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BOOT HILL™

Wild West Game
playing aid

Referee's Screen and Mini-Module



Fast-paced gunslinging action will never bog down in a search for missing tables with the BOOT HILL

Referee's Screen handy. Fourteen of the most-used tables from the BOOT HILL rulebook, are arranged on this durable playing aid. A special BOOT HILL Adventure, **Shootout in Northfield and Other Famous Gunfights** lets players recreate the famous gun battle that destroyed the Jesse James-Cole Younger gang, plus six other famous showdowns.

BOOT HILL Referee's Screen

AVERAGE MISCELLANEOUS CHARACTERS CHART

Character	Weapon and Speed	Accuracy	Strength	Morale	Experience
Town Marshal	FDR6 +24	73%	15	87%	4
Deputy	SAR6 +19	71%	14	82%	3
Sheriff	FDR6 +26	76%	15	90%	5
Stage Guard	SG2 +1	56%	14	50%	2
Deputy US Marshal/Gunfighter	FDR6 +29	80%	17	93%	6
Detective/Drifter	SAR6 +19	63%	14	51%	3
Bounty Hunter	FDR6 +28	79%	14	91%	6
Cavalry Trooper	C9 +2	60%	14	50%	2
Indian	BW +12	69%	14	82%	2
Cowboy	SAR6 +15	60%	14	50%	1
Homesteader	R6 -2	50%	14	50%	0
Miner	SG2 +3	60%	14	68%	1
Bartender	SCG2 +5	68%	14	91%	2
Gambler	D2 +18	63%	13	50%	2
Bank Teller	D2 +12	56%	13	50%	1
Merchant	SG2 -5	50%	13	50%	0
Saloon Gal	D2 +8	55%	11	50%	1

GRAPPLING TABLE

Adjusted Die Score	Result	Effect	Next round + or - on dice roll*	Opponent	You
1 or less	Opponent knees you (or if held, you break hold)**	4 (-)	—(-)	—	-4(-)
2 or 3	Opponent gouges you (or if held, you break hold)**	1(-)	—(-)	—	-2(-)
4 or 5	No hold	—	+2	—	—
6 or 7	No hold	—	+1	—	—
8 or 9	No hold	—	—	—	—
10 or 11	Arm lock, left	2	-1	—	—
12 or 13	Arm lock, right	2	-1	—	—
14	Elbow smash	2	-1	—	—
15 or 16	Throw (and if held, you break hold)**	2	-2	—	—
17	Kick	3	-1	—	—
18	Head lock	4	-2	—	—
19 or more	Bear hug†	1	-4	—	—

Bold listings are holds.

** A character may break a hold only on these rolls.

† A character held in a bear hug may only grapple in an attempt to break the hold.

* The plus or minus modifies the die roll for punching or grappling in the next round, or converts ($\times 10\%$) to a modification of the percentage chance to hit if a weapon is fired.

STUNNING CHART

	Basic	Hit From Behind/Surprised
Gun butt or barrel	20%	60%
Club	25%	65%
Chair	30%	70%
Bullet wound in head	50%	80%
Buffalo gun bullet wound	25%	30%
Tomahawk	25%	65%

A stunned character may do nothing on the turn after he is stunned, and will make all actions at half-effect on the following turn (moving at half speed, firing at only half his percentile score for *Accuracy* and *Speed*, etc.).

PUNCHING TABLE

Adjusted Die Score	Result	Effect	Next round + or - on dice roll*	Opponent	You
2 or less	Miss	—	—	+2	—
3 or 4	Miss	—	—	+1	—
5 to 7	Miss	—	—	—	—
8 or 9	Blocked	—	—	—	—
10 to 13	Glancing blow	1	1	—	—
14	Jab	1	2	—	—
15	Hook	2	2	—	—
16	Combination #	2 plus 2	—	-1	—
17	Rabbit punch	2	3	-1	—
18	Uppercut	2	3	-2	—
19 or more	Haymaker	3	4	-3	—

If both arms are free a combination punch scores 4 points against an opponent's *Strength*. If only one arm is free, 2 points are scored.

* The plus or minus modifies the die roll for punching or grappling in the next round, or converts ($\times 10\%$) to a modification of the percentage chance to hit if a weapon is fired.

WOUND CHART

Dice Roll	Location	Lt. Wound (-3 on Strength)	Ser. 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	01-75	76-00	—
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

Wounds suffered by a character will reduce movement as follows:

Light wound in leg move at half speed
 Serious wound in leg walk only, at half speed
 Other serious wounds move at half speed, except walking

FIRST SHOT DETERMINATION CHART

A character's first shot base number is determined by adding his speed ability score, bravery speed modifier and the weapon speed modifier. This number is modified according to the situation to yield the character's net speed. The character with the highest net speed fires first.

SURPRISE

Giving opponent the first move	- 1
Character is surprised	- 5
Character is completely surprised (including returning fire on an unseen opponent)	- 10

MOVEMENT

Character is running or running and dodging	- 20
Character is on horseback	- 10

WOUNDS

Character has wounds totaling less than 50% of <i>strength</i>	- 5
Character has wounds totaling 50% or more of <i>strength</i>	- 20

MISCELLANEOUS

Character draws two guns	- 3
Character hipshoots	+ 5
Character fires on same target for second or greater consecutive turn <i>or</i>	+ 10
Character aims at same target for second or greater consecutive turn	+ 5

WEAPON SPEED CLASS

Very Slow	- 10
Slow	- 5
Below Average	0
Average	+ 5
Fast	+ 8
Very Fast	+ 10

SHOTGUN/SCATTER GUN EFFECTS TABLE

Die	Scatter Gun Range				Shotgun Range			
Roll	Short	Med.	Long	Ext.	Short	Med.	Long	Ext.
1	1	1	0	0	1	1	1	0
2	1	1	0	0	2	1	1	0
3	1	1	1	0	2	1	1	1
4	1	1	1	0	2	2	1	1
5	2	1	1	1	3	2	1	1
6	2	1	1	1	3	2	1	1
7	2	1	1	1	3	2	1	1
8	2	2	1	1	4	2	1	1
9	3	2	1	1	4	3	1	1
10	3	2	1	1	4	3	2	1

Shotgun fire may hit a single target at close range, every target in the space (or within 1 inch) at medium range, and every target within 3 spaces (or 3 inches) at long or extreme range.

Scatter gun fire may hit every target in a space (or within 1 inch) at close range, every target within 3 spaces (or 3 inches) at medium range, and every target within 5 spaces (or 5 inches) at long or extreme range.

HIT DETERMINATION CHART

A character's hit determination base number is found by adding his accuracy ability score, bravery accuracy modifier and experience accuracy modifier to 50.

RANGE

Short	+ 10
Medium	0
Long	- 15
Extreme	- 25

MOVEMENT OF SHOOTER

Walking	- 5
Crawling	- 10
Running and dodging	- 30
Running	- 20
Trotting	- 15
Galloping	- 25

MOVEMENT OF TARGET

Walking or crawling	- 5
Running or trotting	- 10
Galloping	- 15
Running and dodging	- 20

WOUNDS

Character has wounds totaling less than 50% of <i>strength</i>	- 5
Character has wounds totaling 50% or more of <i>strength</i>	- 20

MISCELLANEOUS

Weapon at rest on solid object (not possible on the turn weapon is first aimed at target)	+ 10
Second shot this turn	- 10
Third shot this turn	- 20
Firing a scatter gun	+ 20
Firing a shotgun	+ 10
Shooting with the wrong hand (with left hand if right handed, etc.)	- 10
Light wound in gun arm	- 25
Serious wound in gun arm	- 50
Firing two pistols	- 30
Hipshooting	- 10
Target obscured (50% or less of target is visible)	- 10

MOVEMENT TABLE

The base movement rates for different types of travel correspond either to spaces on the Promise City map, or inches if miniature figures are being used on the tabletop.

On Foot		Mounted	
Crawling	2	Walking	8
Walking	6	Trotting	16
Running and Dodging	12	Galloping	32
Running	24		

Moving through a door costs 1 movement point.

Moving through a window costs 3 movement points and ends the character's movement for the turn.

Moving on stairs costs 6 movement points per flight of stairs.

Dropping 10 feet or more ends a character's move.

WEAPONS CHART

RANGE (in spaces or inches)

Weapon	Short	Medium	Long	Extreme	Rate of Fire	Reload Rate	Weapon Speed
Knife or Tomahawk	0 to 1	1+ to 2	2+ to 3	3+ to 4	1	—	Average
Bow	0 to 7	7+ to 18	18+ to 30	30+ to 50	1	1	Below Average
Lance	0 to 2	2+ to 5	5+ to 10	10+ to 15	1	—	Below Average
Derringer	0 to 1	1+ to 3	3+ to 6	6+ to 10	1*	2	Average
Cap & Ball Revolver	0 to 3	3+ to 7	7+ to 12	12+ to 26	3	1	Below Average
Single Action Revolver	0 to 4	4+ to 10	10+ to 20	20+ to 40	3	3	Fast
Double Action Revolver	0 to 4	4+ to 10	10+ to 20	20+ to 40	3	3	Average
Fast Draw Revolver	0 to 3	3+ to 7	7+ to 15	15+ to 30	3	3	Very Fast
Long Barrel Revolver	0 to 6	6+ to 12	12+ to 25	25+ to 45	1	3	Below Average
Scatter Gun	0 to 2	2+ to 4	4+ to 8	8+ to 15	1*	2	Below Average
Shotgun	0 to 6	6+ to 12	12+ to 18	18+ to 36	1*	2	Slow
Civil War Rifle	0 to 15	15+ to 30	30+ to 60	60+ to 120	1	2	Slow
Civil War Carbine	0 to 12	12+ to 24	24+ to 50	50+ to 100	1	2	Slow
Buffalo Rifle	0 to 30	30+ to 60	60+ to 120	120+ to 300	1	1	Very Slow
Army Rifle	0 to 25	25+ to 50	50+ to 100	100+ to 250	1	1	Very Slow
Other Rifles	0 to 20	20+ to 40	40+ to 80	80+ to 200	3	3	Slow
Other Carbines	0 to 15	15+ to 30	30+ to 50	50+ to 120	3	3	Slow

* = 2 if double-barreled

WOUND CHART

Dice Roll	Location	Lt. Wound (~3 on Strength)	Ser. Wound (~7 on Strength)	Mortal Wound
01-10	Left Leg	01-10	41-00	—
11-20	Right Leg	01-40	41-00	—
21-25	Left Arm/Hand	01-75	76-00	—
26-30	Right Arm/Hand	01-75	76-00	—
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

Wounds suffered by a character will reduce movement as follows:

Light wound in leg	move at half speed
Serious wound in leg	walk only, at half speed
Other serious wounds	move at half speed, except walking

COST OF LIVING TABLE

Lodging	Miscellaneous
Sleazy hotel: 25¢/night	Tobacco: 10¢/plug
Average hotel: 75¢/night	Whiskey: 10¢/shot
Deluxe hotel: \$2/night	\$2/bottle
Corral space: 25¢/day	Beer: 5¢/glass
(free at Deluxe hotel)	Shave and Haircut: 25¢
Rooming house: \$1/day	Bath: 75¢
Meals included	\$1 with fresh water
	Doctor's services: (min. \$3)
	bullet removed: 25¢
	bullet hole patched: 50¢
	broken bone set: 50¢
	broken bone splinted: 75¢
	buckshot removed: \$2
	cuts stitched: 50¢
	concussion treated: 50¢
	powder burns treated: \$1
	other burns treated: \$2

Food
Coffee: 30¢/pound
Bacon: 20¢/pound
Beef: 7¢/pound
Flour: 4¢/pound
Rations: \$1.50/day
Cheap meal: 25¢
Canteen: \$1
Mess kit: \$2

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Running and Dodging	12	Galloping	32
Running	24		

Moving through a door costs 1 movement point.

Moving through a window costs 3 movement points and ends the character's movement for the turn.

Moving on stairs costs 6 movement points per flight of stairs.

Dropping 10 feet or more ends a character's move.

MISFIRE TABLE

Weapon	No Misfire	Dud	Explosion	Jammed Shell
Derringer	01-98	99-00	—	—
Cap & Ball Revolver	01-95	96-99	00	—
Single Action Revolver	01-99	00	—	—
Double Action Revolver	01-99	00	—	—
Long Barrel Revolver	01-99	00	—	—
Fast Draw Revolver	01-99	00	—	—
Scatter Gun	01-99	00	—	—
Shotgun	01-99	00	—	—
Civil War Carbine	01-95	96-97	—	98-00
Civil War Rifle	01-95	96-97	—	98-00
Other Rifles	01-97	98	—	99-00
Other Carbines	01-97	98	—	99-00
Buffalo Rifle	01-98	99-00	—	—
Army Rifle	01-98	99-00	—	—

A dud round is always a miss. An explosion has a 50% chance of injuring the character handling the gun (consult the **WOUND CHART** for location and severity of injury). A jammed weapon cannot be fired until it is cleared, which takes three turns.



BOOT HILL™
Wild West Mini-Module
Shootout in Northfield
and Other Famous Gunfights

SHOOTOUT IN NORTHFIELD

*With his cousins Bob and Cole,
 And a desperate hand of men
 Jesse rode to Northfield town.
 Jes' and Frank got away
 But the rest had to pay;
 In jail, or else shot down.*

-from The Ballad of Jesse James

INTRODUCTION

On September 7, 1876, the James-Younger gang tried to rob the First National Bank of Northfield, Minnesota. Before the day was out, four men lay dead in Northfield and another six had been wounded. In the chase following the robbery another gang member died and three others were captured.

Jesse and Frank James were the only outlaws to escape. Gang members Bill Chadwell, Clell Miller, and Charlie Pitts were killed. Bob, Jim, and Cole Younger were captured and sentenced to life imprisonment. The gang's reception in Minnesota was so fierce that one bandit, Cole Younger, was wounded eleven times (he nonetheless lived to the ripe age of 74).

The James-Younger gang developed a bloody but effective method for robbing banks using tactics they learned as guerilla fighters during the Civil War. Several men robbed the bank while most of the gang patrolled the streets. At the first hint of trouble, Colts flashed from holsters and lead flew freely. Intimidated (or sensible!) townspeople dove for cover while the gang grabbed the loot and hightailed out of town.

The citizens of Northfield did not carry guns openly like the citizens of some "wide-open" wild west towns. Even so, when they saw what was happening they grabbed whatever weapons were handy and returned fire on the bandits. Most of the guns came from two hardware stores owned by J. A. Allen and A. B. Manning. The citizens were so enraged that men without guns were throwing rocks. Besides Allen and Manning, Elias Stacey and Henry Wheeler (a medical student on vacation) played important roles in driving off and destroying the gang.

Inside the bank the situation was no better. Tellers and cashiers usually jumped when Jesse James threatened them, but Joseph Lee Haywood, chief cashier, was brave and foolhardy. Though pistol-whipped and threatened with a bowie knife, Haywood insisted that the vault had a time lock he could not open. Not only did the vault have an untimed lock, it was open because Haywood had forgotten to spin the dial that locked it. On top of everything else, Haywood tried to pull a pistol from a drawer as the bandits fled. He was shot dead before he could fire.

The robbery had turned into a nightmare: The first outlaw killed was Bill Chadwell, a native Minnesotan and the only gang member who knew the nearby territory. The bandits never realized the vault was unlocked, and what little money they stole was dropped and lost on the street during the shootout. Jesse never was able to rebuild a gang that could match the one he lost in Northfield. Six years later he was murdered by Bob Ford.

Shootout in Northfield is a game using all the basic BOOT HILL rules except **Random Movement Determination**. No advanced or optional rules are used unless specifically mentioned (see **Morale**). There are two sides, the James-Younger gang and the citizens of Northfield, Minn. For convenience, one side will be called the James-Younger Player and the other will be called the Northfield Player. Any number of people can play, but one player should act as leader for each side. If there are more than two players, each player should control one or more historical characters in the shootout. Players may want to create BOOT HILL characters of their own to join one side or the other. The Northfield scenario also is an excellent solitaire game.

GAME MATERIALS

The counters from the BOOT HILL game are used in **Shootout in Northfield**. Six two-handed gun counters plus two left-handed gun counters are the James-Younger gang. These eight counters should be numbered so the characters can be recognized easily. Each bandit also has a horse. The horses should be numbered to match the eight gang members.

Eight other counters should be marked to represent the seven important townspeople (Henry Wheeler, counter D, has two counters, but only one will be used in any particular game). Five right-handed gun counters should be marked A, B, C, D, and F. Two rifle counters should be marked D and E. A shotgun counter should be marked G. The people represented by these counters are listed on the **Citizens of Northfield** table. The remaining right-handed gun, left-handed gun, rifle, and shotgun counters are left unmarked. They will be used for other Northfield citizens armed with various weapons. The horse counters, Indian counters and Mexican counters are not used in the game.

The James-Younger Gang

No.	Name	Reward	BASPBAC	STR	MRL	WPN
1	Jesse James	\$10,000	+16 93%	14	92%	FDR6 +26 SAR6 +24
2	Frank James	\$10,000	+13 90%	15	91%	FDR6 +23 SAR6 +21
3	Cole Younger	\$5,000	+16 95%	20	97%	FDR6 +26 SAR6 +24
4	Jim Younger	\$5,000	+13 90%	14	95%	FDR6 +23 SAR6 +21
5	Bob Younger	\$5,000	+14 90%	14	99%	FDR6 +24 SAR6 +22
6	Clell Miller	\$1,000	+12 72%	14	87%	FDR6+22 SAR6 +19
7	Charlie Pitts	\$1,000	+9 69%	13	84%	FDR6 +19 SAR6 +16
8	Bill Chadwell	\$3,000*	+9 70%	13	81%	FDR6 +19 SAR6 +16

* normally \$ 1,000, tripled to reflect his importance as the gang's guide.

Citizens of Northfield

Let.	Name	BASP	BAC	STR	MRL	WPN
A'	Joseph Haywood	+11	62%	13	100%	SAR6 +19
B	A. E. Bunker	+4	48%	14	68%	D2 +9
C	Frank Wilcox	+2	40%	13	45%	D2 +7
D	Henry Wheeler	+16	70%	14	91%	AR +6 or SAR6 +24
E	A. B. Manning	+13	73%	15	93%	R6 +8
F	J. S. Allen	+7	52%	16	82%	SAR6 +15
G	Elias Stacey	+12	60%	14	84%	SG2 +7
	citizen	+0	40%	13	40%	R6 -5 or SG2 -5 or SAR6 +8

Let. = suggested counter I.D., BASP = Basic Speed (SPD + Bravery), BAC = Basic Accuracy, STR = Strength, MRL = Morale, WPN = Weapon plus adjusted speed.

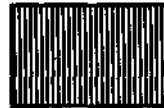
Counter Positioning: Counters may be in one of three positions. When a counter is face up, that individual has a loaded weapon (or weapons). When a counter is face up but turned upside down, the individual is loading a weapon that turn and cannot fire. When a counter is face down, the individual either has no weapon and cannot fire or is a gang member who has been shot unconscious.

Map: The map represents the part of Northfield where the shootout took place. One square on the map equals 12 feet. This scale is twice that normally used in the BOOT HILL rules so *all movement allowances and weapon ranges should be halved* (fractions are rounded up). Example: Medium range for a derringer will be two squares and a man on foot can walk three squares per turn. Brawling is allowed between counters in adjacent squares.

MAP KEY



Alley/Street



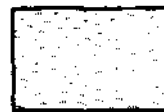
Sidewalk



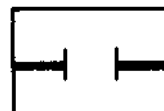
Building



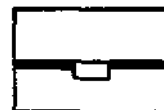
Bank Vault



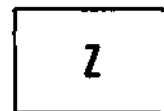
Town Square



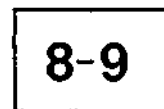
Door



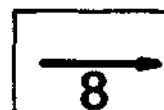
Window



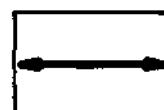
Citizen Starting Square



Random Placement Square



Reinforcement Entry Square



Escape Route/Reinforcement Square



The James-Younger Gang

SETTING UP THE GAME

The **Northfield Player** sets up first, placing the citizen counters marked A, B, and C face up (but upside down) inside the bank on the squares marked A, B and C. Counters E, F, and G also are placed face down on the map positions marked with their letters. To determine how Henry Wheeler is armed, roll one die. On a roll of 1 or 2, place the revolver counter D on map position D (face down). On a roll of 3-6, place the rifle counter D on map position D, face down. (Earlier in the day Henry Wheeler took his revolver home to be cleaned and forgot to bring it back with him.)

Turn the unlettered citizen counters face down on a table top and mix them together. Without looking at the fronts of the counters, place one face-down on each map position labeled H through O.

The Northfield Player now rolls two dice and adds the numbers. The result is how many more citizen counters start the game on the map. To find the starting position for each of these counters, roll one die twice to get a two-digit number. Example: A roll of two and a roll of five means the character is placed at map position 2-5. These citizen counters also start face down. Up to two citizens may start in the same square; if the same square is rolled three or more times, roll again to get a square that is empty or contains only one character. Any unused citizen counters are kept in a special pile, and may be used as reinforcements (see **Reinforcements**).

The **James-Younger Player** places as many counters as he or she wants inside the bank. The matching horse counters are placed on the street outside the bank next to the sidewalk. The rest of the bandit counters and horse counters are placed on any unoccupied squares on Division Street. Bandits outside the bank start the game mounted.

TURN SEQUENCE

1. Citizen Reaction Roll
2. Movement and Arming Citizens
3. Combat
4. Threats (to bank employees)
5. Search (to discover money in the bank)
6. Reinforcement (roll for number and location)

Note: Morale rolls may occur at any appropriate time.

CITIZEN REACTION

At the beginning of the game, the citizens of Northfield do not realize their bank is being robbed, so they cannot move. At the start of each turn, the Northfield Player rolls one die. A roll of 1 or 2 means the robbery has not been discovered yet and the townspeople may not move. A roll of 3-6 means the alarm has been sounded and the citizens, realizing the bank is being robbed, may move normally. This roll is made at the start of every turn until the robbery is discovered. Until the robbery is detected the Northfield Player can move only counters A, Sand C (the cashier Haywood and the tellers Bunker and Wilcox).

MOVEMENT

The James-Younger Player moves first, the Northfield Player second. Diagonal movement is allowed except through doors. A door can be entered only from the square immediately in front of it. Movement is halved because the map scale is twice that of the **BOOT HILL** map. Movement may be reduced by wounds; such reductions are cumulative, with fractions rounded up.

Stacking: Two counters (not counting horses) can be placed in the same square. Both counters occupy the square equally (both can shoot and be shot at). Counters cannot move through a square with an opposing counter in it. Counters on opposing sides may stack together only if they are brawling, or if a citizen is capturing an unconscious outlaw.

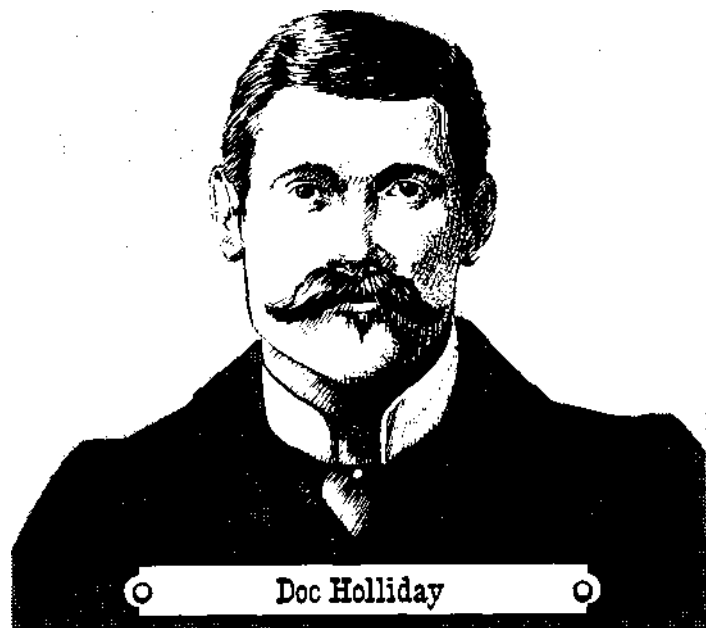
Horses do not count for stacking purposes. Since a horse can carry two riders in emergencies, a maximum of six counters can be stacked in a square (two horses and four riders, riding double).

Capturing Outlaws: Townspeople can capture unconscious outlaws by entering the unconscious character's square and dragging him to a safe area. Dragging an unconscious character reduces movement by half. A safe area is any place the remaining gang members cannot or will not enter to rescue their comrade. In addition, any outlaws left behind at the end of the game are automatically considered captured.

Horses: Horses cannot enter any building or move onto a sidewalk. Dismounting or mounting uses one point of movement and ends that counter's movement for the turn. Because of stacking restrictions, riders must mount from or dismount into an adjacent square. Each horse can carry two bandits if the need arises, but riding double reduces the horse's movement by half. Picking up a dismounted man while riding reduces movement for the turn. Unconscious men cannot be picked up by a man on a horse, but can be rescued by a dismounted friend. Slinging an unconscious man over a horse takes three points of movement and does not end the character's movement for the turn. Example: Jesse James tries to pick up Charlie Pitts, who is dismounted and conscious. Jesse is trotting (movement of eight) and uses two points of movement riding adjacent to Charlie. The pick-up uses three points of movement, leaving two points to escape. Since riding double cuts the horse's movement in half, Jesse and Charlie can ride one more square this turn.

ARMING TOWNSPEOPLE

Most townspeople start the game unarmed. There are two ways unarmed citizens can pick up guns. Any citizen who moved three or fewer squares during the turn and is inside a building may search for a weapon. A roll of 1 on one die means a weapon has been found. A citizen can search the same (or another) building each turn until a weapon is found. Townspeople can also pick up weapons at either hardware store (**Allen Hardware** or **Manning Hardware**). Any town citizen inside a hardware store will find a weapon automatically. A



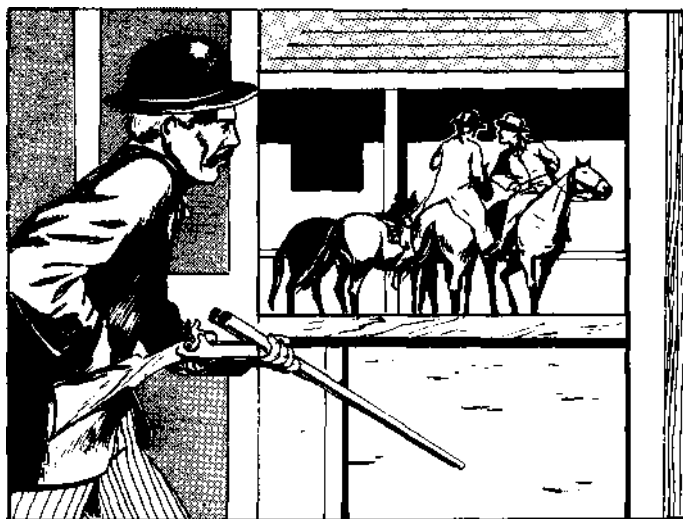
citizen will use the weapon pictured on his counter. Weapons are unloaded when found; loading takes one turn. The only exceptions are Henry Wheeler (revolver only) and the bank employees, all of whose weapons are loaded.

If Henry Wheeler does not have his revolver (see **Setting Up the Game**), he can automatically pick up an army rifle by moving into the **Dampier House**. Elias Stacey can obtain a shotgun automatically by moving into any building.

COMBAT

The James-Younger Player fires first, followed by the Northfield-Player. No fire is allowed through a square containing a friendly counter. Gang members cannot enter or shoot into any building except the Bank unless citizens in the building are ready to fire that turn.

Players who want more realistic movement and fire can move counters in the order of their B ASP (highest to lowest) and fire in the order of their BASP + WPN.



Cover: Most townspeople will be firing from behind hard cover. Everyone inside a building is assumed to have hard cover unless they are being shot at from an adjacent square. Anyone firing a pistol from cover will expose head, gun arm and gun shoulder. Anyone firing a rifle or shotgun from cover will expose head, both arms and one shoulder (usually the left). Firing around a corner also exposes a leg. Hits in any non-exposed areas are ignored. For simplicity, any individual not inside a building or using the corner of a building for cover can be hit anywhere.

Reloading: All gang members carry one FDR6 and one SAR6. Townspeople and outlaws are limited by their rate of reloading. A character is not allowed to reload if he moved more than three squares during the turn or performed some other function (searching, slinging an unconscious man over a saddle, etc.). A character reloading inside a building cannot be shot at by anyone outside the building. A townspeople can always reload his weapon even if he moves out of the building where he found it.

Horses: When firing at a mounted individual there is a chance that a shot will hit the horse instead of the rider. A roll of 1-60 on percentile dice means the man has been hit. A roll of 61-00 means the horse has been hit. Reverse these numbers if the firer was aiming at the horse instead of the rider. Mounted characters who are wounded to 0 or fewer *Strength* points pass out and fall off their horse (no additional damage is suffered in the fall).

The James-Younger gang usually rode the best horses available. Each of their horses has a *Strength* of 40.

MORALE

Morale reflects an individual's willingness to fight or continue fighting. Morale is based on the *Bravery* score of a non-player character (player characters never need to check morale). When a morale check is called for, percentile dice are rolled. If the roll is higher than the individual's morale (or *Bravery*) score, that individual has failed the check and will either run for safety or surrender.

Townsppeople who fail a morale check are removed from play. Unlettered counters are returned to the citizen pool (face down) and may re-enter the game as reinforcements. Lettered counters are set aside and cannot enter the game as reinforcements. Members of the James-Younger gang who fail a morale check will ride out of town if they can do so without being shot at. They will surrender if they cannot escape without being shot at.

On the turn the robbery is discovered, the Northfield Player rolls one die to find out if anyone recognizes the gang. A roll of 1 or 2 means the townspeople realize they are being robbed by the James-Younger gang. A roll of 3-6 means they have no idea who the robbers are. (Historically, the townspeople did not know who they were fighting.) This roll is made only once. The outcome effects citizen morale (see **Morale Modifiers**).

Also on the turn the robbery is discovered, townspeople outside the bank can make their first move. Before moving, each citizen outside the bank must make a morale check. Citizens who enter the game as reinforcements also must make morale checks before moving. All members of the James-Younger gang must make morale checks when (or if) the first gang member is killed or shot unconscious (reduced to 0 or fewer *Strength* points).

Morale can be modified by the situation. Circumstances that may apply are:

Morale Modifiers (add or subtract from the % die roll)

- 10 If a member of the James-Younger gang
- 5 If on the side with the greatest numbers
- 5 If on the side with the fewest casualties
- 5 If a citizen of Northfield
- 10 If a relative is killed
- + 5 If suffering from wounds less than 50% of *Strength*
- + 10 If suffering from wounds totaling more than 50% of *Strength*
- +10 If the outlaws have been recognized
- +10 If directly threatened (see **Threatening Bank Employees**)

ROBBING THE BANK

Inside the bank are two cash reserves of \$ 1,000-56,000 each (roll one six-sided die * \$ 1,000) and the bank vault containing \$6,000-\$36,000 (six six-sided dice * \$1,000). The robbers could leave the bank with all, some, or none of this money, depending on their luck and patience. They can find the money two ways: by threatening the bank employees or by searching for it.

Threatening Bank Employees: Each teller knows where one of the cash reserves is hidden, and the cashier knows how to open the bank vault. The robbers can try to force the employees to reveal this information by threatening them. A robber can threaten one employee per turn. The robber must be adjacent to the employee, and may take no other action that turn except moving. A threatened employee must make a special morale check. If he fails, the bandit gets the money (a cash reserve from a teller, the contents of the vault from the cashier) and the employee counter is removed from play. Each employee may be threatened once each game. Bank employees may not make heroism morale checks the turn they are threatened (see **Employee Heroics**).

Searching the Bank: If the bank employees refuse to tell the robbers where the money is hidden, or the robbers do not ask, the robbers may search the bank. One gang member can search one bank square per turn. He may move to the square and search it, but may not perform any other action that turn. A robber locates a hidden cash reserve on a one-die roll of 1; otherwise, the square is empty. If a robber searches the vault square, the vault is open on a roll of 1 or a six-sided die; otherwise, it is locked. Each bank square may be searched only once.

The bank always contains two cash reserves and the money in the vault; there never will be more or less than this. If the James-Younger player finds both cash reserves, he cannot find any others. The vault can be looted only once. If the robbers search nine squares without finding anything, both cash reserves will be in the last two squares. The vault money is always in the vault.

Covering Bank Employees: If a teller or cashier is being "covered" by at least one gang member, the bank employee will not try to attack. To cover a bank employee a bandit must have a loaded weapon and may do nothing else that turn (including movement). One bandit may cover two employees if the employees are in the same square (the bandit may move the employees together during the Movement Phase).

Employee Heroics: Unlike other citizens, each teller has a loaded derringer and the cashier has a loaded revolver nearby. If a bank employee is not being covered or threatened, a special morale check is made. If the morale roll is unsuccessful, remove the employee counter from play. If the roll is successful, the teller or cashier will reach for and try to fire a nearby loaded gun. The weapons will always be nearby as long as the bank employees remain in the bank. If shot at or attacked, the tellers and cashier will reach for their guns and fire without having to make a morale check.



The Northfield Player may receive reinforcements at the end of each turn after the robbery has been discovered. Reinforcements come from the pool of unlettered citizen counters. The counter mix limits the number of counters in play. The Northfield Player rolls one die and the result is the number of reinforcements arriving that turn. One reinforcement is subtracted from the roll for every gang member who is on the streets intimidating citizens (shooting, but not shooting at specific targets). The number of reinforcements cannot be adjusted to less than 0. As reinforcements arrive they are placed in one of six locations on the edge of the map. Each location is marked with a number and an arrow pointing into town. Roll one die for each reinforcement, and place the arriving counter on the corresponding square. Stacking limits must be obeyed. If the square a reinforcement should arrive at already contains two characters, place the new counter in any adjacent square. Reinforcements are unarmed when they arrive (see **Arming Citizens**).

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 know 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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