THE KNUCKLEDUSTER

FIREARMS SHOP

CONVERSION KEYS
FOR *BOOTHILL*

3RD EDITION
RULEBOOK

A Compendium of Weapons For Western Role-Playing Games

by Forrest Harris

RATINGS KEY

Here's a key you can fill out to convert our ratings to yours. Copy or tear out this page and keep it handy. Turn to the back of the book for a key we developed for Deadlands™.

Damage / Wound Modifier

No wound	Stun damage (fist).
-1	Minimal (whiskey bottle, chair).
-1	Light (.31 caliber holdout).
0	Medium (Colt Navy .36).
0	Serious (Remington .44 Army).
+1	Severe (Colt Army .45 Peacemaker, Winchester 1873).
+1	Massive (Winchester .45-75 1876, .50 caliber buffalo rifle).

Draw Speed / Speed Modifier

+2	Very fast	Superb (specialty weapons; pin-fire purse revolver, walking-cane pistol).
+2	Very fast	Great: specialty weapons, especially fast revolvers and those that have been doctored.
+1	Fast	Good: double-action revolvers.
0	Normal	Fair: single-action revolvers fired conventionally (faster speeds can be achieved through special techniques; see *Tricks of the Trade*, pg. 23).
0	Normal	Mediocre: large revolvers such as the Colt Walker .44 and most holdouts.
-1	Slow	Poor: absurdly bulky or heavy pistols, short-barreled long arms such as carbines and sawed-off shotguns.
-2	Very Slow	Terrible: most long arms: rifles, shotguns.

Range

FA Guide		Boothill rules	Modifier	
Close	=	Short range	0	Do not use
Medium	=	Long range	-2	"maximum effective"
Long	=	Extreme range	-5	range
				in FA Guide

Turn Length

Boothill 3rd Edition: 1 Combat turn = **6 seconds**

Reload

Divide time (seconds) stated in FA guide with 6 and round up = Reload time in rounds

No. of shots fully loaded

Listed under "caliber and action" in FA guide.
Standard Boothill rules are:

Revolvers : 6 shots
Shotguns: 2 shots
Rifles: 15 shots

RATINGS KEY

Concealment / Observation attribute check modifier

-5	Superb: trick weapons such as a purse pistol.
-3	Great: derringers and other holdouts.
+1	Good: "pocket pistols" such as the Colt Cloverleaf.
0	Fair: most revolvers.
+1	Mediocre: Large revolvers.
+3	Poor: sawed-off shotguns, carbines.
+5	Terrible: long arms.