DARK CITY GAMES ADVENTURE STARTER

RULES

Players play one or more characters who go adventuring. One player reads the entries aloud, and tracks progress. If playing solitaire, be sure to track progress.

Entries

The adventure consists of numbered, but deliberately scrambled entries. Each entry contains options followed by numbers in parentheses. When you select an option, turn to the numbered entry, and continue.

Plot Words

Some options show a word in parentheses (EXAMPLE). If you choose that option, record the corresponding plot word.

Battles

When you fight, place your characters on the board as instructed by the entry. Your characters move first.

Player Turn

The active player moves his characters one at a time. When his characters have moved, the next player begins.

Character Turn

In his turn, a character moves, and then executes ONE action. An action can be an attack, casting a spell, or using an item.

CHARACTERS AND ACTION

Each character has three attributes: Strength (ST), Dexterity (DX), and Intelligence (IQ).

Passing a Check

A character must pass **3/DX** to hit a foe. Roll three dice (**3**d6). If the total is the character's **DX** or less, he hits and rolls damage (Weapons / Armor / Damage).

Winning an Action

You and your foe each roll any number of dice (d6). The higher roll total wins. A total exceeding a character's attribute fails.

WEAPONS/ARMOR/DAMAGE

Weapons

When you hit, roll a number of dice (d6) equal to your weapon's damage rating. The roll total is the damage inflicted on the foe. Heft is the ST required to use the weapon.

Armor

Reduce incoming damage by the character's armor protection rating. Reduce the character's DX by the armor burden.

Damage

A character accumulating his ST or more in damage is incapacitated. He can do nothing. After battle, unless healed to 1ST, he dies. Characters recover fully between adventures.

Fatigue

A character suffering (damage + fatigue) equal to his ST or more is incapacitated. Fatigue recovers fully with sleep.

MOVEMENT

Movement

A character can move a number of spaces equal to half his DX, rounded down. After moving, he can execute one action.

Space

Unless grappling, only one character occupies a space.

ATTACK

After moving, an attacker can attack ONE foe. The attacker can one do of the following:

Strike

An attacker hits an adjacent foe by passing 3/DX. If the attacker hits, roll damage.

Shoot/Throw

An attacker with a missile weapon hits an unobstructed foe by passing 3/DX. A shooter cannot move, but a thrower can. Targets behind cover are 4/DX to hit.

Grapple

An attacker attempts grappling by entering a foe's space. On winning DX, the attacker rolls damage. Otherwise, the weaker fighter exits the space, and the two are not grappling.

Grappling Options

Grappling foes can only fight each other. The fighter winning ST can: (1) Roll damage [unarmed damage d2; stronger fighter +1, weaker -1]; (2) Exit the space or push his foe out; or (3) Drag his foe one space.

REACT

A defender can dodge, counterattack, or grapple one foe, but he cedes his next turn.

Dodge

A defender dodges a strike by passing 3/DX. If he has no space to retreat, he cannot dodge. The defender can view the attacker's hit roll, but not damage roll, before deciding to dodge.

Counterattack

A character surviving an attack can strike or shoot his attacker by passing 3/DX.

Grapple

A defender surviving a strike can attempt grappling by entering the foe's space. On winning DX, the defender rolls damage. Otherwise, the weaker fighter exits the space, and the two are not grappling.

First Attack

A grappling target who has not reacted this turn can strike or shoot his foe before grappling. The target hits by passing 3/DX. If he hits, he rolls an extra die of damage.

Zone of Control

If an attacker, next to a defender, moves to another adjacent space without attacking, the defender can counterattack or grapple the attacker.

MAGIC/PSIONICS

A mage casts a spell by passing **3/IQ**. Some spells require the mage to win IQ against his target (Appendix C).

Requirements

A mage can only use spells his IQ or less. He cannot move in the turn he casts, and he cannot cast while grappling. He can cast into any unobstructed space.

Fatigue (F)

A spell's fatigue rating (F) is the fatigue the mage suffers when casting succeeds. A staff or wand absorbs fatigue for the caster. Staffs/wands fully recharge overnight, and does d6 damage as a weapon.

CHARACTER DEVELOPMENT

A character earns one experience point (XP) per fight he wins, or plot word he acquires.

Advancement

Characters increase attributes by spending XP = 3/2 x current attribute, rounded down. A character learns one point of a skill/spell by spending 10XP (Appendix B).

Karma/Wish

A character passes a failed roll by using a karma point. A character spends a wish to fully revive, even if he just died. Karma, Wishes, & XP roll over to other adventures.

Curse

A curse reduces ST/DX/IQ one point. A character lifts the curse by expending one wish, or permanently reducing his highest attribute one point. Curses are cumulative.

SAMPLE CHARACTERS

Create your own 32 point character. Minimum 8 points per attribute (ST/DX/IQ). A character begins with 4 skill points (only 2 combat). Only mages learn spells, but they learn no skills. Samples:

Ajax ST14 DX10 IQ8 (Barbarian)
Skills: Acrobat+2, Sword+2
Weapons: Great Sword 3d6-1/14
Armor: Cloth 1/0

Magus ST9 DX10 IQ13 (Wizard)
Spells/Skills:
● Fireball: 3d6 IQ12 F3
● Invisibility: Target is 5/DX to hit. IQ12 F4
● Shatter Weapon IQ12 F3
● Sorcerer's Tongue
Weapons: Staff d6/8 F13
Armor: Wizard's Cloak 2/0

Hector ST11 DX11 IQ10 (Space Trooper)
Skills: Rifle+2, Medic+2
Weapons: Blaster 3d6/9 (rifle skill)
Armor: Light Battle Armor 5/1

James ST10 DX11 IQ11 (Star Craft Pilot)
Skills: Pilot+2, Gunner+1, Charisma+1
Weapons: Blaster 3d6/9 (rifle skill)
Armor: Light Battle Armor 5/1

Wild Jake ST10 DX12 IQ10 (Cowboy)
Skills: Pistol+2, Tracker+1, Stealth+1
Weapons: Revolver 2d6-1/8, Rifle 2d6/9
Armor: Canvas Coat 1/0

Mongo ST13 DX10 IQ9 (Cowboy)
Skills: HTH+2, Animal Handler+2
Weapons: Revolver 2d6-1/8, Knife d6
Armor: Canvas Coat 1/0

THE ADVENTURE

Enemy Tactics

Foes attack your closest character. Foes do not dodge. Foes flee on taking 1/2ST damage.

Checking at Locations

When the party must pass a check, one character checks once for the entire party.

Fantasy Economics

10 Copper (c) = 1 Silver (s). 100s = 1 Gold (g). 1c is a day of unskilled labor.

Science Fiction Economics

One credit is one hour of unskilled labor.

Western Economics

One dollar is a day of unskilled labor.
20250201x