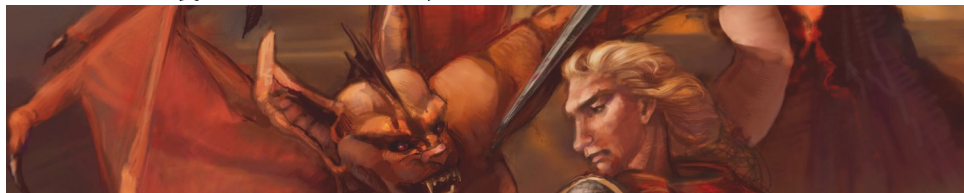


Legends of the Ancient World



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RULES

Legends is a role-playing game. Each player controls one or more characters who go adventuring. Players use cardboard pieces and a hexagon board for play. One hexagon (hex) equals roughly one meter to five feet.

Adventures

An adventure is designed to be played either solitaire or with others. If played with others, one player should be the Game Master (GM), reading the instructions aloud and keeping close track of game time and the party's current progress.

CHARACTERS

Each character possesses three attributes: Strength, Dexterity and Intelligence.

Strength (ST): Strong characters inflict and survive more damage.

Dexterity (DX): Agile characters hit enemies and dodge blows with greater success.

Intelligence (IQ): Smart characters are better able to notice clues and apply skills.

New Characters

Create a new beginner character with 32 points, allocating a minimum of ST8, DX8 and IQ8. Distribute the remaining eight points as desired. Decide if your character is normal or magical. Normal characters begin with three points of skills (see *Skills*); magical characters begin with three points of spells. Record your characters' attributes, skills, weapons and belongings.

RESOLVING UNCERTAINTY

Passing a Check

A character hits a foe by passing a three-die DX check (**3/DX**). The player rolls three six-sided dice (3D6) and totals the results. If the total is his character's DX or less, he hits; otherwise he misses. For example: Ajax (DX11) rolls 2, 3 and 5 for a total of 10. This is his DX or less, so he hits Hector and rolls for damage (see *Damage*).

A ST check (**3/ST**) can be required for physical feats or an IQ check (**3/IQ**) for mental ones. A four-die check is abbreviated **4/DX**, **4/ST** or **4/IQ**.

Winning a Check

Each player rolls one or more dice. The attacker decides his number of dice first. The higher total wins, provided it does not exceed the character's attribute (+skills). On a tie, the higher attribute wins. If both totals go over, both characters fail.

SEQUENCE OF PLAY

Legends is played in turns. Players alternate turns until only one side survives.

Initiative

Decide initiative with a die roll. The side with initiative takes the first turn.

Surprise

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

Player's Turn

The player moves each of his characters, in any sequence, one at a time. He must complete one character's turn before proceeding to the next. When all his characters have taken a turn or passed, the player's turn is over and the next player begins his turn.

Character's turn

A character can move up to his movement allowance (MA) and execute ONE action. He must move before acting. A character may pass.

MOVEMENT

A character's MA is half his DX, rounded down. A character may move up to his MA in hexes before executing an action. For example: Ajax (DX11) moves five hexes and attacks.

Space

Only one character can occupy a space, unless grappling an enemy. A character must stop upon entering an enemy's space.

ACTION

Every character can execute ONE action per turn. An action is striking, shooting, entering a defender's space, grappling, etc. A character cannot move after an action.

Strike

An attacker hits an adjacent foe by passing 3/DX. The defender can then dodge by passing 3/DX (see Reaction). If the attacker hits, roll for damage. If the defender survives the strike and did not dodge, he can immediately counterattack or enter the attacker's space (see Reaction).

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed defender by passing 3/DX. If he hits, roll for damage; if he fails he misses. If the defender survives, he may immediately counterattack, or if adjacent, enter the attacker's space (see Reaction).

A shooter cannot move in the turn he shoots, but a thrower can. Missile range exceeds the playing board. Throwing range is the thrower's ST in hexes. A thrower must recover his weapon from the target hex before throwing it again.

Entering The Defender's Space

When an attacker enters a defender's space, the defender can immediately counterattack. On passing 3/DX, the defender hits and rolls for damage, adding an additional die. Characters are now grappling.

Grapple

Grapplers can only attack each other, and cannot attack on the turn they enter an enemy's space. The character winning a ST check hits his opponent, even if it is not his turn (while grappling, an unarmed attack negates armor).

Drag

A grappler drags his opponent into any adjacent unoccupied space by winning a ST check. A grappler with twice or more the ST of his opponent suffers no mobility penalty and can also attack enemies outside of his space. When moving, he carries his opponent with him.

Escape

A grappling character escapes into any empty adjacent space by winning a ST check. If he fails, he remains grappled. A character with twice or more the ST of his opponent may freely exit the grappling space and move/act normally.

Change Weapons

A character takes a turn to change or pick up a weapon. He cannot move in the current turn.

Cast Spell

A magic user casts a spell by passing 3/IQ. He cannot move in the turn he casts. If casting a direct spell on an enemy, he must win an IQ

check. A caster can only cast a spell into a hex with an unobstructed line of sight.

REACTION

A defender can react to ONE of his attackers. However, the defender gives up his following turn. A reaction is dodging, counterattacking, or entering the attacker's hex.

Dodge

A defender dodges a strike by passing 3/DX. If he fails, he is hit. He must retreat one hex away from the attacker into an empty space. If all spaces are full, he cannot dodge. He may view the attacker's hit roll result, but not damage roll result, before deciding to dodge. A defender cannot dodge a missile or thrown weapon.

Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. The defender hits by passing 3/DX. If he hits, roll for damage; if he fails he misses.

Entering The Attacker's Space

A defender surviving an attack may immediately enter the attacker's space. Characters are now grappling.

Zone Of Control

If an attacker comes adjacent to a defender and does not attack, the defender can counterattack or enter the attacker's space.

INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

Damage

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

Fatigue

Fatigue counts towards incapacitation but not death. Each fatigue point delivered to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter and recovers all his fatigue with a full night of sleep.

Recovery

Between adventures, characters recover fully. During play, for every week of convalescence, a character checks 3/ST (adjusted for damage). He recovers damage points equal to his margin of success. A convalescing character recovers a minimum of one damage point per week.

WEAPONS

Damage (D)

A character hitting an opponent rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers. For example: Ajax hits Hector doing 2D6-1 damage. He rolls a five and a two, inflicting six damage points (5+2-1=6).

Heft (H)

Each weapon has a heft rating. This is the minimum ST required to use the weapon.

Reach/Range (R/R)

Used in advanced rules only. See website.

Weapons

UNARMED	D	H	R/r
Unarmed (U)	D3 (U)	-	1-
SWORDS	D	H	R/R
Dagger (G, D, T)	D6	-	1-/2
Rapier	D6	9	1
Cutlass	2D6-2	10	1
Short Sword	2D6-1	11	1
Broad Sword	2D6	12	1
Bastard Sword	2D6+1	13	1
2-Handed Sword (2)	3D6-1	14	1
CLUBS	D	H	R/R
Club (T)	D6	9	1/2
Mace	2D6-1	11	1
Morningstar	2D6+1	13	1
Maul (2)	2D6+2	14	1
AXES	D	H	R/R
Hatchet (T)	D6+1	9	1-/1
Axe	D6+3	12	1
Battle Axe (2)	3D6	15	1
POLE ARMS	D	H	R/R
Javelin (T)	D6	9	1+/3
Spear (T)	D6+2	11	1+/+2
Halberd (2)	2D6+1	13	1+
Pike (2)	2D6	13	2
MISSILES	D	H	R/R
Thrown Rock	D6-4	6	-/2
Sling	D6-1	8	-/4
Bow (2)	D6	10	-/5
Longbow (2)	D6+2	11	-/7
Crossbow (2, R)	2D6	12	-/6
Arbalest (R3)	3D6	14	-/8

- (2) Two-handed weapon; cannot use a shield.
 (D) A dagger does D6+2 grappling.
 (G) Only G weapons can be used grappling.
 (R) Reload takes one turn.
 (R3) Reload takes three turns.
 (T) This weapon can be thrown.
 (U) D3 fatigue, (+1 if the attacker is stronger).

ARMOR

Armor (A)

When a character is hit, reduce the damage points he suffers by the cumulative rating of the armor he wears. For example: Hector suffers six damage points, but his total armor stops three points. Therefore, he suffers only three damage points (6-3=3).

Restriction (R)

Adjust a character's DX down by the restriction of the armor he wears. This also affects MA. For example: Hector (DX12), wears cloth (1) and carries a large shield (1). He has an adjusted DX10 (12-1-1=10). His MA is half of DX10 or five hexes.

Armor

TYPE	A/R
Cloth	1/1
Leather	2/2
Chain	3/3
Plate	5/4
Small Shield (S)	1/0
Large Shield (S)	2/1
Tower Shield (S)	3/2

- (S) Shields cannot be used while grappling.

CAMPAIGNING

Experience Points

Characters use experience points (XP) to buy skills, magic and attribute points. After each encounter, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, each character gains one XP.

Advancement

Between adventures, a normal character may cash in 10XP for a skill or 20XP for a spell. A magical character may cash in 10XP for a spell or 20XP for a skill--but only between adventures. A character may permanently increase an attribute at any time, provided he spends XPs equal to the next higher level. For example: an IQ13 character can spend 14XP to get IQ14.

Karma/Wish

During play, characters may acquire karma and wishes. A character expends a karma point to re-roll one set of dice. A character expends a wish to negate all damage, even if he was just "killed." A character can use a wish as a karma point, or a karma point as one XP. Unexpended karma, wishes and XP roll over to other adventures.

Curse

During an adventure, a character may acquire a curse. The cursed character adds one to all his rolls (making it harder to succeed). He only

returns to normal when the curse is lifted. A character expends five karma points to lift a curse. Curses are cumulative.

MAGIC

A magic user casts a normal spell by passing 3/IQ. He casts a direct spell by winning an IQ check against his target. He can only cast spells he knows, and are rated his IQ or less.

Direct Spells

A direct spell is a spell cast directly upon a enemy. A magic user having an enemy move into his space can cast a direct spell or a magic strike as his preemptive counterattack.

Dynamic and Static Spells

Dynamic spells are single-use; static spells remain in play for the duration of the encounter. Spells cannot be stacked; casting the same spell on a target yields no additional effect.

Fatigue

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in parenthesis following each spell.

Multi-Hex Spells

A character with a multi-hex spell automatically knows all lesser hex versions of that spell. Likewise, a character learning a lesser-hex spell automatically knows the greater-hex version when his IQ gets to the appropriate level.

Staffs/Wands

A magic user can carry a staff or wand, which can be any piece of wood (treated as a club in combat). The staff/wand provides a reserve of power used in lieu of fatigue--until depleted.

Charging Staffs/Wands

A depleted staff/wand automatically recharges overnight. New staffs start with zero capacity. A magic user permanently increases his staff or wand's capacity by expending 2XPs for each point of capacity. A magic user can only increase the capacity of his staff/wand up to his IQ.

Metal

Excessive metal interferes with magic user's ability to cast spells. As a result, magic users wearing metal armor cannot cast spells.

CREATION

Creation magically creates physical objects in target hexes. Creation is static.

IQ 9 Spells

Fire-1 burns two damage points on anyone in or passing through the target hex. Armor does not protect. Wild animals will not enter fire. (1F)

IQ 10 Spells

Flash creates a blinding flash. Everyone on the board except the caster suffers DX-2. Not cumulative. (3F)

Shadow-1 creates a one-hex shadow in the target hex. All attacks into or out of the hex are at 4/DX. (1F)

IQ 11 Spells

Destroy Created Object destroys any created object that the caster could cast. Costs (F) = original cost of the creation.

Rope: (for binding or climbing). Binding: target (ST20 or less) cannot move and is 4/DX for all action. Upon passing 4/DX, rope vanishes. (2F)

Wall-1 creates a 1-hex solid wall that blocks movement just like a real wall. Cannot be cast on occupied space. (2F)

IQ 12 Spells

Fire-3: three-hex contiguous fire. (2F)

Shadow-3: three-hex contiguous shadow. (2F)

IQ 13 Spells

Wall-3: three-hex contiguous wall. (4F)

IQ 15 Spells

Super Rope: Same as rope spell, but works on creatures up to ST40. (5F)

Shadow-7: seven-hex contiguous shadow. (3F)

IQ 16 Spells

Fire-7: seven-hex contiguous fire. (4F)

Wall-7: seven-hex contiguous wall. (6F)

ENCHANTING

Enchanting affects the properties or behavior of objects and beings. Enchantments are static.

IQ 8 Spells

Blur makes the subject difficult to hit. All attacks are 4/DX to hit the subject. (2F)

Slow slows down the target. The target can only move 1/2 his MA. (2F)

IQ 9 Spells

Assist adds +1 to any of the target's attributes for the current encounter. Can use on self. (1F)

Clumsiness drops the target's DX-1 for every fatigue the caster spends.

Confusion drops the target's IQ-1 for every fatigue the caster spends.

IQ 10 Spells

Speed doubles subject's MA. (2F)

Slippery Floor-1 Character in spell hex fights at 4/DX. (1F)

IQ 11 Spells

Reverse Missiles: all missiles aimed at target attack the shooter, not the target. (3F)

Slippery Floor-3: three-hex contiguous slippery floor. (2F)

IQ 12 Spells

Freeze freezes the target for the duration of the encounter (does not prevent a magic user from casting spells). (4F)

Invisibility: target is 5/DX to hit. (4F)

Mage Sight: see through any visual obstruction, both natural and magical. (3F)

IQ 13 Spells

Flight: target flies 12 hexes per turn. Target is 4/DX to hit while flying. (4F)

Slippery Floor-7: seven-hex contiguous slippery floor. (3F)

Stone Flesh gives target 4/0 armor. Cannot be stacked with other armor spells. (3F)

IQ 14 Spells

Remove Enchantment removes any enchantment the magic user could cast. Cost (F) = original cost of enchantment.

Spell Shield protects the subject from any direct spells on him. (4F)

IQ 15 Spells

Iron Flesh gives target 6/0 armor. Cannot be stacked with other armor spells. (4F)

IQ 16 Spells

Death: gives the target one damage point for each fatigue point the magic user expends.

HEALING

Healing facilitates rapid recovery of injury. Healing spells are dynamic.

IQ 10 Spells

Heal Wounds: target heals one damage point per fatigue point expended. Can treat self.

IQ 14 Spells

Reverse Death revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly dead. Cost (F) = ST of the resurrected character.

IQ 16 Spells

Channel Energy: transfer damage point from one local character to another. Direct spell if target is hostile. Cost (F) = points transferred+3.

ILLUSION

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning an IQ check against the caster. Illusions are static.

IQ 8 Spells

Image-1 creates a one-hex object that looks, sounds and smells just like real. (1F)

IQ 11 Spells

Illusion-1 creates a one-hex object acting just like real; exists until disbelieved. (2F)

Sleep-1: target immediately falls asleep. He wakes when attacked or shaken for a turn. (3F)

IQ 13 Spells

Image-4: four-hex contiguous image. (2F)

Mind Control: Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over. (5F)

IQ 14 Spells

Dispel Illusions dispels all local illusions. (5F)

Illusion-4: four-hex contiguous illusion. (3F)

Sleep-4: four-hex contiguous sleep. (4F)

IQ 15 Spells

Image-7: seven-hex contiguous image. (4F)

IQ 16 Spells

Illusion-7: seven-hex contiguous illusion. (5F)

Sleep-7: seven-hex contiguous sleep. (8F)

KINETICS

Kinetics is the ability to move remote objects. Magic strikes (*Fist*, *Fireball*, *Lightning*) act as missiles and cannot be resisted as direct spells. Kinetic spells are dynamic.

IQ 8 Spells

Magic Fist does XD6-2 damage for X fatigue spent (max=2).

Drop Weapon target drops any object he is carrying. (1F) or (2F) if the target has ST20+.

IQ 9 Spells

Avert-1 causes one character to end his move two hexes farther away from the magic user than when he started. Static spell. (3F)

IQ 10 Spells

Trip knocks victim down, causing him to lose his turn. (2F) or (4F) if target has ST30+.

Shock Shield D6 damage (no armor) to other characters in magic user's hex. Static spell. (3F)

IQ 11 Spells

Avert-3 causes characters in three contiguous hexes to end their move four hexes farther away from the caster than when they started. Static spell. (4F)

IQ 12 Spells

Blast does D6 damage to other characters in the caster's hex and every hex adjacent. Armor does not protect. (2F)

Break Weapon shatters the target weapon. Cannot be used on magical weapons. (3F)

Fireball does XD6-1 damage for X fatigue spent (max=3); ignites flammable objects.

IQ 14 Spells

Lightning does D6 damage for every fatigue spent (max=4).

IQ 15 Spells

Avert-7 causes characters in seven contiguous hexes to end their move six hexes farther away from the caster than when they started. (4F)

MORPHING

The magic user assumes the shape, abilities and DX of a creature, but retains his IQ. The

Magic user returns to human form when willed or if unconscious. Characters cannot cast spells while morphed. Morphing is static.

IQ 11 Spells

Werewolf: Wolf: STx1 DX13 MA8; bite D6+1; fur 1/0. (2F)

IQ 13 Spells

Werbear: damage points taken as a bear count as 1/3 damage point rounded up when character returns to normal. Bear: STx3 DX11; bite/claws 3D6; fur 2/0. (4F)

IQ 15 Spells

Weregoyale: damage points taken as a gargoyle count as 1/2 point rounded up when character returns to normal. Gargoyle: STx2 DX11; claws 2D6; skin 4/0; MA16 flying. (4F)

IQ 17 Spells

Weredragon: damage points taken as a dragon count as 1/3 point rounded up when character returns to normal. Dragon: STx3 DX13; breathe fire 2D6+2, bite/claws 2D6+2; scales 3/0; MA16 flying. Treat breathe fire as shooting. (5F)

SEEING

Seeing is the ability to be cognizant of events, objects and conditions in different times or locations. Seeing spells are dynamic.

IQ 9 Spells

Reveal Magic: detect all local magic. (1F)

IQ 12 Spells

Read Mind: read one *talk* option ahead without having to take the option. (1F)

IQ 14 Spells

See Future: read all options, one instruction ahead, before deciding which option to take. (3F)

SUMMONING

Summoning calls a being from a different plane. The being appears within two hexes of the caster and does nothing on the turn it appears. A caster can have only one summoned creature at a time. The being disappears if willed away, or if the caster is incapacitated. Summoning is static.

IQ 9 Spells

Summon Wolf: ST10 DX13 IQ6 MA8; bite 1D6+1; fur 1/0. (3F)

IQ 10 Spells

Summon Warrior: ST12 DX12 IQ8; broadsword 2D6, shield 1/0. (3F)

IQ 11 Spells

Summon Bear: ST30 DX11 IQ6; bite/claws 3D6; fur 2/0. (5F)

IQ 13 Spells

Summon Gargoyle: ST20 DX11 IQ8 MA16 flying; claws 2D6; stony skin 4/0. (5F)

IQ 14 Spells

Summon Giant: ST45 DX10 IQ8 MA8; club 3D6+3; tower shield 3/0. (5F)

IQ 15 Spells

Teleport: teleport any character to another hex. Cannot teleport into solid object. (1F)

Summon Small Dragon (4-hex): ST30 DX13 IQ16 MA16 flying; breathe fire 2D6+2, bite/claws 2D6+2; scales 3/0. Treat breath as missile. (6F)

IQ 16 Spells

Summon Dragon (7-hex): ST60 DX14 IQ20 MA20 flying; breathe fire 4D6, bite/claws 4D6; scales 5/0. Treat breath as missile. (9F)

IQ 18 Spells

Raise the Dead: summon back dead character to possess living host. Spirit retains DX, IQ, skills and magic and adopts the host's ST. Direct spell against host. Costs fatigue = IQ of the spirit.

SKILLS

To successfully use a skill, a character must roll less than or equal to his attribute plus his skill. Otherwise, he fails. For example, Ajax (ST12 SWIMMING+1) must roll 13 or less to swim ashore. There are two kinds of skill checks: *required* and *assisted*.

Required Skill Checks

A character can only attempt a required skill check if he already knows the skill. Adventures call for required checks by using the term *against*. For example: "on passing 3/ST *against* SWIMMING, the character swims to shore."

Assisted Skill Checks

Any character can attempt an assisted skill check even if he doesn't know the skill. However, he only gets the skill bonus if he knows the skill. Adventures call for assisted checks by using the plus sign. For example: "on passing 3/ST+CLIMBING, the character scales the wall."

ATHLETICS

Acrobat: reduce fall damage by 1D6 for each acrobat level on 3/DX.

Climbing: scale obstacles on 3/ST.

Riding: ride large animals on 3/DX.

Swimming: swim on 3/ST.

SOCIAL

Charisma: control non-hostile non-player character by winning an IQ check.

Diplomacy: on winning an IQ check, change an "attack" option to a "talk" option or vice versa.

Leadership: leader sacrifices turn to add his leadership rating to one character's check.

Dwarvish: speak Dwarvish on 3/IQ.

Elvish: speak Elvish on 3/IQ.

Orcish: speak Orcish on 3/IQ.

Sorcerer's Tongue: speak Sorcerer's Tongue on 3/IQ; costs magic users 10XP.

Literacy: literacy in specific language on 3/IQ.

SURVIVAL

Land Navigation: navigate the wilds on 3/IQ.

Stalker: at the beginning of a combat, the character (not party) gets a free turn by winning a DX check against the opponent's IQ.

Stealth: evade detection by winning a DX check against enemy's IQ.

Survival: live off land on 3/IQ.

Tactician: in an encounter, the character can steal initiative by winning an IQ check.

Tracker: track quarry across the wilds on winning an IQ check.

THIEF

Locks: pick locks on 3/IQ.

Streetwise: negate surprise by winning an IQ check against the enemy's DX.

Thief: steal objects on 3/DX.

Traps: detect/remove traps on 3/IQ.

TRADES

Alchemist: create potions on 3/IQ; costs 10XP for magic characters.

Animal Handler: prevent animal attacks by winning an IQ check.

Bard: gives one member in his party one karma point in the current adventure, per level of bard on 3/IQ. Bard must be alive to use.

Crafts: carpenter, farmer, mason, smith, weaver; earns daily skilled labor rate on 3/DX.

Herbalist: use herbs and plants on 3/IQ.

Jeweler: craft metals and gems on 3/IQ.

Medic: heal one damage point per medic level for damage sustained in current combat on 3/IQ. Used after combat is over.

Merchant: purchase goods at 10% off list price for each merchant level by winning an IQ check.

Navigator/Pilot: navigate/pilot on 3/IQ.

Scholar: know history and science on 3/IQ.

Seaman: handle waterborne vessels on 3/IQ.

WEAPONS

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

Axe: +1 with an axe, mace or club.

Bow: +1 with a bow.

Dagger: +1 with a dagger.

Pole Arms: +1 with spear/halberd.

Sword: +1 with a sword.

Unarmed Combat: +1 damage unarmed or +1ST to all checks while grappling.

