

# 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 a foe. Multiple small animals can occupy a space. 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 still hits, roll for damage. If the defender survives the hit and did not dodge, he can counterattack (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 A Defender's Space (Takedown)**

An attacker enters a defender's space to grapple. The defender may counterattack, doing an extra D6 damage if he hits (see Reaction). He may instead defend the takedown (Reaction).

### **GRAPPLING ACTIONS**

#### **Grappling Attack**

Grapplers can only attack each other, and only after the turn they enter the grappling space. The winner of a ST check hits his foe, even if his foe is attacking. Additional grapplers automatically hit. Unarmed grappling attacks negate 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, defending a takedown, or in limited cases, entering the attacker's space.

#### **Dodge**

A defender dodges 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.

#### **Defending a Takedown**

The attacker must win a DX check, or the defender can retreat away, into any empty adjacent space. A stronger defender can instead force the attacker back into his entering space.

#### **Zone Of Control**

If an attacker tries to move around or past adjacent defenders without attacking or entering their space, the defenders 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 fully recovers in a week,

provided: (1) he remains in one location, (2) has adequate shelter, (3) is fully provisioned, and (4) 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 (min 1).

### 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)	D3F (U)	-

HAND WEAPONS	D	H
Dagger (T)	D6	-
Dagger-used in grappling (G)	D6+2	-
Club (T)	D6	9
Club (2T)	D6+1	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 (2A)	2D6-1	8
Assault Rifle (2A)	2D6+1	9
Shotgun (2)	3D6	10
Hand Phaser (G)	3D6(F)	6
Blaster (2)	3D6	9

GRENADES	D	H
Frag Grenade (TX)	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.

(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	3-1
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

A character raises an attribute by spending XPs equal to the next level. He raises a skill one point by spending 10XP. A character may increase an attribute or skill during play, but can only learn *new* skills between adventures.

### Example

An IQ11 character spends 12XP to get IQ12, but spends 10XP to increase a skill one point.

### 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 or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, three karma points, or 10 XP. 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

**Stalker:** at beginning of combat, character (not party) gets surprise on 3/DX.

**Stealth:** evade detection on 3/DX.

**Survival:** on passing 3/IQ, the character lives off the land instead of consuming a daily ration.

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

**Tracker:** identify & follow local beings; negate surprise by passing 3/IQ.

## THIEF

**Locks:** pick locks on 3/DX.

**Streetwise:** negate pickpocket, swindling, mugging on 3/IQ.

**Thief:** steal objects on 3/DX.

**Traps:** detect/remove traps on 3/IQ.

## TRADES

**Botanist:** create healing potion on 3/IQ. ST healed per potion = herb doses \* Herbalist level.

**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. Can be used across multiple characters.

**Merchant:** purchase goods at 10% off list price, or sell goods at a 10% premium, for each merchant level, by winning an IQ check.

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

**Storyteller:** distribute maximum of one karma point per storyteller level, to be used in the current adventure, 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; +1 grappling check.

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

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

**Unarmed:** +1 striking; +1ST grappling.

## SMALL CRAFT

Small craft are composed of sections. When building a craft, you *must* purchase Engineering and Operations sections. You may also purchase weapons, shields, and maneuver bonuses.

### Building Costs

Each section costs one point to build. Additional points improve the section's durability. When a section accumulates damage equal to its build points, it, and all aboard, is destroyed.

### Listing Sections

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

### Cargo Section

Each point spent on the cargo section allows the craft to carry one cargo unit. A cargo unit is roughly a truck, or a squad of space infantry.

### Engineering Section

All craft require an engineering section.

### 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.

### Operations Section

All craft require an operations section.

## **Other Sections**

Other sections, such as science sections, botany bays, machine shops, etc., may be added as prescribed by the scenario.

## **Weapons**

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**

A shield factor costs two points, but neutralizes one damage point each time the craft is hit.

## **Maneuver**

Each +1 maneuver bonus costs two points.

## **DOG FIGHTS**

### **Initiative**

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

A craft can either maneuver against one foe, or fire on one target. Craft begin disengaged.

### **Engagement**

Craft maneuvering against foes are "engaged" in combat, and can only maneuver against those foes. Engaged craft may hold different positions relative to different foes. For example, a craft might be pursuing one foe and fleeing another.

### **Relative Positions**

Engaged positions are: pursuing, fleeing and turning.

- Pursuing: A pursuing craft follows its foe.
- Fleeing: A fleeing craft leads its foe.
- Turning: Turning craft are side-by-side, facing opposite directions.
- Disengage craft are neither pursuing, fleeing, nor turning. Place disengaged craft away from other craft.

## **MANEUVER**

### **Resolving Maneuver**

Regardless of the player taking the turn, the winner of a pilot check (+craft's M bonus) has the respective options:

- A "fleeing" craft can either disengage, or take the "turning" position against its pursuing foe.
- A "turning" craft can disengage, or take the "pursuit" position against its turning foe.
- A "disengaged" craft takes the "pursuit" position against its foe.

- A "pursuing" craft remains in the "pursuit" position.
- On a tie, positions remain unchanged. If disengaged foes tie, they are now turning.

### **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 foe. A craft pursuing a target and fleeing a tailing foe must decide whether to fire on his target or maneuver against his tail. If he maneuvers against his tail, his target is automatically disengaged.

### **Unopposed Maneuver**

A spacecraft maneuvering against an already engaged opponent automatically takes pursuit.

## **FIRING**

A craft can only fire on a target he is pursuing, or a target on a firing run.

### **Pursuit**

A pursuing attacker hits his target and rolls for damage by passing  $3/DX+GUNNER$ .

### **Firing Run**

An attacker, firing on target he is disengaged from, hits and rolls for damage by passing  $4/DX+GUNNER$ . Afterwards, craft are disengaged from one other.

### **Facing Firing Run**

On the first turn of a dogfight, if an attacker makes a FACING firing run against a foe, both craft simultaneously hit and roll for damage by passing  $3/DX+GUNNER$ . Afterwards, craft are disengaged from each other.

### **Damage**

The hitting craft rolls the number of dice indicated by its weapons. This total is the number of damage points applied to the target.

### **Shields**

The defender deducts one damage point for each one of his craft's shield factors.

### **Damage Effect**

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.