

ADDING PLAYER CHARACTERS

Player characters may be added to the game on both sides. Up to five player characters may be added to the James-Younger gang. The characters replace (in order) Charlie Pitts, Clell Miller, and Bill Chadwell. If more than three player characters join the James-Younger gang, no additional gang members are replaced. Instead, the Northfield Player automatically gets 12 extra townspeople at the start of the game (no two-die roll is made) and Henry Wheeler, Elias Stacey, A. B. Manning, and J. S. Allen begin the game with loaded weapons (Wheeler will have his revolver).

Up to six player characters may be added to the Northfield Player's side. The player characters are assumed to be law-abiding individuals who happened to be in Northfield when the robbery started. For every player character in Northfield, reduce the number of townspeople starting at randomly-assigned locations by two. If more than four player characters fight on the Northfield side, the Northfield Player will not receive reinforcements. Player characters start with loaded weapons at hand. Player characters on the Northfield side are positioned before the game using the random two-digit location system (see **SETTING UP THE GAME**).

If player characters join both sides the conditions given above are cumulative. Example: Eleven player characters fight at Northfield, five for the robbers and six for the citizens. This means Wheeler, Stacey, Manning, and Allen will have loaded weapons within reach, no counters are placed randomly and the Northfield player gets no reinforcements. The six player characters' counters begin the game in town.

VICTORY CONDITIONS

The game ends when all surviving James-Younger gang members have ridden off the map on any of the roads marked with an arrow pointing out of town (* ») or when any gang members still in town cannot escape. Gang members may be mounted double, but no bandits may leave town on foot.

The winner is the player with the most money at the end of the game. The James-Younger Player gets money by robbing the bank. The Northfield Player gets money by capturing or killing bank robbers and collecting rewards.

FAMOUS GUNFIGHTS

The **BOOT HILL** game rules and the **Promise City** map can be used to recreate many famous gunfights and famous encounters that might have led to gunfights. The Gunfight at the O.K. Corral and the Battle of Coffeyville are given in the **BOOT HILL** rulebook. This section outlines six additional gunfight scenarios. Suggestions for adding player characters to the gunfights are also included. **BOOT HILL** referees should feel free to use these gunfights to spice up adventures. Statistics for the historical gunfighters are given at the end of this section.

The Death of Ben Thompson

Ben Thompson was one of the fastest, toughest gunmen the West ever knew. When sober he was a genial, friendly man, but drunk he was a real hell-raiser, mean and deadly. Unfortunately, as Ben Thompson grew older his drinking increased until even his friends grew wary. That was all the excuse his enemies needed.

One March night in 1884, Ben Thompson and another noted gunfighter, John "King" Fisher, entered the Vaudville Theatre in San

Antonio. No one is certain what happened that night, but before it was over both Thompson and Fisher were dead. They had been killed by Joe Foster, Billy Sims, and Jake Coy — friends of Jack Harris, a man Thompson had killed.



Foster, Sims, and Coy's version of that night was that Thompson became drunk and belligerent. Coy claimed that he grabbed Thompson's gun after it had been drawn so Thompson could not fire effectively. They also claimed King Fisher's gunbelt somehow got twisted around so that he never even managed to draw.

Friends of Thompson and Fisher told another story. They claimed Foster, Sims, and Coy posted men with rifles in boxes above Thompson and Fisher. They pointed out that though the coroner's report stated only three bullets struck Thompson, an autopsy showed he was hit nine times and most of the bullets had struck him from above. King Fisher had been shot 13 times.

To recreate the gunfight use five right-handed pistol counters and six rifle counters. Three of the pistol counters will represent Sims, Foster, and Coy. Two will represent Thompson and King. The rifle counters represent the unknown men who may have waited in ambush.

The fight will take place in the **Gay Lady Variety Hall & Saloon**. Place Foster, Sims, and Coy next to each other near the front of the building, facing the top of the map. Place Thompson and Fisher adjacent to the three men, with Fisher facing Sims and Thompson facing Foster and Coy. Allow Foster, Sims, and Coy to hipshoot for a +5 speed modifier while Thompson and Fisher are caught completely by surprise (-10 speed modifier). No counters need to check morale.

The second version of the gunfight is the same, except that six ambushers are added. The rifle counters should be lined up along the wall next to the stairs in a U shape facing Thompson's and Fisher's backs.

To even up the gunfight, three or four player characters should join Thompson and Fisher (three if they are very good gunfighters, otherwise four). Player characters can carry any weapons they want. Neither side is caught by surprise and anyone may choose to hipshoot. All non-player characters must check morale after each round of shooting.

The remaining scenarios all represent famous one-on-one encounters. Shots were fired in two, and might have been in the other three if they had not been stopped for some reason or another. Player characters may join any side of the one-on-one gun duels but the same number of characters should be added to both sides.

Luck of the Draw

Long Haired Jim Courtright was a veteran Indian scout and frontier marshal. While not as well known, he was the equal of gunfighters such as Wild Bill Hickok, John Wesley Hardin, and Bat Masterson. In 1887 he was earning his living by selling "protection" to Fort Worth gamblers.

Luke Short was a gambler and a gunfighter. He was not about to pay money to support Courtright's racket. The two men met in the White Elephant Saloon owned by Short. Short knew he needed an edge against Courtright's speed so he risked a hipshot. The shot, aimed for Courtright's heart, went wide. By sheer luck it hit the thumb on Courtright's gun hand just as he was about to fire. A single action revolver like Courtright's can be fired only by thumbing back the hammer. Jim Courtright tried to switch gun hands but before he could fire he had been shot twice through the heart.

To reconstruct the gunfight, use the **Palace Saloon** in Promise City. Jim Courtright enters through the double door facing Fremont Street. Luke is seated at one of the rear tables with his back to the wall.

The Kid Cashes In

One of the most famous shootouts in Western history is the gunfight between Billy the Kid and Pat Garrett. Actually, it was not much of a gunfight. On the night of July 13, 1881, Garret was in Pete Maxwell's house trying to find out if Maxwell knew where Billy the Kid was. A man entered the room. It was the Kid.

Pat Garrett was hidden in the shadows. He could see the man who had just walked in, but was not sure it was Billy the Kid until Billy asked Pete Maxwell who else was in the room. Garrett recognized the Kid's voice and opened fire. The Kid dropped dead without firing a shot.

To reconstruct the gunfight use the **residence** off Fremont St., between the **Bar "H" Stables** and **Fly's Boarding House**. Pat Garrett starts in the far corner of the house, away from the door. Billy the Kid enters through the door. Allow Pat Garrett to hipshoot (+5 speed). Billy the Kid is completely surprised (-10 speed).

Gunfight in the Long Branch Saloon

When the notorious gunfighter Clay Allison was drunk he was not quite sane (he once cut off the head of a hanged man and paraded it around town). On a spring day in 1878, in Dodge City, he was both sober and sane. When a fight nearly started between Allison and Sheriff Bat Masterson, Allison declined the honor, but a gunfight could easily have developed.

To recreate the incident, use the **Long Branch Saloon** in Promise City. Allison is seated at a table near the back of the saloon. Masterson will enter through the rear door, catching Allison by surprise (+5 speed).

The Road Agent's Spin

In his autobiography, John Wesley Hardin claimed he once outfoxed Wild Bill Hickok with a trick known as the "road agent's spin." When asked to hand over his gun, Hardin let the gun dangle upside down from his trigger finger with the gunbutt toward Hickok. With a flick of the wrist Hardin's gun was spun so that the butt slid into his hand and the gun was ready to fire. Wild Bill, caught by surprise, supposedly backed down.

The incident is probably an invention on Hardin's part. It is unlikely

that a lawman of Wild Bill's caliber would be fooled by such a well-known trick. To reconstruct the incident, use the alley between the **Drover's Hotel** and **Wells Fargo Barn**. Hardin and Hickok stand face to face. To see if the road agent's spin is successful, roll 1d6. On a roll of 1 or 2 it succeeds and Hardin gets a +5 speed bonus. On a roll of 3-6 it fails and Hickok gets a +5 speed bonus.

Duel on Main Street

Doc Holliday and Johny Ringo were both the deadliest sort of gunfighter — men who simply did not care if they died. Because of the Earp feud with the Clantons and McLaurys, Holliday and Ringo were deadly enemies.

One day in 1881, Johny Ringo rode into town to challenge Doc Holliday to a shootout. Cooler heads prevailed and the duel never came off. It was stopped by Deputy Billy Breakenridge with the help of several bystanders.

The duel is best reconstructed in the classic Western movie style. Doc Holliday starts at the junction of Allen and Main streets facing toward Johny Ringo, who starts at the junction of Front and Main streets. The two men walk toward each other, guns blazing.

Gunfighter Statistics

Name	BASP	BAC	STR	MRL	WPN
Ben Thompson	+30	96%	15	100%	FDR6 +40 SAR6 +38
King Fisher	+28	95%	15	99%	FDR6 +38 SAR6 +36
Jake Coy	+13	81%	14	91%	SAR6 +21
Billy Sims	+9	73%	13	86%	SAR6 +17
Joe Foster	+6	63%	13	73%	SAR6 +14
Ambusher	+3	57%	13	60%	R9 -2
Jim Courtright	+28	91%	15	96%	FDR6 +38
Luke Short	+26	91%	12	99%	FDR6 +36
Billy the Kid	+26	91%	13	87%	FDR6 +36
Pat Garrett	+16	92%	15	97%	FDR6 +26
Clay Allison	+26	90%	17	81%	FDR6 +36
Bat Masterson	+25	91%	14	96%	FDR6 +35
John Wesley Hardin	+30	97%	13	99%	FDR6 +40
Wild Bill Hickok	+28	93%	16	97%	FDR6 +38
Doc Holliday	+28	95%	8	100%	FDR6 +38 SCG2 +28
Johny Ringo	+29	95%	16	100%	FDR6 +39 SAR6 +37

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