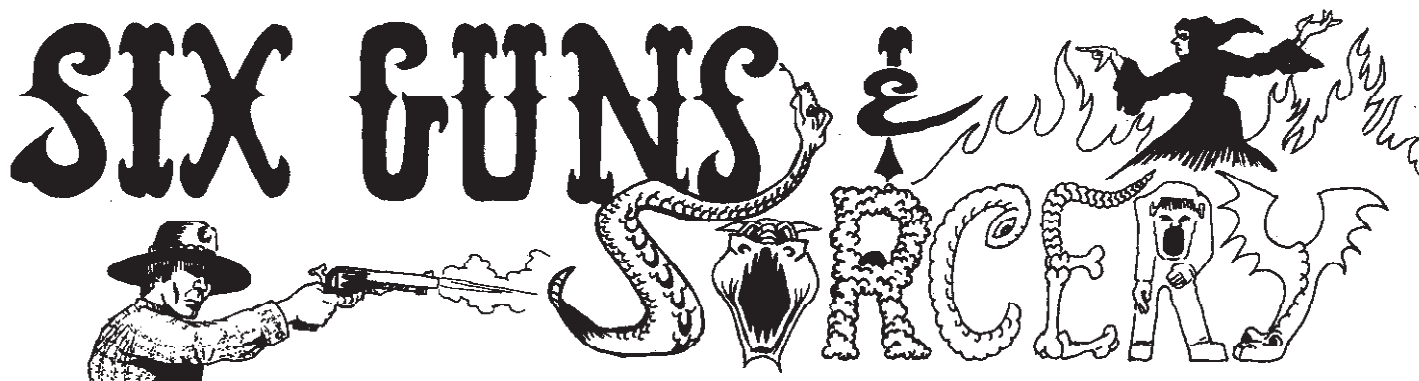




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Editor's Note: The tables and notes on conversion of the systems in this article will appear in the forthcoming AD&D DUNGEON MASTERS GUIDE, and thus are to be considered "official" material.

The group of adventurers had met in the Waltzing Werebear tavern and after a few flagons of ale had decided that the town of Bordant had become too dull. The ruins that they liked to explore had not yielded any treasure in weeks, they were fairly certain that they had been through and mapped virtually the entire dungeon, and even the monsters were hardly surprises anymore. In short, the area was played out; thus, the group decided to move on to greener (or more golden) pastures. Just then, a wizened old man wrapped in a dark cloak and leaning on a gnarled staff approached the table.

"Milords, this humble servant could not help but overhear your laments. Could it be that you would be willing to take a very great risk with your life, provided there was fantastic adventure and great treasure to be had — by the survivors . . . ?"

They stared at the old man with a mixture of doubt and curiosity — and the curiosity won out. A fighter who appeared to be the leader took a swallow of ale and, looking around the table, saw nods of assent from all. "So, stranger, you can do this for us?"

"Indeed, brave souls; but if there are any amongst you who would leave, let them do so now." Light danced within the ancient one's eyes as he smiled. "All will go? Excellent! Follow me, then . . ."

He led them out of the tavern and through the dark, narrow streets to a quiet, infrequently travelled part of town. He pulled an amulet from beneath his robes and mumbled a chant; the mists which swirled around their feet seemed to stir, moving faster and rising higher. Soon the adventurers could see nothing but the maddening white mists, nothing! The fighter was about to call out when suddenly the mists dropped and vanished, and the puzzled fighter found himself in a strange building made of wood, but with a peculiar transparent material covering the windows. Loud music from an instrument he had never seen before (a large box with many black and white levers to press) mingled with the raucous laughter of strangely garbed men and women; the men had peculiar curved pieces of iron on their belts instead of swords.

The voice of the old man was inside his head. "Each of you seven is at a different location in town. Each of you has five loyal henchmen from this era." (At this, the fighter was surrounded by several men calling him 'Boss', slapping him on the back, laughing, and thrusting a clear tankard of what appeared to be a light ale into his hand.) "There are four rooms scattered throughout this otherwise normal town which contain gold, gems, magic — and a cylindrical device. Stepping into this device is the only way to get back to your time, and each device holds only one person and works but once. There is one other small problem, though;

each group of followers hates every other group and will kill them — and their leader — on sight, regardless of any orders to the contrary. By the way, the weapons they carry project small metal missiles at great velocity; they are quite deadly. Enjoy your adventure . . ."

The above is but one possible scenario in which *Advanced Dungeons & Dragons*® can be combined with other game systems (in this case *BOOT HILL*) to spice up a campaign. The players certainly don't have to be pitted against one another, as in this rather cruel adventure; one of the most enjoyable games the author has ever played in concerned a *BOOT HILL* posse that was sent into a "ghost town" to bring back the bad guys "dead or alive". We should have guessed. We ran into berserkers, orcs, werewolves, a wight, and even a green dragon! (The Lone Ranger had silver bullets available for the wight.) The anachronistic shock can be very effective at generating excitement. Whether the referee decides to have a space/time warp throw *BOOT HILL* characters into a fantasy setting, or to have *AD&D* characters journey to the Wild West, the conversions are the same. Herewith follow some guidelines for melding the game systems:

CHARACTER ABILITIES

BOOT HILL CHARACTER CONVERSION TO AD&D:

<u>Strength</u> as shown: 19 = 18/50. 20 = 18/75	<u>Dexterity</u> 6 base + 1 per 10% of <i>BOOT HILL</i> speed rating to a maximum of 16
<u>Intelligence</u> use 3d6 to determine	<u>Constitution</u> use 3d6 to determine
<u>Wisdom</u> use 3d4 to determine	<u>Charism</u> use d8 +4 to determine

AD&D CHARACTER ABILITIES TO BOOT HILL STATISTICS:

<u>Speed</u> dexterity score = % score	<u>Strength</u> as shown, 18/ up to 51 = 19, 18/51 and greater = 20
<u>Gun Accuracy</u> all have 01 initially, for each 6 rounds fired add +1 until a maximum of 25	<u>Bravery</u> 100 modified as follows: cleric = -2 x wisdom fighter or monk = -1 x wisdom magic-user = -3 x wisdom thief = -4 x wisdom
<u>Throwing Accuracy</u> use normal attack tables for <i>AD&D</i>	<u>Experience</u> initially NO experience, subject to later results

Saving Throws:

BOOT HILL characters save at their fighter level as noted under *Hit Dice*.

Fighting Ability:

BOOT HILL characters have fighter ability as noted above under *Hit Dice*.

Movement:

Base unarmored movement for *BOOT HILL* characters is 12"; horses are all light.

Turn Sequence:

Use the normal *AD&D* turn sequence unless both sides are using firearms, in which case use the *BOOT HILL* turn sequence and first shot determination. For *initiative*, add +1 to *BOOT HILL* characters who are unarmored and using firearms.

Weapon Range:

BOOT HILL inches convert to *AD&D* inches ("").

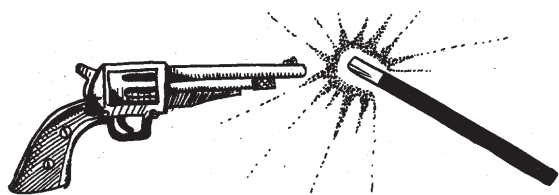
Rate of Fire of Firearms: Use the rate of fire shown in *BOOT HILL* as the number of shots allowed per round, with NO penalty for firing more than one shot. As the round is a full minute, you may optionally allow DOUBLE rate of fire, with a -10% penalty for all shots fired above the standard rate of fire, the penalty being cumulative, i.e. 3 extra shots = 30% penalty on each extra shot. *Reloading* rate equals segments per round, so that any firearm can be completely reloaded in 1 round.

**FIRST SHOT DETERMINATION BASE NUMBER ADJUSTMENTS:**

(1)	Weapon	Speed Factor	=	Rate of Fire	=	Weapon Class
		8-13		½		VS
		6-7		1		S
		5		2		BA
		4		3		A
		2-3		—		F
		1		—		VF

(2) Adjustment For ACTUAL Armor

Armor Class Due To Armor Worn	First Shot Determination Modifier (Penalty)
10	0
9	-1
8	-2
7*	-3
6	-4
5	-5
4	-6
3	-7
2	-8



*All magic armor is classed as AC 7 for purposes of this determination. Note magic rings, bracers, and similar protections which are not armor equate to AC 10 for this purpose.

Hit Determination Modifier

Armor Class*	Modifier
10	0
9	-1
8	-1
7	-2
6	-2
5	-3
4	-3
3	-4
2	-4
1	-5
0	-5
-1	-6
-2	-6
etc.	etc.

*Special Note: Do not include dexterity bonus to armor class for purposes of modifying hit determination.

Wounds: Each hit causes damage as follows, several hits from the same weapon being computed separately:

Weapon	Damage	S	Range Modifier		
			M	L	E
Arrow, tomahawk hand axe), etc.			ALL AS IN <i>AD&D</i>		
Derringer	1-4	+2	+1	0	0
Other Hand Gun	1-8	+3	+1	0	0
Shotgun	1-10	+2	0	-1	-2
Scattergun	1-8	+1	0	—	-2
Other Shoulder Arms	2-8	+2	+1	0	0
Gatling Gun	1-8	+2	—	0	—
Cannon (cannister)	3-12	+4	+2	0	—
Dynamite (per stick)*	4-24	—	—	—	—

*No saving throw allowed. You may optionally allow a save, treating the explosion as if it were a fireball, but damage base must then be increased to 6-36 hit points.

Transferral of Firearms to the *AD&D* Campaign: Unless the DM desires to have gunpowder muddying the waters of his or her fantasy world, it is strongly urged that *BOOT HILL* firearms be confined to specific areas, and when gunpowder is brought into the fantasy milieu (out of the confined area of the special adventure) it becomes inert junk — ergo, no clever alchemist can duplicate it. Likewise, dynamite and similar explosives become inert.



Any circumstances not covered here can be extrapolated from *AD&D* works and/or the revised version of *BOOT HILL* as applicable. Imaginative *BOOT HILL* referees might well find that some *AD&D* monsters and characters will prove interesting inhabitants for old mines or hidden valleys. Enjoy your adventure . . .

The GENCON brochure which appeared in the July issue of *The Dragon* has a minor error. The Racine Motor Inn and the Holiday Inn in Kenosha will have shuttle bus service to and from the convention, as well as all other motor inns listed in red. Aside from this minor error the convention brochure is accurate in the information it contains.