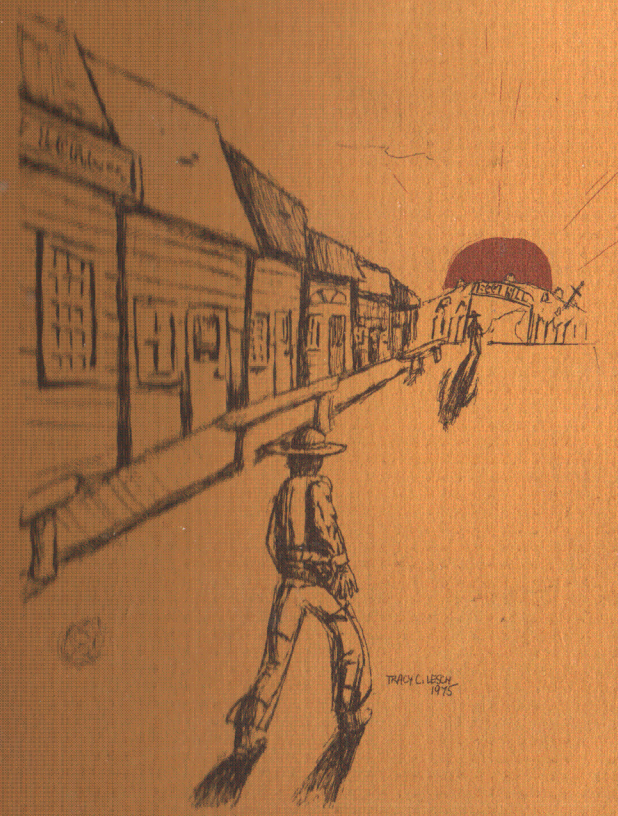
BOOT HILL

RULES FOR "WILD WEST" GUNFIGHTS AND CAMPAIGNS WITH MINIATURE FIGURES ON A MAN-TO-MAN SCALE



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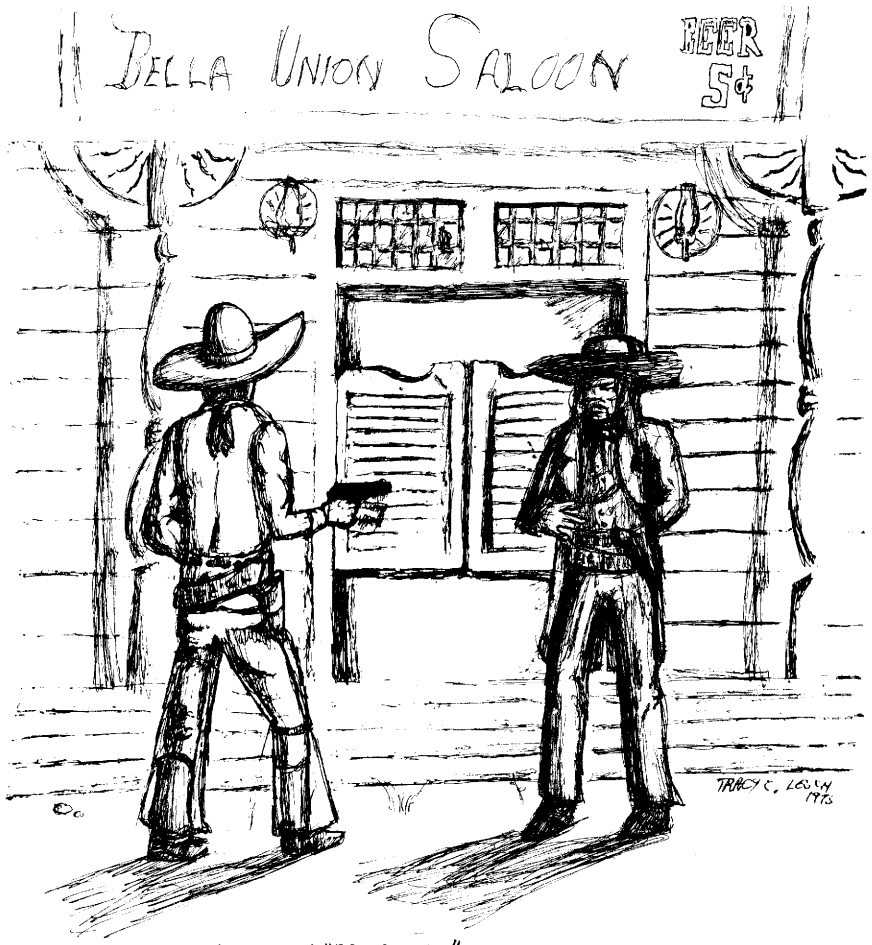

HARDIN DOES A "ROAD AGENTS" SPIN TO GET THE DROP ON WILD BILL HICKOK

BOOT HILL

RULES FOR "WILD WEST" GUNFIGHTS AND CAMPAIGNS WITH MINIATURE FIGURES ON A MAN-TO-MAN SCALE

by

Brian Blume and Gary Gygax

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FOREWORD

These rules are aimed at enjoyment on a plane unusual to wargaming, the individual and personal. Rather than commanding hordes of troops players typically have but a single figure, their "character". With these figures the players recreate the individual gunfights, saloon brawls, and Wild West action as has come down to us from the pages of history — and the celluloid of Hollywood Westerns. Generation after generation of American youth have grown up with tales of cowboys, Indians, Indian fighters, and outlaws to entertain them; first in dime novels, then in movies and now through television — although the book and movie are still there also. So while the "Western" is by no means novel to us, this form of Wild West action is.

Before play begins the participants will roll percentile dice to determine certain characteristics of their figure. His reflexes, aim, courage, and previous experience will all have direct bearing on the outcome of any confrontation which ends with smoking six-guns. The players then go about the actions appropriate to their chosen roles in the game — or the roles assigned to them by the game referee — more or less letting the nature of the Wild West take its course. Within a turn or two things begin to happen, and before long all hell has broken loose. In fact, Clint Eastwood Westerns are somewhat mild compared to a typical BOOT HILL game! These games can be played as single events, each unrelated to the next except for the "experience" which the characters might have gained or the substitution of a new personal figure due to the incarceration or demise of a former one during the course of the previous game. It is better if games are strung together as an epic of action, with the whole taking place in some general locale and past happenings being reflected more directly in each successive game. And larger scope can be given to either sort of play if players are given some henchmen — a band of desperadoes, a bunch of cowpokes, a troop of cavalry, a war party of Indians, a deputy and a posse. Showdowns? Dry-gulching? Range wars? Vigilantes? Yep, pard. It is all here.

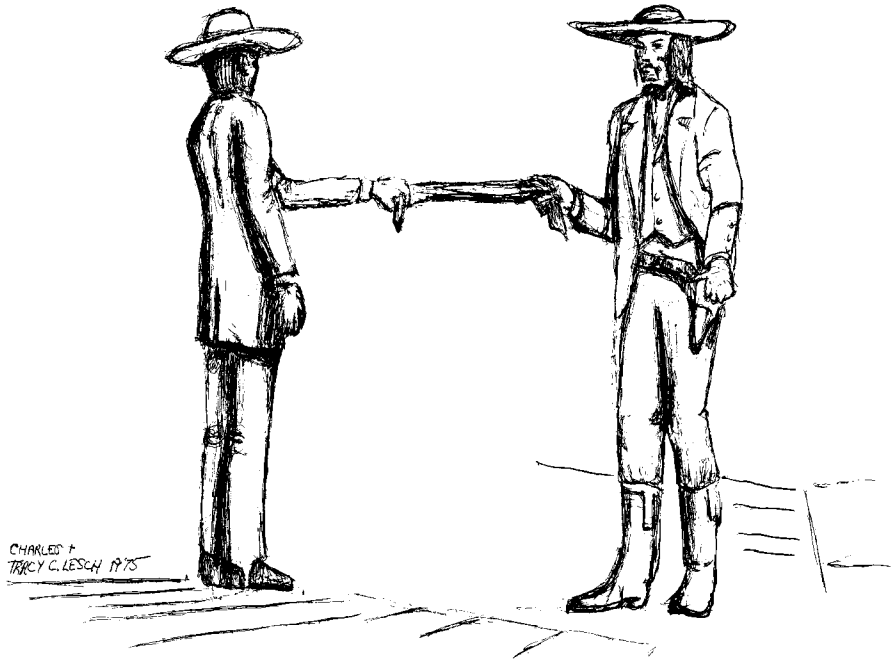
In addition to the single or campaign type of play there are two scenerios included which recreate two of the most famous Western gun battles in history. The first is the Gunfight at the OK Corral. Number two is the Battle of Coffeyville. (This writer grew up with the Saturday "Cowboy matinee", and the number of times he bit the dust as a member of the Dalton Gang is beyond his recollection.) With the variations given in the rules it is possible to fight these battles many, many times without either boredom or sameness. (Again, this writer has managed to lose the Gunfight at the OK Corral at least four different ways . . .) Following their format players will also easily design any other historic gunfights they wish to recreate.

BOOT HILL offers basic rules for quickly gaining a grasp of how the game is played. There are advanced rules which require more skill but enhance realism. Finally there are all sorts of optionals, special sections, and appendices for the true Western buffs to allow closer simulations of the actual (or imagined) happenings of the Old West.

Readers are probably aware that Brian Blume has already designed a set of rules for WW II wargames, and that the team of Blume and Gygax have co-authored rules for Martian wargames, so little more need be said. Although Brian is already at work on several new design ideas he is still carefully researching the history of the Old West in order to write the series of Western articles which are appearing in **THE STRATEGIC REVIEW.** Time to stop all this palaver and saddle up. If we hurry we can head 'em off at the pass!

E. Gary Gygax
Tactical Studies Rules Editor

1 May 1975



INTRODUCTION

Playing this game is quite simple. If a scenario is not being used the players must all roll for their characteristics. Figures are then placed in their starting positions, and then the game begins. It is suggested that the first few games be unrelated, games which (while enjoyable) will basically serve as training. Those who play-tested the rules (members of the LGTSA) found that once they were familiar with what was going on, the more enjoyable games were those which related to each other — where past events were reflected as closely as possible in successive games. Thus, characters who commit acts in a previous game are responsible for better or for worse. In this regard we recommend that each player develop his own personal character, complete with a name and a role. How well this character performs within this role will then serve as the measure of the player's ability, modified, of course, by the "abilities" of the character. A referee is nice to have for the games, but not absolutely necessary, for players themselves will both be able to adjudicate any questionable situations and put a check on any actions which tend to disrupt the smooth flow of a game (shooting anything which moves, for example, quickly brings the wrath of the other players down upon the head of the offender).

While it is possible to structure rigid scenarios — in the manner of the two included herein — we suggest that free-form play will usually prove more interesting and challenging. Set up a town, give a few background details, and allow the participants free-rein thereafter. In no time at all the lawmen will be arresting trouble makers, gunfights will be taking place, and Wells Fargo will be losing yet another payroll to masked owlhoots. These rules aren't named **BOOT HILL** without reason!

Figures used should be about 25mm or 30mm scale. They can be of plastic — such as Airfix (which don't hold their paint jobs) — or metal (which are altogether more desirable). When just beginning play it is quite acceptable to use paper cut-outs (two dimensional) of buildings or similar jury-rigged constructions. Later you will want to obtain or build proper models of the buildings to be used in your games and campaigns. By adding a few scenic touches to the table the flavor of the "Wild West" will permiate the atmosphere and greatly enhance your game enjoyment.

SCALE

Figure Ratio: 1:1
Time: 1 turn = (approximately) 10 seconds
Distance: 1 inch = 6 feet (assuming 25mm scale)

Note: Time scale is not to be regarded as hard and fast, for it is a guide only. That is, while it is correct for movement distances, gunfights and brawls distort is somewhat as they can be all over in far less time than this. However, as the game is not seriously affected by this distortion we have allowed it to remain, for any changes attempted did cause adverse results.

CHARACTERISTICS

At the beginning of each game or campaign each player is assigned one personal figure and possibly one or more minor character figures. Players then must roll dice to determine the abilities of these figures. Percentile dice (giving results of 01 to 00) are used and the **Characteristics & Abilities Charts** given below are consulted. It is suggested that each character should be recorded on a separate note card, the dice scores noted, and other pertinent information shown thereon.

Characteristics & Ability Charts:

Speed	*Percentage*
Slow	01-05
Below Average	06-10
Average	11-20
Above Average	21-35
Quick	36-50
Very Quick	51-65
Fast	66-80
Very Fast	81-90
Lightning	91-95
Greased lightning*	96-00

*OPTION — consider each number within this class as a separate class (use with option on First Shot Chart).

Personal Bravery	*Percentage*
Coward	01-10
Cowardly	11-20
Average	21-35
Above Average	36-65
Brave	66-80
Very Brave	81-90
Fearless	91-98
Foolhardy	99-00

*Personal Accuracy***	*Percentage*
Very Poor	01-05
Poor	06-15
Below Average	16-25
Average	26-35
Above Average	36-50
Fair	51-65
Good	66-75
Very Good	76-85
Excellent	86-95
Crack Shot	96-98
Dead Eye	99-00

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

**(roll twice, once for thrown weapons, and once for fired weapons)

Bonuses: When rolls for the personal figure of each player are made the following bonuses should be applied:

1. Result of 01 - 50: add 10
2. Result of 51 - 70: add 5
3. Result of 71 - 00: add 0

Change in Ability: For each successful showdown (actual face-to-face gunfight, not back-shooting or dry gulching) add the following:

Speed: 2 if under 51 and 1 if under 81
Bravery: 2 if under 66 and 1 if under 91
Accuracy: 3 if under 26, 2 if under 51, and 1 if under 86

Note that additions indicated above are halved if the success was a two versus one loser situation and doubled if one figure defeated two. Adjust accordingly for other odds.

BASIC RULES

I. TURN SEQUENCE

There are two possible turn sequences in BOOT HILL. Use the system outlined below before using the advanced rules for SIMULTANEOUS MOVEMENT.

SEQUENTIAL MOVEMENT

A. *Movement:* Each player moves (or opts not to move) in turn, as outlined in the movement rule section.

B. *Combat:* Each player, after his move, has the option to initiate combat immediately after his move. All players wishing to fire to do at this time, and no one may fire again until all players have had the opprotunity to move.

1. Players state which characters are firing at what target and with how many shots.
2. *Order of Firing:* Use the FIRST SHOT section to determine the order in which the characters fire. Keep in mind that as players take wounds it will affect their speed if they have not yet fired in the round.
3. *To Hit:* When it becomes a player's turn to fire, compute his chance to hit as in the **To Hit** section and roll a pair or percentage dice to determine if he hit his target.
4. *Hit Location and Wounds:* If the player hits his target, use the HIT LOCATION AND WOUNDS section to determine the location and extent of the damage.

C. *Brawls:* After each round of combat (or after all players have moved, if no combat has occurred in the turn) use the BRAWLING section to resolve all hand-to-hand fights. Each participant shall have two rounds of brawling per turn.

II. MOVEMENT

The basic movement rates are as follows:

On Foot		*Mounted*	
Crawl	2"	Walk	8"
Walk	6"	Trot	16"
Run and dodge	12"	Gallop	32"
Run	24"		

Modifiers:

1. *Terrain:* Uphill movement, movement through rough terrain, and so on should be at ½ normal speed except for crawling and walking which remains normal.
2. *Mounting:* Mounting or dismounting requires ¼ turn.
3. *Changing Speeds:* Speeds may be changed as desired except when a mounted figure moves from a stopped position. In that case, the movement for the first third of the turn is a Walk, for the second third a Trot and for the last third a Gallop (18⅔").
4. *Mounted Movement: Turns:* Galloping horses can curve up to 60% while walking or trotting horses can turn a full 90%

Hidden movement is not considered in the Basic Rules.

III. WEAPONS

The weapons listed on the **WEAPONS CHART** are representative of the weapons used in the west from the period following the Civil War until about 1900. The different categories are explained below.

WEAPONS CHART

	Range in inches						
Weapon	*Short*	*Medium*	*Long*	*Rate*	*Weapon Speed*	*Ammunition*	*Reload*
Thrown knife or tommahawk	1	2	4	1	A	-	-
Bow and arrows	8	20	40	1	BA	-	-
Thrown lance	3	6	12	1	BA	-	-
Derringer	2	4	10	1*	A	1*	1/1
Cap & ball revolver (CBR)	5	10	24	3	BA	6	0/1
Standard single action revolver (SAR)	6	12	30	3	F	6	1/2
Double action revolver (DAR)	6	12	30	3	A	6	1/2
Modified fast draw revolver (FDR)	4	8	18	3	VF	6	1/2
Long barrel revolver (LBR)	8	16	36	1	BA	6	1/2
Scatter gun	4	6	10	1*	BA	1*	1/1
Shotgun	6	10	24	1*	S	1*	1/1
Civil war carbine	12	36	100	1	S	1	1/1
Civil war rifle	18	46	130	1	VS	1	1/1
Civil war repeating rifle	15	40	120	3	S	7	1/2
Standard rifle	20	50	150	3	S	15	2/2
Standard carbine	12	36	100	3	BA	12	2/2
Buffalo rifle or Standard army issue	30	60	200	1	VS	1	1/1

* = 2 if double barreled

VS = Very Slow
S = Slow
BA = Below Average
A = Average
F = Fast
VF = Very Fast

Weapons Explanations:

1) *Range:* The ranges listed are the maximum ranges in inches.
2) *Rate:* The rate is the *maximum* rate of fire. Note that if more than one shot is fired, 10% is subtracted from the accuracy of each shot.
3) *Weapon Speed:* The speed is the speed of the weapon, and is used in determining which figure gets first shot. Note that the speed shown applies only if a hand gun is holstered, in a pocket or a waistband, and if a shoulder arm is hand-held but not aimed. Any shoulder arm in a scabbard is "VS". Any aimed weapon is faster than "VF".
4) *Ammunition:* The Ammunition is the number of rounds actually carried in the weapon.
5) *Reload:* The first number is the number of rounds that may be reloaded during the first turn of reloading. The second number is the number of rounds that may be loaded in the second and all following turns. When walking or crawling, only ½ the normal number of rounds may be loaded per turn, and if moving at any other speed, reloading may not be attempted.

Targets covered:
All weapons cover only one target per turn, with the following exceptions:

1) Any weapon firing more than one shot may fire at up to one target for each round fired, as long as all the targets are within 3" of each other.
2) Scatter Gun: A scatter gun automatically covers all targets in an area 1" wide x 2" deep at short range, 2" wide x 1" deep at medium range and in a 3" wide line at long range.
3) Shotgun: A shotgun acts the same as a scattergun except the spread is halved at short and medium range.

IV. COMBAT

First Shot:

To determine who gets the first shot add and subtract the bonuses and penalties shown on the FIRST SHOT CHART. Do this for each figure firing that turn. The one with the highest positive total fires first, with other figures firing in order thereafter. Note that subsequent firing must be adjusted for any wounds scored upon the firing figure by figures firing previously. In case of ties fire is considered as taking place simultaneously with regard to the figures whose total scores were tied.

FIRST SHOT CHART

Individual Speed		*Weapon Speed*	
Slow	-5	VS	-10
Below Average	-2	S	-5
Average	0	BA	0
Above Average	+2	A	+5
Quick	+4	F	+8
Very Quick	+6	VF	+10
Fast	+9	Already Aimed	+15
Very Fast	+12		
Lightning	+15		
*Greased Lightning	+20		

*Option — Replace with the following

Greased Lightning	96	+18
	97	+19
	89	+20
	99	+21
	00	+22

Surprise Factor	
Giving opponent first move	-3
Surprised	-5
Completely Surprised	-10
Movement	
Running or evasive movement	20
On Horseback	-10
Wounds	
Strength ½ or more	-5
Strength less than ½	-20
No Wounds	0
Drawing Two Guns:	-5
Hip Shooting:	+3

Individual Speed and Weapon Speed are self-explanatory. *Surprise Factor* indicates the state of preparedness of one or more of the opponents; thus, if one considers that a figure having a drink at the bar or playing poker as "Surprised" if told to draw by an unexpected opponent, the same figure would be "Completely Surprised" if the opponent stepped from behind cover and ordered him to "go for your gun" when the former was enjoying a quiet stroll and not expecting to see anybody, let alone an armed opponent.

Movement is self-explanatory. *Wounds* consider the *Strength* of the party wounded. If it remains at or above half of its original total the deduction for any wounds received is -5, but once it drops below half then the deduction jumps to -20 to indicate the serious nature of these wounds.

To Hit:

Consult the TO HIT CHART, checking each category in turn. *Range* is shown on the WEAPONS CHART. *Movement* is self-explanatory. *Individual Accuracy* and *Personal Bravery* are determinations made for each figure before play begins and do not change during the course of a game. *Personal Experience* is the number of previous gunfights the character firing has engaged in — successfully or unsuccessfully — in the past. This determination may change from game to game but not during the course of a single game. The various miscellaneous considerations at the bottom of the chart are self-explanatory also.

TO HIT CHART

Base 50% chance To Hit:

Range	
Short	+10
Medium	0
Long	-20
Movement/Firer	
Walk	-05
Crawl	-10
Run/Dodge	-30
Run	-20
Trot	-15
Gallop	-25
Movement/Target	
Walk/Crawl	-05
Run/Trot	-10
Run & Dodge	-20
Gallop	-15

Individual Accuracy	
Very Poor	-9
Poor	-6
Below Average	-3
Average	0
Above Average	+2
Fair	+5
Good	+7
Very Good	+10
Excellent	+15
Crack Shot	+18
Dead-Eye	+20
Wounds	
None	0
Constitution ½+	-5
Less than ½	-20

Personal Bravery	
Coward	-6
Cowardly	-3
Average	0
Above Average	+3
Brave	+6
Very Brave	+10
Fearless	+15
Foolhardy	+15
Personal Experience	
None	-10
1-2 Gunfights	-5
3-4 Gunfights	0
5-6 Gunfights	+2
7-8 Gunfights	+6
9-10 Gunfights	+8
11+ Gunfights	+20

Weapon at rest on solid object: +20
More than one shot being fired by same figure: -10 on each shot
Scattergun at short range: +20
Shotgun at short range: +10
"Wrong" hand shooting: -10
Firing two pistols: -10 for each; only one shot from each gun.
Hip Shooting: -10
Concealment (½ or more): -10

Hit Location and Wounds:

If a target is hit by a firerer use either of the following methods to determine the location of the hit and the type of wound inflicted:

FAST HIT LOCATION METHOD

Dice Roll	*Result*
01-50	Light Wound, -3 from Strength
51-85	Serious Wound, -7 from Strength
86-00	Mortal Wound, figure hit is dead

Note: When the Strength score reaches zero the figure is considered as unconscious from wounds for the duration of the game.

EXACT HIT LOCATION CHART

Dice Roll	*Location*	*Light Wound (-3 on Strength)*	*Serious 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	01-30	31-00	--
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

Roll the dice twice, once for location and once for extent of wound.
(check for appicable weapon or cover *Modifiers.*)

Modifiers:

1) Scatter guns and shotguns gain +15 on both rolls at short range, and -20 at long range. Results of under 01 cause no damage.
2) If the target has the advantage of protective cover, a hit in a location that is protected is not a hit and causes no damage. For instance, if a man is firing a rifle over a wall, only his head, both arms and both shoulders are exposed. If a man is firing a revolver over a wall, only his head, right arm and right shoulder are exposed.

Wound Results:

Each time a figure is wounded deduct 3 points from his Strength for a Light Wound and 7 points for a Serious Wound. If the result is "Mortal Wound" that figure is out of the game. When the Strength of a figure reaches zero, that figure becomes unconscious and is useless for the remainer of the game. Wound results also affect other aspects of play and are noted where applicable or below.

Light Wound in leg: Move at ½ speed.
Serious Wound in leg: Walk at ½ speed only.
Light Wound in gun arm/hand: -25 on speed and accuracy.
Serious Wound in gun arm/hand: Fire with other hand only.
Other Light Wounds: ¼ off movement.
Other Serious Wounds: ½ off movement, except walking (-¼)

V. BRAWLS

In any hand-to-hand fight (particularly bar-room brawls) use the **BRAWLING CHART** and the following rules:

First Blow:
The faster party, or the one surprising the other, has the first blow. He may elect to throw two punches or grapple unless he uses a weapon, in which case he may only use one "punch". The other party counters with a punch or by grappling after the party striking first has scored his result.

Punches and Grappling:
Two punches may be thrown only:

1) by the party striking first, or
2) when either party has the advantage, i.e., opponent at a minus or you at a plus.

Grappling may only be attempted once each round by each player. A hold of any kind may be continued by the party inflicting the hold with the same effect without having to roll on the table, until the opponent breaks it. A hold may only be broken by grappling, although the player being held may still throw a punch at the appropriate penalty, and if he scores a knock-out the hold is broken, of course. The number shown on the "effect" portion of the chart is subtracted from the *strength* rating in the same manner as wounds, and when the strength rating reaches zero, the player passes out and becomes unable to function for the remainder of the game, or not less than 50 turns (5 minutes) in cases where non-turn time lapses are employed to move play from scene to scene.

Weapons:
If a knife or other cutting weapon is used, use the *punch table.* If any hits result, proceed to the damage location procedure as in gunfights.
Striking weapons, such as a club or gun barrel, cause one extra point of damage on any hit, but subtract one from the die roll. Larger striking weapons, such as a chair, add two to the damage and subtract two from the die roll.

BRAWLING CHART

Punching Table:

Adjusted die score	*Result*	*Effect* *Left*	*Right*	*Next turn + or - on die roll** *Opponent*	*You*
2 or less	Miss: no second punch	-	-	+2	-
3	Miss: no second punch	-	-	+1	-
4	Miss	-	-	-	-
5	Glancing blow	1	1	-	-
6	Glancing blow	1	2	-	-
7	Blocked	-	-	-	-
8	Solid punch	2	3	-1	-
9	Jab	1	2	-	-
10	Hook	2	2	-	-
11	Blocked: no second punch	-	-	-	-
12 or more	Haymaker	2	4	-2	-

Grappling Table:

2 or less	No hold	-	+2	-
3	No hold	-	+1	-
4	Kick	3	-1	-
5	Opponent gouges**	1	-	-1
6	Armlock, left	2	***	-
7	Head lock/ strangulation	4	-1	-1
8	Arm lock, right	2	***	-
9	Opponent knees you**	4	-	-2
10	Throw	2	-1	-
11	Elbow Smash	2	-1	-
12 or more	Bear Hug	1	-2	-

* If firing next turn, each + or - adds or subtracts 10% to the chance to hit.
** If opponent has hold, automatically breaks hold instead of indicated result.
*** -1 on grappling and left/right punches as applicable.

ADVANCED RULES

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

VI. SIMULTANEOUS MOVEMENT TURN SEQUENCE

A. *Orders:* Written orders are made for each character or 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. Direction, type of movement (crawl, walk, etc.), and movement distance must be indicated.
B. *Movement:* All figures are moved according to the orders written for each, movement taking place simultaneously.
C. *Fire Determination:* After movement has taken place each player notes which of his characters are firing, at whom fire is to be made, and how many shots are to be fired. Exception: Figures 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 firerer and target are not moving then fire takes place normally.
D. *Order of Firing:* As in SEQUENTIAL MOVEMENT.
E. *To Hit:* As in SEQUENTIAL MOVEMENT.
F. *Hit Location and Wounds:* As in SEQUENTIAL MOVEMENT.
G. *Brawls:* As in SEQUENTIAL MOVEMENT.

VII. ADVANCED MOVEMENT

Hidden Movement:
In the advanced game hidden movement is mandatory if a referee is available, for an impartial judge is necessary to adjudicate the results of hidden movement. Line of sight is the determining factor on whether or not a figure remains hidden. Observation by other figures is also a key in hidden moves, for even if a figure moving from concealment to concealment could be seen, if no figure was observing the area through which visible movement was made the movement would remain hidden.

Vehicle Movement:
The following types of vehicles are considered in advanced play:

Vehicle	*Number of Horses*	*Walk*	*Trot*	*Gallop*	*Strategic*
Buckboard	1	6"	14"	24"	2 spaces
Wagon	2	6"	12"	20"	2 spaces
Stagecoach	4 to 8	6"	14"	28"	3 spaces
Freight Wagon	4 & up	5"	10"	18"	2 spaces
Train	(42"/turn normal movement, and acceleration/deceleration of up to 6"/turn to 42" or 0")				8 spaces

VIII. ADVANCED COMBAT

Fire During Movement:
As turns are approximately 10 seconds long, a figure electing to remain stationary would have ample time to fire at opponents who are moving — something not possible in the basic game if the opponent figure moves to a position which conceals it 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 may elect to fire up to the maximum number of rounds permitted by their weapon:

a. If one round of fire is taken it will come at the one-half move point of the target, i.e. if the target was moving 12" fire would be when it had completed 6" of this 12" move.
b. If two rounds of fire are taken they will come at the one-half and three-quarters move points.
c. If three rounds of fire are taken they will come at the one-third, one half, and two-thirds move points.

2. Figures moving less than half their total maximum movement may elect to fire one round if their weapon is not rate "S" ir "VS", or if they are "hip shooting" weapons of the "S" or "VS" class, such fire to be taken at the three-quarter move point of the target.
3. Figures not moving during a turn may always fire at least one shot at any moving target which is in an area "covered" by an aimed weapon, or at any moving target which is exposed for not less than 3" or one-quarter of movement, whichever is the lesser.
4. Gattling gun and cannon fire always come at mid-point moves unless specifically ordered to hold fire until the movement portion of the turn is completed.

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 score of from 01-15 is rolled on the percentile dice an immediate recheck is made by calculating the chance to hit on the TO HIT CHART and rolling the dice a second time. Hits so scored must then be checked on the EXACT HIT LOCATION CHART. Arrows which do not score between 01-15 or which miss when checking on the TO HIT CHART are ignored.

Note: When arrows are arched the target receives *no* cover when consulting the TO HIT CHART or EXACT HIT LOCATION CHART unless there is solid cover *above* the target.

Firing at Horses:
It is possible to elect to fire at any horse, just as fire at any other figure is possible. Horses each have a Strength of 30 plus or minus 10, depending on the type of horse in question and the random roll of the dice. Work horses would range in the +10 area, ponies would range in the -10 area. Hits on horses are read on the EXACT HIT LOCATION 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 players or (preferable) referee deem applicable in the given case.

Note: When determining the extent of the wound the horse suffers there is a deduction of -20 made from the dice roll to represent the constitutional strength of horses, so a hit in the head would be fatal only if the dice score was 61 or better prior to the reduction of 20.

IX. MINOR CHARACTER MORALE

While it is only reasonable to expect your personal figure to perform as you wish during difficult and desperate situations, minor characters (those controlled by players or 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:

A. In each occasion when a minor character is faced with a critical situation (facing an armed and potentially deadly enemy) percentile dice are rolled. If the total scored is equal to or less than the *Personal Bravery* rating of the minor character concerned the character will act as the player controlling him orders; if the score exceeds the *Personal Bravery* rating the minor character will act to avoid the confrontation.
B. For every friend or companion accompanying the minor character adjust the score of the dice downwards by 5 as men in groups are braver, and is a major with a "reputation" (Experience in 5 or more gunfights) is in the group adjust the score another 10 points downward, i.e. a total of -15 for the presence of that figure.
C. Checks must be made each turn the 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. Remember, though, that the initial check when the situation first arises *must* 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 with them, nearby, or in any event within the playing area and not himself attempting to escape a situation. If the commanding officer is wounded seriously or killed they must then begin regular morale checks, with NCO's accompanying them considered as men with "reputations".

Indians:
All tribal Indians operating as part of a war party will have *Personal Bravery* ratings of 81 (Very Brave) or above. War Chiefs will all have ratings of 91 (Fearless) or above.

Until suffering their first fatal casualties Indians are not subject to morale considerations. Once a fatal casualty occurs they must begin morale checks if such a casualty represents not less than 5% of their total strength, i.e. a band of 100 Indians would not check morale until 5 of their number had been killed. Chiefs are treated as men with "reputations" for purposes of morale, but if one is killed he counts as 3 regular braves for purposes of determining if morale checks are necessary. Additionally, if one Indian seeks to avoid a situation his fellows will then check at -10.

X. MISCELLANEOUS CHARACTERS

In a typical game in your Western town a lot of minor characters such as shopkeepers and bank tellers and bartenders are needed in the course of play. It is advised that the party running the games have a stock set of characters already set up (using the normal method for abilities as modified by the suggestions below) to represent these people. When a player has dealings with one of these characters, the miscellaneous character can be played by the referee or a disinterested player. The minor character morale rule applies for these types. Typical characteristics are as follows, but there may always be exceptional as well as worse types. A good idea is to have several of each type already determined with most being in the range shown below and then choose one from the stock by chance.

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 Avg-Very Good	Average-Good	Any	Any	0-4
Deputy US Marshal/ Gunfighter	Fast-Lightning	Good-Crack Shot	Fair-Very Good	Very Br-Fearless	15+	2-6
Detective/ Drifter	Quick-Lightning	Fair-Excellent	Any	Above Average	Any	1-4
Bounty Hunter	Fast+	Good+	Fair+	Very Br+	Any	3-8
Cavalry Trooper	Any	Fair-Exc.	Any	Any	Any	0-4
Indian	Above Avg-Lightning	Fair+	Good+	Brave-Fearless	Any	0-3
Cowboy	Any	Above Avg-Crack Shot	Fair-Excellent	Any	Any	0-2
Homesteader	Below Avg-Quick	Any	Any	Any	Any	0
Miner	Avg-Fast	Above Avg-Very Good	Any	Above Avg+	Any	0-2
Bartender	Above Avg-Very Fast	Fair-Excellent	Above Avg-Excellent	Brave+	Any	1-3
Gambler	Very Quick+	Fair+	Fair-Exc.	Any	Any	0-4
Bank Teller	Any	Above Avg-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

XI. SETTING UP A TOWN

There are, of course, nearly endless variations possible in a Western town. They can range from small (a few shacks) to large (with several thousand inhabitants). They can have a Mexican influence and quarter. They can have a Chinese quarter. There can be a fort nearby due to hostile Indians in the area. If the town is to serve as nothing more than a backdrop for a single game then its layout is not important. If it is part of a series of games or a whole campaign, then some thought should be given to its layout. APPENDIX D depicts the main section of a medium-sized town of a nondescript nature. It can easily be varied by inclusion of a "quarter" or a nearby rail line and station.

XII. BUILDING INTERIORS

As play often involves movement to and from various buildings, as well as gunfights and brawls within them, each building used (excluding the small ones with half-moons cut into the doors) in a town must have a complete plan drawn for each of its floors, including any cellars or basements. At such time as play moves to an interior simply lay out the appropriate floor plan, having covered it with plastic beforehand. All movement and action can then be indicated with grease pencil upon the plastic covering. Typical floor plans are shown in APPENDIX E.

OPTIONAL RULES

XIII. ALTERNATE FIRST SHOT DETERMINATION

A. Find the *net speed* of each character firing by adding and subtracting the appropriate numbers on the **FIRST SHOT CHART** as in the normal procedure.

B. The man with the highest 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 guidelines apply:

1. If a character has a *net speed* of TEN points more than another man or men he can fire up to *three* shots before the other man or men can fire any shots.
2. If a man has a *net speed* of FIVE points more than another man or men he can fire up to *two* shots before the other man or men can fire his or their first shots. The fastest man can then fire his third shot before the other man or men can fire his or their second and third shots.
3. If a man is less than five points faster he can fire only *one* shot before the slower man or men. The two or several then alternate shots.
4. If two men have the same *net speed,* then their shots are considered to be simultaneous.

C. When using this rule the penalty on the **TO HIT CHART** for firing more than one shot is partically suspended:

1. If a man has a *net speed* of 30 or more, he may fire up to *three* shots without the penalty for firing more than one shot.
2. If a man 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.
3. If a man 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.
4. If a man 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.

XIV. GREASED LIGHTNING RULE

When rolling for *Speed* on the **ABILITIES CHART,** consider each number from 96 to 00 a separate class. Each of these numbers is assigned a separate speed on the **FIRST SHOT CHART.**

XV. SHARPSHOOTING

Characters with an *Accuracy* rating of "Excellent" and above are considered sharpshooters. Sharpshooters may use *either* one of the two options below any time that they shoot.

1) Each time that a sharpshooter uses the **EXACT HIT LOCATION CHART,** he gains a bonus on both die rolls (one for location and one for extent). "Excellent" shots gain +5, "Crack Shots" gain +10 and "Dead-Eyes" gain +15.
2) A sharpshooter may pick the exact area that he shoots for, i.e. he may shoot at his opponent's head or gun hand or whatever. If he chooses to pick his target like this no penalty for concealment is applied, but an "Excellent" shot *must deduct* 15 from his "To Hit" die roll, a "Crack Shot" *must deduct* 10 and a "Dead-Eye" *must deduct* 5.

If the second option is taken only one shot may be made per turn unless the firerer is a "Crack Shot" in which case two shots may be made, or unless the firerer is a "Dead-Eye" in which case three shots may be made.

XVI. STUNNING

Whenever a person is struck with a solid object (including a bullet wound in the head, or a bullet from a buffalo gun anywhere) there is a chance that the man hit will be *stunned.* If he is stunned he will do nothing on his next turn, and will do *everything* at half effect on the following turn (i.e., move at ½ speed, ½ of % roll for accuracy and speed).

The chance of being stunned is:

	Basic	*Hit from behind/surprised*
Gun butt or barrel:	20%	80%
Club:	25%	85%
Chair:	30%	90%
Bullet wound in head:	50%	95%
Buffalo gun bullet:	25%	50%
Tomahawk:	25%	85%

XVII. INTOXICATION

Alcoholic beverages affect people in various ways. For every three drinks a character takes subtract 5 from both his Accuracy and Speed ratings and add 5 to his bravery percentile roll. Also, for each 6 drinks add one point to his Strength, but no more than two points may be added to the Strength in this fashion.

XVIII. PROFESSIONAL GAMBLERS

While most characters need no special rules, the gambler needs some special attention. They have a special ability that other characters don't have, the ability to manipulate cards (cheat). To determine this ability, roll percentile dice until a score of 50 or less is rolled. This is his ability to avoid being caught cheating. When normally playing cards, a real deck may be used, but if a gambler is involved, use percentile dice. High roll wins, with a gambler gaining a +15 on his die rolls. If a gambler wins three times in a row, his opponents check to see if they can catch him cheating by rolling percentile dice. Any score equal to or less than the gambler's cheat ability score indicates that the gambler has been caught. What the opponents do then is up to them!

XIX. DYNAMITE

When using dynamite for safecracking (and it can be used as a weapon also) consider all safes as coming in two sizes, "large" and "small". The "normal" charge for a large safe is 5 sticks of dynamite and for a small safe 2 sticks. This may be secretly varied by the referee to give a greater chance element, though some warning should be given the players about the change (such as stating that the safe is "very large" or "medium"). If more dynamite is used the safe will be cracked, but the contents will be scattered and any paper (such as money) will be destroyed. The normal charge will automatically crack the safe but will also destroy one-quarter of the paper. One stick under the normal charge will have a 50% chance to crack the safe and will not hurt any of the paper. Remember 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.

INJURY FROM DYNAMITE EXPLOSION:

Distance from explosion

Quantity of dynamite	*2" or less*	*10"*	*20"*	*30"*	*40"*	*60"*
1 stick	25/75/S	15/50/	5/40/	0/25/	0/10/	0/5/
2	40/85/S	25/60/	10/50/	5/40/	0/20/	0/10/
3	60/100/S	35/70/S	15/60/	10/50/	0/30/	0/15/
4	80/100/S	50/80/S	20/70/	15/60/	0/40/	0/20/
5-6	100/100/S	70/90/S	30/80/S	20/60/	5/50/	0/30/
7-8	100/100/S	90/100/S	45/90/S	30/80/	10/60/	0/40/
9-10	100/100/S	100/100/S	60/100/S	40/90/S	25/70/	0/50/
11-13	100/100/S	100/100/S	80/100/S	50/100/S	35/80/	10/60/
14-17	100/100/S	100/100/S	100/100/S	60/100/S	45/90/S	20/70/
18+	100/100/S	100/100/S	100/100/S	70/100/S	55/100/S	30/80/

Explanation:
1st number/2nd number/S
1st number: % chance of death
2nd number: % chance of wound
S: stunned
Check location and extent of wounds as normal. Any area may be hit. Persons inside a building (not if the explosion is in the same building) will not be injured except as noted below. If explosion is in a building only persons in the building will be injured, except as noted below.

Note: If dynamite is exploded next to a wall, all persons on the other side and within 10" of the wall are subject to injury.

Deductions:
Reduce the chances for death, wounding, and stunning as follows:

Hard cover such as thick adobe or stone walls:	-30
Soft cover such as plaster walls, wood, thick brush:	-15

XX. MISFIRES

The various weapons have the following chance to misfire each time they are fired. The result will be either a dud round, an explosion, or a jammed cartridge. A dud round counts as a miss in all cases. An explosion has a 50% chance of injuring the man handling the gun and always destroys the weapon, and a jammed shell will render the weapon inoperative until it is cleared (which takes three turns).

Weapon	*No Misfire*	*Dud*	*Explosion*	*Jammed Shell*
Derringer	01-98	99-00	-	-
Cap & Ball Revolver	01-95	96-99	00	-
Standard Single Action Revolver	01-99	00	-	-
Double Action Revolver	01-99	00	-	-
Fast Draw Revolver	01-99	00	-	-
Scatter Gun	01-99	00	-	-
Shotgun	01-99	00	-	-
Civil War Carbine	01-95	96-00	-	-
Civil War Rifle	01-95	96-00	-	-
Civil War Repeating Rifle	01-95	96-97	-	98-00
Standard Rifle	01-97	98	-	99-00
Standard Carbine	01-97	98	-	99-00
Buffalo Rifle	01-98	99-00	-	-
Standard Army Rifle	01-98	99-00	-	-

XXI. STRAY BULLET RULE

If a shot misses its intended target there is a chance it will hit any person who is also standing in the line of fire. Consider a straight line extending from the shooter through the target and proceeding on out to the range of the weapon. Any person standing within one inch of this line has a 1% chance of being hit if the target is missed. If there are five people in this area, then there is a 5% chance that someone will be hit.

XXII. GATLING GUNS

Gatling Guns are not very mobile and can be pushed the speed of walking man by four men or crawling speed by two men. If horse drawn, they move at the speed of a wagon and take four men four turns to unlimber and set up for action. It takes two men a full turn to swing one 90° .

A Gatling Gun covers up to 45° to each side of its front and will affect a three inch wide swath with its fire. It has a maximum range of 200 inches. Each person in the swath has a chance of receiving one, two, or three hit according to the following chart:

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	00

A Gatling Gun takes one turn to reload and must be reloaded every four turns.

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.

XXIII. CANNONS

Cannons are moved like Gatling Guns. For purposes of these rules only cannister rounds will be considered. The gun covers a cone-shaped area, 22½% to each side of the barrel. The maximum range is 60 inches. At 10" or less all men in the cone are killed. At up to 30" each man receives no wound on a roll of 01-25, one wound on a roll of 26-85 and two wounds on rolls of 80-00. At ranges over 30", each man receives no wounds on a roll of 01-55, one wound on 56-95 and two wounds on rolls of 96-00. It takes two turns for a full crew to reload a cannon after each shot. A full crew consists of four or more men. Add 1 turn of reloading time for each man missing from a full crew.

CAMPAIGNS

XXIV. CAMPAIGN GAME SUGGESTIONS

Campaigns should be tailored to suit the preferences of the players; but some general guidelines are given here. They require a referee.

The Map: The map of the area that will be used should be drawn showing the desired terrain and using a scale of about 2 miles per hex or square.
The Turn: Turns should be weekly or monthly, until a situation such as a chase occurs. Then refer to the campaign map and use the movement procedures outlined below (this represents hourly turns). Table top actions may occur any time two or more players have figures in the same area and one so desires.
The Move:

1. Men on Foot can move one hex per turn for up to 16 turns, then must rest for 8 turns. Men on foot can run two hexes per turn for three turns, then must rest for a turn.
2. Mounted Men can move two hexes per turn for up to 16 turns . . . Mounted men may also move at a higher rate depending on the type of horse that they have. Most horses are fair or good quality, but there are also poor and 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 that may be traveled. Resting a horse for one turn will bring it up two steps of speed.

Movement Rate

Horse Type	*1st turn*	*2nd turn*	*3rd turn*	*4th turn*	*5th turn*
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	

Roles and 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 large ranchers, outlaw leaders, sheriffs, Indian tribes, cavalry commands, and so on — each with many figures to operate. 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. lead a gang of three outlaws into town, rob the bank, escape to the 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 participants. For example, the referee may inform each player at the start of the game as to his cash on hand, equipment, hirelings/associates/friends, animals owned, and so on. Expenditures are recorded, as are all other pertainant changes. 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 this point he could then have $9004 and 325 head of cattle.

XXV. POSSES

If a possee is needed to pursue bandits, Indian raiders, etc., only the local law officers may pursue on the same turn, and they start out one space behind the pursued on the campaign map. An additonal 1-10 (roll a die to determine the exact number) persons may be added to the posses by waiting one turn (one hour). An additional wait of one turn will add another 1-10 persons. The possee must then track as per the trackling rules.

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

XXVI. TRACKING

Tracking a band of outlaws or Indians can be accomplished using the following rules. Check on the following table as each space is entered by the possee.

Terrain	*Chance to follow correct trail*	*Chance to follow incorrect trail*	*Chance that the trail ends*	*Chance to notice lost trail if the possee/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

A. If the trail ends or leads in the wrong direction the tracker must spend an entire turn trying to pick up the trail again. If a result of "Trail Ends" is indicated in 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 on the above table.
B. Scouts, detectives and others with special tracking experience have a 5% better chance of following the correct trail (subtract 5 from the die roll). Indian scouts, if tracking Indians, subtract an additional 5 from the die roll unless in settled areas or towns.
C. Of Indians are being tracked, *add* 5 to the die roll unless they passed through settled areas or towns.
D. If the trail crosses a stream the tracker loses one-half turn in picking up the trail- *if* the party being tracked went either up or down stream before crossing.
E. If it rains during a chase the trail is automatically lost and can only be picked up again in settled areas or towns.
F. If a possee starts pursuing on the same turn that the pursued group leaves the space the possee is in the possee starts its move one space behind the pursued. As long as the possee can remain one space behind they will automatically follow unless they enter rough or hilly terrain. At that point, they must follow the tracking rules as outlined above.

XXVII. AGING

When determining the abilities of characters, also determine the age of the person. Roll five percentage dice; the total is the age of the characters age will affect his abilities in the following manner:
Speed: Each game year add 1% to the speed up to age 25; after age 35 subtract 1% per year.
Accuracy: Add 1% every other game year up to age 25; subtract 1% every other game year after age 40.
Bravery: No effect.
Strength: Add 2% each year up to age 25; subtract 2% each year after age 35.

JESSE AND FRANK JAMES

APPENDICES

APPENDIX A: GUNFIGHT AT THE OK CORRAL

The Gunfight at the OK Corral is probably the most famous of all American gunfights. In this fight Wyatt Earp, his brothers Virgil and Morgan, and "Doc" Holiday 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 battle are too long to recount here, but can be found in many books on the Old West.
The gunfight did not take place at the OK Corral, but just down the street (see diagram). The Earp group was allegedly approaching the Cowboys to disarm them. The Earps were all armed with two six-guns each, Virgil and Morgan had the fast draw type, while Wyatt had his guns in specially tailored coat pockets. "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 (fast draw type). Ike Clanton, a loud-mouthed braggert, and Tom McLaury were unarmed. Billy and Frank were both holding horses, each of which had a rifle in a scabbard next to the saddle.
Set up your buildings, or paper outlines if you don't have any of the former handy in the positions indicated on the diagram. Place the figures in the positions shown and start the fight with the shooting. Continue until one side has been eliminated or has fled. The winner is the side that is left, 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. This battle tends to be rather one-sided, so to balance it, try one (or a mixture) of the following variants:

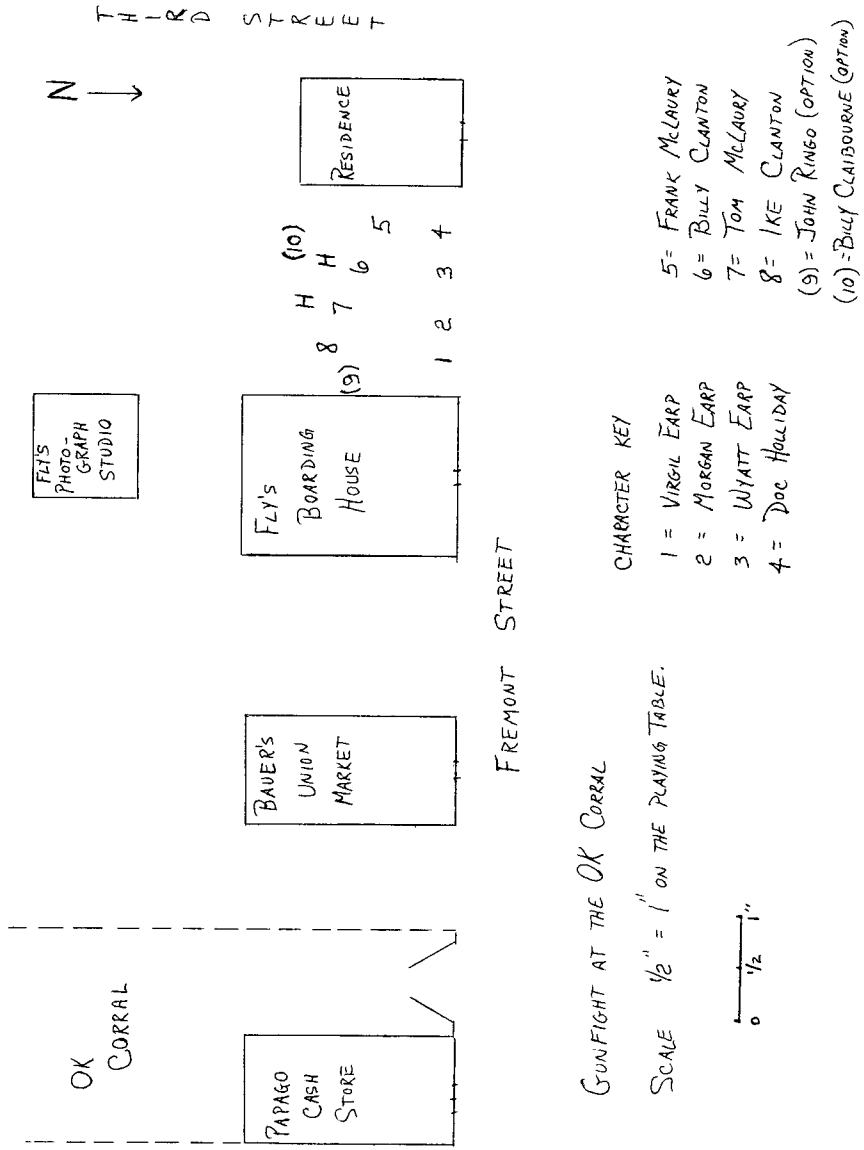
1) Assume that the Cowboys were all armed with revolvers at the start.
2) Add Johnny Ringo and/or Billy Claibourne to the side of the Cowboys, leaving two men unarmed as in the original scenerio. Billy Clairbourne was actually present at the fight but was not involved in the feud between the two factions and took no part in the fight. Johnny Ringo, reputed to be one of the most dangerous men alive at the time, had been in town with the Cowboys, but was not present at the fight.

Notes: In all versions of this scenerio, only Ike Clanton and Billy Claibourne are subject to the MINOR CHARACTER MORALE rule. Because "Doc" Holliday was so emaciated from tuberculosis and alcoholism anyone who fires at him is given a -10 on the To Hit Chart.

Character Ratings:

Character	*Speed*	*Gun Accuracy*	*Bravery*	*Strength*	*Experience*
Wyatt Earp	97	96	97	99	9
Virgil Earp	90	89	87	85	6
Morgan Earp	93	87	93	76	4
Doc Holliday	98	96	98	02	11
Billy Clanton	95	91	96	66	7
Ike Clanton	83	77	15	63	2
Tom McLaury	88	89	91	68	5
Frank McLaury	90	97	92	77	6
John Ringo	99*	97	92	77	11
Billy Claibourne	86	86	65	49	2

*One co-author considers him to have a rating of 00.



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).

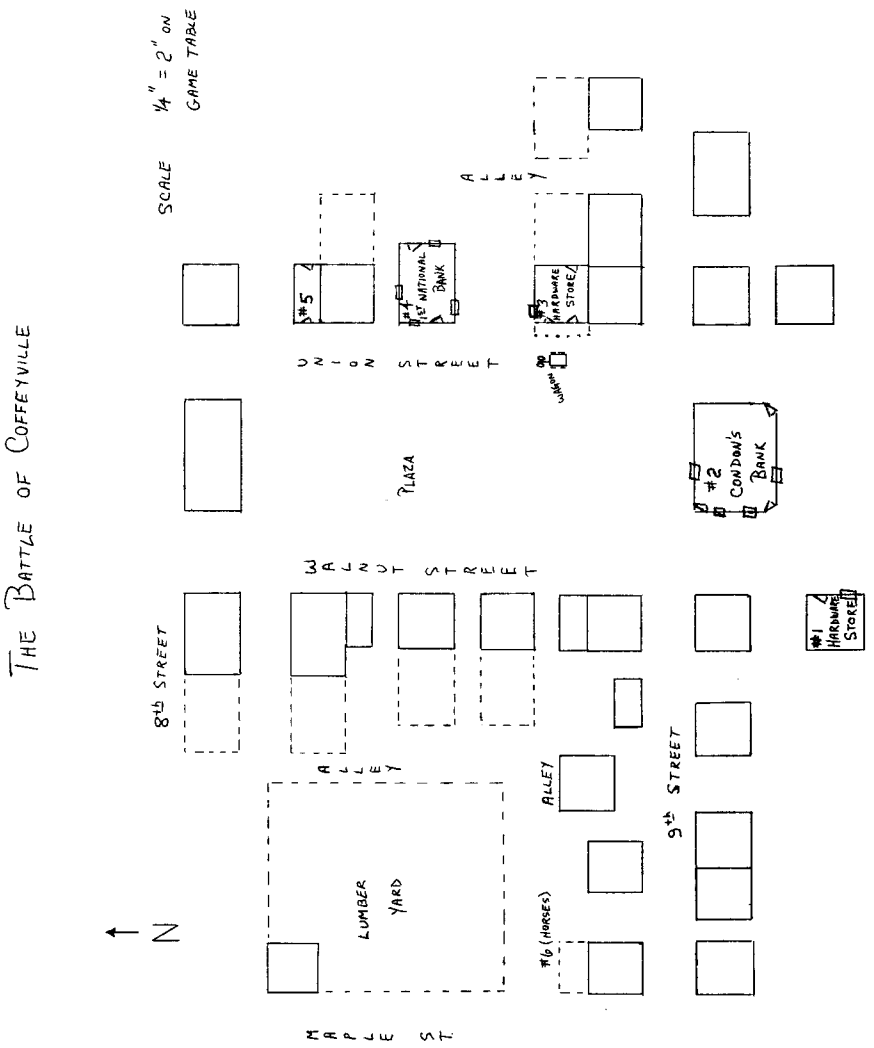
The citizens have one gun each at the start, according to the chart given below and all ammunition must be obtained at the two hardware stores (#1 and #3). Generate a random number from 1-10 for each citizen and compare it with the following chart to determine what kind of weapon each sitizen has:

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



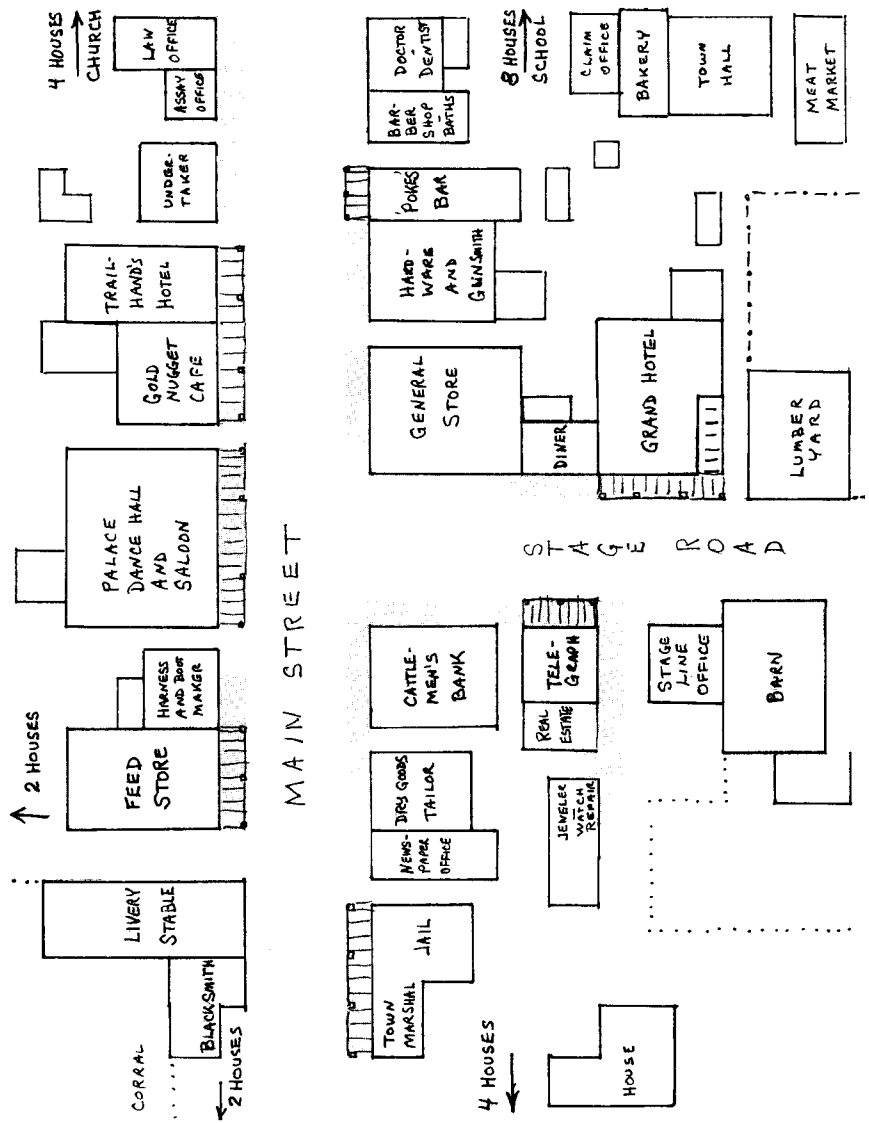
APPENDIX C: PRICES AND WAGES

Prices and wages varied considerably in the Old West. Usually, the determining factor was how easily the items or labor could be obtained, or how great the demand was. The prices given here are either typical ranges or averages.

Knives: 50 cents to $2
Derringers: $4 to $15
Cap & Ball Revolvers: $13 to $30
Standard Single Action Revolvers: $14 to $30
Double Action Revolvers: $13 to $30
Modified Fast Draw Revolvers: $25 to $50 (includes labor)
Long Barrel Revolvers: $15 to $30
Scatter Guns: $20 to $50
Shot Guns: $20 to $100
Civil War Carbines: $18 to $24
Civil War Rifles: $18 to $24
Civil War Repeating Rifles: $24 to $37 (Spencer & Henry type)
Standard Rifles: $20 to $50 (Winchester)
Standard Carbines: $18 to $48 (Winchester)
Buffalo Rifles: $18 to $30 (Sharps)
Standard Army Rifles: $18 to $30 (Springfield)
Holsters: $2 to $5 (with belt)
Rifle sheath: $2 to $4
Ammunition: $1.50 to $3 per 100 shells
Cartridge belt: $1.50 to $3
Saddles: $30 to $200
Poor Horse: $20
Fair Horse: $50
Good Horse: $100
Excellent Horse: $150 and up
Coffee: 30 cents per lb.
Bacon: 20 cents per lb.
Beef: 7 cents per lb.
Flour: 4 cents per lb.
Tobacco: 5 cents to 25 cents per plug
Mules: $10 to $50
Oxen: $25 to $100
Whiskey: 10 cents to 25 cents per drink or $1 to $3 per bottle
Meals: 50 cents
Beer: 5 cents to 25 cents per drink
Room for the night: 25 cents to $2
Corral space for horses: 25 cents to $1 per night
Shave and Haircut: two-bits (25 cents)
Steers: as calf: $5
As yearlings: $10 to $20
At railhead to East: $20 to $50
Cowboys: $20 to $40 per month
Top Hands (cowboys): $30 to $60 per month
Prison Guards: $5 per day

Coroners: $5 per inquest
Lawmen: $40 to $75 per month plus $2 per arrest leading to conviction
Justice of the Peace: Fines: $5 to $30 for Disorderly Conduct or concealed weapons
Court Costs: $2 to $10 for above.
Marriages: $5
Bartenders: $40 to $100 per month
Mine Workers: $50 to $100 per month
Waitresses, etc.: $17.50 plus Room & Board per month
Hired Gunfighters: $5 per day plus expenses
Teamsters: $25 to $40 per month
Civilian Scouts for Army: $100 per month

APPENDIX D: TYPICAL SECTION OF TOWN



Buildings can be obtained from most hobbyshops which carry model railroad accessories. There are several lines of plastic buildings for Western towns and at least one set of very fine paper buildings designed for the Old West. Note that these buildings are scaled to about 20mm, so they will not be quite perfect with either Airfix or 25mm metal figures, but the small difference in scale will not detract from the game or campaign.

APPENDIX E: BUILDING FLOOR PLANS

The examples shown below should serve to guide you in preparing floor plans for the buildings in your towns. It is suggested that the plans be drawn from the actual building dimensions so that whenever that particular construction is used the matching floor plan will also be available. Exact scale isn't too important in most cases, for only the major features will be important, i.e. doors, windows, heavy furniture, and so on.

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NOTES

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BRAWLING CHART

Punching Table:

Adjusted die score	*Result*	*Effect* Left	Right	*Next turn + or - on die roll** Opponent	You
2 or less	Miss: no second punch	-	-	+2	-
3	Miss: no second punch	-	-	+1	-
4	Miss	-	-	-	-
5	Glancing blow	1	1	-	-
6	Glancing blow	1	2	-	-
7	Blocked	-	-	-	-
8	Solid punch	2	3	-1	-
9	Jab	1	2	-	-
10	Hook	2	2	-	-
11	Blocked: no second punch	-	-	-	-
12 or more	Haymaker	2	4	-2	-

Grappling Table:

2 or less	No hold			+2	-
3	No hold			+1	-
4	Kick		3	-1	-
5	Opponent gouges**		1	-	-1
6	Armlock, left		2	***	-
7	Head lock/Strangulation		4	-1	-
8	Arm lock, right		2	***	-
9	Opponent Knees you**		4	-	-2
10	Throw		2	-1	-
11	Elbow smash		2	-1	-
12 or more	Bear hug		1	-2	-

* If firing next turn, each + or - adds or subtracts 10% to the chance to hit
**If opponent has hold, automatically breaks hold instead of indicated result.
***-1 on grappling and left/right punches as applicable.

WEAPONS CHART

Weapon	*Range in inches* Short	Medium	Long	*Rate*	*Weapon Speed*	*Ammunition*	*Reload*
Thrown knife or tomahawk	1	2	4	1	A	-	-
Bow and arrows	8	20	40	1	BA	-	-
Thrown lance	6	12	6	1	BA	-	-
Derringer	2	4	10	1*	A	1*	1/1
Cap & ball revolver (CBR)	5	10	24	3	BA	6	0/1
Standard single action revolver (SAR)	6	12	30	3	F	6	1/2
Double action revolver (DAR)	6	12	30	3	A	6	1/2
Modified fast draw revolver (FDR)	4	8	18	3	VF	6	1/2
Long barrel revolver (LBR)	8	16	36	1	BA	6	1/2
Scatter gun	4	6	10	1*	BA	1*	1/1
Shotgun	6	10	24	1*	S	1*	1/1
Civil war carbine	12	36	100	1	S	1	1/1
Civil war rifle	18	46	130	1	VS	1	1/1
Civil war repeating rifle	15	40	120	3	S	7	1/2
Standard rifle	20	50	150	3	S	15	2/2
Standard carbine	12	36	100	3	12	BA	2/2
Buffalo rifle or Standard army issue	30	60	200	1	VS	1	1/1

* = 2 if double barreled

FIRST SHOT CHART

Individual Speed		*Weapon Speed*		*Surprise Factor*	
Slow	-5	VS	-10	Giving opponent first move	-3
Below Average	-2	S	-5	Surprised	-5
Average	0	BA	0	Completely Surprised	-10
Above Average	+2	A	+5	*Movement*	
Quick	+4	F	+8	Running or evasive movement	-20
Very Quick	+6	VF	+10	On Horseback	-10
Fast	+9	Already Aimed	+15	*Wounds*	
Very Fast	+12			Strength ½ or more	-5
Lightning	+15			Strength less than ½	-20
Greased Lightning*	+20			No Wounds	0
				Drawing Two Guns:	-5
				Hip Shooting:	+3

*Option — Replace with the following

Greased Lightning	
96	+18
97	+19
89	+20
99	+21
00	+22

TO HIT CHART

Base 50% chance To Hit:

Range		*Individual Accuracy*		*Personal Bravery*	
Short	+10	Very Poor	-9	Coward	-6
Medium	0	Poor	-6	Cowardly	-3
Long	-20	Below Average	-3	Average	0
		Average	0	Above Average	+3
Movement/Firer		Above Average	+2	Brave	+6
		Fair	+5	Very Brave	+10
Walk	-05	Good	+7	Fearless	+15
Crawl	-10	Very Good	+10	Foolhardy	+15
Run/Dodge	-30	Excellent	+15		
Run	-20	Crack Shot	+18	*Personal Experience*	
Trot	-15	Dead-Eye	+20		
Gallop	-25			None	-10
		Wounds		1-2 Gunfights	-5
Movement/Target				3-4 Gunfights	0
		None	0	5-6 Gunfights	+2
Walk/Crawl	-05	Constitution ½+	-5	7-8 Gunfights	+6
Run/Trot	-10	Less than ½	-20	9-10 Gunfights	+8
Run & Dodge	-20			11+ Gunfights	+20
Gallop	-15				

Weapon at rest on solid object: +20
More than one shot being fired by same figure: -10 on each shot
Scattergun at short range: +20
Shotgun at short range: +10
"Wrong" hand shooting: -10
Firing two pistols: -10 for each; only one shot from each gun.
Hip Shooting: -10
Concealment (½ or more): -10

EXACT HIT LOCATION CHART

Dice Roll	*Location*	*Light Wound (-3 on Strength)*	*Serious 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	01-30	31-00	--
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

Roll the dice twice, once for location and once for extent of wound.
(check for applicable weapon or cover *Modifiers.*)