

Variant

# Boot Hill Additions, Revisions, and Trivia

by Michael Crane

*Boot Hill* is an excellent game, but as all games, it has its faults. Some of these faults are due to lack of space while others are due to the state of the art at the time (as it was the first game of its kind). One of *Boot Hill's* main faults are its *Hit Location Charts*: the *Fast Hit Location Chart* is highly inaccurate and is devoid of much of the interest of the *Exact Hit Location Chart*, while the *Exact Hit Location Chart* takes much too *loooooong* in large combat situations. The answer is of course, to make up a *Fast Exact Hit Location Chart*—very fast to resolve but very accurate:

Fast Exact Hit Location Chart

Dice Roll	Result
01-04	LW, Left Leg
05-10	SW, Left Leg
11-14	LW, Right Leg
15-20	SW, Right Leg
21-24	LW, Left Arm/Hand
25	SW, Left Arm/Hand
26	LW, Right Arm/Hand
27-30	SW, Right Arm/Hand
31-34	LW, Right Shoulder
35-39	SW, Right Shoulder
40	MW, Right Shoulder
41-44	LW, Left Shoulder
45-49	SW, Left Shoulder
50	MW, Left Shoulder
51-58	LW, A/G
59-66	SW, A/G
67-70	MW, A/G
71-72	LW, Chest
73-79	SW, Chest
80-85	MW, Chest
86-87	LW, Head
89-92	SW, Head
93-100	MW, Head

LW = Light Wound      MW = Mortal Wound  
 SW = Serious Wound    A/G = Abdomen/Groin

All rules can still be used with chart, including sharpshooting, and combats may now be carried out with much more speed. Note however, that this is not meant to replace the *Exact Hit Location Chart!* It is only meant to replace the *Exact Hit Location Chart* for large gunbattles where large numbers of die rolls would bog down the game. For small gun battles the *Exact Hit Location Chart* is the best chart to use.

A rule that has been missing for a long time is a rule governing if a character is left or right handed. I suggest using the following chart (swiped right out of *Dragon #10*):

Roll	Handedness
3	Ambidextrous
3-5	Left
6-12	Right

An ambidextrous may now fire two pistols with the following modifiers: one shot fired from each gun 0, two shots fired from each gun -10, three shots may never be fired from either gun while both are being shot.

If a character is left handed switch the positions of Left Arm/Hand and Right Arm/Hand with each other on the *Fast Exact Hit Location Chart* and the *Exact Hit Location Chart*. There is no change if a character is right handed.

Another large modifier left out of *Boot Hill* is the individual size of each character. Use the following chart to determine each characters size:

Roll	Size
1	Tiny
2	Small
3-4	Average
5	Tall
6	Very Tall

Tiny characters receive a -20 when rolling for their strength but all characters shooting at them receive a -10 on the *To Hit Chart*, due to their small size.

Small characters are similar, receiving a -10 when rolling for strength, and characters shooting at them receiving a -5 on the *To Hit Chart*.

Average characters receive no benefits or liabilities.

Tall characters receive a + 10 on their strength roll, Very Tall characters receiving a +20 on their strength rolls. Characters shooting at Tall characters receive a +5 on the *To Hit Chart*, and a + 10 on the *To Hit Chart* when shooting at Very Tall characters.

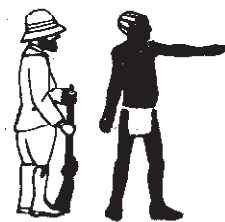
Another rule I would like to suggest is the "*Running the Horse to Death*" rule. This allows the player to ride his horse as if it had run one less turn than it really had; for every turn of this, roll a six-sided die; on a roll of 5 or 6 the horse dies, right then and there. This may only be used for three turns before the horse must rest at least one turn (Example; John the Bandit is trying to escape from a posse but unfortunately for him he is mounted on a fair horse which has been running for one hour, so he decides to run the horse to death. This turn his horse again runs 6 but sinks to third turn exhaustion, meaning that even if he runs his horse to death next turn if it survives, he will only move 4).

My last point concerns morale, which is mangled badly in *Boot Hill*. Morale should be adjusted as follows: never allow a character's morale to go up more than two levels due to modifiers, and -5 for every 50% that the character is outnumbered (if he is against three men and is alone his morale is -15). And never let a character's morale go down more than three levels.

I hope these ideas help your *Boot Hill* campaign as much as they helped mine and may your bullets always fly true.

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