# MODIFIED COMBAT TABLES

**BOOT HILL**
Wild West
Role Playing Game

## Combat turn movement

| On foot | | Mounted | |
|---|---|---|---|
| Crawling | 2 | Walking | 8 |
| Walking | 6 | Trotting | 16 |
| Evading | 12 | Galopping | 32 |
| Running | 24 | | |

| | |
|---|---|
| Light wound - one leg | 1/2 |
| Light wound - both legs | + Only crawl or Walk |
| Serous wound - one leg | 1/3 |
| Serious wound - both legs | Only Crawl |
| | |
| Moving through obstacles* | 1/2 |
| Difficult terrain | 1/2 |
| Mount/dismount | Cost 1/2 movement |
| Stand up from prone | Cost 1/2 movement |
| Jump Vertically | 1/10 X STR score in yrds |
| Jump Horisontially | 1/4 X STR score in yrds |
| Dive/Fall prone | No cost |

*Might also call for sucessfull Coordination check*

(Round all fractions up)

## Round action sequence

**STEP 1. Roll** initiative and apply modifiers

**STEP 2. Arrange** initiative order *(High to low)*

**STEP 3. First shots -** Each person in order can conduct *1 careful shot, 1 steady shot, 2 hipshots, 3 fangun shots* or *1 other action* untill all persons have

**STEP 4. Repeating shots** in same initiative order with *1 shot each* as long at least one person has more shots *(only persons shooting steady, hipshot and fangun acts)*

**STEP 5. Movement-** Each person in order *conduct 1 movement* (if desired) untill all persons have acted

**STEP 6. End of round.** Start new round and roll new initiative



## Base Initiative

**Initiative roll: Roll 1d6**

If initative is tied then the person with *1) highest Coordination* score acts first or If still tied *2) highest Observation* score acts first. It is possible to have negative initiative

## Initiative modifiers

| | |
|---|---|
| **Tactics**<br>(Free action) | *If you are skilled in Tactics. A successfull check allows you to* **add +1 to the initiative** *roll for entire combat encounter* |
| **Fast draw**<br>(Free action) | *If you are skilled in fast draw. A successfull check allows you to* **avoid the normal draw -2 penalty** *. If failing you do not draw your weapon in that round* * |

| Shot Type | modifier | |
|---|---|---|
| Fangun ( 6 shots) | +12 | *(optional if allowed)* |
| Hipshot (3 shots) | +8 | |
| steady shot (2 shots) | +4 | |
| Careful shot (1 shot) | 0 | |

| Weapon Type | |
|---|---|
| Very slow | -2 |
| Slow | -1 |
| Normal | 0 |
| Fast | +1 |
| Very fast | +2 |

| Other | |
|---|---|
| Cock gun ** | -1 |
| draw weapon | -2 |
| fast draw *(see above)* | 0 |
| surprised *** | -4 |

* Can only be applied untill weapon is drawn (normally or by successfull fast draw) ** Only applied once when calculating initiative *** Cannot choose fangun as action in 1st round

## Actions in a combat turn

**1 action** *(1-3 shoots or 1 other action requiring check)*

**1 movement** *(Only after actions have been conducted)*

**Free actions**: *(Fast draw, tactics, speak,open/close,prone)*