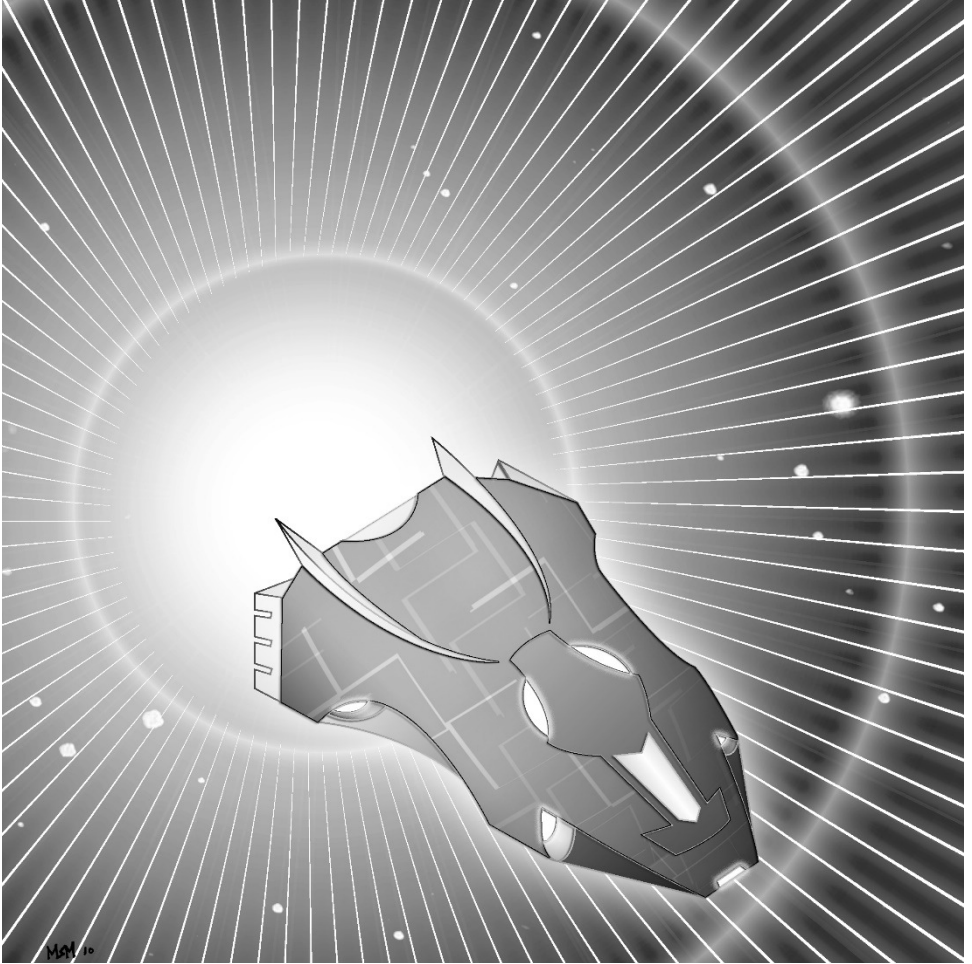


Legends of Time and Space



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RULES

In *Legends*, each player plays the part of one or more characters who go adventuring. You can play solitaire, or with other of players. In group play, one player is the game master (GM). 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/survive more damage.

Dexterity (DX)

Agile characters can better attack and dodge.

Intelligence (IQ)

Intelligent characters can better apply skills.

New Characters

Unless the adventure specifies otherwise, new characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills, two of which can be combat skills.

DOING THINGS

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. If not, he misses. If he hits, roll 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 Hector.

Checking ST or IQ

A character checks 3/ST to accomplish a physical feat, or 3/IQ for a mental one. A four-die check is abbreviated 4/ST, 4/DX, or 4/IQ.

Winning a Check

Both players roll as many dice as they choose. The higher total wins. If the total exceeds the character's attribute (+skill), the character fails.

Example

Ajax (ST12) grapples Hector (ST11). Ajax rolls three dice, Hector, three as well. Ajax rolls a 13 and Hector rolls a 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins ST.

PLAYING THE GAME

Initiative

On the first turn of a battle, each side rolls one die. The side rolling the higher die moves first. Players alternate turns for the rest of the battle.

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 taking his turn moves each of his characters, in any order, one at a time. He must complete one character's turn before proceeding to the next. When he is done, the following player begins his turn.

Character's Turn

A character may move up to his movement allowance (MA), which is half his DX rounded down. He may then execute ONE action.

Example

Ajax (DX11) moves five spaces 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 (see *Tackle*).

FIGHTING

Attacker

An attacker can attack ONE foe per turn. He can strike, shoot, tackle, or grapple a foe. An attacker cannot move after his attack.

Defender

A defender can react to ONE attacker, but loses his next turn. He can dodge, counterattack, or tackle his attacker.

Strike

You hit an adjacent foe by passing 3/DX.

Example

Ajax (DX11) rolls a 2, 3, and 4 for a total of 9. He hits Hector and rolls damage.

Dodge

A defender dodges by passing 3/DX. He must then move to an empty adjacent space, or he cannot dodge. He can see the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile weapon.

Example 1

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) must dodge, or he will be hit. He rolls 9, and dodges into an unoccupied adjacent space. Hector loses his next turn.

Example 2

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) rolls 14, and fails to dodge. Ajax rolls damage, and Hector loses his next turn.

Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. He hits by passing 3/DX. If he hits, roll damage.

Example

Ajax (DX11) rolls 11, strikes Hector, and rolls damage. Hector survives and counterattacks, rolling 7. Hector hits Ajax and rolls damage, but loses his next turn.

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed foe by passing 3/DX. If he hits, roll damage. A shooter cannot move in the turn he shoots, but a thrower can.

Example

Ajax (DX11) shoots at Hector. He rolls 7 and hits. He rolls damage. Hector survives and counterattacks, rolling 11. Hector hits Ajax and rolls damage, but loses his next turn.

Range

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.

Tackle (to grapple)

A character enters a foe's space. If the character wins DX, he grapples his foe. If he fails but is stronger, his foe must move to an empty adjacent space. If he fails and is weaker (or the same), he returns to his starting space.

If the defender has yet to move, he may first counterattack, doing an extra die of damage.

Example 1

Ajax (DX11), enters Hector's (DX12) space. Ajax rolls 11, Hector rolls 8. Ajax wins. They are now grappling.

Example 2

Ajax (ST12, DX11) enters Hector's (ST11, DX12) space. Ajax rolls 3, Hector 12. Ajax fails, but he is stronger. Hector must exit into an empty adjacent space, or Ajax will grapple him.

Example 3

Hector (ST11, DX12) enters Ajax's (ST12, DX11) space. Hector rolls 13, Ajax 9. Hector fails. Hector is weaker. He must retreat back to his starting space.

Example 4

Ajax enters Hector's (DX12) space. Hector first counterattacks, rolling 12. He hits Ajax doing an extra die damage. Ajax survives, and wins his tackle roll. Both characters are now grappling.

GRAPPLING

Grappling Options

Grapplers only fight foes in the same space. The grappler winning ST can: (1) Roll damage on his foe; (2) Exit into an adjacent empty space; or (3) Drag his foe one space. Unarmed attacks negate armor. A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

Example 1

Ajax (ST12) grapples Hector (ST11). Neither is armed. Ajax rolls 12, Hector 9. Ajax wins and rolls damage on Hector. Ajax rolls 2, but adds 1 since he is stronger. Hector suffers 3 fatigue.

Example 2

Ajax (ST12) grapples Hector (ST11). Ajax rolls 15, Hector rolls 10. Hector wins and exits into an empty adjoining space.

Example 3

Ajax (ST12) grapples Hector (ST11). Both roll 8. Ajax wins. He drags Hector one space.

Outside Attacks

Characters attacking into a grappling space automatically hit and roll damage.

NOTES

Change Weapons

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

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 tackle the attacker 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 point. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

Fatigue

Fatigue counts towards incapacitation but not death. A fatigue point dealt to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter, and 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 (minimum of one).

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.

UNARMED	D	H
Unarmed (U)	d3F (U)	-
HAND WEAPONS	D	H
Dagger (T)	d6	-
Dagger-used in grappling or counterattacking a tackle (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	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 the damage he suffers 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.

TYPE	A	R
Flak Vest	3	1
Space Suit (B, SS)	1	1
Landing Suit (SS)	3	1
Battle Armor (SS)	8	1

(B) Does not protect against bullets.

(SS) Space suit: if the character rolls all sixes on any check, the assist fails and the suit is R=3.

CAMPAIGNING

Experience Points (XP)

Characters use XPs to buy skills and ST/DX/IQ points. After each combat, 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 his ST/DX/IQ 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 and spells 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 future adventures.

XP Penalties

A character lacking sufficient XP to pay an XP penalty must reduce his highest attribute to make change. In return, he receives what he paid for the attribute in XP.

Example

A character has ST13 DX11 IQ10. He must pay a 5XP penalty, but currently has no XP. He reduces ST13 to ST12, getting 13XP. He pays 5XP and has 8XP remaining.

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 pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ (see Skill Tables).

Required Skill Checks

Some skills require that the character already know the skill to attempt the check. Adventures indicate this by using the word "against."

Example

"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 by using a plus sign.

Example

"On passing 3/ST+CLIMBING, Ajax scales the wall."

ATHLETIC

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.

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.
Knife	+1 with a bow.
Pistol	+1 with hand-fired weapon.
Rifle/SMG	+1 with shoulder-fired weapon.
Unarmed	+1 striking; +1ST grappling.

MILITARY

Interrogator	Elicit accurate information from NPC by winning IQ.
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.
Pilot	Operate spacecraft on 3/DX.
Weightless Movement	Character adds DX+1 for each level.

SOCIAL

Charisma	Control non-hostile NPC by winning IQ.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Language	Speak specific language on 3/IQ.
Leadership	Add leadership rating to one character's check on 3/IQ.
Literacy	Literacy in specific language on 3/IQ.

SURVIVAL

Stalker	At beginning of combat, character (not party) gets
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Stealth	surprise on 3/DX. Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify & follow local beings; negate surprise on 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 heavy 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% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Scholar	Know history/science on 3/IQ.
Story Teller	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 IQ.

SMALL CRAFT

Small craft are composed of sections. A craft requires engineering and operations sections. Other sections and capabilities are optional.

Building Costs

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

Example

The engineering section is a two-point section. It takes one point of damage. Though damaged, it is functional. If it accumulates an additional point of damage, it and all aboard, are 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. If the engineering section is destroyed, the craft loses propulsion and can no longer travel. However, emergency power in the craft's other sections still sustain life.

Living Section

A living section enables the craft to make extended space runs. The section includes a galley machine, human waste recycling, cramped berthing space with virtual reality capabilities, and in a pinch, suspended animation. Without a living section, the craft must return to a base or mother ship after combat.

Operations Section

All craft require an operations section. The operations section is the human interface with the ship's propulsion, navigation, communications, sensors, and internal functions. Without an operations section, the ship is DIW.

Other Sections

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

Example

The *Kit-Kat*, a class one gunboat, has a one-point cargo bay, one-point engineering, one-point operations, and a one-point living compartment. Its armament does d6 damage, and its shields stop one hit. It is abbreviated:

- Cargo1, Engineering1, Operations1, Living1, d6/1. Build cost=12 build points.

Each time the ship is hit, the ship's shields stop one damage point. Additional damage destroys the cargo section first, the engineering section, operations, and living sections, in that order.

Weapons

Every six build 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

Two build points buy one shield factor. Each shield factor negates one damage point whenever the craft is hit.

Maneuver

A +1 maneuver bonus costs two build 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.
- Disengaged 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 the engineering or ops sections are destroyed, the craft can no longer travel. Nevertheless, emergency power sustains life in surviving sections. A character is killed if he occupies a section when it is destroyed.