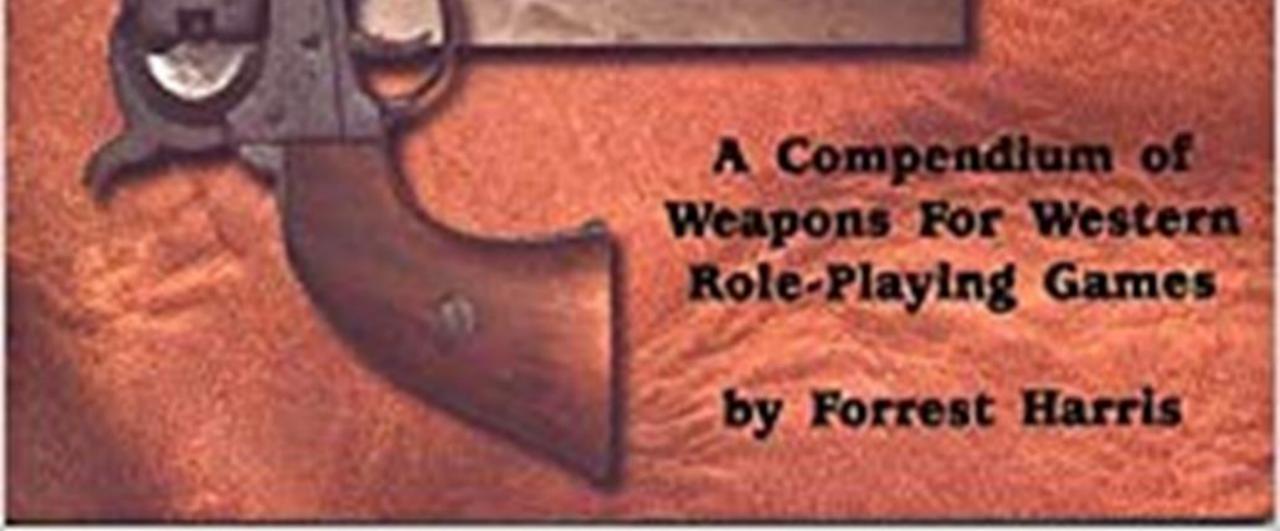
CONVERSION KEYS FOR BOOTHILL

FIRE ARMS

3RD EDITION RULEBOOK



BATINGS 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	Do not use
	Close	= Short range	0	"maximum effective"
	Medium	= Long range	-2	range
Sector Sector	Long	= Extreme range	-5	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

BATINGS KEY

Concealment / Observation attribute check modifier

A.S.	-5	Superb: trick weapons such as a purse pistol.
and the second	-3	Great: derringers and other holdouts.
	+ 1	Good: "pocket pistols" such as the Colt Cloverleaf.
Ne.	0	Fair: most revolvers.
1.126	-1	Mediocre: Large revolvers.
-	+3	Poor: sawed-off shotguns, carbines.
	-5	Terrible: long arms.



