DCG ADVENTURE STARTER

RULES

Players play the role of one or more characters who go adventuring. Players work together against the game. One player reads the entries aloud, and tracks progress. In solitaire play, you play the characters and track your own progress.

Entries

The adventure comprises a series of numbered entries. Do not read the entries sequentially, they are deliberately scrambled.

Each entry contains options followed by numbers in parentheses. When you select an option, turn immediately to the corresponding numbered entry, and continue from there.

Plot Words

Some options show a word in parentheses (EXAMPLE). If you choose that option, record the corresponding plot word.

Battles

When instructed to fight, place your character pieces on the board as instructed by the game entry. If the lettered starting spaces are full, place your pieces adjacent. Unless stated otherwise, your characters move first.

Player Turn

The active player moves his characters one at a time. He completes one character's turn before going to the next. When all a player's characters have moved, the next player begins.

Character Turn

In his turn, a character moves, and then executes ONE action. An action can be an attack, (striking, shooting, or grappling), or an action can be casting a spell, or using an item.

Example

Ajax moves five hexes and strikes his foe.

CHARACTER ATTRIBUTES

Each character has three attributes: Strength, Dexterity, and Intelligence. Average is 10.

Strength (ST)

Strong fighters inflict/endure more damage.

Dexterity (DX)

Agile fighters can better hit and dodge.

Intelligence (IQ)

Smart characters excel at skills and magic.

Example

Ajax has ST14 DX10 IQ8

TERMINOLOGY

Dice

A six-sided die is abbreviated d6. Two six-sided dice are 2d6, three dice—3d6, etc.

Checks/Hitting a Foe

A character must pass a check to execute certain actions. For example, a character strikes a foe by passing *3/DX*. The player rolls 3d6. If the total of all three dice is the attacker's DX or less, he hits and rolls damage (Weapons/Damage/Armor).

Example

Ajax DX10 rolls 4, 3, 2 = 9. This is Ajax's DX or less. He hits his foe and rolls damage.

Checking Attributes

Check *3/ST* for strength feats, *3/DX* for agility, and *3/IQ* for mental test. A four-die check appears as *4/ST*, *4/DX*, or *4/IQ*.

Example

Ajax ST14 checks *4/ST* to move a heavy boulder. He rolls 4, 3, 2, 1 = 10. 10 is less than Ajax's ST14. He moves the boulder.

Winning a Roll

To execute a contested action, a character must win a roll against his foe. Both sides roll any number of dice. The higher total wins. *A total exceeding a character's attribute fails*. The higher attribute wins ties.

Example

Ajax ST14 wrestles a foe ST9 (Ajax must win *ST/9*). Ajax rolls 5, 4, 3 = 12. His foe rolls 4, 3, 2 = 9. 12 beats 9 and Ajax wins.

Non-Player Character (NPC)

An entity appearing in an adventure, but not controlled by any player, is called a "non-player character" (NPC).

WEAPONS/DAMAGE/ARMOR

Weapons

Melee weapons strike adjacent foes, shooting and thrown weapons hit foes at range. Shooting/thrown weapons can hit any *unobstructed* target on the board. Weapons appear in the character catalog

Damage & Heft

A weapon has a damage rating and a heft. Damage is the number of dice of damage the weapon inflicts on a target. Heft is the minimum ST required to use the weapon.

Example

Ajax wields a Greatsword (melee weapon). It delivers 3d6-1 damage. It has heft 14.

Example

Ajax strikes an adjacent foe. His Greatsword does 3d6-1. He rolls 4, 3, 2 = 9. 9 - 1 = 8. He deals 8 damage to his foe.

Armor

Armor reduces the damage a character takes when hit. Armor also burdens a character. Armor appears in the character catalog

Example

Ajax delivers 8 damage, but his foe's armor stops 2. His foe suffers 6 damage.

Armor Burden

Adjust a character's DX down by the burden rating of his armor.

Example

Ajax's foe DX10 has armor that stops 2 damage and has a burden of 1 (*2/1*). His foe has an effective DX9.

MOVEMENT

Game Board & Movement

The game board is divided into spaces to regulate movement. Each turn, a character can move a number of spaces equal to half his DX, rounded down. After moving, he can execute one action.

Example

Ajax DX10 moves 5 spaces and strikes a foe.

Space

One character occupies a space. A character stops upon entering a foe's space (Tackle).

SAMPLE PARTY

A sample party appears below. If you create your own, assign 32 points per character, with a minimum 8 points per attribute. A character begins with 4 skill points, two of which can be combat skills. (Character catalog)

Ajax (Warrior--very strong)

Attributes: ST14 DX10 IQ8
Skills: Sword+2, Unarmed Combat+2
Weapon: 2h Sword 3d6-1, Dagger d6
Armor: Cloth 1/0

Hector (Warrior--strong, quick)

Attributes: ST11 DX11(10) IQ10
Skills: Sword+2, Leadership+2
Weapon: Sword 2d6, Dagger d6
Armor: Cloth 1/0, Shield 2/1

Paris (Rogue--strong, quick)

Attributes: ST11 DX11 IQ10
Skills: Bow+2, Medic+2
Weapon: Longbow d6+2, Dagger d6
Armor: Cloth 1/0

Magus (Mage--weak,smart)

Attributes: ST9 DX10 IQ13
Weapon: Staff d6 F9, Dagger d6
Armor: Wizard's Cloak 2/0
Spells/Skills:
● Fireball 3d6-1 IQ12 F3
● Blur: Target is 4/DX to hit. IQ8 F2
● Heal Wounds IQ10 F=wounds healed.
● Sorcerer's Tongue

ATTACK

After moving, an attacker can attack ONE foe. The attacker can strike, shoot, throw a weapon, tackle, or grapple a foe.

Strike

An attacker hits an adjacent foe by passing *3/DX*. If he hits, roll damage (Damage).

Example

Ajax DX10 rolls 4, 3, 2, totaling 9. This is his DX or less. Ajax hits and rolls damage.

Shoot/Throw

An attacker with a shooting/throwing weapon hits a foe by passing *3/DX*. A shooter can't move in his turn, but a thrower can. Targets behind cover are 4/DX to hit.

Example

Ajax DX10 shoots a foe. Shooting fighters cannot move. He rolls 4, 3, 2, totaling 9. He hits his target and rolls damage.

Range

A missile or thrown weapon has the range to hit any target on the playing board.

Line of Sight

A shooter can only hit targets in his line of sight. A character or obstacle between a shooter and a target blocks line of sight.

Tackle

A fighter tackles a foe by winning DX. Advance him into his foe's hex. If he fails, the weaker fighter retreats away one hex.

Example

Ajax DX10 tackles his foe DX11. Ajax rolls 4, 3, 2, totaling 9. His foe rolls 3, 2, 1, totaling 6. Ajax's 9 beats his foe's 6. Ajax enters his foe's hex. The two now grapple.

Animals

Animals do damage on the same turn that they tackle a foe.

Grapple

Characters in the same space can only fight each other. The fighter winning ST can:
(1) Roll damage on his foe;
(2) Exit to an empty adjacent hex;
(3) Push his foe away one hex; or
(4) Drag his foe one hex with him.

Unarmed human attacks do d6-3 damage (no armor). The stronger fighter does +1 damage. The weaker fighter does -1. A grappler with 2x ST of his foe moves and acts normally, carrying his foe with him.

Example

Ajax ST14 grapples a foe ST12. Ajax rolls 5, 4, 3 = 12. His foe rolls 4, 3, 2 = 9. Ajax wins, and decides to roll damage d6-2 (stronger).

REACT

A defender can react to ONE attack, but loses his ensuing turn. A defender can dodge, counterattack, or tackle ONE foe.

Dodge

A defender dodges a strike by passing *3/DX*. The defender retreats one hex *away* from his foe. If there is no empty hex, the defender cannot dodge. *The defending player may view the attacker's hit roll, but not damage roll, before deciding to dodge.*

Example

A foe successfully strikes Ajax. Ajax DX10 dodges, rolling 4, 3, 2 = 9. He retreats one hex away from his foe, into an empty space. Ajax is not hit, but he loses his next turn.

Counterattack

A character surviving an attack can immediately strike, or shoot/throw a weapon at his attacker. If he hits, roll damage.

Example

A foe strikes Ajax and rolls damage. Ajax survives and counterattacks. He hits his foe but loses his next turn.

Tackle

A defender surviving a strike can immediately tackle his foe. He succeeds by winning DX.

Example

A foe strikes Ajax and rolls damage. Ajax survives. Ajax wins DX and the two grapple. Ajax loses his next turn.

First Attack

A target of a tackle, who has not yet reacted this turn, can strike or shoot his foe first. This occurs before the tackle. If he hits the tackler, he rolls an extra die damage.

Example

A foe DX12 tackles Ajax DX10. Ajax has not yet reacted, so he conducts a First Attack. Ajax hits and rolls damage, rolling an extra die. If his foe survives, his foe tackles Ajax by winning DX.

Zone of Control

If an attacker, adjacent to a defender, moves to another adjacent hex without attacking, the defender can react. The reaction can be a counterattack or a tackle.

DAMAGE & FATIGUE

Damage

A character suffering his ST or more in damage is knocked out. He can neither move nor act. He is dead when damage is twice his ST. Immediately after the battle where he was knocked out, he must be healed to a net 0ST or he is dead. (Healing/Character Catalog)

Example

Ajax ST14 has taken 10 damage. His foe hits him again, delivering 6 damage. Ajax has 16 damage, which is greater than his ST14. Ajax is knocked out, and can do nothing. If he is does not heal 2ST immediately following the battle, he is dead.

Fatigue

A character suffering (damage + fatigue) equal to his ST or more is knocked out. Fatigue recovers after sleeping. ST does not.

Example

Ajax ST14 suffered 10 damage. His foe delivers 5 fatigue, knocking him out. After sleeping, he wakes up with 10 damage, but no fatigue.

Sleep Stop

Characters recover all fatigue after sleeping. Sleeping locations depend on the adventure.

CHARACTER DEVELOPMENT

A character earns one experience point (XP) per fight he wins, or plot word he gets. A character expends XP to improve attributes.

Attributes

Characters increase attributes by spending XP = 3/2 x current attribute, rounded down.

Example

Ajax DX10 spends 15 XP to increase his DX to 11 (3/2 x DX10 = 15).

Skills

A character learns a one-point skill by spending 10XP. Skills appear in the character catalog.

Example

Ajax spends 10XP for Unarmed Combat. When fighting unarmed, for each *Unarmed Combat* skill point he has, his ST/DX is +1, and he does +1 damage.

Karma/Wish

A character passes a failed roll by using a karma point. A character uses a wish to fully revive, even if he just died. Karma, Wishes, & XP roll over to new adventures.

Curse

A curse reduces ST/DX/IQ by one point, until the curse is lifted. The character lifts the curse by expending one wish, or by permanently reducing his highest attribute by one point. Curses are cumulative.

MAGIC

A character can cast a spell as an action. He succeeds by passing *3/IQ*. Some spells require the character to *win IQ* against his target. (Character Catalog)

Example

Magus IQ13 throws a fireball at a foe. He rolls 5, 4, 3 = 12. He hits, and rolls damage.

Requirements

A mage can only use spells his IQ or less. He cannot move in the turn he casts, and he cannot cast while in a space with a foe. The mage can cast into any unobstructed space.

Fatigue Rating (F)

Each spell has an F rating. Upon successfully casting a spell, the mage suffers F in fatigue.

Example

Magus ST9 casts Fireball 3d6-1 F3. He suffers 3 fatigue. If he suffers 6 more damage/fatigue, he falls unconscious.

Staff/Wands

A staff/wand absorbs fatigue for a mage, up to its capacity. Staffs/wands recharge while the mage is sleeping. A staff does d6 damage if wielded as a weapon.

Example

Magus carries a staff d6 F9. Magus throws a fireball, depleting 3 fatigue from the staff, not himself. After another 6 fatigue from casting spells, the staff is depleted until Magus sleeps.

THE ADVENTURE

NPC Tactics

Enemy archers/wizards target your wizards and your archers. Otherwise foes attack your closest character. Foes attack or counterattack only--they do not dodge. Any foe, human or animal, flees on taking 1/2ST damage.

Checking at Locations

When the party must pass a check, select one character. That character has one chance to pass, or the entire party suffers the consequences.

Provisions

Characters require one ration per day. A character suffers one persistent fatigue each day without a ration.

Fantasy Economics

Money is denominated into Copper (c), Silver (s), and Gold (g). 10c = 1s, 100s = 1g. 1c is about a day of unskilled labor.

Science Fiction Economics

Money is denominated into credits. One credit is about one hour of unskilled labor.

Western Economics

Money is denominated into dollars. One dollar is about a day of unskilled labor.

2024