check

Table 10: Wound Locations.

To determine the wound's severity, roll one 6-sided die and check Table 11: Wound Severity. Add and subtract all of the modifiers that apply to this roll.

For example, Montana Joe has just been shot. A 20-sided die roll of 8 places the wound in his right arm. A 6-sided die is rolled and the result is 3. This would normally be a serious wound, but because it is an arm wound there is an automatic modifier of -1, which reduces the roll to a 2: a light wound.

Some weapons have wound modifiers of their own, depending on how hard-hitting they are. Small caliber weapons (purse guns, very small derringers) have a -1 modifier, while large weapons like buffalo rifles have a +1 modifier. These modifiers are listed on the Weapons table.

A severity roll modified to less than zero means the wound was negligible, "a mere scratch." It has no effect.

**** Modifying Wound Locations ****

Under some conditions, a player can modify his wound location roll, shifting the hit toward a more vital area.

If the shot was at short range (or point blank range with a pistol), the player can modify the wound location die roll by adding or subtracting his weapon skill score. At long range, the modifier is one-half weapon skill, rounded down. At extreme ranges the modifier is one-quarter weapon skill, rounded down.

Also, if the shot was a fanned shot, no modification is allowed. For a hipshot, the modifier is quartered. For a steady shot, the modifier is halved. For a careful shot, the full modifier can be used.

All of this halving and quartering is cumulative. A character firing a steady shot at long range, for example, can modify the location die roll by adding or subtracting one-fourth, rounded down, of his weapon skill score. If the modifier is divided by more than four, no modifier is allowed.

A player does not have to use the full modifier if he doesn't want to. This decision is not made until after the wound location has been rolled. The player can see his die roll and then decide how much to add or subtract. This is summarized on Table 12: Wound Location Modifiers.

Table 10: Wound Locations

1 - 2	Left Leg
3 - 4	Right Leg
5 - 6	Left Arm
7 - 8	Right Arm
9	Left Shoulder
10	Right Shoulder
11 - 14	Abdomen
15 - 18	Chest
19 - 20	Head

Table 11: Wound Severity Number

Under Zero	A scratch
0 to 2	Light Wound
3 to 5	Serious Wound
6 or more	Mortal Wound

+1 if hit is to Chest or Head

-1 if hit is to Arm or Leg

+ or - the Weapon Modifier

Table 12: Wound Location Modifiers (x weapon skill)

Type of Shot	Short	Long	Extreme
Careful	full	1/2	1/4
Steady	1/2	1/4	none
Hipshot	1/4	none	none
Fanfire	none	none	none

**** Mortal Wounds and Luck ****

The only way a character can be killed is by suffering a mortal wound. Light wounds do not accumulate to become serious wounds and no amount of serious wounds ever becomes a mortal wound.

Even when a character takes a mortal wound, he is not killed automatically. Instead, the player makes a Luck check. If the check succeeds, something miraculously lucky has happened, saving the character's life! The wound is reduced to a light wound causing one point of damage. The player must come up with an explanation for this. Maybe the bullet struck the bible in his vest pocket or glanced off his belt buckle. Maybe the round was faulty and didn't contain enough gunpowder to kill someone. Maybe the bullet actually struck a rock, and a rock splinter caused the wound. Whatever the excuse, it must be at least possible, if not plausible, and no character can ever use the same excuse twice. Also, since the character does suffer a light wound from the shot, a misfire is not an acceptable excuse.

If the Luck check fails, the character is dead.

(As an optional rule, Judges may want to allow this. A character who suffers a mortal wound and fails his Luck check may be killed instantly, or he may only be dying. The player immediately rolls again, this time making a Strength check. If it fails, the character dies instantly. If it succeeds, the character is still alive, but completely incapacitated; he cannot move except to crawl pathetically, and he certainly cannot shoot or attack anyone. To find out how long the character lives, subtract his die roll from his Strength score. If the difference is zero to four, he lives one or two turns; just long enough to gasp out a dying message or leave one last clue. If the difference is five to eight, he lives for several minutes. If the difference is nine or more, he lives anywhere from an hour to a few days, depending on what sort of care he receives. Under no circumstances, however, will he recover; a mortally wounded character is doomed with no chance for reprieve.)

** Wound Points **

Whenever a character is wounded, in addition to suffering a light, serious, or mortal wound, he also picks up one to five wound points. If a character's wound points total up to more than his Strength score, the character passes out (from shock and loss of blood).

The number of points inflicted by a wound is the modified wound severity die roll. In the example above, where Montana Joe suffered a light arm wound, he also suffered two wound points.

When a mortal wound is reduced by a Luck check to a light wound, it inflicts only one wound point.

Reloading a Weapon

It is possible to reload a gun during a gunfight (though a true gunfighter would say that if you can't finish the job with one load, more probably won't help).

Reloading is only a concern during Combat turns. If a player feels that his character must reload during shootout turns, he must reload for six consecutive turns to get any benefit from it. six consecutive shootout turns are the equivalent of one combat turn.

During a combat turn, a character can reload the number of rounds listed on the Weapons table. A character can reload while riding or moving (but not evading).

Cover

Any sort of barrier that can stop a bullet is considered hard cover, or simply cover. Cover provides considerable protection to a character lucky enough (or smart enough) to be behind it.

When a character is behind cover, the Judge must decide what portions of the character's body are protected. If a shot hits the character in a protected portion of his body, it hits the cover instead and the character is not hurt.

Examples of how much of his body a character must expose to fire when shooting around cover are given below:

Standing behind window, bar, barrels: legs covered.

Crouching behind window, bar, barrels: legs, abdomen, chest, arms covered.

Leaning around corner, doorjamb: abdomen inside leg, arm, and shoulder covered.

Behind standing horse: abdomen, chest covered.

Sitting behind desk: legs, abdomen covered.

If cover is sporadic but solid, like a rail fence, let the character make a Luck check to determine whether the bullet hits the cover or him.

As an optional rule, Judges may allow light cover. This is any sort of cover that won't stop a bullet, but will slow it down considerably. Examples include wooden doors, floors, the sides of a stagecoach, or thin walls. A bullet that strikes this sort of cover is not stopped entirely. Instead, the cover modifies the wound severity die roll by subtracting 1 to 3 points, at the Judge's discretion.

Shotguns & Scatterguns

Shotguns and scatterguns can be frighteningly deadly at close ranges; these were some of the most feared weapons on the frontier.

When a character is hit by a shotgun, the player rolls one 6-sided die and consults Table 13: Shotgun and Scattergun Wounds before rolling for wound location. This roll determines how many wounds are inflicted. A single shotgun blast can cause up to four wounds! Location and severity are rolled separately for each wound. Shotgun and scattergun wound locations can be modified, as described above.

The disadvantage of both a shotgun and a scattergun is that, at long or extreme range, it is also possible for a shot that was right on target to cause no wounds at all! If the result from Table 13 is zero wounds, the target is not hurt.

A scattergun has the added bonus that it can hit more than one character. If a scattergun is fired at a character at long range, the shot may also hit any and all other characters within 2 yards of the original target. If the original target is at extreme range, anyone within 5 yards can be hit. This is possible even if the original target was missed. The chance to hit any additional targets is onehalf the chance of hitting the original target, rounded down. The character's Rifle skill is added in before the halving, so it is halved, too. However, wound locations on these additional targets cannot be modified.

Table 13: Shotgun and Scattergun Wounds

Die Roll	Short	Long	Extreme
1	1	0	0
2-3	2	1	0
4-5	3	2	1
6	4	3	2
Add'l target	NA	2yds	5 yds

For example, while guarding the stagecoach, Shadowy Dave fires a blast from his sawed-off double-barrel at a masked hold-up man 12 yards away. Dave's chance to hit at long range is 7 and his Rifle skill is 3, so he'll hit with a roll of 10 or less. The unfortunate outlaw is hit, and a 6-sided die roll comes up 5, indicating he suffered two wounds from the blast. These are determined to be a light wound in his left leg and a serious wound in his abdomen. The outlaw's partner, standing only a few feet to the side, will also be hit on a roll of 5 or less.

Brawling & Knife Fighting

While the gun was the great equalizer, it was not the only weapon men fought with on the frontier. Knives and fists, plus bottles, chairs, whips, and anything else at hand, were used as weapons. With few exceptions, fights out West were deadly serious. And when all the chips are on the table, so to speak, most of the rules are called off. There's no such thing as fighting dirty to the man whose life is in the wager. He'll fight to win, any way he can.

There are two general types of fistfighting: brawling, which involves lots of punching and kicking and smashing furniture; and grappling, which is essentially wrestling. Both sorts of fighting are resolved in a similar manner. The player rolls one 20-sided die. He adds his Brawling skill score to the roll, plus one if he is stronger than his opponent. He subtracts his opponent's skill score and modifiers for light and serious wounds from Table 4: Accuracy Modifiers. With the final die roll determined, consult the appropriate table to see what happens. The two types of fighting use different tables, giving very different results.

Knife fighting, while considerably more dangerous, also uses essentially the same rules.

Brawling, grappling, and knife attacks are possible anytime two characters are within 2 yards of each other.

** Sequencing **

One brawling attack is the same as one careful shot. That is, a character can make one brawling attack whenever he would otherwise be eligible to fire a careful shot. A character can make two brawling attacks in a combat turn. Instead of using the strict shooting sequence, however, brawling, grappling, and knife-wielding characters alternate attacks; the character with initiative attacks first. For example, if Hugh has initiative against Snakebite Johnson, the sequence for their fight this turn will be: Hugh attacks; Johnson attacks; Hugh attacks; Johnson attacks; movement. In a shootout turn, a brawling attack happens during the movement portion of the turn.

** Brawling Procedure **

When a character takes a swipe with his fist at another character, the player rolls one 20-sided die. To this roll is added the character's Brawling skill. If the character being attacked is in a position to defend himself, his Brawling score is deducted. If the punching character is stronger than his opponent, he gets to add another +1 to his die roll (the

opposite is not true; the weaker character does not subtract 1). The result is located on Table 15: Brawling and implemented immediately.

Table 15: Brawling

Adjusted Dice Roll	Result	Damage		Effect on Opponent	Wound Severity
		Left	Right		
1	Miss	-	-	+2	-
2-4	Miss	-	-	+1	-
5-7	Blocked	-	-	-	-
8-14	Glancing Blow	-	1	-	-2
15	Jab	1	2	-	-1
16	Hook	2	2	-	0
17-18	Combination	1	2	-1	0
19	Uppercut	2	2	-2	+1
20	Haymaker	2	3	-3	+2

Damage. The damage listed on the table is temporary wound points. These act just like regular wound points, and are cumulative with them, but characters recover from temporary wound points much faster. If a character's wound points exceed his Strength score, he passes out.

Damage is divided into right and left, depending on which hand the character punched with. Assume that the character always punches with his right unless he can't for some reason, like when his opponent has it caught in an arm lock. Left-handed characters reverse the damage listings for right and left. Ambidextrous characters use the righthand damage for both hands.

The combination punch does three points of damage if both of the punching character's hands are free, one or two if one of them is held.

As long as the character has at least one arm free, he can punch. If he is held in a bear hug, punching is impossible.

Effect on Opponent. The number in this column is a modifier which is applied to the opponent's next die roll, whatever it may be for: brawling, grappling, shooting, or even a skill check. These modifiers are cumulative until the character actually uses them or the end of the next turn, whichever comes first.

Wound Severity. This column applies during knife fights; see below.

The descriptive results on this table are primarily for color and should not be taken too literally, especially when combined with the next paragraph.

** Smashing Things **

Table 16: Brawling Weapons

Weapon	Modifier
Bottle, pistol	+1
Chair, rifle butt	+2
Empty barrel, crate	+3
Another person	+2
Large rock	+1

Why hit someone with your delicate gun hand when you could smash a chair over his head? Using any sort of bludgeoning weapon or improvised club works exactly the same way as brawling. The weapon allows an additional

modifier to the Brawling die roll, besides the character's Brawling skill. Sample modifiers are shown on Table 16: Brawling Weapons. Using a bludgeoning weapon also adds one to the damage inflicted by each hit.

**** Grappling ****

Grappling also works identically to brawling, but uses Table 17: Grappling, instead. It is possible on Table 17 to perform so badly that you hinder your own next attack. Otherwise, the procedure is identical. The attacker adds his own Brawling skill to the die roll and subtracts his opponents Brawling skill. If the attacking character is stronger than his opponent, he gets to add another +1 to his die roll (the opposite is not true; the weaker character does not subtract 1).

Table 17: Grappling

Adjusted Dice Roll	Result	Damage	Effect on Opponent Attacker	
1	Opponent gouges or knees you	2	-	-2
2	No Hold	-	-	+2
3-4	No Hold	-	-	+1
5-7	No Hold	-	-	
8-11	Arm Lock, Left *	1	-1	-
12-14	Arm Lock, Right *	1	-1	-
15	Elbow Smash	1	-1	-
16-17	Throw (or break free)	1	-2	-
18	Kick	2	-1	-
19	Head Lock *	3	-2	-
20	Bear Hug *	1	-4	-

* - This is a hold. A character held in a bear hug cannot punch.

The descriptive results on Table 17 are more than just color. Results marked with an asterisk (arm locks, head lock, bear hug) are holds. Once a character has a hold on his opponent, he can either give it up and roll again on his next attack, or maintain the hold and inflict the same damage and effect automatically.

The opponent who is held can roll grappling or punching attacks normally. If he is in an arm lock, he can only punch with his free arm. If in a head lock, he can punch with either or both. A character in a bear hug can't punch at all. A held character breaks free by getting a throw result (a roll of 16 or 17). Two characters can simultaneously have holds on each other.

On a roll of 1, the damage is inflicted on the attacking character, not his opponent.

**** Knife Fighting ****

Knife fighting uses a procedure very similar to brawling and grappling. Everything stated here about knives applies equally to any edged weapon; a sword cane, tomahawk, axe, or bayonet.

While brawling and grappling could be considered "soft" forms of fighting, since generally no one dies as a result, knife fighting is something else. At least one person in a knife fight usually intends wholeheartedly to kill the other, who may feel the same way or may simply be trying to defend himself. In either case, it's almost guaranteed that blood will be shed before it's over.

Given the deadliness of knife combat compared to normal punching and grappling, everyone tends to be a lot more cautious when approaching a knife-wielding opponent. Because of this, a character cannot attack someone who has a knife unless he sees an opening. This requires making either a Coordination or an Observation check (player's choice), using only one-half of the character's attribute score, rounded up. This check can be modified by the character's Brawling or Knife skill, whichever is appropriate. This attribute check must be made prior to every brawling, grappling, or knife attack against a knife-armed foe, with the following exceptions: when the opponent's back is turned when the opponent's knife arm is pinned in an arm lock or bear hug, when the attacker has his opponent in any sort of hold. If this check succeeds, the character sees an opening and can attack.

If an attack is possible, the attacking character rolls one 20-sided die, adds his own knife skill, and subtracts his opponent's knife skill. There is no modification for Strength. This result is found on the "Wound Severity" column of Table 15: Brawling. If a modifier is listed, the attacked character is wounded. The wound's location is determined randomly (knife skill can be added to the location die roll). The severity modifier from Table 15 applies to the severity die roll, along with other, normal modifiers.

**** A Brawling Example ****

Three-fingered Moe has just accused Curly Wilkins, a green cowboy on his first trail drive, of cheating at cards. Unwilling to be treated this way, Curly takes a poke at Moe, which is exactly what Moe expected. No one is shooting, so the Judge decides to use combat turns for the fight.

Curly wins initiative on the first turn. A die roll of 9, reduced to 8 because of Moe's Brawling score, is a glancing blow which causes one point of damage to Moe. Moe follows up with a jab (die roll 13 plus Moe's Brawling score of 1), causing two points of damage to Curly. Curly comes back with a roll of 5, a miss. This ends the first exchange of blows.

No one is moving, so the second exchange begins. Curly misses again. Moe, feeling flushed, scores a 17 adjusted to 18, a combination that puts three more points of damage on the cowboy and gives Curly a -1 modifier in his next attack. But Curly surprises Moe by rolling a 20. Even with Curly's -2 modifier (-1 for Moe's skill, -1 for the previous blow) this is a combination; three points of damage and a -1 modifier. Moe's last attack misses but the cowboy scores again with an 11, another glancing blow.

Thus ends the turn.

Moe wins initiative for the next turn. Curly will keep swinging, but Moe decides to up the stakes and yanks a knife from his boot. This costs

him his first attack.

Still, Curly is now at a big disadvantage. In order to get past Moe's knife and attack, Curly must roll 6 or less (his Coordination score is 12 and he has no Brawling skill). He rolls 16 as Moe skillfully holds him off with the blade. Moe, however, is under no such restriction, and he attacks. He rolls a 15 which draws blood; a light wound to Curly's abdomen. This wound costs Curly 1 wound point and gives him a -1 modifier on his attacks (as per Table 4: Accuracy Modifiers). The first exchange of the second turn is over.

Again no one is moving, so Moe presses the attack. His second slash goes wide. Curly must keep punching because that is his declared action. This time his first check is 5 and he sees his opening. The cowboy rolls a 9 modified to 8 by his wound; a glancing blow putting one more hit on Moe. But the gambler is unperturbed and slashes again, rolling 16. Moe crows with glee seeing the dice turn up a mortal chest wound! But his face falls as Curly's Luck check converts the deadly wound to a light wound, the blade apparently turned aside by the silver dollar in Curly's shirt pocket. Curly spits out a dire threat as he leaps to avoid the swaying blade once again unable to find an opening.

Thus ends the second turn.

Curly wins initiative on the third turn. Moe intends to keep fighting with his knifeS but Curly switches tactics and declares that he will grapple his murderous assailant. Moe drops his guard for a moment as Curly rolls a 2, then leaps in. With some badly-needed luck, Curly rolls a 15. Even modified by -2 for his two light wounds, a 13 is still good enough to clamp an arm lock over Moe's right arm and inflict one damage point. Suddenly unable to use his knife, Moe can either grapple with hopes of breaking free or punch in an effort to knock Curly unconscious. Moe knows that Curly can inflict one point of damage automatically every attack just by maintaining his hold. Unless Moe breaks free, he is in trouble (which, no doubt, he richly deserves).

Combat Tables ⊥ B'tara K'tahn 100262 ⊥ B'tara K'tahn 100248
Combat Tables
v ⚡ B'tara K'tahn † ← Table 4: Accuracy Modifiers ⊥ B'tara K'tahn 100263 ⊥ B'tara
K'tahn 100262 ← Table 4: Accuracy Modifiers † v ⚡ B'tara K'tahn
ØAccuracy Modifiers Table

RANGE

Point Blank, Pistol +4
Pont Blank, Rifle -2
Short 0
Long -2
Extreme -5

MOVEMENT (of Target)

Running / Trotting -2
Evading / Galloping -4

MOVEMENT (of Shooter)

Walking -2
 Run/Trot/Galloping -4

WOUNDS

Each Light Wound -1
 Each Serious Wound -4

TARGET SIZE

Very Large +4
 Large +2
 Normal 0
 Small -2
 Very Small -4

MISCELLANEOUS

Sniping +2
 Shotgun +2
 Scattergun +4
 Target Obscured -2
 Using Wrong Hand -2
 Firing Two Pistols -6

† † Table 7: Shootout Actions † † B'tara K'tahn 100264 † B'tara K'tahn 100262 † Table 7:
 Shootout Actions † v † B'tara K'tahn °Shootout Turn - Counts Required
 (out of 6 total)for an Action

ACTION COUNTS

Fanned Shot 1
 Hipshot 2
 Steady Shot 3
 Careful Shot 6
 Fast Draw
 (successful) 0
 Fast Draw
 (unsuccessful) 2
 Normal Draw 3
 Switch Targets * 1
 Cock a Gun 1
 Fire a Cocked Gun ** 1 less than
 normal

* - A character can switch targets
 between turns with no delay.

** - Does not apply to Fanfiring * † Table 8: Speed Modifiers † B'tara K'tahn 100265 † B'tara
 K'tahn 100262 † Table 8: Speed Modifiers * v † B'tara K'tahn † Table 8:
 Speed Modifiers

Walking, Trotting -1
 Running, Galloping -3

Light Wound (each) -1

Serious Wound (each) -4

Surprised -2

Completely Surprised -4

Firing Two Guns -2

Weapons is:

Very Slow -2

Slow -1

Normal (average) 0

Fast +1

Very Fast +2 * | Tables 10,11,12: Wounding

100262 | Tables 10,11,12: Wounding *

⊥ B'tara K'tahn 100266

⊥ B'tara K'tahn

v ⚡ B'tara K'tahn

⌋ 5Table 10: Wound

Locations

1 - 2 Left Leg

3 - 4 Right Leg

5 - 6 Left Arm

7 - 8 Right Arm

9 Left Shoulder

10 Right Shoulder

11 - 14 Abdomen

15 - 18 Chest

19 - 20 Head

Table 11: Wound Severity Number

Under Zero A scratch

0 to 2 Light Wound

3 to 5 Serious Wound

6 or more Mortal Wound

+1 if hit is to Chest or Head

-1 if hit is to Arm or Leg

+ or - the Weapon Modifier

Table 12: Wound Location Modifiers (x weapon skill)

Type of Shot Short Long Extreme

Careful full 1/2 1/4

Steady 1/2 1/4 none

Hipshot 1/4 none none

Fanfire none none none *

↓ Table 15: Brawling

⊥ B'tara K'tahn 100267

⊥ B'tara

K'tahn 100262 ↓ Table 15: Brawling

* v

⚡ B'tara K'tahn

↯ Table 15:

Brawling

Adjusted Dice Roll Result Damage Effect on Left Right Opponent Wound Severity

1 Miss - - +2 -

2-4 Miss - - +1 -

5-7 Blocked - - - -

8-14	Glancing Blow	-	1	-	-2		
15	Jab	1	2	-	-1		
16	Hook	2	2	-	0		
17-18	Combination	1	2	-1	0		
19	Uppercut	2	2	-2	+1		
20	Haymaker	2	3	-3	+2	*	!! Table 17: Grappling
B'tara K'tahn 100262		!! Table 17: Grappling				*	v
						⊥ B'tara K'tahn 100268	⊥
						⊘ B'tara K'tahn	⊘ @Table 17:

Adjusted Dice Roll Result Damage Effect on Opponent Attacker

1	Opponent gouges 2 or knees you		-	-2		
2	No Hold	-	-	+2		
3-4	No Hold	-	-	+1		
5-7	No Hold	-	-	-		
8-11	Arm Lock, Left *	1	-1	-		
12-14	Arm Lock, Right *	1	-1	-		
15	Elbow Smash	1	-1	-		
16-17	Throw (or break free)	1	-2	-		
18	Kick	2	-1	-		
19	Head Lock *	3	-2	-		
20	Bear Hug *	1	-4	-	*	#Table 13: Shotgun/Scattergun Wounds
100269	⊥ B'tara K'tahn 100262					⊥ B'tara K'tahn
Wounds		*	v	⊘ B'tara K'tahn	¼Table 13: Shotgun and Scattergun Wounds	

Die Roll	Short	Long	Extreme
1	1	0	0
2-3	2	1	0
4-5	3	2	1
6	4	3	2
Add'l target	NA	2yds	5 yds