

# Legends of Time and Space



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## RULES

*Legends* is a role-playing game (RPG). In an RPG, each player controls one more characters who go adventuring.

### **Adventures**

Adventures are designed for solitaire or group play. In group play, one player (the GM) reads the instructions aloud and carefully logs the party's progress and game time.

## 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 apply intellect and notice clues.

### **New Characters**

New characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills; of which up to two can be combat skills.

## 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 the character's DX or less, he hits; otherwise he misses. If he hits, roll for damage (see Damage).

### **Example**

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits his target.

### **Checking Other Attributes**

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**

Opposing players roll dice. The character with the higher total wins, unless his total exceeds his attribute (+skills). On a tie, the higher attribute wins. If both totals go over, both characters fail. The attacker decides his number of dice first.

### **Example**

Ajax (ST12) rolls three dice; Hector (ST11) rolls three. Ajax rolls 13; Hector 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins.

## 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 he is done, the next player begins.

### **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.

### **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 hit and did not dodge, he can counterattack (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 (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 spaces. A thrower must recover his weapon from the target space before reuse.

### **Entering The Defender's Space**

An attacker enters a defender's space. The defender can dodge into an unoccupied adjacent space by winning a DX check, or he can counterattack by passing 3/DX. Hitting adds an extra die of damage. Characters in the same space are now grappling.

## **GRAPPLING ACTIONS**

### **Grappling Attack**

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

### **Drag Grappled Opponent**

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 From Grappling**

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 and act normally.

## **OTHER ACTIONS**

### **Change Weapons**

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

## **REACTION**

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

### **Dodge**

A defender dodges a strike by passing 3/DX. He must retreat away, into an unoccupied adjacent space, or 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.

### **Zone Of Control**

If an attacker tries to move around or past an adjacent defender without attacking or entering his space, the defender may counterattack or enter the attacker's space without being hit.

## **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, a character recovers in a week if he: (1) remains in one location, (2) is sheltered from the elements, and (3) participates in no combat or any other activity.

## **WEAPONS**

### **Damage (D)**

A character hitting a foe 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.

**Example**

Ajax hits Hector for 2D6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

**Heft (H)**

A weapon's heft is the minimum ST required to use the weapon.

**Weapons**

UNARMED	D	H
Unarmed (U)	D3 (U)	-
HAND WEAPONS	D	H
Dagger (G, D, T)	D6	-
Club (T)	D6	9
Hatchet (T)	D6+1	9
Cutlass	2D6-2	10
Fire Axe (2)	D6+3	12
MISSILES	D	H
Handgun (G)	2D6-1	8
SubMG (2, A)	2D6-1	8
Assault Rifle (2, A)	2D6+1	9
Shotgun (2)	3D6	10
Hand Phaser (G)	3D6(F)	6
Blaster (2)	3D6	9
GRENADES	D	H
Frag Grenade (T, X)	3D6	6
Flashbang (T)	(S)	6

(2) Two-handed weapon.

(A) Automatic weapons hit two adjacent hexes or one hex twice. Shooter must pass 3/DX per shot to hit; roll damage per hit.

(D) A dagger does D6+2 damage grappling.

(F) Can be set to damage or fatigue.

(G) Only G weapons can be used grappling.

(S) When thrown, your side gets surprise.

(T) This weapon can be thrown.

(U) D3 fatigue, (+1 if the attacker is stronger).

(X) Explosive affects five-hex diameter circle. If thrower misses, randomly place blast center adjacent to original target hex.

**ARMOR**

**Armor (A)**

When a character is hit, reduce his damage by the cumulative rating of his armor.

**Example**

Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

**Restriction (R)**

Adjust a character's DX down by the cumulative restriction of his armor. This also affects MA.

**Example**

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

**Armor**

TYPE	A/R
Flak Vest	3/0

Space Suit	1/1 (B, SS)
Landing Suit	3/1 (SS)
Battle Armor	8/1 (SS)

(B) Does not protect against bullets.

(S) Shields cannot be used while grappling.

(SS) Space suit: if the character rolls all sixes on any check, the power fails and the suit is \*3.

**CAMPAIGNING**

**Experience Points**

Characters use experience points (XP) to buy skills 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 character may cash in 10XP 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**

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**

A 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 one wish, three karma points, or 10 XP to lift a curse. Curses are cumulative.

**SKILLS**

To use a skill, a character must roll his attribute (+skill) or less: "Ajax (ST12 Swimming+1) must roll 13 or less to swim ashore."

**Required Skill Checks**

Sometimes the character must already know the skill to attempt the check. The text indicates this with the word AGAINST: "On passing 3/ST against Swimming, Ajax swims ashore."

**Assisted Skill Checks**

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this with a plus sign: "On passing 3/ST+Climbing, Ajax 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.

## MILITARY

**Interrogator:** elicit accurate information from a character by winning an IQ check.

**Gunner:** operate shipboard weapons on 3/DX.

**Navigation, Nautical:** use charts, compass and stars to navigate seagoing vessels on 3/IQ.

**Navigation, Stellar:** use star compass and holocharts to navigate deep space 3/IQ.

**Spacecraft Pilot:** operate star craft on 3/DX.

**Weightlessness:** character adds DX+1 for each level.

## 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.

**Language:** speak specific language on 3/IQ.

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

**Literacy:** literacy in a foreign 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/DX.

**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

**Botanist:** use plants and herbs on 3/IQ.

**Electrician:** fix electrical malfunctions on 3/IQ.

**Equipment Operator:** use machines on 3/DX.

**Investigator:** uncover information on 3/IQ.

**Mechanic:** fix mechanical problems 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.

**Scholar:** know history and science on 3/IQ.

**Systems Tech:** fix computers on 3/IQ.

**Zoologist:** prevent animal attacks by winning an IQ check.

## COMBAT

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.

**Dagger:** +1 with a dagger.

**Pistol:** +1 with hand-fired weapon.

**Rifle/SubMG:** +1 with shoulder-fired weapon.

**Unarmed:** +1 damage or +1ST grappling.

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## SMALL CRAFT

Small craft are composed of sections. When building a craft, you *must* purchase at least Engineering and Operations sections. Other sections, such as Cargo and Living, are optional. You can also buy capabilities such as Weapons, Shields, Maneuver and Systems.

### Building Costs

Each section costs one point to build. More build points can be added, improving the section's durability. A section remains intact until it has accumulated damage points equal to its build points. At that point, the section and all aboard are destroyed. Abbreviate sections as: *OperationsX* where X=build points spent.

### Listing Sections

As the craft takes damage, sections are eliminated in the order they are listed.

### Cargo Section

Each point spent on Cargo allows the ship to carry one unit of cargo. One unit of cargo is roughly a truck or a squad of fully-equipped space marines.

### Living Section

A living section enables the craft to make extended space runs. Otherwise, the craft must return to a base or mother ship after combat.

### Weapons Capabilities

Every six points spent on weapons enable the craft to deal one die of damage. Abbreviate weapons as: *XD6*, where X is the number of dice of damage the craft deals.

### Shields Capabilities

Each shield factor costs two points, but neutralizes one damage point each time the craft is hit. Abbreviate shields as: */X*, meaning X points of shields.

### Maneuver Capabilities

Every two points spent on maneuver give the ship a +1 maneuver bonus. Abbreviate maneuver as *M+X*, where X is the craft's maneuver bonus.

## **Systems Capabilities**

Ever two points spent on systems increases the crafts system bonus +1. Abbreviate systems as:  $S+X$  where X is the craft's system bonus.

## **DOG FIGHTS**

### **Initiative**

Decide initiative with a die roll. The side with initiative moves first. Players alternate turns until one side wins.

### **Player's Turn**

The player moves each of his craft, in any sequence, one at a time. He must complete one craft's turn before proceeding to the next. When he is done, the next player begins.

### **Craft's Turn**

In its turn, a craft can either maneuver or fire, but not both. The only exception is when a craft does a firing run. Craft begin disengaged.

## **MANEUVER**

### **Positions**

In dogfights, there are three engaged positions and one disengaged position:

### **Engaged**

- Pursuit: place the pursuing craft directly on the tail of a fleeing craft. A craft in the pursuit position may fire on its target (see Firing).
- Fleeing: a fleeing craft leads its pursuit.
- Neutral: place neutral craft side-by-side, facing opposite directions.

### **Disengaged**

- Disengaged: place disengaged craft away from other craft, pointed away from the action.
- A disengaged craft may make a firing run, maneuver against an enemy, or exit combat.

### **Maneuver**

Unless firing, an engaged craft must maneuver against its opponent during its turn. The side winning a pilot check (+craft's M bonus) has the options below. If both sides fail, craft remain as they are:

- A pursuer can maintain pursuit or disengage.
- A flier becomes neutral with his opponent.
- A neutral craft can pursue or disengage.

### **Firing Run**

A disengaged craft may make a firing run on an opponent rather than maneuvering against it.

- Place the firing craft facing the side of the target, adjacent.
- An attacker winning a PILOT check (+M) against his target can fire (see Firing).
- After the run, the craft are disengaged.

## **Exiting**

Except on the first round of a dogfight, any disengaged craft can exit the dogfight during its turn. Once a craft exits, it cannot return.

## **Pursuit**

Only one craft can pursue a fleeing enemy. A craft pursuing one opponent and fleeing another must decide whether to fire, maneuver against his target or his tail. If he maneuvers against his tail, his target becomes disengaged.

## **COMBAT**

### **Firing**

An attacker can only fire from the pursuit position or if making a firing run. From pursuit, an attacker hits his target and rolls for damage by passing  $3/DX+GUNNER$ . From a firing run, the attacker must pass  $4/DX+GUNNER$  to hit.

### **Weapons**

If he hits, the attacker rolls the number of dice indicated by his craft's weapons. The total is the number of damage points applied to the target.

### **Shields**

The defender deducts one damage point for each shield factor his craft has.

### **Damage**

Each remaining damage point destroys one point of section. Sections are destroyed **in sequence as listed** in the defender's ship record. The attacker may inflict fewer damage points than he rolled, preserving craft sections.

### **Dead In The Water (DIW)**

If engineering or ops is destroyed, the craft fails. Nevertheless, emergency power sustains life in undestroyed sections. A character is killed if he occupies a section when it is destroyed.