

THE FASTEST GUNS THAT NEVER LIVED

By Brian Blume, Gary Gyax and Tim Kask

The movies and television have given us some of the greatest gunslingers of all time. Their abilities are far beyond those of any gunfighter that really lived, or so it seems if you watch the old shows.

A few of those old heroes are presented here for the benefit of those who would like to see for themselves what they could do. The ratings are given in terms of TSR's BOOT HILL rules for gunfights with miniatures and show the basic abilities of twelve men plus their special abilities. We are sorry if we left out one of your favorites, but space prevents the inclusion of more names. We strongly advise against using any of these characters in a campaign, but some very interesting scenarios can be devised using these characters.

The Lone Ranger and Tonto — The Lone Ranger is probably the premier hero of the western sagas; going back into the days of radio adventures. Together with Tonto, his faithful Indian companion, they were a match for any bad man.

The Rifleman — Chuck Connors played the Rifleman on TV in the early 60's. Deduct 20 from his chance to hit when he uses any weapon but a rifle.

	SPEED	GUN ACCURACY	THROWING ACCURACY	BRAVERY	STRENGTH	EXPERIENCE	ABILITIES
The Lone Ranger	92	98	78	98	95	11+	A,E,F,G,H,J
Tonto	80	91	96	89	83	9	
The Rifleman	90	98	51	91	91	11+	C,D,E,F
Clint Eastwood	100	100	96	99	85	11+	A,B,E,H
Yancy Derringer	94	97	70	90	77	11+	B,E
Pahoo	90	84	100	90	95	8	D
Johnny Yuma	91	88	65	90	66	11+	E,F
Matt Dillon	88	95	45	95	99	11+	E,F,G
John Wayne	96	96	60	96	97	11+	A,B,C,E,G,H
Paladin	98	98	80	98	94	11+	A,B,E,H
Josh Randall	91	90	66	91	82	11+	E,F
Yul Brynner	92	95	94	98	92	11+	B,E,H
Hopalong Cassidy	87	86	65	91	79	11+	A,E,F,G,H,J,K

SPECIAL ABILITIES

- A — ½ penalty if shooting from horseback.
- B — Never surprised.
- C — Double the length of medium range when shooting.
- D — Shoulder arms are considered as "fast".
- E — May "hipshoot" with no penalty.
- F — No penalty for giving opponent first move.
- G — Treat wounds as one type lower when shot. A "Mortal Wound" result becomes a "Serious Wound", etc.
- H — ½ penalty if firing at a moving target.
- J — Must use "Sharpshooting" rule, and must fire at "gun arm/hand" only.
- K — No penalty for "wrong hand" shooting.

Clint Eastwood — In his various western movies, especially the "Dollars" series, where he played the "man-with-no-name", Clint Eastwood played one of the finest gunfighters ever seen. He has a gambler rating of 12.

Yancy Derringer and Pahoo — Another of the TV westerns, Yancy Derringer and his Indian sidekick were a tough pair. Yancy has gambler rating of 14.

Johnny Yuma — Nick Adams played Johnny Yuma on "The Rebel", a TV series in the early 60's.

Matt Dillon — James Arness played Matt Dillon, the marshall, on "Gunsmoke", a TV series which is still being seen in some areas.

John Wayne — In the many movies John Wayne has appeared in, most have been westerns, dating all the way back to the days of the "Three Mesquiteers". This represents a composite of his various roles.

Paladin — Played by Richard Boone around 1960, Paladin was the finest example of the paid gunman, his card even read "Have gun, will travel" which was the name of the show.

Josh Randall — Played by Steve McQueen on "Wanted — Dead or Alive", Josh Randall was the perfect bounty hunter. He carried a special handgun which has the effect of a single-action revolver, except that it is "very fast", and has a range that is 2" longer in all categories.

Yul Brynner — These ratings are a composite of his various movies, especially "Catlow" and "The Magnificent Seven".

Hopalong Cassidy — "Hoppy" was one of the early TV heroes in the 50's. He was the two-gunned champion of justice.

"Cauldron" from p. 2

also worth mention, in that his music is very apropos to dungeoneering. I refer to Bo Hansson, and his two works: "Music Inspired by the Lord of The Rings" and "Magicians Hat".

We're looking forward to meeting some of our Eastern fans at ORIGINS II, in Baltimore on the 23rd, 24th and 25th of July. Though one would never know from their advertising, there will be more *D & D* and *EPT* than last year. We'll be there, so the Con won't be a total loss for those gamers that aren't strictly AH or SPI board gamers. We'll be releasing a few surprises at ORIGINS, so don't miss it!

Someone, long, long ago, sent us some material called "Witchcraft Supplement for Dungeons & Dragons." Would that someone please contact us at once? It's 18 pages, stapled together, and appears to have been thermofaxed. Speak now, or forever forsake credit . . .

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