BOOT HILL

APPENDIX B: 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.

Set Up:

Postion building or paper cut-outs as shown on the map of Coffeyville. The abilities of the Dalton Gang are listed below and the gang should be initially started with Grat Dalton, Bill Powers and Dick Broadwell at position #2 (Condon's Bank), and Bob and Emmett Dalton at position #4 (1st National Bank). For the citizens roll for the abilities of sixteen men (in three groups — 6, 8, and 2). One man in the group of eight must have a *Gun Accuracy* of 99 and a *Bravery* of 97; all others are randomly determined. The man with the high abilities is John Kloehr and was credited with killing two to three of the bandits, depending on whose account of the fight is read. The group of six citizens starts at position #1. The group of eight citizens starts at position #3. The group of two citizens at position #5.

Victory Conditions:

The Dalton Gang must get to their horses at Position #6 and get off the north edge of the playing area (mounted) with at least three of the five men.
The citizens must kill or capture all of the gang.
Any other result is a draw.

Special Rules:

1) All buildings are locked and may not be entered except those that are used as starting positions.
2) The Dalton Gang is exempt from minor character morale, but the citizens are not.
3) The Dalton Gang are armed with one rifle and two revolvers each.
   The citizens have one gun each at the start, according to the chart given below. Other guns and all ammunition must be obtained at the two hardware stores (#1 and #3).

The citizens have one gun each at the start, according to the chart given below and all ammunition must be obtained at the two hardware stores (#1 and #3). Generate a random number from 1-10 for each citizen and compare it with the following chart to determine what kind of weapon each sitizen has:

1, 2, 3 or 4 . . . . Rifle
5, 6, 7 or 8 . . . . Revolver
9 or 10 . . . . Shotgun

Variant:

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, add Bill Doolin to their forces. The victory conditions remain the same.

	Speed	Gun Accuracy	Throwing Accuracy	Bravery	Strength	Experience
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*	90	97	73	95	88	4

*Optional

THE BATTLE OF COFFEYVILLE