

Legends of Time and Space



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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. Characters begin with three points of skills (see skills). 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.

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-
HAND WEAPONS	D	H	R/R
Dagger (G, D, T)	D6	-	1-
Club (T)	D6	9	1
Hatchet (T)	D6+1	9	1-/1
Cutlass	2D6-2	10	1
Fire Axe (2)	D6+3	12	1
Missiles	D	H	R/R
Handgun (G)	2D6-1	8	-
SubMG (2, A)	2D6-1	8	-
Assault Rifle (2, A)	2D6+1	9	-
Shotgun (2)	3D6	11	-
Phaser (G)	3D6(F)	6	-
Blaster (2)	3D6	9	-
GRENADES	D	H	R/R
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 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 a space suit (1). He has an adjusted DX11 (12-1=11). His MA is half of DX11 or five hexes.

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

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.

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.

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 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

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.

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.

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 is 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

Adding 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 are the number of dice 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.

Turns

Players alternate turns until one side wins. In a player's turn, he moves each of his craft ONCE. A craft can either maneuver then fire, or fire then maneuver. All 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.
- During a disengaged craft's turn, the craft may exit the combat altogether, or opt to engage an opponent, maneuvering against him.

Maneuver

An engaged craft MUST maneuver against its opponent during its turn.

- The pilot winning a PILOT skill check (modified by their crafts' maneuver bonus) has these options: If both pilots fail, craft remain in the status quo:
 - A pursuit craft can either maintain pursuit or disengage.

- A fleeing craft becomes neutral with his opponent.
- A neutral craft can either 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 against his target can fire (see Firing).
- After the run, the craft are disengaged relative to each other.

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 maneuver against his target or his tail. If he moves against his tail, his target becomes disengaged.

COMBAT

Firing

An attacker can only fire from pursuit, or if making a firing run. On passing $3/DX+GUNNER$, he hits and rolls for damage.

Weapons

The attacker rolls the number of dice indicated by his craft's weapons. This total is the number of damage points inflicted on the defender.

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.