

BOOTHILL®

Wild West
Role-Playing Game



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Wild West Role-Playing Game

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4th edition

CHARACTER SHEET

Version 5.0 Jan 2020



Player _____ Character Name _____

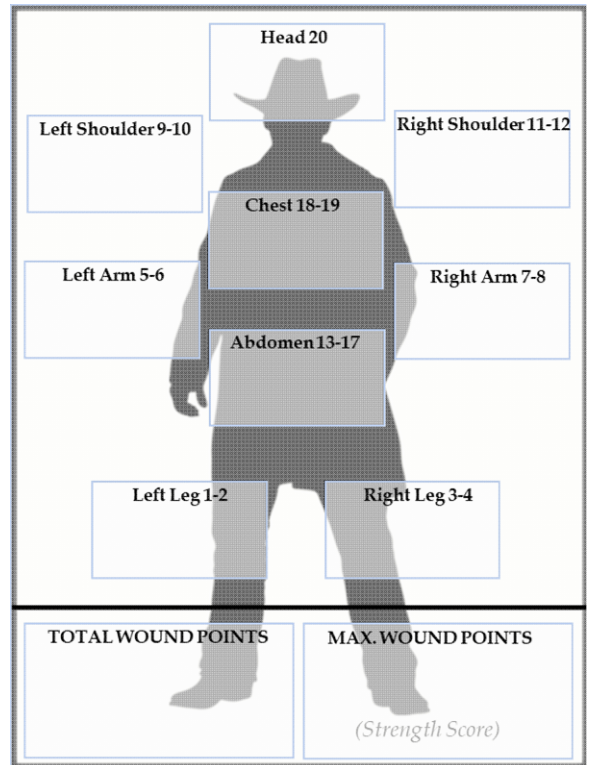
Nationality _____ Home town _____ Gender _____

Handedness _____ Age _____ Height _____ Weight _____

Background _____ Year _____ Total XP _____ XP Left _____

ATTRIBUTES

STRENGTH	Start (7-20)		Max. wounds, Lift, Carry, Endurance, Brawling
COORDINATION	Start (7-20)		Shooting, Acrobatics, Locks, In saddle, Speed
OBSERVATION	Start (7-20)		Perception, Reveal cheating, Night visibility
STATURE	Start (4-10)		Renown, NPC reactions (>9 / +1, >14 / +2)
LUCK	Start (4-10)		Surviving mortal wound, Save to escape dangers



SHOOTING



	Base	Pistol	Rifle	# Shots
CAREFUL SHOT (= COOR)				1 shot
STEADY SHOT (= 1/2 COOR)				2 shots
HIP SHOT (= 1/4 COOR)				3 shots
FANGUN (= 1 OR PISTOL SKILL)				6 shots

Accuracy mod: Each light -1 / Each serious -2

MOVEMENT SPEED (Accuracy modifier & movement in yards per turn)

Walking (-2) 6 Running (-4) 24 Crawling 2 Evading 12

WEAPON SKILLS (Score: Initial 1 per point spent, hereafter +1 per XP threshold spent)

Skill	Score
Rifle	
Shotgun / Scattergun	

Skill	Score
Pistol	
Archery	

Skill	Score
Knife/Spear/Axe	
Brawling/Grapple*	

*(+1 if your STR > STR opponent)

WORKING SKILLS (Score: Initial 2d10, hereafter +1 per XP threshold spent)

Skill	Score

Skill	Score

OTHER ATTACKS

Skill	Score
Roping (Lasso)	
Throwing (incl. dynamite)	
Whip	

HEAVY WEAPONS

Skill	Score
Artillerist (Gatlin/Cannon)	

EQUIPMENT & FEATS

Version 4.0



WEAPONS, ROUNDS LOADED & AMMO

MAIN HAND PISTOL TYPE: _____					
Wound modifier: _____					
Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/
Notes					

SHOTS FIRED	TOTAL AMMO

BACKUP PISTOL TYPE: _____					
Wound modifier: _____					
Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/
Notes					

SHOTS FIRED	TOTAL AMMO

SHOTGUN/SCATTERGUN TYPE: _____					
Wound modifier: _____					
Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/
Notes					

SHOTS FIRED	TOTAL AMMO

SINGLE SHOT RIFLE TYPE: _____					
Wound modifier: _____					
Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/
Notes					

SHOTS FIRED	TOTAL AMMO

RIFLE TYPE: _____					
Wound modifier: _____					
Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/
Notes					
TOTAL AMMO: _____					

SHOTS FIRED

ITEMS

Pieces	Description	\$ value
	Total	

FEATS

Name of Feat	
1000 XP	
2000 XP	
3000 XP	
4000 XP	
5000 XP	

VALUABLES

Pieces	Description	\$ value
	Dollars	
	Gold	
	Silver	
	Jewelry	
	Other:	
	Total	

MODIFIED COMBAT TABLES

Version 5.0 June 2020



STEP 1: Accuracy modifiers

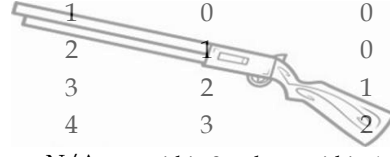
Range	
Point Blank up to 2 yards, Pistol	+4
Point Blank up to 2 yards, Rifle*	-2
Short	0
Long	-2
Extreme	-5
If shooter "in movement" for the round	
Crawling	-2
Walking	-4
Running/Trotting/Galopping	-6
Wounds	
Each Light Wound	-1
Each Serious Wound	-2
Target Size	
Very large	+4
Large	+2
Normal	0
Small	-2
Very small	-4
Miscellaneous	
Sniping (Rifles only**)	+1
Shotgun	+2
Scattergun (Sawed off Shotgun)	+3
Target obscured (<i>not Cover</i>)	-2
Darkness / Blinded	-4
Using wrong hand	-2
Shooting from higher ground	+1
Firing two pistols	-6
* Not shotguns or Scatterguns	
** Colt Buntline pistol can snipe as well	

Cover

Full Solid cover	If wound location is behind cover - no wound gained
Sporadic solid cover	Luck check, if successful no wound occurs
Soft Cover	Reduce wound severity roll by -1 to -3

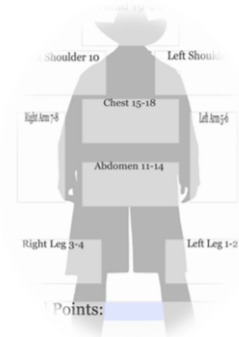
Shotgun & Scattergun wounds

Roll (1d6)	Short	Long	Extreme
1	1	0	0
2-3	2	1	0
4-5	3	2	1
6	4	3	2
Additional targets	N/A	within 2 yds	within 4 yds
<i>(Coordination score to hit all additional targets within range is 1/2 of normal for the shot taken + shotgun skill. Wound locations for the additional targets cannot be modified)</i>			



STEP 2: Wound Location

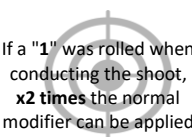
Roll	Location
1-2	left leg
3-4	right leg
5-6	left arm
7-8	right arm
9-10	left shoulder
11-12	Right Shoulder
13-17	abdomen
18-19	Chest
20	Head shot (<i>must be a unmodified roll</i>)



* No location modification if "in movement" for the round.
 ** No location modification for shotguns/scatterguns (random hits)
 *** If a "1" was rolled, 2 times the normal modifier can be applied

STEP 3: Wound location modifier

Type of shot		+/- Modifier
Careful	If a "1" was rolled when conducting the shoot, x2 times the normal modifier can be applied	Weapon skill
Steady		1/2 weapon skill
Hipshot		1/4 weapon skill
Fanfire		None
<i>(Round fractions down, can maximum be modified to 19)</i>		



STEP 4: Wound Severity

Roll (1d6)	Wound
0 (or below)	A scratch
1-3	Light Wound
4-6	Serious Wound
7-8	Mortal Wound
+2	If Hit to head
+1	If hit to chest
-1	If hit to arms or legs
-1/ 0 /+1	Apply weapon modifier (<i>if any</i>)



MODIFIED COMBAT TABLES



Version 5.0 June 2020

Combat turn movement

<u>On foot</u>		<u>Mounted</u>	
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 successfull Coordination check

(Round all fractions up)

Base Initiative

Initiative roll: Roll 1d6

If initiative 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
(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
(Free action)

*If you are skilled in fast draw. A successfull check allows you to **avoid the normal draw - 2 penalty****

<u>Shot Type</u>	<u>Normal modifier</u>	<u>If early moving</u>
Fangun (6 shots)	+12	+6
Hipshot (3 shots)	+8	+4
steady shot (2 shots)	+4	+2
Careful shot (1 shot)	0	0

Weapon Speed

Very slow	-2
Slow	-1
Fast	+1
Very fast	+2

Other

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

* 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

Round action sequence

STEP 1. Announce movement - Decide if you want to move this round. If so you are considered "in movement" for this entire round. Declare if you want to move **before first shots step**, otherwise your movement is always **after** repeating shots phase is finished

STEP 2. Roll and calculate initiative and arrange initiative order (High to low)

STEP 3. Early movement - If declared early movement you can **conduct 1 movement** (in initiative order)

STEP 4. First shots - Each person in order can conduct either: **1 careful shot, 1 steady shot, 2 hipshots, 3 fangun shots** OR **1 other action** requiring a check until all persons have acted

STEP 5. 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 6. Late Movement- If you have not ealry moved, **conduct 1 movement** (if desired) untill all persons have acted

STEP 7. End of round. Start new round and roll new initiative



Actions in a combat turn

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

1 movement (Either before (early) or after (late) actions have been conducted)

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

BOUNTY HUNTERS ATTENTION!

WANTED

Inspirational
Classic Wild West
Backgrounds

for

Boot Hill

3rd Edition

Version 3.0 June 2019

\$5,000 REWARD!

NOTIFY NEAREST LAW ENFORCEMENT AGENCY

How to use backgrounds for Boot Hill 3rd Edition

When a player creates a character he may select one background for his character. The background resembles a profession that the character has been trained in and has practised in his/her past. It can also reflect a general background for the Character – i.e how the character used to live his life or spend his live.

Whatever the reason, the character has achieved experience (if lifestyle/background) or training (if profession) by living this life.

To reflect the expertise gained from the selected background the player can select one free bonus skill for his character.

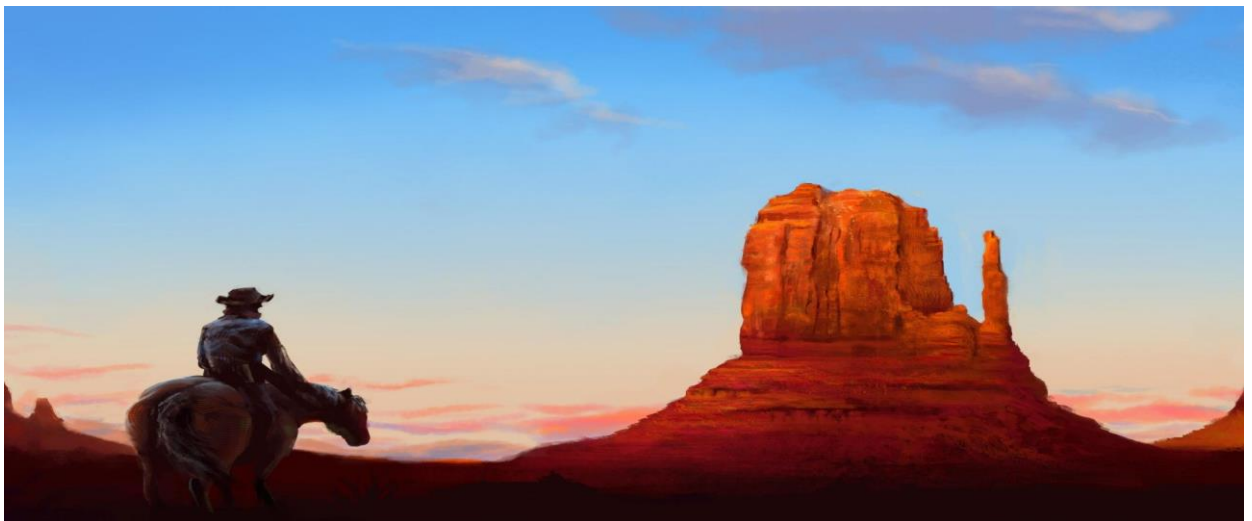
Next to each background is a list of working skills and/or weapon skills.

Working skills are all gained at a score of 15 – which reflects the expertise gained is at a fairly good level.

Weapon skills are all gained at a score of 1 – reflecting the character has become proficient with the particular type of weapon.

After having decided which background to assign to his character, the player can pick one of the listed skills and add this to his skills on the character sheet. This bonus skill does not count towards how many skills the player can select as standard looking at the sum of his attribute scores or to rule that at least half of the standard points must be used on working skills

Two of the categories of backgrounds (**Rich folk** and **The Law**) are restricted categories. These can only be picked if the Judge allows this and it can fit reasonably within the campaign and if it makes sense looking at the description the player makes in his background story.





Shady Characters

- **The Drifter** (Riding 15, Stealth 15, Survival 15)
- **The Brawler** (Brawling 1, Gambling 15)
- **The Gunslinger** (Fast draw 15, Pistol 1)
- **Retired Gunfighter** (Tactics 15, Pistol 1, Rifle 1)
- **Wanted/Retired Outlaw** (Stealth 15, Pistol 1, Rifle 1)
- **Hustler** (Pocket Picking 15, Thespian 15, Gambling 15)
- **Rustler** (Farm animal thief) (Wrangling 15, Riding 15, Roping 15)
- **Bounty Hunter** (Tracking 15, Pistol 1, Rifle 1)
- **Hired Gun / Mercenary** (Pistol 1, Rifle 1, Knife/Sword 1)
- **Medicine Show** (Miracle cure) (Medicine 15, Thespian 15)
- **Posse Member** (Stealth 15, Pocket picking 15, Pistol 1, Rifle 1, Knife/sword 1)
- **Infamous villain** (Leadership 15, Public Speaking 15, Tactics 15, Pistol 1, Rifle 1)





The Law

(Restricted and must be approved by the Judge)

- **Federal Circuit Judge** (Federal crimes) (Law 15, Bureaucracy 15, Public speaking 15, Literacy 15)
- **US Marshall** (Federal crimes) (Law 15, Leadership 15, Public speaking 15)
- **County Sheriff** (Highest official in a region) (Law 15, Bureaucracy 15, Public speaking 15, Literacy 15)
- **Local hanging Judge** (local crimes) (Law 15 or Literacy 15, Public speaking 15)
- **Town Marshall** (Local law enforcement) (Law 15, Tactics 15, Pistol 1, Rifle 1)
- **Deputy** (for a US Marshall/Town Marshall/County Sheriff) (Law 15, Pistol 1, Rifle 1)
- **Pinkertons Agent** (Tracking 15, Law 15, Literacy 15, Pistol 1, Rifle 1)
- **Royal Canadian Mountie** (Riding 15, Tracking 15, Law 15, Rifle 1)





Wilderness people

- **Army Scout** (Scouting 15, Tracking 15, Orienteering 15)
- **Skinner** (Trapping 15, Sailor/Seamstress (Leatherworking) 15)
- **Camp Cook** (Cooking 15)
- **Travelling Cowboy** (Survival 15, Orienteering 15, Indian Contact 15)
- **Explorer** (Scouting 15, Surveying/mapmaking 15, Orienteering 15)
- **Mountain Man** (Sheepherding 15, Survival 15, Rifle 1)
- **Hunter** (Trapping 15, Tracking 15, Archery 1, Rifle 1)
- **Lumberjack** (Carpentry 15, Knife(Axe) 1)
- **The Pioneer** (Farming 15, Trading 15, Preaching/Theology 15)
- **Prospector** (Trading 15, Prospecting/Mining 15, Literacy 15)

The Church

- **Preacher/Priest** (Public speaking 15, Preaching/Theology 15, Literacy 15)
- **Missionary** (Linguistics 15, Preaching/Theology 15, Literacy 15)
- **Nun** (Medicine 15, Preaching/Theology 15, Literacy 15)
- **Undertaker** (Preaching/Theology 15, Literacy 15, Trading 15)





Rich Folk – Part 1

(Restricted and must be approved by the Judge)

- **Cattle Baron** (Trading 15, Literacy 15, Cow Handling 15, Leadership 15)
- **Wealthy Merchant** (Trading 15, Literacy 15, Accounting 15)
- **Saloon owner** (Bartending 15, Trading 15, Literacy 15)
- **Brothel owner** (Trading 15, Literacy 15, Linguistics 15)
- **Railroad Baron** (Civil Engineering 15, Railroad Engineering 15, Literacy 15, Leadership 15)
- **Bank Manager** (Law 15, Literacy 15, Accounting 15, Trading 15)
- **Wealthy Rancher** (Farming 15, Cow Handling 15, Trading 15, Literacy 15, Wrangling 15)
- **Politician** (Public Speaking 15, Law 15, Literacy 15, Bureaucracy 15)
- **Wealthy European Foreigner** (Bureaucracy 15, Literacy 15, Linguistics 15, Trading 15)
- **High Ranking Veteran Army officer** (Bureaucracy 15, Literacy 15, Artillerist 15, Law 15, Tactics 15)





Rich Folk – Part 2

(Restricted and must be approved by the Judge)

- **Owner of Mining company** (Prospecting/Mining 15, Trading 15, Literacy 15, Civil Engineering 15, Leadership 15)
- **Owner of Oil Company** (Prospecting/Mining 15, Trading 15, Literacy 15, Civil Engineering 15, Leadership 15)
- **Owner of trade station** (Trading 15, Accounting 15, Literacy 15, Assaying(Goods) 15)
- **Chinese Opium Den owner** (Trading 15, Assaying(Drugs) 15)
- **Mexican Liquor producer** (Trading 15, Indian Contact 15, Bartending 15, Linguistics 15)
- **Owner of Fur company** (Trapping 15, Sailor/Seamstress (Leatherworking) 15, Literacy 15, Leadership 15, Trading 15, Assaying(Furs) 15)
- **Gang Leader** (Leadership 15, Public Speaking 15, Tactics 15, Rifle 1, Pistol 1)

Settlers

- **Settler** (Assaying15, Trading 15, Carpentry 15, Prospecting/Mining 15, Preaching/Theology 15, Trapping 15)
- **Homesteader (Rancher, Cattle/ Horse breeder, Farmer)** (Cow handling 15, Shepherding 15, Veterinarian 15, Cow Handling 15, Shepherding 15, Farming 15, Wrangling 15)





Townfolk – part 1

- **Folk Hero** (Entertainer 15, Roping 15, Riding 15, Fast draw 15)
- **Barber** (Trading 15)
- **Drunk** (Brawling 1)
- **Bank Teller** (Law 15, Literacy 15, Accounting 15)
- **Mexican** (Cooking 15, Trading 15, Explosives 15, Pistol 1)
- **Chinese** (Pocket Picking 15, Medicine 15, Trading 15, Knife/Sword 1)
- **Doctor** (Medicine 15, Literacy 15, Linguistics 15)
- **Dentist** (Literacy 15, Linguistics 15, Dentistry 15)
- **Veterinarian** (Animal Doctor) (Veterinarian 15, Literacy 15, Linguistics)
- **Butcher** (Trading 15, Throwing 15, Knife/Sword 1)
- **Blacksmith** (Trading 15, Smithing 15)
- **Gunsmith** (Trading 15, Gunsmithing 15)
- **Silversmith** (Trading 15, Silversmithing 15)
- **Locksmith** (Trading 15, Locksmithing 15)
- **Leatherworker or Saddlemaker** (Trading 15, Saddlemaking 15)
- **Prospector or Miner** (Trading 15, Prospecting/Mining 15)
- **Carpenter** (Trading 15, Carpentry 15)



Townfolk – part 2



- **Wainwright/Wagon maker** (Trading 15, Wainwright 15)
- **Cook** (Cooking 15, Trading 15)
- **Newspaper publisher** (Trading 15, Literacy 15, Linguistics 15, Printing/Journalism 15)
- **Tailor or Clothmaker** (Trading 15, Tailor/Seamstress 15)
- **Wagon/Pony Express Rider** (Riding 15, Teamster 15, Whip 15)
- **Foreigner** (Typically Englishman) (
- **Noble European (without estate - only title)** (Literacy 15, Linguistics 15)
- **School teacher** (Literacy 15, Linguistics 15, Public Speaking 15)
- **Western Union Man/Telegrapher** (Telegraph 15, Literacy 15, Linguistics 15)
- **Wagon Wright or Cart Wright** (crafting and repairing vehicles)
- **Photographer** (Trading 15, Photography 15)
- **Railroad worker** (Railroad Engineering 15, Explosives 15)
- **Jeweler** (Trading 15, Assaying 15)





Saloon people

- **Old Lady** (Trading 15, Leadership 15, Literacy 15, Entertainer 15)
- **Prostitute** (Trading 15, Entertainer 15, Thespian 15, Linguistics 15)
- **Bartender / Barmaid** (Bartending 15, Trading 15, Entertainer 15)
- **Gambler** (Gambling 15, Thespian 15, Trading 15)
- **The Piano Player** (Entertainer 15, Thespian 15)

Natives

- **Brave** (Indian Contact 15, Scouting 15, Throwing 15, Knife/Axe 1, Rifle 1, Archery 1)
- **Indian** (Survival 15, Indian Contact 15, Orienteering 15, Swimming 15, Veterinarian 15, Archery 1, Knife/Axe 1)
- **Half Breed** (Survival 15, Indian Contact 15, Orienteering 15, Tracking 15, Swimming 15, Rifle 1, Pistol 1)
- **Indian Chief** (Indian Contact 15, Medicine 15, Leadership 15, Tactics 15, Public Speaking 15)
- **Medicine Man** (Indian Contact 15, Medicine 15, Veterinarian 15)
- **Citizen Indian** (Indian Contact 15, Rifle 1, Knife/Axe 1, Archery 1)





The Army *(Must select "Union" or "Confederation")*

- **Army Scout** (often Indian/Native) (Scouting 15, Tracking 15, Riding 15)
- **Veteran Soldier** (Pistol 1, Rifle 1, Riding 15, Bureaucracy 15, Explosives 15)
- **Officer** (Tactics 15, Bureaucracy 15, Leadership 15, Literacy 15, Pistol 1, Rifle 1)
- **Artillery Soldier** (Artillerist 15, Explosives 15, Pistol 1, Rifle 1)
- **Cavalry Soldier** (Riding 15, Knife/Sword 1, Pistol 1)
- **Footmen Soldier** (Gunsmithing 15, Pistol 1, Rifle 1)
- **Buffalo Soldier** (Colored soldier who fought in the Indian Wars) (Rifle 1, Pistol 1, Survival 15, Knife/Sword 1, Throwing 1, Cooking 15)

Cowboys

- **Cowboy / Cowgirl** (Pistol 1, Rifle 1, Riding 15, Roping 15)
- **Ranch Cowboy** (Wrangling 15, Riding 15, Roping 15, Whip 15)
- **Lone Cowboy** (Stealth 15, Riding 15, Tracking 15, Survival 15, Pistol 1, Rifle 1)
- **Rodeo Rider** (Riding 15, Wrangling 15, Entertainer 15, Roping 15)
- **Performance artist Cowboy** (Entertainer 15, Thespan 15, Fast draw 15, Pistol 1, Throwing 15, Roping 15, Whip 15)
- **Vaquero** (Working cowboy - Cattle driver) (Cow Handling 15, Sheepherding 15, Roping 15, Whip 15)



Starting Equipment

Version 3.0 June 2019



Set of clothes	Hat, shirt, vest, trousers, boots og gloves	Value of 18 USD
Poor Horse	STR score of 10. Roll other stats, skills and tricks at start	Value of 20 USD
Saddle, Bridle and pads	Used and in poor condition	Value of 10 USD
Saddle bags - used	One set of saddle bags (left + right)	Value of 2 USD
		Total Value 50 USD
Cash	Your life savings totalling 50 USD in cash This must be used to acquire weapon, rations, ammunition, Gunbelt/holster etc. Incl. living costs.	50 USD
Background items	Bonus items/Equipment relating to your chosen baggrund. Items are selected and given by The Judge	<i>Value varries at Judge discretion</i>

Purchase restrictions at start

Follwing four purchase restrictions is applied at character start/creation:

1. Weapons bought cannot exceed 20 USD per weapon
2. Shotguns or scatterguns are not available
3. Dynamite / Black powder / Explosives are not avaiable
4. No additional animals (Ox, Mule, Horse etc.) can be bought at start
5. If using optional rule for herbs and healing. No healing potions or treatment can be bought



BOOT HILL GOODS AND SERVICES

Version 2.0 June 2019



Item	Cost (\$)	Item	Cost (\$)
GENERAL GOODS			
Axe, Spear or Machette (+1 to brawling table 15 if used in knife fighting)	2	Mess Kit (Plate, Cup, Fork, knife, spoon)	2
Backpack	4	Mirror, Comb set, brush	3
Bandana	0.25	Paper, 100 sheets	0.25
Banjo	10	Pen, Quills and ink	1
Barbed Wire (60 yards)	2	Pick axe	3
Barrel, empty	1	Poncho (rain gear)	2
Bear Grease (1 lb, metal preservative)	0.25	Pouch, Money	1
Bedroll	4	Pouch, Tobacco	0.5
Bible	5	Plow, 1 horse to pull	8
Binoculars (Field Glasses)	15	Rations - survival (Hardtack, beans, beef jerky etc) for 1 day	0.5
Boots, Leather	8	Rifle Sheath	4
Box, small cash box with lock	4	Rope, hemp (15 yards)	1
Brass Knuckles	3	Saber, Cavalry (+2 to brawling table 15 if used in knife fighting)	10
Canteen	1	Sack	0.25
Cards, Playing/pack + dice set	0.5	Saddle Bags	5
Chaps	5	Saddle, Bridle, pads	40
Cigar, Cheroots (10)	0.5	Scales, Weighing	3
Cigar, Large premium (5 in box)	1.5	Shirt	1
Coffee, tinbox (2 lb)	0.25	Shovel	2
Compass	8	Skirt	1.5
Cowboy hat	2	Spurs, set (for boots)	7
Cowboy hat, Premium "Stetson"	10	Steel Safe, small	50
Dress, Fine Quality	15	Steel Safe, large	80
Dress, Plain Quality	5	Suit, Army (Union or Confederations)	2.5
Fine hat (Derby, Women feathered)	4	Suit, Fine Quality	10
Fine Shoes	5	Suit, Plain quality	5
Fishing rod, hooks, line and net	1.5	Telescope	10
Gloves	2	Tent	6
Gun cleaning kit	1.5	Tobacco	0.25
Hammer and spikes	1	Trousers	2
Hand cuffs	2.5	Typewriter	30
Harmonica	1	Vest	1
Holster and Gun Belt	5	Watch Silver, pocket w/chain	5
Horse Blanket	3	Watch Gold, pocket w/chain	15
Jacket, Leather	5	Whip	2

BOOT HILL GOODS AND SERVICES

Version 2.0 June 2019



Item	Cost (\$)
Jacket, Sheepskin lined (winter)	8
Jew's harp	0.25
Lamp Oil (5 Gallon Can)	0.5
Lantern	2
Matches, box (50)	0.25

Item	Cost (\$)
Whiskey/bottle - "Fine old Tennessee"	4
Bourbon/bottle - "Old Forester Kentucky"	3
Bourbon/bottle - "Red Eye Standard"	2
Cactus Wine (Tequila and Peyote tea)	1
Wirecutter	2.5

ROOM, BOARD AND SERVICES

Bath (fresh water)	1.00
Bath (Re-used water)	0.50
Beer/mug	0.10
Bordello, plain (use of service incl. overnight stay)	10
Bordello, Luxury (use of service incl. overnight stay) Letter of introduction required	25
Dentist services	3
Doctors Services (Disease / illness)	2
Doctors Services (Light Gun wounds)	1
Doctors Services (Serious Gun wounds)	2
Doctors Services (Amputation)	5
Marrige, priest	4
Meal, Cheap	0.25
Midwife / per delivery	3.5
Restaurant Breakfast	0.25
Restaurant Lunch	0.50
Restaurant Supper	1.00
Room, Average hotel (incl. 2 meals) / per day	1

Room, Deluxe hotel (incl. 3 meals and stable space) / per day	2
Room, Slezzy Boarding House (includes one cheap meal) / per day	0.50
Sending larger package, Rail	5
Sending letter or package, Pony Express	3
Sending letter, mail	1
Shave & Haircut	0.25
Shave and haircut	0.25
Stable space for horse (or man) or Corral per day	0.25
Stagecoach Express / per person per 50 miles	5
Telegram, Continental (20 words)	5
Telegram, Transcontinental (20 words)	15
Train transport, longer distance (1st class 1 person)	70
Train transport, longer distance (2nd class 1 person)	35
Train transport, shorter distance (1st class 1 person)	20
Train transport, shorter distance (2nd class 1 person)	10
Undertaker (incl. Tombstone or wood cross and coffin) / per Buriel	20
Whiskey/Bourbon shot	0.10-0.25
Beer - mug	0.10

BOOT HILL GOODS AND SERVICES

Version 2.0 June 2019



Item	Cost (\$)	Item	Cost (\$)
PROFESSIONAL EQUIPMENT (If skilled in relevant work skill)			
Assayer's instruments incl. Scale, magnifying glass)	20	Land Surveyor's / Mapmaker's instruments (surveying telescope on tripod, Theodolite, Sextant, measure stick, Compass etc.)	60
Artists tools (Canvas, Colour inks, pencils, palette etc.)	10	Leather Working tools (set)	15
Banker's startup equipment (Bank Teller, accounting books, paper, quills and ink, small steel safe etc.)	55	Locksmith Tools (incl. Lock picking set)	25
Blacksmith's Anvil	15	Mechanical /Railroad Engineer's tool set	15
Blacksmith's Forge	30	Miner's/Prospector's Tools (picks, drills, shovels, steel wheel barrow etc.)	15
Blacksmith's Hammer and tools	5	Photographer's equipment (Tripod Camera, chemicals etc..)	45
Carpenter's Tools (set)	10	Preacher's set (Necklace with Silver Crucifix, Bible, black robes, Shrine)	15
Chemist, Pharmacy set	20	Printers, Journalists equipment (Small printing press, paper, ink etc)	50
Cooks Trail kit (fry pan, stew pot, coffee pot etc.)	10	Saddlemaker's tools	10
Dentist's Instruments	40	Scout's set (Telescope, Binoculars and Compass)	30
Doctor's Kit (Physician or Veterinarian)	50	Silversmith's tools	20
Explosives tool set (5 sticks of legal dynamite, 12 blasting caps, Detonator, 60 yards fuse line on roll)	30	Telegrapher's tools (Western Union Telegraph machine, Morse Code book etc.	40
Gunsmith's tools (set)	30	Trappers Tools (4 Jaw traps w/chain - Beaver, Wolf, Bear, Small mammals)	25

BOOT HILL GOODS AND SERVICES

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Item	Cost (\$)	Item	Cost (\$)
EXPLOSIVES			
Dynamite (legal) from store / per stick	4	Nitroglycerine 5 ounces, 1 ounce = 1 dynamite stick)	10
Dynamite (Black market) / per Stick (20% chance of failure)	2	Detonator	5
Black Powder, Barrel (12 lb, 6 lb= 1 dynamite stick)	6	Fuse line / per yard	0.10
Blasting Powder, Barrel (12 lb, 3 lb= 1 dynamite stick)	10	12 Blasting caps	2

TRANSPORTATION VEHICLES			
Buckboard wagon (4 persons, 1 horse to pull)	50	Keelboat (15 feet)	50
Buggy (2 persons, 1 horse needed to pull)	40	Light Freight Wagon (2 horse team needed to pull)	100
Canoe	10	Locomotive	10.000
Concord Coach (stage coach) (4 - 6 horse team needed to pull)	750-1.000	Mule or Pony	20
Connestoga Wagon (4 horse team needed to pull)	300	Ox	25
Heavy Freight Wagon (6+ horse or mule team to pull)	200	Railroad wagon, flat	2.000
Horse, Poor (Strength 6-10)	20	Railroad wagon, Passenger	4.000
Horse, Fair (Strength 11-15)	50	Raft	5
Horse, Good (Strength 16-20)	100	Sheep	7
Horse, Excellent (Strength 21-25)	150	Steam fire engine (on Wagon)	1.000

MEDICAL SUPPLIES			
Anesthetics/Chloroform (quart bottle)	4	Iodine Solution (quart jar)	0.5
Carbolic Acid (gallon)	2	Laudanum, painkiller (Small bottle)	3
Medicinal Alcohol (gallon)	3	Quinine (for Malarial fever)	2
Henbane "bulmeurt" essence (treatment)	2	Willow Bark extract (potion)	1
Natural healing ornament/Salve (treatment)	3	Gunpowder Gauze (wound dressing treatment)	4
Opium drops (potion)	10	Alrune root ointment (Treatment)	3
Coca leaf concentrate (potion)	5		

BOOT HILL GOODS AND SERVICES

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Item	Cost (\$)	Item	Cost (\$)
PROPERTY			
Homestead land, Countryside	15	Bed, Iron	5
Town Lot, Poor/Remote	50	Bed, Wooden	2.5
Town Lot, Up-town/Business area	250	Book Case	4
Town Lot, Central City	400	Chair, easy w/cloth and stuffed	10
Town Lot, own/special choice	500-1000	Chair, iron	5
Residence, Large Tent/Pavillion	15	Chair, wood	2
Residence, Sod/Turf House	50	Cooking Stove, iron	40
Residence, 1 room, wooden house	175	Couch	8
Residence, 2 rooms, wooden house	250	Cups, Dishes, Cutlery (6-8 persons)	15
Residence, 3 rooms, wooden house	350	Desk, office w/drawer	10
Residence, 2 Story, 4 rooms, wooden house (ground floor can be arranged as shop)	1.850	Fireplace incl. Stone chimney	25
Large Wooden Building (Saloon, Hotel, Station)	3.500		
Front door, simple wood	2.5	Kitchen cooking set (pans, pots etc.)	12
Front door, solid wood	4	Mattress	2
Front door, wood & iron re-enforced	8	Pillows, sheets, linned	1
		Table, large	5
		Table, round	3
		Tea set, porcelain	20
		Wine glass (6 pieces)	3

WEAPON LIST

Version 4.0 June 2019



Model	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity	Reload rate (bullets/rnd)	Speed	Speed mod.	Conceal modifier*	Wound Severity Modifier	-----Range (in yards)-----			Notes
											Short	Long	Extreme	
Martial Weapons														
Pocket Knife, thrown	Simpel weapon	N/A	1	N/A	N/A	N/A	Fast	1	+5	-2	2	4	8	
Hunting Knife, thrown	Simpel weapon	N/A	1	N/A	N/A	N/A	Average	0	+4	-1	2	4	8	
Tomahawk, thrown	Simpel weapon	N/A	2	N/A	N/A	N/A	Average	0	-1	-1	2	4	8	
Spear, Thrown	Simpel weapon	N/A	2	N/A	N/A	N/A	Average	0	N/A	-1	10	20	40	
Bow and Arrow	Simpel weapon	Automatic	5	Arrows	50 arrows	Instant	Slow	-1	N/A	-1	15	50	100	1
Small pistols														
Remington Derringer	Small pistol	Single action	5	0.22	1 shot	1/1	Average	0	+4	0	2	4	8	
Colt Double Derringer	Small pistol, Double barrel	Single action	10	0.22	2 shots	1/1	Average	0	+3	0	2	4	8	
Knuckleduster	Small pistol	Single action	10	0.22	1 shot	1/1	Average	0	+3	0	2	4	8	3
Sharps Pepperbox	Small Pistol, 4 barrels	Single action	15	0.22	4 shots	1/1	Average	0	+2	0	2	4	8	
Pistols														
Smith and Wesson	Normal Revolver	Cab & Ball	20	0.38	6 shots	1/3	Fast	+1	0	0	10	20	60	
Starr	Normal Revolver	Double action	28	0.38	6 shots	3/1	Average	0	0	0	10	20	60	5
LeFauchaux Knife Revolver	Knife Revolver	Double action	25	0.38	6 shots	3/1	Slow	-1	-1	0	10	20	60	7
Remington	Normal Revolver	Single action	30	0.38	6 shots	3/1	Fast	+1	0	0	10	20	60	
Griswold	Normal Revolver	Single action	40	0.38	6 shots	3/1	Fast	+1	0	0	15	25	70	
Colt	Fast Draw Revolver	Single action	40	0.38	6 shots	3/1	Very fast	+2	+1	0	5	15	50	
Colt Buntline	Long Barrel Revolver	Single action	45	0.45	6 shots	3/1	Slow	-1	0	0	15	30	90	2
Colt Peacemaker	Premium Revolver	Single action	60	0.45	6 shots	3/1	Average	0	0	+1	10	20	60	4

WEAPON LIST

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Model	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity	Reload rate (bullets/rnd)	Speed	Speed mod.	Conceal modifier*	Wound Severity Modifier	-----Range (in yards)-----			Notes
											Short	Long	Extreme	
Rifles														
Springfield	Musket	Powder, Muzzle load	12	0.58	1 shot	1/3	Very slow	-2	N/A	0	30	100	500	
Kentucky Rifle	Muzzle-loading Rifle	Powder, Muzzle load	17	0.45	1 shot	1/3	Slow	-2	N/A	0	25	90	240	
Sharps Rifle	Single Barrel Rifle	Breech loading	20	0.45	1 shot	1/1	Very slow	-2	-3	0	20	70	200	
Colt Rifle	Revolving Cylinder Rifle	Cylinder loading	28	0.38	6 shots	1/3	Average	-1	-3	0	25	90	240	
Spencer Rifle	Lever action Rifle (6)	Tubular magazine	30	0.58	6 shots	2/1	Slow	-1	-3	0	30	100	400	
Henry Repeating Rifle	Lever action Rifle (9)	Turbular magazine	40	0.45	9 shots	2/1	Slow	-1	-3	0	30	100	400	
Winchester 1866	Lever action Rifle (12)	Turbular magazine	70	0.45	12 shots	2/1	Average	0	-3	+1	30	100	400	4
Winchester 1873	Lever action Rifle (15)	Turbular Magazine	80	0.45	15 Shots	2/1	Average	0	-3	+1	30	100	400	4
Big Fifty Buffalo Rifle	Single action	Powder and breech	30	0.75	1 shot	1/1	Very Slow	-2	N/A	+1	30	100	600	
Shotguns and Scatterguns														
Colt Paterson	Single Barrel, revolving	Cylinder loading	20	12 Gauge	1 shot	1/1	Slow	-2	-2	0	10	40	80	
Remington	Double Barrel	Breech Loading	50	10 Gauge	2 shots	2/1	Average	-2	-2	0	10	40	80	
Remington - sawed off	Double Barrel, scattergun	Breech Loading	40	10 Gauge	2 shots	2/1	Average	-1	-1	0	5	15	30	
"Uncle Dan" Lefever	Double Barrel	Breech Loading	80	10 Gauge	2 shots	2/1	Average	-2	-2	+1	10	40	80	4, 5
"Uncle Dan" - sawed off	Double Barrel, Scattergun	Breech Loading	70	10 Gauge	2 shots	2/1	Average	-1	-1	+1	5	15	30	4, 5
Spencer-Roper	Pump Gun	Pump and magazine	80	12 Gauge	6 shots	2/1	Slow	-1	-3	0	10	40	80	4
Heavy Weapons														
Gatlin Gun	Semi automatic weapon	40 round Cartridge	N/A	0.58	40 Shots	1/1	Very slow	-2	N/A	+1	40	200	400	6
Cannon	10 Pounder Cannon	Cannon balls	N/A	10 Pound	1 Shot	Special	Very slow	-2	N/A	+2	120	600	1200	6
Cannon "Napoleon"	12 Pounder Cannon	Cannon balls	N/A	12 Pound	1 Shot	Special	Very slow	-2	N/A	+3	100	500	1000	6

* Modifier to opponents observation check to notice if trying to hide weapon on your character and you are being actively searched.

- 1) Can only fire carefull or steady shots in a combat round. Reload is instant if carrying a Quiver. A quiver can contain 50 arrows.
- 2) Can be used for sniping with +1 modifier (similar to Rifles)
- 3) Can also be used in brawls as knuckles adding +1 to brawling rolls
- 4) Premium quality weapons that are state of the art weapons. Rare availability - only in large towns. Can cost more depending on accessibility.
- 5) You do not need to apply -1 initiative penalty for cocking your gun first time when shooting with this weapon.
- 6) Heavy weapons normally only available to military organisations and are not put up for sale.
- 7) A fighting knife and pistol combined into one. Can be used as knife in brawling or knife fights. Cannot be thrown.

WEAPON LIST

Version 4.0 June 2019



Model	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity	Reload rate (bullets/rnd)	Speed	Speed mod.	Conceal modifier*	Wound	-----Range (in yards)-----			Notes
										Severity Modifier	Short	Long	Extreme	

AMMUNITION

Weapon Type	Caliber	Number of rounds pr. pack	Price (\$)
Small Pistol	0.22	100	2
Pistol / Rifle	0.38	100	2
Pistol / Rifle	0.45	50	3
Musket / Rifle	0.58	40	2
Bufalo Rifle	0.75	25	2
Shotgun	10 Gauge	15	3
Shotgun	12 Gauge	15	3
Gatlin Gun Cartridge	0.58	40	4
Cannon ball box	10/12 pounder	6	5
Black Powder	Barrel	12.5 lb	5





WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
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Martial Weapons

Knives, thro	 <p><i>Hunting Knife</i> <i>Pocket Knife</i></p>	Standard knife used for hunting or work purposes as well as knife fighting	Simpel weapon	N/A	1	N/A	N/A
Tomahawk, thrown		The traditional Native American axe used by Indian tribes. For various other axes used by lumberjacks or other civilians use same statistics as the Tomahawk.	Simpel weapon	N/A	2	N/A	N/A
Spear, Thrown		Long spear used by most native American Indian tribes both for hunting and warfare	Simpel weapon	N/A	2	N/A	N/A
Bow and Arrow		Long bow used by most native American Indian tribes both for hunting and warfare. Can only fire carefull or steady shots in a combat round. Reload is instant if carrying a Quiver. A quiver can contain 50 arrows.	Simpel weapon	Automatic	5	Arrows	50 arrows

WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
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Small pistols

Colt Derringer



Generally the smallest usable handgun. It was frequently used by women, because it is easily concealable in a purse or as a stocking gun. Such weapons designed specifically for women were called "muff pistols", due to their compact size enabling them to be carried in a muff.

Small pistol

Single action

5

0.22

1 shot

Remington Double Derringer



The Remington derringer design doubled the capacity, while maintaining a compact size, by adding a second barrel on top of the first. Each barrel then held one round. It can be used in fights, but at very close range, such as at a casino or saloon card table, it could easily kill. The Remington achieved widespread popularity over all other designs, becoming synonymous with the word "Derringer"

Small pistol, Double barrel

Single action

10

0.22

2 shots

Knuckle-duster



Easy to conceal and with a unique design made the weapon a handy bludgeoning weapon as well if entering a brawl. Both a firearm and a Brass Knuckle in one weapon. It is said that the weapon gets its name from leaving gunpowder dust on the shooters hand when fired

Small pistol

Single action

10

0.22

1 shot

Sharps Pepperbox



One of the more common derringers found in the "Old West" were the Sharps Derringers. They are four-barrel, single-action pepperbox derringers with a revolving firing pin. Their four barrels slide forward to load and unload. These first model derringers had brass frames and fired the recently introduced .22 Rimfire metallic cartridges.

Small Pistol, 4 barrels

Single action

15

0.22

4 shots

WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
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Pistols

Smith and Wesson



This weapon relied on the loading of loose powder and ball, and although this meant that the gun would be slow to load, the method was practical and dependable. During the American civil war, the majority of revolvers were cap and ball. Caband Ball revolvers has a small chance of exploding if weapon misfires due to all rounds going off at once.

Normal Revolver

Cab & Ball

20

0.38

6 shots

Starr



Double action revolver that performs three actions during a trigger pull: Automatically cocks the hammer, releases the hammer to fire the weapon and rotates the cylinder. This mechanism comes with a downside as the trigger is requires a harder pull compared to a single action revolver, thus making it a bit slower. However first shot is faster than a single action revolver that must manually be cocked.

Normal Revolver

Double action

28

0.38

6 shots

LeFauchaux Knife Revolver



The LeFauchaux knife revolver is a combination of a double-action revolver and fighting knife. This double-action, six-shot revolver, has a part-octagon barrel extended into a 12-inch knife blade.

Knife Revovler

Double action

25





0.38

6 shots

WEAPON DESCRIPTION

Version 4.0 June 2019




Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
Remington 	<p>Single action revolver is the pistol type became the most frequently used after the Cab & Ball revolver. Single action means that the hammer strikes every time the trigger is pulled. However the hammer must be manually cocked before every shot to rotate the cylinder. This comes with a -1 initiative penalty downside - but this is outweighed by the trigger is easier and faster to pull.</p>	Normal Revolver	Single action	30	0.38	6 shots
Griswold 	<p>The Griswold Revolver was produced in Griswoldville, Georgia between 1862-1864. Used in the South States and by the Confederations army. The frame and trigger guard is brass. The grips are one piece walnut. They are marked with a serial number along with assembly numbers, inspector's mark and benchmarks</p>	Normal Revolver	Single action	40	0.38	6 shots
Colt 1873 	<p>Fast draw revolver with shortened barrel and limited weight compared to other revolvers. Both enabling a faster draw from a holster. Often the cock was placed a bit higher making it easier to do fangunning if needed.</p>	Fast Draw Revolver	Single action	40	0.38	6 shots
Colt Buntline 	<p>The Colt Buntline Special is a long-barreled variant of the Colt Single Action revolver with extended barrel of 12-16 inches. Due to the long barrel it is slower to pull, but offers an extended shooting range and as the only type of revolver this can be used for sniping similar to rifles (resting the barrel on some support to gain +1 sniping accuracy modifier)</p>	Long Barrel Revolver	Single action	50	0.45	6 shots

WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
Colt Peacemaker	 <p>The Peacemaker, also called the Equalizer, had its first wide use in the Cavalry, where the army recognized the gun's potential. It was used it as the official army weapon until World War II. It was very popular because it used the same rounds as the popular Winchester rifle. The Peacemaker became every man's dream despite being expensive, as its reliability and elegance made it legendary.</p>	Premium Revolver	Single action	60	0.45	6 shots




WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
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Rifles

Springfield		The Springfield Model 1861 was a musket shoulder-arm used by the United States Army and Marine Corps during the American Civil War. Named after its original place of production, Springfield, Massachusetts, it was favored for its range, accuracy, and reliability. The Springfield had a general effective range of 200 to 300 yards, but could reliably hit man sized targets out to 500 yards	Musket	Powder, Muzzle load	12	0.58	1 shot
Kentucky Rifle		The long rifle, also known as Kentucky rifle, was one of the first commonly used rifles for hunting and warfare. It is characterized by an unusually long barrel. The long rifle uses rifling, which causes the projectile to spin around and increase the stability of its trajectory and dramatically improved accuracy over contemporary smooth bore muskets, which were cheaper and more common.	Muzzle-loading Rifle	Powder, Muzzle load	17	0.45	1 shot
Sharps Rifle		Sharps rifles are a series of large-bore single-shot breech loading rifles. They were renowned for long-range accuracy. By 1874 the rifle was available in a variety of calibers, and had been adopted by the armies of a number of nations. . Also commonly used as sporting rifle for commercial buffalo hunting and competitive game hunting	Single Barrel Rifle	Breech Loading	20	0.45	1 shot

WEAPON DESCRIPTION

Version 4.0 June 2019





Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
Colt Rifle 	<p>The design of the Colt Revolving rifle was essentially similar to teh colt pistol, with a rotating cylinder that held six rounds of same 0.38 caliber as the standard colt. Colt revolving pistols and rifles were attractive mainly because of their high rate of fire making them average speed. However the downside was it takes some time to reload.</p>	Revolving Cylinder Rifle	Cylinder loading	28	0.38	6 shots
Spencer Rifle 	<p>The Spencer Repeating Rifles were early American lever action firearms. The Spencer was the world's first military metallic cartridge repeating rifle. The Spencer repeating rifle was adopted by the Union Army cavalry, during the Civil War but did not replace the muzzle-loading rifled muskets in use at the time. The Confederates occasionally captured some of these weapons and ammunition</p>	Lever action Rifle (6)	Turbular magazine	30	0.58	6 shots
Henry Repeating Rifle 	<p>The Henry repeating rifle is a lever-action, tubular magazine rifle famed both for its use at the Battle of the Little Bighorn and being the basis for the iconic Winchester rifle of the American Wild West. It was adopted in small quantities by the Union in the Civil War. Many later found their way West, notably in the hands of the Sioux and Cheyenne.</p>	Lever action Rifle (9)	Turbular magazine	40	0.45	9 shots
Winchester 1866 "Yellow Boy" 	<p>Developed from the 1860 Henry rifle, the Winchester 1866 rifle was nicknamed the "Yellow Boy" because of its receiver of a bronze/brass alloy called gunmetal. It was famous for its rugged construction and lever-action "repeating rifle" mechanism that allowed the user to fire a number of shots before having to reload.</p>	Lever action Rifle (12)	Turbular magazine	70	0.45	12 shots

WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
Winchester 1873 	<p>The Model 1873 was one of the most successful Winchester rifles of its day, with Winchester marketing it as "The Gun that Won the West". Winchester established a "One of One Thousand" grade in 1875. Barrels producing unusually small groupings during test-firing were fitted to rifles with set triggers and a special finish. If Marked "One of One Thousand", they sold for around \$100-120</p>	Lever action Rifle (15)	Turbular magazine	80	0.45	15 Shots
"Big Fifty" Sharps Buffalo Rifle 	<p>First introduced in the 1872, the frontiersmen dubbed it the "Big Fifty," or the "Texas Fifty. It was a favorite choice for buffalo, Elk and Bear hunters during the hide hunting years due to it large caliber and longest range. It was with this round that hunter Billy Dixon accomplished his famous +1,000 yard shot, toppling an Indian warrior during the 1874 battle of Adobe Wall in Texas</p>	Single action	Powder and breech	30	0.75	1 shot




WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
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Shotguns and Scatterguns

Colt Paterson		<p>Model 1839 Revolving Shotgun manufactured at Colt's Paterson, New Jersey, factory c. 1839-1841. the Model 1839 Shotgun is one of the rarest Colt longarms and is based on the Colt pistol with revolving cab and ball mechanism</p>	Single Barrel, revolving	Cylinder loading	20	12 Gauge	1 shot
Remington		<p>Solid standard shotgun from one of the leading manufacturers. The weapon is single action and must be cocked manually. Easy to pull both shots almost simultaneously.</p>	Double Barrel	Breech Loading	50	10 Gauge	2 shots
Remington - sawed off		<p>Same as Remington shot gun just modified to a Scattergun by sawing of the barrell of the Shotgun</p>	Double Barrel, scattergun	Breech Loading	40	10 Gauge	2 shots

WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
Uncle Dan Shotgun 	<p>"Uncle Dan" Lefever is a premium hammerless side-by-side shotgun made in America, so hammers don't obstruct the sight or catch on twigs or bushes. The weapon is double action and easy to pull both shots almost simultaneously.</p>	Double Barrel	Breech Loading	80	10 Gauge	2 shots
Uncle Dan - sawed off 	<p>Same as the premium "Uncle Dan" shot gun - just modified to a Scattergun by sawing of the barrell of the Shotgun</p>	Double Barrel, Scattergun	Breech Loading	70	10 Gauge	2 shots
Spencer-Roper 	<p>In 1882 Spencer Arms Company was the first to sell a 12-gauge <i>pump action</i> shotgun that fed shells from an under barrel tubular magazine. The Spencer Shotgun both fed and ejected through the top of the breech</p>	Pump Gun	Pump reload	80	12 Gauge	6 shots

WEAPON DESCRIPTION

Version 4.0 June 2019



Model	Description	Weapon Type	Loading type	Price (\$)	Caliber	Shot capacity
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Heavy Weapons

Gatlin Gun		<p>The Gatling gun is the best-known early rapid-fire spring loaded, hand cranked weapons, and a forerunner of the modern machine gun and rotary cannon. Invented by Richard Gatling, it saw occasional use by the Union forces during the American Civil War. The Gatling gun's operation centered on a cyclic multi-barrel design which facilitated cooling and synchronized the firing-reloading sequence. Each barrel fired a single shot when it reached a certain point in the cycle, after which it ejected the spent cartridge, loaded a new round, and, in the process, allowed the barrel to cool</p>	Semi automatic weapon	40 round Cartridge	N/A	0.58	40 Shots
Cannon		<p>Civil War artillery played a very important part during the American Civil War. It was used against infantry, buildings, fortifications, and ships. Artillery was limited during the Civil War to firing at targets the gunners could actually see. There were no forward observers who could direct fire onto a target. Artillery fought side by side with the infantry on the battlefield. Most artillery during the Civil War were muzzle loading guns.</p>	10 or 12 Pounder cannon	Cannon Balls	N/A	10/12 Pounder	1 Shot

Healing & Wounds

Version 3.0 June 2019



Wounds threshold

A character can suffer from an amount of wound points up to his STR score. When reaching STR score character fall unconscious and remains unconscious until number of wounds is reduced below STR score.

Healing from wounds can happen i three ways:

- 1) **Medical care:** a successfull Medicine check by a skilled person followed by rest.
- 2) **Treatment or consumption:** using herbs, drugs, plants or other remedy
- 3) **A combination:** Combining both 1 and 2 for faster recovery or temporary painkilling.

Healing from wounds

Light wounds *does not* start to heal before character has undergone a successfull medical care check.

Light wounds can also be removed by some herbs/medicine as well or effects postponed temporarily.

Serious wounds *does not* start to heal before character has undergone a successfull medical care check. So this step is *always* needed.

However various other treatment or consumption of medicine, herbs and and drugs can teporarily postpone penalties suffered from serious wounds or help speed up the recovering process after successfull medical care has been recieved.

If a serious wounds does not recieve medical care within 10 days a chacter must make a luck roll.

If successfull the wounds starts healing as ifit had revieced medical care.

If luck roll is unsuccessful then the wound has gone septic and the character dies.

Mortal wounds *cannot* be treated by any means.

Only a successfull luck roll when getting a mortal wound can change it into a light wound with 1 wound point.

Otherwise characters die from a mortal wound.

Medical care

A Character who has recieved successfull medical care start healing at follwing rate:

Recovering from light wounds: 2 wound points per light wound per day. All light wounds are automatically healed after 1 week.

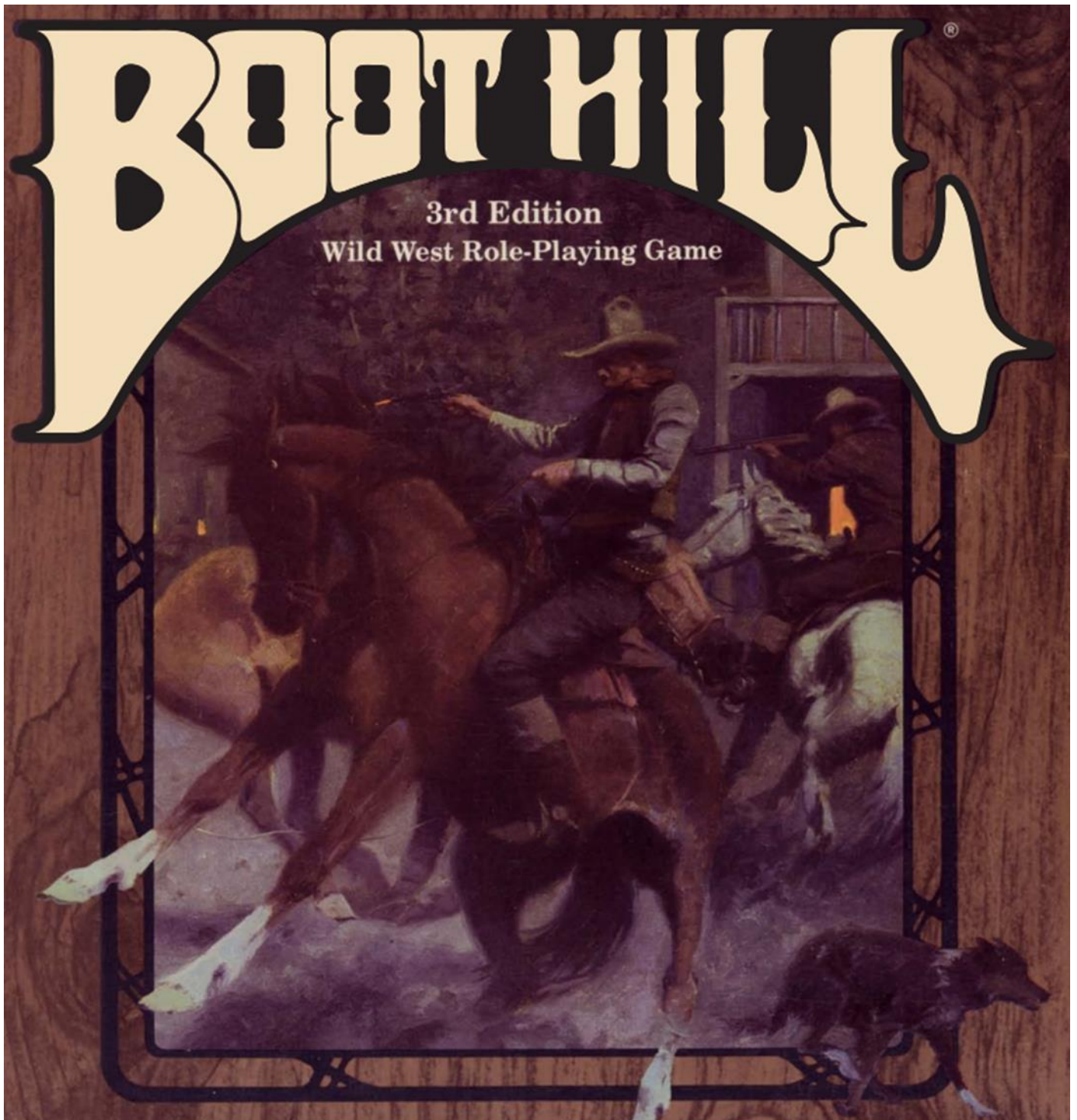
Recovering from serious wounds: 1 wound point per Serious wound per day

Recovering from Mortal wounds: Cannot be recovered, result in death

Herbs, drugs, medicine and mixtures

Two types exists: **Potions** can be consumed as an action during a round and effect is gained instantly. **Treatments** must be applied after a successfull Medicine check has been carried out and wounds are starting to recover. Treatment takes at min. 10 minutes.

Name	Effect	Risk of side effect	Undesired side effect	Value (USD)
Henbane "bulmeurt" essence (treatment)	Curing. 3 wound points from Light wounds are recovered per day (instead of normally 2)	0%	None.	2 \$
Natural healing ornament/Salve (treatment)	Curing. Double amount of Serious wounds points recovered per day	0%	None.	3 \$
Opium drops (potion)	Painkilling. Neutralises the penalty effect of 1 serious wound OR 2 Light wounds for 1d6 hours	70%	Deadening, dizziness. -3 to Observation and you cannot run for 1d6 hours.	10 \$
Coca leaf concentrate (potion)	Painkilling. Instantly neutralises the penalty effect of 2 Light wounds for 1d6 hours	60%	Contains moderate amount of Cocaine. Invigorating and refreshing. +1 to Strength, +1 to Observation and -2 to Coordination for 1d6 hours	5 \$
Whiskey - Quarter of a bootle (potion)	Painkilling. Instantly neutralises the penalty effect of 1 Light wound for 1d6 hours	50%	Slowing/ anesthetizing. -1 to Observation an -1 to Coordination.	1 \$ per Bottle
Willow Bark extract (potion)	Removes fever.	0%	None.	1 \$
Gunpowder Gauze (wound dressing treatment)	Wound closure. Reduces 2 wound points from selected Serious or Light wound (cannot reduce below 1 wound point from a light wound or 2 wound points from a Serious wound)	30%	Skin infection. The selected light wound develops into a Serious wound or the selected Serious wound adds 2 wound points instead.	4 \$
Alrune root ointment (Treatment)	Wound closure. Reduces 2 wound point from selected Light wound (cannot reduce below 1 wound point from a light wound)	0%	None.	3 \$



Expertise Feats Compendium

Supplement to Boot Hill 3rd Edition

Version 4.0 June 2020

Introduction and background

This compendium list all the available expertise feats that can be added as an option or supplement to the standard Boot Hill 3rd edition rules. This supplement adds an element of player character progression. The missing advancement / character building element has been a criticism to the system compared to e.g. D&D.

Only requirement needed is that players keep track of both the current available XP they have for purchasing skill points and attributes *as well as the total accumulated XP* earned throughout the lifetime of their character.

It becomes harder and harder to further improved ones advanced skills as you move up the expertise level ladder, which is also reflected in the mount of XP needed to be earned for the next tier as you go along.

Total Experience Advancement rule

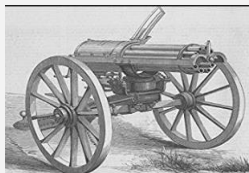
- When a certain amount of total XP has been earned, the experience of the character grants the character the benefit that a bonus Expertise feat can be selected without any additional XP cost.
- This expertise feat reflects that the character has become more seasoned and experienced and develops his skills and abilities more advance levels
- The character must meet any requirements stated first before the Feat can be selected. The Player is allowed to wait to select the bonus feat when reaching the XP threshold until the character meets all the requirements
- The same Feat can only be selected once.

Experience advancement table

Total Experience points accumulated	Expertise Level	Expertise Bonus
500	1	-
1.000	2	<i>Select one Expertise Feat</i>
1.500	3	-
2.000	4	<i>Select one Expertise Feat</i>
2.500	5	-
3.000	6	<i>Select one Expertise Feat</i>
3.500	7	-
4.000	8	<i>Select one Expertise Feat</i>
4.500	9	-
5.000	10	<i>Select one Expertise Feat</i>

Expertise Feat Description

Advanced Artillerist



Pre-requisite: Skilled in artillerist and a score of at least 10

You become a specialist for operating heavy weapons, gaining the following benefits:

- When you operated a Gatling Gun it only misfires on 19-20 and you can unjam it in only 2 combat rounds (instead of the normal 1 minute)
- When you operate a cannon it only requires a crew of 3 men (instead of 4) to reload and it can be done in 2 combat rounds (instead of 3)

Alchemist



Pre-requisite: Skilled in Medicine and a score of at least 10 and skilled in Chemistry

You become a specialist in medicine and healing remedies, gaining the following benefits:

- You can craft following at 50% of the normal price (to cover cost of ingredients):

Henbane Treatment

Natural Healing Ointment

Willow Bark Extract

Alrune root Ointment

Gunpowder Gauze

Each potion/treatment takes ½ a day to craft. Must have access to a General store and/or ingredients. A successful Medicine check roll must be done at the end of the ½ day. If failing something failed in the creation of the potion or treatment and it is useless.

Dynamite Handling Expert



Pre-requisite: Skilled in Explosives and skilled in Throwing

You become a specialist for handling dynamite, gaining the following benefits:

- If you throw a dynamite stick there is only 30% chance of failure (instead of 50/50)
- When you throw back dynamite with a lit fuse you get +2 to your luck roll

High Roller



Pre-requisite: Skilled in Gambling and a score of at least 10

You have played extensively and improved your gambling skills and strategic understanding of the game to expert level, gaining the following benefits:

- when gambling and rolling your gambling check – you can add the half the difference between your Gambling score and the number rolled +2 (instead of normally ½ of the difference rounded down)
- This also applies the rolls if cheating

Alertness



Pre-requisite: Skilled in Tactics and a score of at least 10

You are very alert and observant, gaining the following benefits:

- If you succeed your Tactics check at the beginning of an encounter, you can add +2 to your initiative roll for the combat encounter (instead of +1)

Ambidexterity



Pre-requisite: Skilled in Pistol and Coordination score of minimum 15

You are ambidextrous being able to use both hands at almost equal level, gaining the following benefits:

- When shooting with wrong hand with a pistol you do not have any accuracy penalty (instead of normal -2)
- When shooting with both hands with pistols, you only have a -4 accuracy penalty (instead of normal -6)

Shotgun Specialist

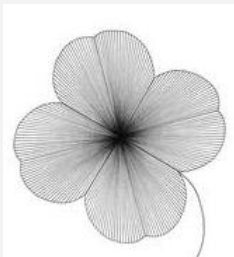


Pre-requisite: minimum 5 Weapon Skill points in Shotgun/Scattergun skill

You have done extensive training in shooting with shotguns and scatterguns, gaining the following benefits:

- When shooting with a shotgun or Scattergun you gain +1 to the 1d6 die roll on the Shotgun/Scattergun wound table
- When shooting with a shotgun or Scattergun the speed category of the weapon is 1 category better than normal (e.g a "slow speed" shotgun has "average speed" for you)

Lucky Bastard



Pre-requisite: None

You have been born under a lucky star, gaining the following benefits:

- When you have to roll a luck check after receiving a Mortal wound you can subtract -2 from your roll

Expert Sniper (Rifle)



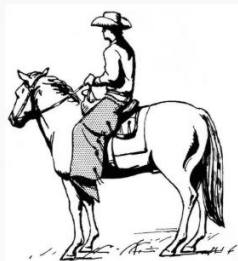
Pre-requisite: minimum 5 Weapon Skill points in Rifle

You have done extensive training in sniping with a rifle, gaining the following benefits:

- When sniping with a rifle you get +2 to accuracy modifier (instead of the normal +1)
- When shooting with a rifle the speed category of the weapon is 1 category better than normal (e.g a "slow speed" Revolving Rifle has "average speed" for you)

This does not apply to Shotguns or Scatterguns

Horse Riding Specialist



Pre-requisite: Skilled in Riding and a score of at least 10

You are an expert on a horseback, gaining the following benefits:

- You do not gain any accuracy penalty when shooting from a moving horse (normal -4)
- It only cost you 25% of your movement to mount or dismount a horse (normal ½)
- You gain +2 to all checks to stay in saddle when riding a horse

Lasso Specialist

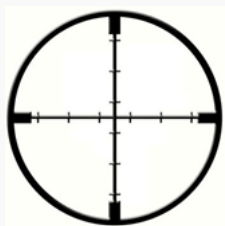


Pre-requisite: Skilled in Roping and a score of at least 10 and skilled in throwing

You are an expert with a lasso, gaining the following benefits:

- You can both throw and reel in the Lasso during the same combat round (normal it takes 1 round reeling it in)
- You get no accuracy penalty a long and extreme range when throwing a Lasso
- Your target gets +2 penalty to its Strength or Coordination check to escape check if you hit it with a Lasso

Trick Shooter



Pre-requisite: minimum 5 Weapon Skill points in the weapon type selected

You have extensive training in trick shots both against moving targets and while moving yourself, gaining the following benefits:

- You must choose either Rifle or Pistol when selecting this feat (*shotgun/scattergun not possible to select*). Feat benefits will only apply to this weapon type. This cannot be changed later.
- You only need to apply half the normal accuracy modifier when shooting with this weapon type even if you have moved (instead of normal -2, -4, -6)

Charismatic



Pre-requisite: Skilled in at least one of following: Entertainer, Thespian or Public Speaking

You have been born with a very charismatic attitude and people generally likes you, gaining the following benefits:

- The Judge must add a positive +2 modifier to rolls when checking NPC reactions (Table 25 and 26 in rulebook). This is in addition to the normal +1 modifier if your Stature is 10 or above
- When you have to roll a skill check using either Entertainer, Thespian or Public Speaking skills subtract -2 from your roll.

Orienteering and Survival Specialist



Pre-requisite: Skilled in Orienteering and Survivalist

You have dine numerous trips into the wild and done a lot of cross country travelling, gaining the following benefits:

- You have an excellent sense of selecting the right track that stays within natural resources of food and water and only have to roll checks once every 2 days of travelling (normally once per day)
- When you have to roll a skill check using either Orienteering or Scouting skills subtract -2 from your roll.

Fist Fighter



Pre-requisite: Skilled in Brawling and a Strength score of minimum 12

You have fought numerous fights and brawls in various Saloons and become a seasoned veteran within this field of expertise, gaining following benefits:

- You have a personal customized set of Brass Knuckles you always carry on you for quick use
- When fighting a brawl, you can add +1 extra modifier to your Brawling roll (Table 15). This is in addition to the normal +1 modifier if your Strength is higher than your opponent
- You can use your bare hands with your brass knuckles as a brawling weapon gaining a +2 bonus to the roll (as if you have used a chair)
- You also add +1 to all damage delivered with your hands and brass knuckles.

Expert Tracker



Pre-requisite: Skilled in Tracking and a score of at least 10

You are an expert tracker that learnt from one of the best trackers (being an native Indian or white), gaining the following benefits:

- You have an excellent eye for tracking and only need to apply a reduced conditional modifier compared to normally:
 - 1 if ground is hard or rocky (normally -3)
 - 3 if trails leads through town or across a river (normally -6)
 - 2 additional modifier if trail is lost and try to recover it (normally -4)
- You only need to make a check for every 5 miles (normally one per 2 miles)

Rogue Style

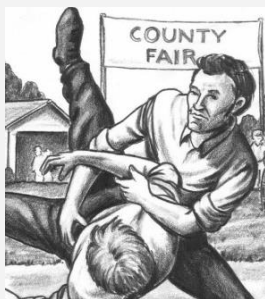


Pre-requisite: Skilled in Stealth and in knife

You are specialized in stealthy operations and knives, gaining the following benefits:

- You have an excellent way of moving around without being noticed. When you have to roll a skill check using your stealth skill subtract -2 from your roll.
- You are experienced in knife fighting and only reduce your Coordination or Observation score to 2/3 (rounded up) when approaching a person wielding a knife in a fight a roll a check to see if you can find an opening (normally ½ of Coordination)
- When fighting a knife fight you can add +1 extra modifier to your roll (Table 15)

Wrestler



Pre-requisite: Skilled in Brawling and a Strength score of minimum 12

You have participated in numerous wrestling competitions and become a seasoned veteran within this field of expertise, gaining following benefits:

- When grappling you can add +2 extra modifier to your grapple roll (Table 16). This is in addition to the normal +1 modifier if your Strength is higher than your opponent
- You also add +1 to all damage delivered
- If locked in a Bear hug you can modify your roll by up to +/- 2 (on table 16) until you get a 16-17 throw result and breaks free

A person with a reputation

Prerequisite: None

You are a person with a reputation from either your previous deeds, participation in



shootouts, by family heritage or by focusing on socializing with the right people, gaining following benefits:

- Your Stature attribute increase by 2

Bronc Buster



Pre-requisite: Skilled in either Wrangling or Teamster

You have worked a lot with handling wild mounts and taming them, gaining following benefits:

- An eye for qualities in a horse. When the Judge rolls or determines attributes scores for a horse you are acquiring he must add an extra +1 modifier to all 4 attribute scores for the horse (see page 56 rule book) and the horse does not need to roll for any undesirable traits (Table 22)
- When trying to tame a horse you get +2 to all Bronc busting rolls (Table 23)
- If you get thrown off a horse either while bronc busting or in any other situation you can subtract -2 to your wound location roll and -1 1 to your wound severity roll
- If you manage to stay on a horse while trying to bronc busting it for 8 turns the horse will stop and automatically is considered to be broken (normally 20 turns)

Expert Trader



Pre-requisite: Skilled in Trading and at least a score of 10

You have advanced negotiation skills within trading, gaining following benefits:

- If you make a successful Trading check when buying items you get a discount of 25% off the normal price (normally -10% discount)
- If you try to sell something and makes a successful Trading check – the buyer offers to pay 20% more than the normal price (assuming buyer is interested in the goods)
- When you have to roll a skill check using your Trade skill subtract -1 from your roll.

Athletic



Pre-requisite: Coordination score of minimum 15

You are trained in moving extremely agile through obstacles and difficult terrain, gaining following benefits:

- Your movement speed on foot is increased to 6 for crawling
- If you make a successful Coordination check (free action) before you start moving you can move normally through obstacles *and* difficult terrain (normally only moving ½ your speed)
- If you make a successful Coordination check (free action) before you move you do not pay ½ your movement to stand up from prone or mounting/dismounting a horse
- When you have to roll a check using your Coordination skill in connection with movement, jumping or other agile maneuver you can subtract -2 from your roll.

Native training

Pre-requisite: Skilled in Indian Contact and a score of minimum 10



You are trained in the martial arts of the Native Indian people, gaining following benefits:

- You get +1 Weapon skill point in Archery
- You get +1 Weapon skill point in Knives/Spear/Axe
- Native Languages: You can speak, read and write Native Indian language fluently (does not require skill in Linguistics)
- Your short, long and extreme range when throwing a knife, axe, spear or shooting a bow is 1.5 times longer

Dualist (Pistol)



Pre-requisite: minimum 5 Weapon Skill points in Pistol and skilled in Fast draw

You are specialized in one on one dueling with pistols, gaining the following benefits:

- When in a 1 on 1 dual and using a pistol you have +2 to your initiative roll in the first round (still apply modifiers for tactics or fast draw)
- When in a 1 on 1 dual and using a pistol you apply wound location modifiers as if firing careful shot (e.g. adjusting with full weapon skill) regardless of type of shot selected.

A Horses Endurance



Pre-requisite: Minimum Strength attribute score of 15

You are born with an extremely robust body and a health that can endure a lot of pain, gaining the following benefits:

- Opponents does not add +1 to wound modifier to severity rolls against you if they hit you in the Chest
- Your Light wounds can recover without receiving a successful medicine check

Education



Pre-requisite: Skilled in Literacy and a score of minimum 10

During your youth you had access to a private teacher and received various education, gaining the following benefits:

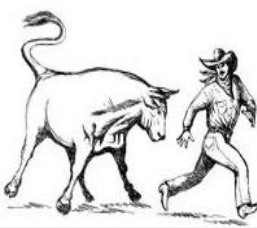
- Select 2 working skills that you are not skilled in already.
- The working skills has to be academic/educational oriented so following cannot be selected:

Artillerist, Bartending, Cow Handling, Entertainer, Explosives, Farming, Fast Draw, Gambling, Indian Contact, Orienteering, Pocket Picking, Prospecting/Mining, Riding, Roping, Scouting, Shepherding, Stealth, Survival, Teamster, Throwing, Tracking, Trapping, Wainwright, Whip, Wrangling

- Roll 2d10 for each to determine skill level

Extreme runner

Pre-requisite: Strength of minimum 10

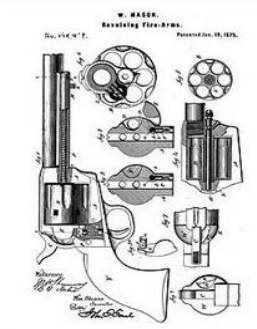


You have been trained to run both short and long distances, gaining the following benefits:

- Your movement speed on foot is increased by 50% for Walking, Evading and running
- If you make a successful Strength check (free action) before you start moving you can move normally through difficult terrain (normally only moving ½ your speed)
- You do not suffer from movement penalties light wounded in legs (you still apply penalties from serious wounds in legs)

Customized Weapon

Pre-requisite: Skilled in Gunsmithing and a score of minimum 10



You have learnt to reinforce and modify weapons, gaining the following benefits:

- Pick one specific weapon from the Weapons list (*must be a pistol or rifle except shotgun or scattergun*)
- If you carry this *specific weapon type* – you can consider it modified so it has a +1 wound severity modifier

You cannot subsequently change the selected weapon type and the modifier does not stack with weapons that already have a wound severity modifier as standard.

Blind-fighting

Pre-requisite: Minimum Observation attribute score of 15



You have learnt to fight and shoot blindfolded, gaining the following benefits:

- You do not need to apply any accuracy modifier if target is obscured (normal -2)
- You only suffer 50% penalty (-2) if you are shooting in darkness or blinded (normal -4)

Above benefits apply to both shooting, brawling and grappling.

Medical Expert



Pre-requisite: Skilled in Medicine and a score of minimum 10

You have specialized in treating people's wounds, gaining the following benefits:

- If you successfully make a medicine check when treating a light or serious wound – you also reduce it with 1 wound point

Beast Hunter



Pre-requisite: Skilled in Veterinarian and a score of minimum 10. Minimum 3 Weapon Skill points in rifle.

You have specialized knowledge not only about treating animals wounds – but also deep insight into their physics and vulnerable areas on their body, gaining the following benefits:

- If you successfully make a Veterinarian check at the start of an encounter with a wild animal or beast (free action) you can add +2 wound modifier to your attacks that successfully hit that/those beasts for the remainder of the encounter – *if using a rifle.*

Expert Thief

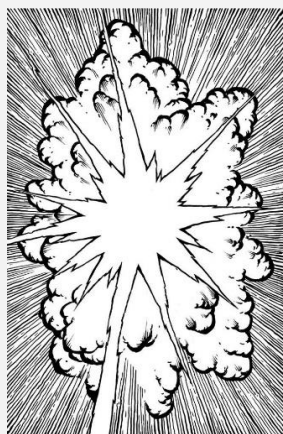


Pre-requisite: Skilled in pocket picking and Stealth

You have been trained to become a professional thief – specialized in picking people's pockets without being noticed, gaining following benefits:

- Your Pocket Picking skill increases by 1
- When attempting to pick someone's, and if your check fails, opponent has +2 disadvantage on his observation roll to see, whether the attempt was noticed

Demolition Expert



Pre-requisite: Skilled in Explosives with a score of at least 10

You are an expert in explosives and rigging dynamite, black powder or blasting powder to demolish things, gaining the following benefits:

- When you place explosives your setup is more effective than average setup. If you spend the proper time and make a successful skill check as part of placing the explosives you can add following bonuses:

When using Table 20 to check for damage your placement of explosives always counts as +1 higher number of dynamite sticks than actually placed (*i.e. if placing 3 sticks of dynamite or equaling powder it is treated as 4 sticks*)

When placing and positioning explosives (not throwing) your chance to damage and destroy things and buildings is increased.

- First roll on Table 20 to check for damage is increased by 1
- Second roll to check for destruction has a -2 advantage
- Third roll (only if second roll has been successful) to check for complete destruction has a -1 advantage

Expert Prospector/Miner



Pre-requisite: Skilled in Prospecting/Mining and a score of minimum 10

You are a very experienced miner with a keen eye for finding gold, gaining the following benefits:

- Your Prospecting/Mining skill increase by 1
- If you have access to a mine or prospecting site (e.g. gold stream), the professional Miner's/Prospector's Tools (picks, drills, shovels, steel wheel barrow etc.) - you can spend 1 day (8 hours) of working. At the end of the day make a skill check. If successful you find 1D20 dollars' worth of gold dust/nuggets.

For each subsequent day of working 8 hours in the same mine or prospecting site you get a +3 disadvantage modifier to your skill check roll as you exploit the site and it becomes harder and harder to find more gold. The Judge determines the difficulty level/number that is used for the mine or site

Superior Craftsman



Pre-requisite: Skilled in at least one of following and a score of minimum 10: Carpentry, Chemistry, Gunsmithing, Locksmithing, Saddle Making, Silversmithing, Smithing, and Tailor/Seamstress

You are a very experienced craftsman specialized in creating different structures and things, gaining the following benefits:

- You increase two of the above listed craftsman skills by 1. It is a pre-requisite that you already have skill points in the skills chosen
- When using any craftsman skill (among the above listed you have skill points in) to create things, and you have access to professional tools and the materials needed, You can spend up to 7 days (8 hours each) of working. At the end of the period make a skill check. If check is successful you have created a fine quality item that can be sold for a 5 dollars profit (material cost has been covered in this roll) *per day* that you have worked. If failing, you must start over again. The Judge determines the difficulty level/number that is used for the crafting task

Chief Engineer



Pre-requisite: Skilled in Civil Engineering or Railroad Engineering and a score of minimum 10:

You are a highly educated and skilled Engineer, gaining the following benefits:

- You increase one of the above listed craftsman skills by 1.
It is a pre-requisite that you already have skill points in the chosen skill
- Your expertise is highly useful for most cities under development, in growth or railroad projects under construction. If you approach such projects your input would most likely be in demand and valuable for the project or city. If your stature is above 9 your reputation will increase likelihood and demand for your consultancy.
- If you get invited/involved you can spend 2 days (8 hours each) of working with the project plans and drawings. At the end of the two days make a skill check. If successful you have managed to come up with ideas and construction modifications that improve the project or the city infrastructure. And will receive 2d20 dollars from the city or project as remuneration for your consultancy. You can only improve the same construction/development or railroad project once. The Judge determines the difficulty level/number that is used for the project.