Arena of Death

Heroic Combat in the Fantasy World of DragonQuest

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DragonQuest includes three rules books, one 17" × 22" double-sided tactical display, 100 die-cut cardboard playing pieces, and various playing aids.

If the creature to be trained is...	*Multiply the time required by...*
Easily domesticated	0.5
Naturally wild	1.0
Intelligent or rebellious	3.0
Raised by beast master from adolescence	0.5
Domesticated by another beast master	1.0
Caught in wilderness	1.5
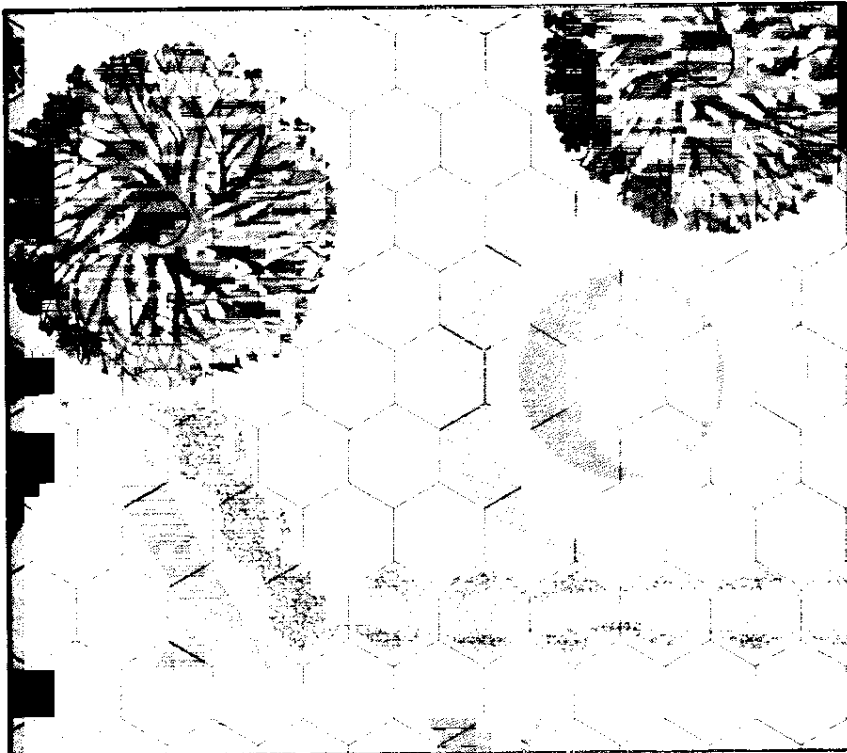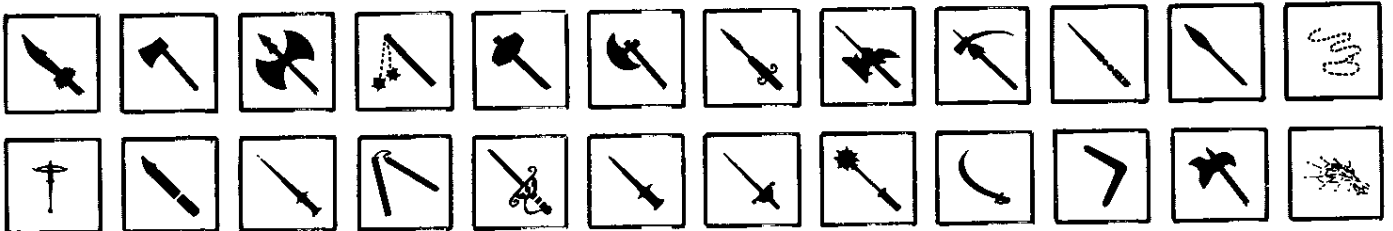
282P89
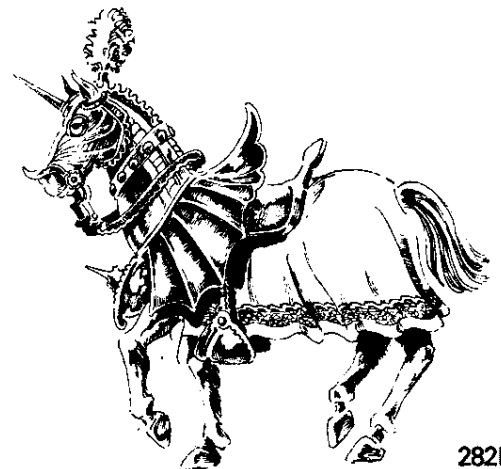
Arena of Death

Heroic Combat in the Fantasy World of DragonQuest

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Read This First:

The rules to *Arena of Death* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made.

1. **Introduction**
2. **Game Equipment**
3. **Character Generation**
4. **Foes**
5. **The Arena and the Crowd**
6. **Basic Procedure**
7. **Maneuver Actions**
8. **Martial Actions**
9. **Restrictions on Actions**
10. **Strike Procedure**
11. **Inflicting Damage**
12. **Grievous Injury**
13. **Weapons**
14. **Unarmed Combat**
15. **Experience**

Inventory of Game Parts

Each game of *Arena of Death* should contain the following parts:

One 17" × 22" mapsheet

One sheet of die-cut counters (100 pieces)

One rules folder (bound into *Ares* version)

One set of Randomizer chits (not in *Ares* version)

One game box (not in *Ares* version)

If any of these parts are missing or damaged, notify SPI's Customer Service Department.

Rules Questions

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
Arena of Death
257 Park Avenue South
New York, N.Y. 10010

SPI, publisher of *Arena of Death*, and **Adversary Games** of Jacksonville Florida, publisher of *Arena*, mutually recognize each others' exclusive rights to their respective titles.

[1.0] Introduction

COMMENTARY:
There is a land where the sun dies. Or so the old men say. Off to the west. Behind the mountain wall. Hidden in a shadowed valley. A land of mist and terror. Inhabited by gods, some say. Inhabited by monsters, say others. The tales are not precise. They contradict. They twist and turn through realms of gibbering horror and so stray far from truth. Or so it seems.

Yet ever...ever the old tales speak with a single voice of one great wonder, one unholy marvel. The Arena, it is called. It is, they say, an edifice of gold and gems. And there the lords of that land are wont to recline on couches all draped in finest silks and nibble at sweetmeats in scented languor while others fight and die. For this, it seems, is their diversion, that others shall sweat and gasp and bleed on the sands below while they, the gods, remain untouched above.

This, then, is the tale that is told of that place. Each year many go to seek it, for the gods pay well for such amusements and men have returned rich from that fabled land. But they are few. Most do not return, but die upon the sands of that far place, the victims of its lords. A year, these men must serve to win the riches offered the survivors. A year of fighting other men and pitting feeble flesh against great beasts. 'Tis death, my parents tell me. And hardship in a far and lonely place. So few prevail. So few return to spend the treasure of those gods. I understand their worry. I fear this thing, myself. But the land is poor and hard and so I must, I think, go to win great wealth and slake my sword in the Arena of the gods. To find the land where the sun dies.

GENERAL RULE:
Arena of Death is a game of gladiatorial combat in a fantasy setting. The Players take on the role of fighters in the arena, pitting these fighters against each other and against fearsome beasts over the course of a variable number of "combats." Each combat consists of one or more Players' characters entering the arena where they meet one or more characters controlled by other Players. The combat lasts until only dead or mutually friendly characters remain in the arena. The individual combats can be played as stand-alone games or they can be played as part of a complete campaign lasting until one Player's character fulfills the victory conditions as listed in 1.1.

Note: *Arena of Death* is a stand-alone adventure using the combat system from SPI's *DragonQuest*. As such, the game uses the counters and Tactical Display from that game. The combat systems presented in *Arena of Death* can be adapted by using the provisions of *DragonQuest* combat as optional rules for this game. However, *Arena of Death* can be played in its entirety without reference to *DragonQuest*.

PROCEDURE:
The Players (2-20 with half a dozen optimal) decide whether they wish to simply generate characters and pit them against each other in a single game or employ them in a multi-combat campaign. *Arena of Death* was designed for replay in its campaign form and provides the most play value in this form, but Players should be forewarned that the campaign will require repeated play sessions over a period of time. Once a mode of play has been decided upon, the Players should generate, arm and armor their characters and/or choose any figures they wish to face from the Foes Table (4.1) and enter the arena as per 4.0. The Basic Procedure given in 6.0 is followed for each individual combat. The rules in this Section are employed whenever a campaign is to be played.

CASES:

[1.1] Players win by increasing their character's Popularity Rating.

Before embarking on a campaign, the Players should determine what level of Popularity is to be considered the object of the game. The Popularity Rating of a given character is a measure of the amount of treasure the character can garner as a result of his year's service in the arena from the grateful lords he has entertained. The higher the Popularity Rating to be achieved, the longer the campaign will be. A level of 20 would, for example, be achievable in a short game of several actual combats. A level of 35-40 would require a longer campaign consisting of many more sessions, but would leave much more room for strategy. The Players are each represented by one character, and the first Player whose character increases his Popularity to the desired level wins.

[1.2] A Player can generate a new character if his old character dies.

Players may only play one character at a time. However, a character may always generate a new character if his old character is dead. There is no limit on the number of times that a Player can generate a new character.

[1.3] Players take turns sending their characters into the arena.

Each game session in the campaign consists of one combat for each character in the game. Players may choose to enter the arena alone or in concert with each other. They may even decide to engage in duels. However, one and only one combat per Player character must be conducted per session. A character can never "sit out" a session (not participate in some combat).

[1.4] Players take turns playing each other's foes.

Whenever a Player wishes to enter the arena, he states the circumstances under which he will enter, including the Difficulty Factor of the foe(s) he expects to meet (unless entering a duel) and what weapon(s) or shield he will have prepared when he enters the arena. He then selects one other Player who is not sending his character into the arena immediately to play the foe(s). This Player must select one or more foes whose total Difficulty Factors are equal to or within 50 points of the Difficulty Factor chosen by the Player(s) entering the arena. Throughout the combat, the Player who selected those foes plays them as if they were his character. Players may not announce that they desire to battle foes whose total Difficulty Factor is less than the sum of 6 of those characters' Attributes (PS, MD, AG, EN, FT, and WP).

[1.5] Players may challenge each other to duels.

No Player is ever required to accept such a challenge.

[1.6] The order in which individual combats are resolved is determined by a random die roll.

Each Player should be given a number and D10 should be rolled to determine the order in which combats are resolved. The Player whose number first comes up resolves his combat first, the Player whose number next comes up goes second and so forth. Only one number should be given to a group of Players who wish to enter the arena together. **Note:** The randomizer chits provided are actually better suited to this purpose than dice since unassigned numbers can be removed from the container in which the chits are placed.

[1.7] Once a Player announces the Difficulty Factor of the foe(s) he

desires to meet, his character must enter the arena.

A Player's character cannot "back out" of a combat except by suffering the same penalty as a character who flees the Tactical Display.

[1.8] All wounds are healed and arms and armor repaired between combats.

In the campaign, damage suffered by a Player's character is considered instantly healed between combats (unless the character has died) and all weapons and armor are restored. The characters are considered to undergo a variable period of rest and recuperation between bouts of combat. Only loss of Popularity as a result of fleeing the Tactical Display or throwing a weapon into the crowd is permanent. Loss in Attributes due to the removal of Damage Points or Grievous Injury is always temporary, and such losses are recovered between combats.

[1.9] All members of a multi-character party must agree in advance of announcing the formation of the party who will join it and what the Difficulty Factor of its foes will be.

Only when all Players are in agreement concerning the number and composition of the party and the relative strength of their foes is the party formed. Any number of characters may make up a single party.

[2.0] Game Equipment

GENERAL RULE:

The game equipment consists of the Tactical Display, 100 die-cut cardboard playing pieces, 20 die-cut cardboard randomizer chits and these rules (including charts and tables). Two percentile dice are used in play and must be provided by the players. Alternatively, the Players may choose to use the randomizer chits included in the game to generate a two-digit read-out between 01 and 00 (with 00 equalling 100).

Special Note: *Arena of Death* is a stand-alone game based on SPI's recently released *DragonQuest* fantasy role-playing game and is designed as an introduction to some of the concepts and terminology of the parent product. It uses the same Tactical Display and counters as *DragonQuest* and many of the same rules, but does not have that game's complexity. In addition, only Side B of the Tactical Display (containing the blank hex grid) and part of the *DragonQuest* counters are used in *Arena of Death*.

CASES:

[2.1] The Tactical Display (Side B) represents an open arena in which combat occurs.

A hexagonal field has been superimposed over the playing area to help regulate the movement and positioning of the playing pieces. Side A of the Tactical Display is not used in *Arena of Death*.

[2.2] The charts and tables printed in the rules are used to resolve various combat functions and generate combatants.

The tables include the Action Point Expenditure Chart, Armor Table, Shield Table, Weapons Table, Special Damage Table, Grievous Injury Table, Combat Modifier Tables, Attribute Generation Chart, Foes Table and the Experience Schedule. Two types of record sheet are also included.

[2.3] The cardboard playing pieces are used to represent individual figures and dropped or broken weapons.

Each character or foe is represented by an individual counter on the Tactical Display. Whenever a weapon is dropped or broken, the location of the weapon is marked by the placement of a counter on the Tactical Display. The furniture and fixture pieces are not used in *Arena of Death*.

Character	Weapon*	Furniture

* Broken weapons have a colored band.

[2.4] The randomizer chits are used to generate random numbers necessary to the resolution of various game functions.

The white chits should be placed in one opaque container and the black chits should be placed in another. Whenever a D10 (one) die roll is necessary, one chit should be drawn from either container. Whenever a D100 (two) dice roll is necessary, one chit each should be drawn from both containers. Once drawn, chits should be immediately replaced. Whenever a "0" is drawn, it should be read as "10." Whenever two "0" counters are drawn, they should be read as 100. In all other cases, one chit draws are read as a one-digit number and two chit draws are read as two-digit numbers.

[3.0] Character Generation

GENERAL RULE:

There are two types of characters in *Arena of Death:* Player Characters and Non-Player Characters. Non-Player Characters are those figures that are not used in a campaign and do not use or accumulate Experience Points. They are discussed in 4.0. Player Characters are those characters which represent the Players, themselves, and which can actively participate in an ongoing campaign of *Arena of Death.* Player Characters can be of one of 5 races: Dwarf, Elf, Halfling, Human or Orc. Each of these races is listed on the Attribute Generation Chart (see 3.9) along with the Base Number for each of their Attributes and a number of unassigned Attribute Points which the character's Player must assign to the character before it can enter the game.

PROCEDURE:

The Player chooses the race of the character. This determines the character's basic characteristics given as a Base Number for each Attribute. The Player then assigns up to 1/4 (round down) of the Attribute Points available from the "Unassigned" column for that type of character to each of the character's Attributes. He may spread Unassigned Attribute Points among the character's Attributes in any manner he chooses, but he may assign no more than 1/4 of the available points to any one Attribute and he must assign all of the Attribute Points in his Unassigned column to some Attribute. Attribute Points may be assigned to PS, MD, AG, EN, FT, or WP. They may not be assigned to APA or POP. Once all Attribute Points have been assigned, the Player determines the character's APA adjustment and determines how the character will be armed and armored. The character is then ready to enter the arena.

CASES:

[3.1] A Player Character's Action Point Allowance is adjusted for Agility.

After a character has been armed and armored and all available Attribute Points have been assigned, the character's Player adds 1 to the

character's Action Point Allowance for every 3 (or fraction) which the character's modified Agility is above 15 or subtracts 1 from the character's Action Point Allowance for every 3 (or fraction) the character's modified Agility is below 15. Anytime the character's Agility is altered (added to or subtracted from due to the use of accumulated Experience or a Grievous Injury) or the type of armor the character is wearing is changed, the character's Action Point Allowance must be recalculated. This is true even in the middle of a combat.

[3.2] A Player Character's Agility is modified by the armor the character is wearing.

The Agility Penalty column on the Armor Table lists the number of Agility Points which must be subtracted from the character's Agility whenever a particular type of armor is worn. A character's Player selects the type of armor that a character will wear when he generates that character. He may change the type of armor worn at any time when the character is not actually occupying the Tactical Display (not in combat). He may not change or discard armor during combat.

[3.3] A Player Character may be armed with up to 5 items from the Weapons Table and/or Shield Table.

As part of the process of generating the character, a Player must arm that character. He may change the arms the character carries (or replace lost or damaged items) at any time when the character does not occupy the Tactical Display. A character may never carry more than one shield or one pole weapon. He must be armed with at least one knife. Otherwise there is no restriction on the type of weapons the character's Player may carry so long as the character does not enter the arena armed with more than 5 items. A character may pick up dropped weapons while on the Tactical Display without hindrance due to this rule except that he may never possess (in any state) more than one pole weapon and more than one shield.

[3.4] The character's Attributes determine his capabilities in combat.

Physical Strength (PS) determines the type(s) of weapons that can be used to full effect and the relative difficulty of withdrawing from Close Combat. Manual Dexterity (MD) determines what weapon(s) the character can use to full effect and affects the character's chances of hitting another figure. Agility (AG) determines the difficulty of hitting the character and also determines the character's chances of maintaining his balance in a difficult situation. Endurance (EN) determines how much punishment the character can take before being killed, stunned, or knocked unconscious. Fatigue (FT) determines how much punishment the character can take before physical damage results and the character's effectiveness in combat is reduced. Willpower (WP) determines the character's chances of keeping his head and withstanding a charge attack. The character's Action Point Allowance (APA) determines how much the character is likely to accomplish during a Round of combat. The character's Popularity (POP) determines whether he can successfully appeal to the crowd to save his life in a difficult situation and is used to determine victory in a campaign.

[3.5] A Player Character's Manual Dexterity is affected by having a shield Prepared.

The Shield Table lists under the Manual Dexterity column the number of points that are subtracted from a character's Manual Dexterity whenever that character has a particular type of

shield Prepared. The type of shield carried may be changed at any time the character does not occupy the Tactical Display.

[3.6] The Player's should complete a Character Record Sheet for each Player Character in the game.

As part of the Character Generation procedure, each character should have a Character Record Sheet completed for him. This sheet should contain the character's name, the Player's name, the character's Attributes and any details concerning arms, armor and shields which the Player may find useful. The Character Record Sheet also has a box in which to record the accumulation of Experience Points in the character's Experience Point Pool and boxes for use in recording loss of Fatigue and Endurance in combat. This form should be machine-copied for repeated use.

[3.7] Character Record Sheet
(see charts and tables)

[3.8] Character Record Sheet Diagram
(see charts and tables)

[3.9] Attribute Generation Chart
(see charts and tables)

[4.0] FOES

GENERAL RULE:

Player characters may be pitted against each other in the arena or they may be pitted against Non-Player Characters taken from the Foes Table (see 4.1). The Foes Table lists 17 species of monster against which characters can be pitted. Each monster's Attributes are listed on the Foes Table along with a Difficulty Factor (DF column) representing both the relative difficulty of combating the monster and the Experience Points the Player's may gain by doing so successfully. As each foe is selected, a NPC Record Sheet should be filled out for that foe.

CASES:

[4.1] Foes Table
(see charts and tables)

[4.2] Description of Foes
(see charts and tables)

[4.3] NPC Record Sheet Diagram
(see charts and tables)

[4.4] NPC Record Sheet
(see charts and tables)

[5.0] The Arena and the Crowd

GENERAL RULE:

The Tactical Display Side B is used to represent the arena in which the action of the *Arena of Death* occurs. The Tactical Display is considered to be bordered by an unclimbable wall above which sits the crowd. The four corner hexes constitute the only means of exiting the Tactical Display. A figure (i.e. a Non-Player Character or Player Character occupying the Tactical Display), may exit the Display via any one of the four corners by entering a corner hex and paying 1

additional Action Point (regardless of the Action used to enter the hex) to exit the Tactical Display via any hexside on the margin of the hexfield.

PROCEDURE:

At the beginning of the game, the figure with the highest Agility is placed in any corner hex by his Player. Then the figure with the next highest Agility is placed in the opposite corner hex (diagonally across the board from the first figure) by his Player if that figure is hostile to the first figure placed on the Display. If *friendly* to the first figure, the second figure is placed on the Display in any hex adjacent to the first figure of which one or more hexsides form the perimeter of the hexfield. This procedure is followed with each succeeding figure being placed in a hex which is part of the hexfield perimeter and which is also adjacent to a friendly figure already placed on the Display until all figures have been placed. Play may then commence. Once play begins, the Tactical Procedure described in 6.0 is implemented until all figures remaining on the Display are either dead or friendly toward each other. A figure may exit the Display at any time via the corner hexside but suffers a penalty for doing so.

CASES:

[5.1] A figure who flees the Tactical Display before the end of combat gains no Experience Points for the combat and suffers a loss of 3 from his Popularity Rating.

Combat continues until all figures on the Display are dead or friendly to each other. If a figure exits the Display before this state of events intervenes or if this state of events results from his exiting the Display, the penalties cited above immediately apply. A figure which exits the Tactical Display cannot be harmed further as a result of the combat even if a hostile figure follows him through the same exit hex.

[5.2] Whenever a figure (other than a monster) has 1/3 or less of his Endurance remaining, the figure's Player may ask for quarter (even if the figure, himself, is unconscious).

The Player then rolls D100. If the result is equal to or less than 3 times the figure's Popularity Rating, the crowd will insist that the figure's life be spared. The attendants employed by the arena immediately rush out and pick up the figure, carrying him to safety while the other figures occupying the Tactical Display are paralyzed by the magic arts of the Masters. The figure may not be harmed further. It is removed from the Tactical Display and has no further effect on play. If the result of the die roll is greater than 3 times the figure's Popularity, the appeal fails and the figure may be further harmed (or killed). Only one appeal may be made per figure per combat. Three entire Rounds (including the Round in which the appeal was made) are considered to pass in the event of a successful appeal, during which the body is removed from play, all fighting ceases, and figures on the Tactical Display may implement only Pass Actions. Figures may recover from stun during this period.

[5.3] Any weapons which fly off the Tactical Display are considered to have flown into the crowd and to be irrevocably lost.

A figure who Hurls a weapon which exits the Tactical Display automatically and immediately has his Popularity reduced by 2. This loss is permanent.

[6.0] Basic Procedure

GENERAL RULE:

Each game of *Arena of Death* consists of an indeterminate number of Rounds, each of which is equal to 10 seconds of real time. Each Round consists of a variable number of Pulses of unspecified duration. In each Pulse, figures occupying the Tactical Display move and fight by expending one or more Action Points (AP's) from their individual Action Point Allowances (APA's). Each figure in turn announces and implements one (and only one) Action per Pulse from among those Actions listed on the Action Point Expenditure Chart (9.8). When all figures on the Tactical Display have implemented some Action, the Pulse is ended. A new Pulse is then executed if any figure has AP's remaining. When no figure on the Tactical Display has AP's remaining, the Round is over, figures receive a new allotment of AP's equal to their APA, and a new Round begins. This sequence of events is repeated until the only figures remaining on the Tactical Display are either dead or friendly to each other.

Figures implement Actions during a Pulse in order of their Agility. The order in which figures implement Actions is determined at the beginning of the game and is adhered to throughout.

CASES:

[6.1] Figures perform Actions in order of their modified Agility.

The figure with the highest modified Agility implements one Action first, then the figure with the next highest modified Agility and so on until all figures have taken some Action. If two or more figures have the same Agility, use some random method to determine which of the two (or more) figures goes first (high die roll, for example). The order in which figures implement Actions is determined at the start of the game and is adhered to throughout.

[6.2] Figures perform Actions by expending 1 or more Action Points per Action.

All Actions which a figure can perform are listed along with their AP cost in 9.8. They are explained in detail in 7.0 and 8.0.

[6.3] A figure may never expend more Action Points during a Round than he has available in his Action Point Allowance.

A figure may not perform an Action unless he has sufficient Action Points remaining to pay the Action Point cost to perform that Action. Exception: see 7.8.

[6.4] Figures may perform only one Action per Pulse.

In some cases, an Action may involve two or more separate operations (i.e. changing facing while implementing an Assail Action). In such cases, the separate operations are always considered to be part of the Action being performed, and all of the operations may be performed in the same Pulse. Figures are always considered to be in the act of performing the last Action their player selected for them (regardless of the Pulse) unless they have been stunned, killed, or knocked unconscious. A figure who has been stunned, killed or knocked unconscious is considered to be implementing a Pass Action, regardless of what Action his player last chose for him.

Example: If a figure implemented a Pass as his Action for the last Pulse, and was attacked before he had an opportunity to implement a new Action this Pulse, he would be treated as if he were in the act of Passing.

[6.5] Action Points may never be accumulated between Rounds or transferred between figures.

[6.6] Figures must expend all of their available Action Points during a Round.

Once all Action Points available to all figures on the Tactical Display have been expended, the Round is over and a new Round begins. Until that time, each figure must implement some Action each Round, even if only to Pass. Once all of a figure's Action Points have been expended, he may only implement Pass Actions for the remainder of the Round, regardless of the actions of other figures on the Tactical Display. It costs "0" Action Points for a figure whose Action Point Allowance has been expended to implement a Pass Action.

[6.7] A figure may expend all of his Action Points during a Pulse.

There is no limit to the number of Action Points that can be expended during a Pulse except the APA of the figure taking action. However, a figure may implement only one Action per Pulse and may implement that Action only once during the Pulse. When a figure has no remaining Action Points, he must implement a Pass Action each Pulse until the Round is ended. A figure who has Action Points remaining must expend two Action Points or all of his remaining Action Points (whichever is less) if he desires to implement a Pass Action.

[6.8] Figures may perform only permissible Actions during a Pulse.

A "permissible Action" is one which is listed on the Action Point Expenditure Chart (9.8) and which the figure is currently capable of performing given his posture, condition and position relative to other figures on the Tactical Display. The Actions permitted figures are described in detail in 7.0 and 8.0. Restrictions on which Actions figures can implement are discussed in detail in 9.0.

[7.0] Maneuver Actions

GENERAL RULE:

Maneuver Actions are those Actions primarily involved with alterations in the relative positioning of the figures on the Tactical Display. Figures using maneuver actions may not enter a hex occupied by another conscious figure (either hostile or friendly). They may, however, move across the Tactical Display, alter their relative facing, and change their posture.

PROCEDURE:

All figures on the Tactical Display must occupy a single hex and face in a single direction within that hex. This is represented by having the playing piece representing a figure placed entirely within a single hex with the top of the piece facing any one of the six sides of that hex. The hexside that the top of a playing piece is facing is considered to be the hexside the figure is facing. That hexside and the two hexsides adjacent to it which make up part of the figure's hex are called the figure's Front Hexsides. The other three sides of the hex are called the figure's Rear Hexsides. Any figure which is ambiguously faced may be adjusted so as to face a single hexside by the opposing Player.

A figure may change its facing by implementing a Turn Action at a cost of 1 AP per hexside of facing changed. A figure may enter one or more contiguous hexes by expending one or more Action Points to implement a Move, Bob, or Shift Action. When implementing a Move or Bob, the figure may only enter another hex through one

of its Front Hexsides. Figures may also back out of a hex by implementing a Withdraw Action and may alter their posture by implementing Rise or Drop Actions.

CASES:

[7.1] A figure may Move through up to 4 contiguous hexes through his Front Hexsides at a cost of 1 Action Point per hex entered.

The figure may move in any direction(s) up to 4 hexes or the limits of his APA, whichever is less. However, he may only enter hexes through his Front Hexsides and must retain the same relative facing in the hex entered unless he pays the appropriate number of AP's to change facing. The figure may change facing freely during this movement at a cost of 1 Action Point per hexside of facing changed. The figure must cease all movement (including facing changes) upon entering any hex of the Strike Zone of a hostile figure. A figure implementing this Action may never increase the distance between himself and a hostile figure (in hexes) whose Strike Zone he has occupied at any time during the Pulse.
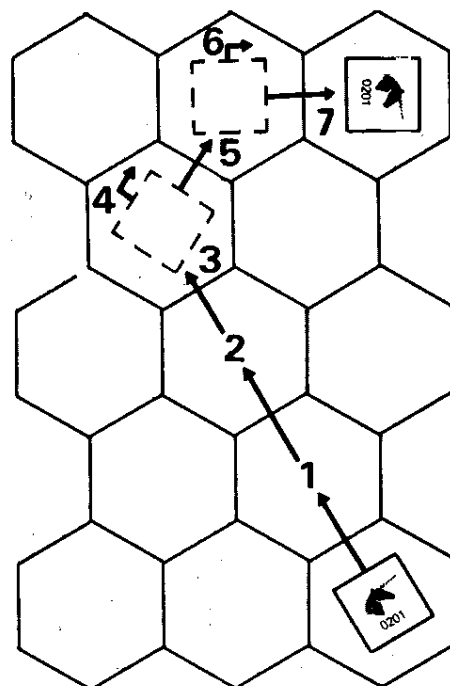
Example of Move Action:

The character moves along the indicated path, expending one Action Point per hex it enters. In the third hex it changes facing, thus expending another Action Point; it moves into the next hex and then spends an additional Action Point to change facing once more. It ends movement in the final hex. The entire maneuver costs 7 Action Points. **Note:** If the character had entered an Enemy Strike Zone as it moved, it would have to stop its movement.

[7.2] A figure may Shift into up to 2 contiguous hexes by expending 3 Action Points to enter each hex.

Shifting is a special type of movement by which a figure can enter a hex via his Rear Hexsides. A figure implementing a Shift may not increase the distance (in hexes) between himself and any hostile figure whose Strike Zone he has occupied at any time during the Pulse. He may change his facing at a cost of 1 AP per hexside of facing changed. He is not required to cease movement upon entering the Strike Zone of a hostile figure.

[7.3] A figure may *Bob* into up to 4 contiguous hexes by expending 2 Action Points to enter each hex.

Bobbing is a method of moving while dodging hostile weapons. It is identical in all respects to the Move Action except that it costs more to Bob and the figure receives a benefit if attacked while implementing this Action.

[7.4] A figure may increase the distance (in hexes) between himself and a hostile figure whose Strike Zone he occupies only by implementing a *Withdraw* Action.

It costs 4 Action Points to Withdraw. The procedure for implementing this Action is as follows:

The figure wishing to Withdraw moves backward into the hex immediately opposite the hex he is facing. He may never change facing while implementing this Action. Once he enters the hex to his rear, his Action is over and he may do nothing more that Pulse. He may not Withdraw a second time or implement any further Action. If the hex to his rear is occupied by a conscious figure (hostile or friendly) he may not Withdraw. If the hex to his rear is occupied by a dead or unconscious figure, he may Withdraw into the hex, but the withdrawing figure's Player must roll D100. If the resulting number is less than or equal to 5 times the figure's Agility, the Withdrawal is successful. If the result is greater than 5 times the figure's Agility, the figure trips and falls down in the hex into which he Withdrew. He is considered Prone.

A figure engaged in Close Combat may Withdraw only by first "breaking contact." The figure's Player rolls D10. On a roll of 10 or greater, the figure breaks contact and may successfully Withdraw. The figure's Player places the figure in any of the six adjacent hexes. The figure must be placed so that it faces the hex from which it successfully Withdrew. The die roll for breaking contact is modified as follows: The total PS and AG of all hostile figures in the hex is subtracted from the total PS and AG of all friendly figures in the hex and the result is added to the die roll.

[7.5] A figure may adopt a nonstanding posture by implementing a *Drop* Action at a cost of 2 Action Points.

All figures may be in three possible postures (in ascending order of height from the ground): Prone, Kneeling and Standing. A figure may adopt a lower posture by implementing a Drop Action. The figure's Player must announce which lower posture the figure is adopting. The cost to Drop is constant regardless of how many levels of posture the character drops. Kneeling and Prone characters may alter their facing at a cost of 2 Action Points per hexside of facing changed and may move (by crawling) as if implementing a Move Action, but at a cost of 3 Action Points per hex entered. They may not Bob, Shift or Withdraw. A figure who enters Close Combat immediately adopts a Prone Posture (at no additional cost) and a figure who Withdraws from Close Combat immediately adopts a Standing Posture (at no additional cost).

[7.6] A figure may alter his posture from a lower level to a higher level by implementing a *Rise* Action at a cost of 4 Action Points.

There is no additional cost to rise more than one level (from Prone to Standing). The figure's Player must state what the new Posture is in all cases.

[7.7] A figure may change his facing without otherwise moving by implementing a *Turn* Action at a cost of 1 Action Point per hexside of facing changed.

[7.8] A figure may *Pass* instead of taking some other specific Action at a cost of 2 Action Points or all of the figure's remaining Action Points (whichever is less).

If a figure has no Action Points remaining or is stunned, dead or unconscious, he is automatically taking a Pass.

[8.0] Martial Actions

GENERAL RULE:

Martial Actions are those Actions which are concerned directly with attempting to inflict damage on other figures or preparing weapons for this purpose. There are three distinct types of combat portrayed in the game: Ranged, Melee and Close. Ranged Combat is any combat involving the use of Hurled weapons to damage figures not adjacent to the attacker. Melee Combat is any combat involving figures who are adjacent to each other. Close Combat is any combat involving figures who occupy the same hex. A figure may only attack other figures who occupy the same hex or who occupy a hex of his Attack Zone.

All weapons are rated for use in one or more types of combat. A figure may employ a weapon only for the type(s) of combat for which that weapon is rated. **Example:** A Flail is rated for Melee and Close Combat, but not for Ranged Combat. It could never be Hurled. Figures may attack each other with any weapon listed on the Weapons Table or with a shield or bare hands.

Figures may suffer losses to Fatigue or Endurance as a result of combat, may drop or break weapons, become stunned or unconscious and/or suffer a variety of Grievous Injuries. The effects of combat are discussed in Sections 10.0, 11.0 and 12.0.

CASES:

[8.1] A figure may *Prepare* a weapon for use in combat by expending 2 Action Points.

A weapon must be Prepared to be employed in combat. Shields are prepared in the same manner as weapons, but may have an effect on combat while not in a Prepared state (see 11.9). A figure in the same hex as a conscious hostile figure may only Prepare a weapon that is rated for use in Close Combat. A figure may only have one shield and one one-handed weapon, or one two-handed weapon, or two one-handed weapons Prepared at any one time. He may only use a weapon two-handed if he has no other weapon or shield in a Prepared state. If a figure wishes to prepare a weapon that would cause him to violate this stricture, he may drop any prepared weapon(s) or shield so as to allow him to Prepare the new weapon as part of the Prepare Action. If the figure's Player is unwilling to take this course of action, the figure may not Prepare the weapon. A dropped weapon is marked by the placement of a weapon marker in the hex in which it is dropped. Any figure may pick up a dropped weapon by implementing a Prepare Action while occupying the hex with the weapon. A Cache Action could also be used for this purpose.

Unless and until Prepared, all weapons are considered slung in sheaths, etc. They do not affect the figure's ability to perform an Action with other weapons. Only one weapon or shield

may be Prepared per Pulse by a figure. Once Prepared, a weapon remains Prepared until Hurled, Cached or dropped. Only Player-characters and non-Player characters who are weapons-users may use this Action.

[8.2] A figure may *Cache* a Prepared weapon in his possession by expending 3 Action Points.

Only figures who are not in the Strike Zone of or the same hex as a hostile figure may employ this Action. This Action allows a figure to pick up and/or put back in a sheath or stick in a belt any weapon in his possession or which occupies the same hex.

[8.3] A figure may *Hurl* a Prepared weapon at another figure at a cost of 3 Action Points.

The weapon must be rated for Ranged Combat to be Hurled. It may not be Hurled at a figure in an adjacent hex. A figure may change facing during the Pulse in which he Hurls a weapon at a cost of 1 AP per hexside of facing changed, but this will cause a decrease in accuracy. A figure may Hurl a weapon at a figure separated from him by a number of hexes equal to or less than the range of the weapon being Hurled.

[8.4] A figure may *Assail* an adjacent hostile figure with his bare hands or with a Prepared weapon which is rated for use in Melee Combat at a cost of 4 Action Points.

A figure may change facing while implementing this Action at a cost of 1 AP per hexside of facing changed, but this will adversely affect the figure's accuracy. Only one Strike Check may be made per weapon using this Action, though more than one attack is possible using different weapons at no additional AP cost (see Case 13.2).

[8.5] A figure may attempt to *Evade* an attack of any type which may be directed against him by expending 2 Action Points.

The Strike Chance is reduced whenever a figure implementing an Evade Action is attacked. The figure may change his facing as part of this Action at a cost of 1 AP per hexside of facing changed.

[8.6] A figure may move adjacent to a hostile figure and/or enter the hex occupied by that figure and either Assail or (if in the same hex) Grapple the figure in the same Pulse as that in which the movement was implemented by implementing a *Charge* Action at a cost of 4 Action Points plus the cost of any movement in which the figure engages.

This Action constitutes a special form of combat in which movement and attack are combined. The figure implements a normal Move Action, but may attempt to enter a hex occupied by a hostile figure who is conscious and may attack at the end of the movement portion of the Action. Whenever the Charging figure moves next to the object of his Charge, he must announce that he will Assail or attempt to enter Close Combat. If he Assails, a normal Melee Attack is resolved. If he attempts to enter Close Combat, the target figure's Player must make a Willpower Check by rolling D100. If the result is greater than or equal to 2 times the target figure's Willpower, the attacking figure enters the hex with the hostile figure and makes an immediate Grapple attack. If the result is less than 2 times the target figure's Willpower, the attacking figure is prevented by a determined

defense from closing the gap and entering Close Combat. The attacking figure must stop in the hex he occupies and may take no further Action. He may not attempt to Assail the target that Pulse.

[8.7] A figure may *Grapple* a hostile figure occupying the same hex at a cost of 4 Action Points.

A Grapple is a form of attack used only in Close Combat. It involves striking with hands and feet, biting, gouging, scratching, choking, etc. At any time that two figures who are hostile and conscious occupy the same hex, they are considered to be locked in Close Combat. They are considered Prone. Whenever a figure enters a hex occupied by a hostile conscious figure (via a Charge Action, only), both figures drop any weapons or shields not rated for use in Close Combat and have at one another. Only bare hands and weapons rated for Close Combat may be used by figures in this situation. In order to Strike at another figure in this situation, a figure must implement a Grapple Action. This is resolved in the same manner as an Assail or Hurl attack. When a Figure withdraws from close combat, he adopts a Standing Posture. Any other figures in the hex remain Prone.

[9.0] **Restrictions on Actions**

GENERAL RULE:

Figures may only perform those Actions listed on the Action Point Expenditure Chart (9.8). Each Action requires that the figure expend the number of Action Points listed on the Action Point Expenditure Chart. If a figure does not have the necessary Action Points remaining to pay the AP expenditure to implement an Action, he may not employ that Action. Figures who have no remaining Action Points must Pass. In addition, figures suffering from incapacitation due to being stunned or unconscious must Pass. The position of a figure in relation to other figures and his facing (physical attitude within his hex) also limit his scope of action.

CASES:

[9.1] A figure who is not adjacent to a hostile figure may implement Actions B, C, D, E, H, M, P, Q, R, S, T and X.

He cannot implement Actions A, G or W.

[9.2] A figure who is adjacent to, but not in the Attack Zone of a hostile figure may implement Actions A, B, C, D, E, H, M, P, Q, R, S, T or X.

He could not implement Actions G or W. He could not Hurl his weapon(s) at an adjacent figure.

[9.3] A figure who is in the Strike Zone of a hostile figure could implement Actions A, B, D, E, H, M, P, Q, R, S, T, W or X.

He could not implement Actions C or G. He could not Hurl his weapon(s) at an adjacent figure. He could Charge any one adjacent figure even if this would mean exiting another hostile figure's Strike Zone so as to enter the hex of the figure being charged. He could not charge a figure who was not adjacent.

[9.4] A figure who occupies the same hex as a hostile figure who is conscious may employ Action E, G, P, W or X.

He could not implement Actions A, B, C, D, H, M, Q, R, S or T.

[9.5] A stunned or unconscious figure may only implement Action X (Pass).
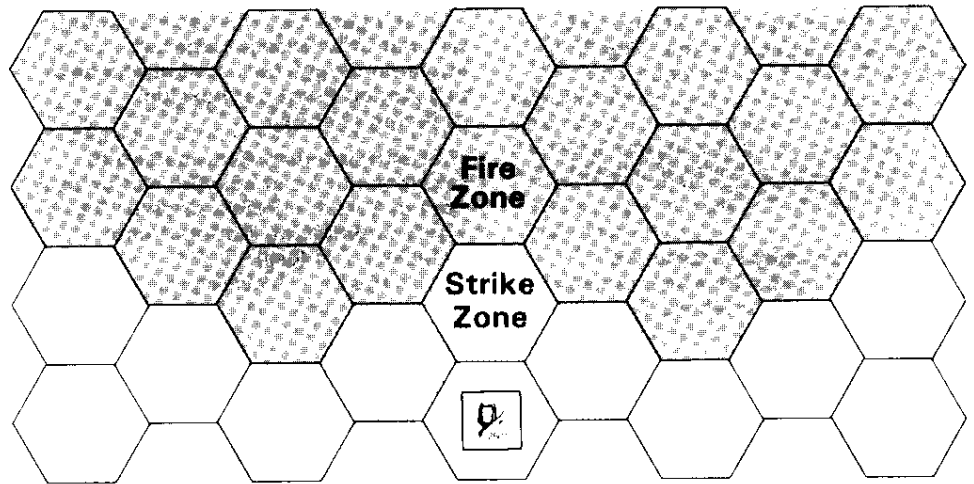
[9.6] A figure may only attack hostile figures who occupy at least one hex of his Attack Zone.

All conscious, unstunned figures have an Attack Zone. Stunned, dead and unconscious figures do not have an Attack Zone. The Attack Zone consists of the figure's 3 front hexes and all hexes extending away from those 3 hexes in a cone as shown in the diagram above.

The figure's 3 Front Hexes are called his Strike Zone. The rest of the hexes in the figure's Attack Zone are called his Fire Zone. A figure may only Melee Attack figures in his Strike Zone. He may only engage in Ranged Combat against figures in his Fire Zone.

[9.7] A figure must meet all of the criteria necessary to implement an Action before he can expend Action Points to implement that Action

For example, a figure who does not occupy the same hex as a hostile figure could not implement a Grapple Action.

[10.0] **Strike Procedure**

GENERAL RULE

A figure who is attempting to damage or kill another figure with his bare hands or with a weapon is said to be making a "Strike Attempt" against the target figure. In such cases, a "Strike Check" must be made to determine whether the attempt succeeds or fails. If the attempt succeeds, a "Hit" is said to have been scored against the target figure. Whenever a Hit is scored, a "Damage Check" must be made to determine the degree of damage suffered by the target as a result of the Hit. In some cases, an additional die roll must be made to determine what (if any) Grievous Injury has been inflicted on the target. If a Strike Check fails, it is possible that the attacking figure has dropped or broken his weapon (if any) or damaged himself (if unarmed) and a check must be made to determine the outcome of such a situation.

PROCEDURE:

The attacking figure's Player announces that the figure is making a Strike Attempt, plus the Action being implemented, the target of the attack and what weapon (if any) is being used in the Strike Attempt. The Player then announces the Base Chance for the Strike (listed on the Weapons Table for each weapon or calculated for unarmed combat; see 13.6 and 14.0). This Base Chance is always expressed as a number (e.g., 35, 40, 45) equal to the percentage chance of scoring a Hit with the weapon used (e.g., 35%, 40%, 45%). This Base Chance is modified by a number of factors, including the target's Agility, the

attacker's Manual Dexterity, Range (if a weapon is Hurled), etc. All such modifications are cumulative and are listed in 10.1, 10.2 and 10.3. The resulting modified number is the Strike Chance (adjusted percentage chance of hitting the target) for that combat. The attacking figure's Player rolls D100.

1. If the resulting number is equal to or less than the Strike Chance, a Hit has been scored and a Damage Check must be made.

2. If the resulting number falls within the span indicated on the Special Damage Table as affecting Endurance, a Damage Check must be made and any resulting Damage Points are subtracted directly from Endurance (even if the target has Fatigue remaining).

3. If a Hit is scored, but does not fall within the span necessary to affect Endurance, the resulting damage is subtracted from Fatigue (unless no Fatigue remains, in which case, it is subtracted from Endurance).

4. If the resulting number falls within the span indicated on the Special Damage Table as causing Grievous Injury, a Grievous Injury results and the rules governing Grievous Injury take effect.

5. If the resulting number is 99, the attacking figure may break his weapon.

6. If the resulting number if 100, the attacking figure may drop his weapon.

CASES:

[10.1] Ranged Combat Modifier Table
(see charts and tables)

[10.2] Melee Combat Modifier Table
(see charts and tables)

[10.3] Close Combat Modifier Table
(see charts and tables)

[10.4] Whenever a number is rolled which falls within the span given on the Special Damage Table as causing a Grievous Injury, a Grievous injury is inflicted on the target as per 12.0

[10.5] Whenever a number is rolled which falls within the span given on the Special Damage Table as causing Damage to be subtracted from Endurance, any Damage Points inflicted on the target are automatically subtracted from Endurance instead of Fatigue.

Damage as a result of combat is normally subtracted from Endurance only when Fatigue has been reduced to "0." However, when the Strike Check dice roll is 15% or less (as shown on the

Special Damage Table) of the Strike Chance, any damage is subtracted from Endurance exactly as if all the target's Fatigue had been exhausted.

[10.6] Whenever a 99 is rolled, there is a possibility that the attacking figure has broken his weapon.

The attacking figure's Player rolls D100. If the resulting number is equal to or less than 3 times the attacking figure's Manual Dexterity, there is no further effect (and the weapon remains undamaged). If the resulting number is greater than 3 times the figure's Manual Dexterity, the weapon is broken. A broken weapon marker is placed under the figure to indicate that that weapon in the figure's possession is broken. A broken weapon may be used normally, but the Base Chance of the weapon (and any damage done by the weapon) is halved (round down). If the broken weapon is broken again, it is useless. It is possible for a figure to score a Hit with a weapon in the same Pulse that the weapon is broken. In such cases, the effect of the weapon breaking is implemented *after* the resolution of the Strike Check in which the weapon was broken and affects succeeding Strike Checks (only).

[10.7] Whenever 100 is rolled, there is a possibility that the attacking figure has dropped his weapon.

The same procedure as that used in 10.6 is implemented to determine if the weapon is dropped. If the weapon is dropped, a weapon marker is placed in the hex to indicate its presence. Unlike a broken weapon, a dropped weapon automatically misses its target.

[10.8] Strike Damage Table
(see charts and tables)

[11.0] Inflicting Damage

GENERAL RULE:

Whenever the target of an attack is "hit," the target's Player must roll a die to assess the damage which the target figure suffers as a result of the Hit. Damage is assessed in terms of Damage Points which are subtracted directly from either Fatigue or Endurance. In some cases, armor and shields will absorb Damage Points before they can affect the target figure.

PROCEDURE:

The target figure's Player rolls D10 and adds to the result the (positive or negative) damage modifier for the weapon used in the attack. All modifiers are listed under the Damage Column of the Weapons Table (13.6). The resulting number is equal to the number of Damage Points the target figure suffers. For each Damage Point that a figure suffers, remove 1 point from the figure's Fatigue. If the figure has no Fatigue remaining or if the Strike Check dice roll was 15% or less of the Strike Chance, the Damage Points are subtracted from Endurance, instead. One Damage Point equals one point of Endurance for this purpose. If the dice roll is 5% or less of the Strike Chance, the target figure suffers a Grievous Injury (double damage + additional effects as specified on the Grievous Injury Table). If a figure has some Fatigue remaining, but not enough to satisfy the necessary damage, all damage which can be satisfied by removal of Fatigue is removed and the balance is ignored. Damage Points cannot be subtracted from both Endurance and Fatigue as a result of the same Strike Check.

CASES:

[11.1] A figure with 0 Fatigue Points remaining must subtract future damage from his Endurance.

Whenever a figure has no Fatigue, damage is subtracted directly from Endurance. In addition, figures with no remaining Fatigue suffer a penalty in the form of a modification to their Strike Chance (see 10.0).

[11.2] Damage dice rolls of less than "1" are treated as "1."

A figure never suffers "negative" damage due to modifications to the die roll. All modified rolls of "0" or less are treated as "1" for damage purposes.

[11.3] A figure becomes "unconscious" when he has 3 or fewer remaining points of Endurance.

Unconscious figures have no Attack Zones and are always considered to be prone. They may expend Action Points only to implement Pass Actions. They are treated for purposes of attack as if they were being attacked through a Rear Hexside, regardless of the hexside through which they are actually attacked. Unconscious figures may never recover consciousness. They may be killed by hostile figures unless they have been given "quarter."

[11.4] A figure is dead when he has no remaining Endurance.

Dead figures remain on the Tactical Display (to represent corpses). They have no Action Points and are always considered to be implementing a Pass Action

[11.5] Damage to figures may be absorbed by armor and/or shields.

All armor and shields have a Protection Rating which represents the number of Damage Points they absorb from each Hit scored against a target protected by them. Armor and shields are not damaged when they absorb Damage Points unless the figure using them suffers a Grievous Injury. Armor is always worn into the arena and automatically protects the wearer. Shields only absorb damage from Hits which pass through the hexside(s) protected by them (see 11.9).

Whenever a figure suffers a Grievous Injury, no damage is absorbed by armor or shields. The damage inflicted on the figure as a result of the Hit which inflicted the Grievous Injury is subtracted directly from Endurance with no lessened effect due to armor or shields. The Protection Rating of armor is reduced by 2 for each Grievous Injury that the wearer suffers. The Protection Rating of a shield is reduced by 1 for each Grievous Injury suffered by a figure as a result of a Strike through a hexside protected by the shield. A figure may always choose to allow his shield to be cloven rather than reduce the Protection Rating of his armor whenever he suffers a Grievous Injury as a result of a Strike through a hexside protected by the shield. A cloven shield absorbs no Damage Points.

[11.6] A figure is "stunned" whenever he suffers a number of effective Damage Points *greater than* 1/3 his Endurance as a result of a single Strike.

Damage absorbed by shields or armor does not count toward this total. The Damage Points are only considered "effective damage" if they are subtracted from either Fatigue or Endurance. If the number of Damage Points actually subtracted from one of these attributes is not more than 1/3 of the figure's Endurance, the figure will not be stunned regardless of the number of Damage Points scored against the figure. During each Pulse that a figure is stunned, the figure's Player rolls D100 at the moment that it becomes that figure's turn to implement an Action (and at a cost of 2 Action Points to Pass). If the dice roll is 4 times the figure's Endurance or less, the figure

recovers from being stunned. Stunned figures suffer a penalty to their defensive ability while stunned (see 10.2). They have no Attack Zone. Whenever a figure first becomes stunned, he may involuntarily drop any weapon or shield in his hands (see 13.5).

[11.7] A figure suffers a Grievous Injury whenever he is Hit and the Strike Check dice roll is within the range listed on the Special Damage Table as producing a Grievous Injury.

Whenever a figure suffers a Grievous Injury, the procedures and strictures of 12.0 apply.

[11.8] Armor Table
(see charts and tables)

[11.9] Shield Table
(see charts and tables)

[12.0] Grievous Injury

GENERAL RULE:

Whenever the Strike Check dice roll is 5% or less of the Strike Chance (as shown on the Special Damage Table, 10.8), the target figure suffers a Grievous Injury.

PROCEDURE:

Whenever a figure suffers a Grievous Injury, the damage die roll is doubled (after modification) and all damage is subtracted from Endurance (not Fatigue). In addition, the figure's Player rolls D10 and consults the Grievous Injury Table. The result on the Grievous Injury Table is applied to the figure in addition to any other damage he may have suffered.

CASES:

[12.1] A figure may suffer any number of Grievous Injuries during a game.

If it is not possible for a figure to suffer a particular Grievous Injury, then no specific injury is suffered, but double damage is still inflicted.

[12.2] Grievous Injuries affect Endurance (not Fatigue) and damage resulting from them is not absorbed by armor or shields.

[12.3] A doubling of damage takes place after the die roll has been modified.

[12.4] Grievous Injury Table
(see charts and tables)

[13.0] Weapons

GENERAL RULE:

All figures except those which are not weapons-users may enter the arena armed with up to 3 weapons plus a shield (or 4 weapons and no shield), only one of which may be a Pole Weapon. In addition, each weapon-user may carry a knife. Only one 2-handed weapon or two 1-handed weapons or one 1-handed weapon and a shield may be carried in a prepared state at one time, however. Whenever a figure attacks another figure, the attacker's Player must announce which prepared weapon the attacker is using to Strike his enemy. Only prepared weapons may be used to Strike an enemy. All weapon-using figures may enter the arena with the maximum permissable number of weapons in a Prepared state.

[13.1] A figure may attack without using a weapon.

A figure may attempt to Strike with bare hands, but only if he has at least one hand free to do so. A figure with only one prepared weapon

could normally attack with his bare hands instead of the weapon or he could make a Multiple Strike (one with bare hands and one with weapons). In certain cases, a shield can be used as a weapon.

[13.2] A figure may, under certain circumstances, make two attacks in the same Pulse.

A figure is permitted to implement only one Action per Pulse. However, a figure may attempt to Strike twice as part of the same attack with different weapons (one attack for the weapon in each hand). In such cases, the figure suffers a decrease in his ability to properly use those weapons. Whenever a figure's Player announces that the figure is employing any Combat Action, he may, if he has two prepared weapons or one weapon and one free hand, declare that he is making a "Multiple Strike." The figure pays the normal AP cost to make a single attack, but one attack is resolved for each weapon or hand used. The Base Chance for each attack is reduced by 20 whenever this option is used. The attacks need not be directed against the same figure, but they must be the same type of attack (i.e., a figure could not Assail one enemy and Hurl a weapon at another in the same Pulse). In some cases, figures may be able to make more than two attacks in a Pulse. Whenever this occurs, the Base Chance for each attack would be reduced by 20 for each Strike above one. .

[13.3] Ranged Combat is only possible when the attacking figure has a weapon rated for Ranged Combat prepared and has a Line of Sight to the target he is attacking.

A Line of Sight is defined as any straight line from the center of the attacking figure's hex to the center of the target figure's hex which does not pass through any other figure which is not prone. If the Line of Sight passes through a Rear Hexside of the figure being attacked, that figure is considered the object of a Rear Attack. The Line of Sight continues through the target figure's hex indefinitely and any weapon which does not Hit the target will continue to fly along the Line of Sight until it does hit someone, exits the Tactical Display or travels a number of hexes equal to its Range. If the weapon is a thrown weapon, it will drop to the ground in the last hex that is equal to its Range unless it hits a figure or exits the Tactical Display. If the weapon passes through the hex containing the target (i.e. does not Hit), a Strike Check must be made for each hex which contains a figure which the weapon subsequently enters, regardless of whether the figure is friendly or hostile. Each Strike Check involving a figure who was not the announced target of a weapon has a Strike Chance 20 less than the original Strike Chance. In addition, 5 is subtracted from the Strike Chance for each prior Strike Check made for a weapon during its flight. If more than one figure occupies a hex into which a weapon flies, a Strike Check is made for each figure in order of Agility (lowest to highest) until one figure is Hit or one Strike Check has been made for all figures in the hex.

[13.4] A figure may use a shield as a weapon.

A figure may use his shield to Melee Attack another figure with a Base Chance of 40% that he will do – 3 damage (D10 damage for the Improved Buckler). In addition, there is a chance that the target of the attack will be knocked to the ground by the attack. The target's Player rolls D100 and if the result is greater than 5 times the target's Agility, the target falls prone. This check is modified by subtracting the target's Physical Stength from the attacker's Physical Strength and

then subtracting the result from the target's modified Agility (i.e. from the Agility multiplied by 5). The Main-Gauche cannot be used in this manner. If the attacking figure is making a shield attack as part of a Charge Attack, the Strike Chance is increased by 20 and the target's Player must roll less than or equal to 3 (not 5) times his Agility or fall prone.

[13.5] Whenever a figure suffers a Grievous Injury or is stunned, there is a possibility that the figure will drop any weapon or shield which he holds in a prepared state.

Implement the same dropped weapon procedure as is used when a Strike Check dice roll is 100. See 10.6. Each prepared weapon is checked individually.

[13.6] Weapons Table
(see charts and tables)

[14.0] Unarmed Combat

GENERAL RULE
A figure may employ Combat Actions using unarmed combat techniques (i.e., without the need to use a weapon). The figure executes Combat Actions in the same manner whether armed or not. However, the attacking figure always uses his own Base Chance and Damage Modifier instead of that for a weapon. The Base Chance to Strike another figure with bare hands is always equal to the attacking figure's Agility plus 5. The modification to the damage die roll is always · 4. In addition, for each point the attacking figure's Physical Strength is above 17, 1 is added to the Base Chance and to the damage die roll. Whenever a figure misses (fails to Hit) while Striking without a weapon, he may damage himself. The figure's Player rolls D100. If the result is greater than 4 times the character's Agility, the character inflicts a number of Damage Points on himself equal to the Protection Rating of the armor worn by the target figure (or the figure's Natural Armor where appropriate). If the target is unarmored, 2 points of damage are inflicted. This rule does not apply to non-weapon users attacking with their natural weapons.

[15.0] Experience

GENERAL RULE:
Player Characters (but not NPC's) gain experience by winning (or surviving) combats. This experience is gained in the form of Experience Points. At any time that a character is not actually occupying the Tactical Display, the character's Player may turn in any of that character's accumulated Experience Points to increase that character's Attributes. Until turned in, a character's Experience Points are kept in his Experience Point Pool (represented by the Experience box on the Character Record Sheet). Once turned in, Experience Points may not be reused. They are permanently expended.

PROCEDURE:
Whenever a character is awarded Experience Points, the character's Player records the number of Experience Points awarded on the Character Record Sheet (making a note of the number in the Experience box). When the Player decides to cash in those points, he reduces the Experience Pool by the appropriate number and permanently increases the Attribute he wishes to have affected by the Experience Points according to the Experience Schedule in 15.5.

CASES:

[15.1] The Difficulty Factor for a Non-Player Character is equal to the

number of Experience Points divided up among the Player Characters present during combat with that Non-Player Character.

The Player Character who actually kills an NPC is awarded 50 additional Experience Points above and beyond those represented by the NPC's Difficulty Factor. The Experience Points represented by the Difficulty Factor are divided equally among all surviving Player Characters who occupy the Tactical Display at the end of the combat. Dead characters, characters who flee the Tactical Display and characters who make a successful "appeal to the crowd" receive no Experience Points.

Example: Rolf, Lazar and Urgan fight a Troll with a Difficulty Factor of 600. Rolf flees the Tactical Display at one point in the combat and Lazar (who is seriously wounded) makes an unsuccessful "appeal to the crowd." Urgan manages to chop the Troll in half with his Great Axe, removing the Troll's last point of Endurance (and killing it). Rolf receives no Experience Points (EP's) since he fled. Lazar receives 300 EP's (half the value for the Troll) despite his appeal to the crowd since he was unsuccessful and he did not actually exit the Tactical Display. Urgan receives 350 EP's (his half of the Difficulty Factor for the Troll + 50 for delivering the "death stroke").

[15.2] The Experience Points gained by Player Characters as a result of combat with other Player Characters is equal to two times the total PS, MD, AG, EN, FT and WP of all hostile characters involved in that combat.

This award is granted whether the hostile characters are actually killed or flee the Tactical Display or are saved by an "appeal to the crowd." The same procedure applies here as in 15.3, including the awarding of 50 extra EP's to a character for actually delivering a death stroke to an enemy.

[15.3] Experience Points which are traded in for an increase in Attributes are never recovered.

A character's Player could not decide to decrease an Attribute by 1 and re-use the EP's represented by that 1 point to increase some other Attribute by 1. Once traded in, EP's are lost.

[15.4] Any Experience Points accumulated by a character who is subsequently killed are permanently lost.

They are not redistributed to other characters who may have participated in past combats with the deceased.

[15.5] Experience Schedule
(see charts and tables)

Arena of Death Charts and Tables

[4.2] DESCRIPTION OF FOES

Bear: Bears may make two claw attacks in Melee Combat with a Base Chance of 35% of doing +2 Damage. They may bite in Close Combat with a Base Chance of 20% of doing +4 Damage. When in Close Combat, a bear can either bite and claw simultaneously, or it can attempt one "hug" attack, with a Base Chance of 60% of doing + 8 Damage.

Boar: In Close Combat a Boar can make one tusk attack with a Base Chance of 50% of doing − 1 Damage or it can make four trample attacks with Base Chances of 25% of doing − 3 Damage. A Boar may only attack in Close Combat. It suffers no reduction in Strike Chance for making a Multiple Strike.

Centaur: In any one Pulse a Centaur can either attack as a Man (using a prepared weapon) or as a Horse. If it attacks as a Horse, it can bite with a Base Chance of 15% of doing D10 Damage and kick with a Base Chance of 35% of doing + 8 Damage. The bite can be used in either Melee or Close Combat, while the kick can only be used in Melee Combat against an adversary who occupies the hex directly opposite the direction the Centaur is facing. The bite and the kick cannot both be used in the same Pulse.

Dire Wolf: Dire Wolves can bite in either Melee or Close Combat with a Base Chance of 65% of doing + 6 Damage.

Dragonette: A Dragonette's most deadly weapon is its ability to breathe fire. It costs a Dragonette 6 Action Points to breathe flames. The fire fills a cone of six hexes immediately in front of the Dragonette. Any creature within these six hexes takes +2 Damage (not absorbable by armor or shields). There is no limit to the number of times a Dragonette may breathe fire. In Melee Combat a Dragonette can attack in any or all of three ways simultaneously without penalty. It can make two claw attacks (each with a Base Chance of 40% of doing +4 Damage), one bite attack with a Base Chance of 30% of doing + 5 Damage, and it can attack any creature in the hex opposite the Dragonette is facing with its tail (Base Chance of 60% of doing − 2 Damage). If a character is hit by a Dragonette's tail, the character's Player must roll less than or equal to 5 times his modified Agility on D100 or fall prone.

Dragonette fire cone
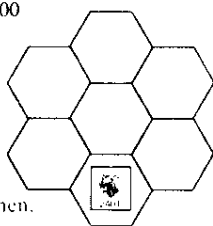
Gnoll: Gnolls fight as men.

Goblin: Goblins fight as men.

Hobgoblin: Hobgoblins fight as men.

Hill Giant: Hill giants fight as men.

Leopard: Leopards can make one bite attack with a Base Chance of 30% of doing − 2 Damage and two claw attacks with Base Chances of 30% of doing 3 Damage each Pulse during Melee Combat (no reduction for Multiple Strikes). In Close Combat they can make one bite and four claw attacks.

Manticore: Manticores have six tail spikes that they can hurl as javelins. Up to three spikes can be hurled during any one Pulse. Each volley of one to three spikes costs six Action Points. All spikes hurled in any one volley must be aimed at the same target. In Melee and Close Combat a Manticore can attack with two claws with a Base Chance of 60% of doing + 5 Damage.

Minotaur: Minotaurs can either make one butt and one bite attack in Melee or Close Combat, or attack with a prepared weapon. The butt has a Base Chance of 40% of doing + 3 Damage. The bite has a Base Chance of 30% of doing − 1 Damage.

Ogre: Ogres fight as men.

Python: Pythons may only attack in Close Combat. Pythons attack by first biting with a Base Chance of 65% of doing + 6 Damage. Once the snake has successfully bitten (inflicted 1 or more points of effective damage) it can attempt to crush its adversary. The crush has a Base Chance of 80% of doing + 8 Damage. Once a Python has successfully bitten, it can no longer bite until the character bitten is crushed to death. Once a crush attack has inflicted one or more points of effective damage, the Python no longer needs to roll to see if it does damage, but rather it does damage automatically each Pulse that it attacks.

Tiger: Tigers can take one bite attack with a Base Chance of 45% of doing + 2 Damage and two claw attacks with Base Chances of 30% of doing 1 Damage each Pulse during Melee Combat (no reduction for Multiple Strikes). In Close Combat they can make one bite and four claw attacks.

Troll: In Melee Combat trolls can attack twice with their hands with a Base Chance of 55% of doing + 6 Damage or once with their teeth with a Base Chance of 35% of doing + 4 Damage. In Close Combat both attack types can be used simultaneously with no penalty. Trolls also have a special ability which allows them to regenerate damage taken in combat. At the beginning of each Round, one point is added to a Troll's Fatigue or Endurance. Note, however, that a troll's characteristics can never be raised above the level at which they began.

Wolf: Wolves attack in Melee Combat with a Bite with a Base Chance of 60% of doing + 1 Damage. In Close Combat, the Base Chance remains the same, but Damage goes up to + 3.

[3.9] ATTRIBUTE GENERATION CHART

RACE	PS	MD	AG	EN	FT	WP	APA	POP	UAP
Dwarf	14	12	11	13	17	14	9	14	24
Elf	10	12	13	11	16	13	11	11	26
Halfling	9	14	13	12	15	14	10	15	22
Human	12	12	12	12	15	12	10	12	25
Orc	13	12	11	14	18	10	9	7	

Key: PS = Physical Strength. **MD** = Manual Dexterity. **AG** = Agility. **EN** = Endurance. **FT** = Fatigue. **WP** = Willpower. **APA** = Action Point Allowance. **POP** = Popularity. **UAP** = Unassigned Attribute Points which may be initially assigned to PS, MD, AG, EN, FT or WP (but not to APA or POP).

[4.1] FOES TABLE

CREATURE	PS	MD	AG	EN	FT	WP	APA	NA	DF
Bear	38	13	13	33	38	9	10	4	350
Boar	28	14	13	29	23	11	11	3	150
Centaur*	20	17	16	16	25	17	13	5	300
Dire Wolf	26	25	20	22	28	28	12	5	500
Dragonette	45	20	18	20	27	24	12	7	850
Gnoll*	22	15	13	15	23	11	9	4	250
Goblin*	12	12	11	8	13	11	8	3	150
Hobgoblin*	24	15	15	16	24	11	10	4	200
Hill Giant*	26	14	13	28	32	17	9	3	300
Leopard	24	23	28	23	28	14	16	3	250
Manticore	30	23	28	13	23	15	11	8	400
Minotaur*	24	19	16	17	26	15	11	6	350
Ogre*	29	12	11	22	29	29	8	5	350
Python	48	0	12	28	33	14	9	3	500
Tiger	26	24	28	22	27	9	16	3	300
Troll	40	12	14	35	45	22	15	5	600
Wolf	16	19	19	18	33	29	12	3	200

Key: NA - Natural Armor. The number of Damage Points absorbed by the NPC's natural armor. Foes never wear armor into the arena. Their only protection is from natural armor or shields (if weapons users). **DF** = Difficulty Factor. **APA** = Action Point Allowance. The NPC's Action Point Allowance is **never** modified due to Agility. All other attributes are the same for foes as for Player characters. *Weapons user.

[12.4] GRIEVOUS INJURY TABLE

DIE **Grievous Injury**

1 Arm severely damaged. Target may only use a shield or a single one-handed weapon for the remainder of the combat.

2 Leg severely damaged. Target's Action Point Allowance reduced by 2 and Agility reduced by 3 (with possible additional effect on Action Point Allowance) for remainder of game.

3 Target is knocked unconscious. He immediately falls prone and has his Endurance reduced to 3.

4 Hand becomes temporarily crippled. Immediately drop any one weapon or shield. Target's Player rolls D10 and target's hand remains numb for a number of Rounds equal to the resulting die roll number. A figure cannot hold a weapon or shield in a hand which has been crippled in this manner until the figure recovers the use of the hand.

5 Massive chest injury. Target figure's Agility reduced by 2 (with possible additional decrease in Action Point Allowance) and APA reduced by 1 for remainder of combat. In addition, the severe pain reduces target's Willpower by 3 for remainder of combat.

6 Internal injuries. Target loses 2 from Strength, Agility, and Willpower and 1 from Manual Dexterity due to severe pain.

7 Glancing blow temporarily damages vision. Reduce Agility by 2 and Manual Dexterity by 5 for D10 Rounds.

8 Leg crippled. Target's Action Point Allowance and Agility each reduced by 3. In addition, the target may only exit the hex he currently occupies by adopting a prone position (i.e., crawling). He may stand, but may not move except while prone.

9 Injury extracts a cry of pain from target. Reduce Popularity by 3 if he has a Popularity Rating.

10 Target's heart damaged. He immediately dies.

Note: If the appropriate Grievous Injury cannot be applied to a figure (or if the figure has already suffered the same Grievous Injury during the course of the combat), no specific result from this table is applied. The target still suffers double damage to Endurance, but the Grievous Injury die roll is ignored.

[15.5] EXPERIENCE SCHEDULE

ATTRIBUTE	COST
PS	400
MD	350
AG	450
EN	500
FT	300
WP	275
PP	250
BC	200
DM	500

PS: The cost to increase the character's Physical Strength by 1. **MD:** The cost to increase the character's Manual Dexterity by 1. **AG:** The cost to increase the character's Agility by 1. **EN:** The cost to increase the character's Endurance by 1. **FT:** The cost to increase the character's Fatigue by 1. **WP:** The cost to increase the character's Willpower by 1. **PP:** The cost to increase the character's Popularity by 1. **BC:** The cost to increase the character's Base Chance of scoring a Hit with any one weapon chosen by the character's Player by 3. **DM:** The cost to increase the Damage Modifier for any one weapon of the Player's choice by 1 when used by the character. All increases are permanent (unless reductions occur due to combat damage).

[13.6] WEAPONS TABLE

Swords and Knives

WEAPON	PS	MD	BC	DM	RG	USE	HANDS
Knife	7	10	40	+1	8	RMC	1
Main-Gauche	7	15	40	+1	P	MC	1
Short Sword	11	12	45	+4	P	M	1
Falchion	12	11	50	+2	P	M	1
Scimitar	11	15	50	+3	P	M	1
Broadsword	16	15	55	+4	P	M	1
Bastard Sword	16	17	45	+5	P	M	1
Hand & a Half	17	16	60	+4	P	M	1*

Axes, Maces, Picks and Clubs

WEAPON	PS	MD	BC	DM	RG	USE	HANDS
Hand Axe	8	11	40	+2	8	RMC	1
Club	16	10	45	+2	6	RM	1
Mace	16	9	50	+3	5	RMC	1
War Hammer	15	13	45	+3	6	RMC	1
Flail	14	15	50	+2	P	MC	1
Battle Axe	14	14	60	+2	6	RM	1*
Morningstar	18	15	60	+4	P	M	1*
Great Axe	19	17	65	+6	P	M	2
Giant Club	25	9	50	+6	9	RM	1
Giant Axe	29	12	65	+10	6	RM	1

Polearms and Spears

WEAPON	PS	MD	BC	DM	RG	USE	HANDS
Javelin	13	15	45	+2	12	RM	1
Spear	15	14	50	+3	6	RM	1
Halberd	16	16	55	+3	P	M	2
Poleaxe	18	15	55	+4	P	M	2
Glaive	16	18	55	+5	P	M	2
Great Glaive	22	18	65	+9	P	M	2
Great Spear	20	16	55	+7	P	M	2

Special Weapons

WEAPON	PS	MD	BC	DM	RG	USE	HANDS
Improved Buckler	10	12	40	D	P	M	1
Other Shield	10	12	40	−3	P	M	1

PS: Physical Strength. The minimum modified Physical Strength a figure must possess to use the weapon to full effect. Characters without sufficient Physical Strength to meet this requirement pay 1 extra Action Point to strike with the weapon and the weapon, itself, does one point less damage for each point the character's PS is below the minimum required. **MD:** Manual Dexterity. The minimum modified Manual Dexterity the character must possess to use the weapon to full effect. Characters without sufficient Manual Dexterity to meet this requirement pay 1 extra Action Point to strike with the weapon and the weapon's Base Chance is reduced by 5 for each point the character's MD is below the minimum. **BC:** Base Chance. The basic chance of hitting a hostile character (expressed as a number). **DM:** Damage. The number of points automatically added to the die roll to determine damage (+ 1 would mean an addition of 1 to the die; − 1 would mean a subtraction of 1). **RG:** The number of hexes through which a weapon may be Hurled at a target (a 'P' means that the weapon cannot be Hurled). **Use:** Use. The use to which the weapon can be put in combat. (R: Ranged Combat; M: Melee Combat; C: Close Combat). **Hands:** The number of hands necessary to wield the weapon effectively. A figure may use two 1-handed weapons or one 2-handed weapon at any one time. An asterisk (*) after this number indicates that the weapon is a 1-handed weapon which can be used 2-handed. If used 2-handed, the weapon does 1 additional point of damage.

[9.8] ACTION POINT EXPENDITURE CHART

ACTION	CODE	COST IN ACTION POINTS
Assail	A	4
Bob	B	2 per hex entered/ 1 per hexside turned.
Cache	C	3
Drop	D	2
Evade	E	2
Grapple	G	4
Hurl	H	3
Move	M	1 per hex entered or hexside turned.
Prepare	P	2
Charge	Q	1 per hex entered/ hexside turned; + 4 to Assail or Grapple.
Rise	R	4
Shift	S	3 per hex entered/ 1 per hexside turned.
Turn	T	1 per hexside
Withdraw	W	4
Pass	X	2

[10.1] RANGED COMBAT MODIFIER TABLE

Whenever a figure engages in Ranged Combat, the Base Chance is modified by the addition of the following numbers where appropriate:

Each point attacker's MD is above 15	1
Each point attacker's MD is below 15	− 1
Each point target's AG is above 15	− 1
Each point target's AG is below 15	1
Each hex through which weapon is Hurled	− 5
Target is Kneeling or Prone	− 10
Target is currently implementing Actions M, S or W	− 5
Target is currently implementing Actions G or D	− 10
Target is currently implementing Actions B or E	− 20
Target is currently implementing Action Q	− 15
Attacker is changing facing anytime this Pulse	− 20
Target is partially shielded by other figure	− 20
Target is not the intended target of the attack	− 20
Target is attacked through a Rear Hexside	20

[10.2] MELEE COMBAT MODIFIER TABLE

Whenever a figure engages in Melee Combat, the Base Chance is modified by the addition of the following numbers where appropriate:

Each point attacker's MD is above 15	1
Each point attacker's MD is below 15	− 1
Each point target's AG is above 15	− 1
Each point target's AG is below 15	1
Target is currently implementing Actions B, E or G	10
Target is currently implementing Actions W or R	10
Target is Kneeling or Prone	20
Target is stunned or attacked through Rear Hexside	30
Attacker is Kneeling or Prone	− 20
Attacker has '0' Fatigue Points remaining	− 5
Target has '0' Fatigue Points remaining	5
Target is currently implementing Action Q	15
Attacker is implementing Action Q with prepared pole weapon or shield	20
Attacker is implementing Action Q without pole weapon or shield	− 15
Attacker is changing facing any time this Pulse	− 10

[10.3] CLOSE COMBAT MOD.

Whenever a figure engages in Close Combat, the Base Chance is modified by the addition of the following numbers where appropriate:

Each point attacker's MD is above 15	1
Each point attacker's MD is below 15	− 1
Each point target's AG is above 15	− 1
Each point target's AG is below 15	1
Each point attacker's PS is greater than target's PS	1
Each point target's PS is greater than attacker's PS	1
Attacker has '0' Fatigue remaining	− 15
Target has '0' Fatigue remaining	15
Target is stunned	20
Target is unconscious	30
Target is implementing Action Q	10
Attacker is implementing Action Q	− 10

[10.8] SPECIAL DAMAGE

STRIKE CHANCE IS:	GREVIOUS RESULTS ON:	DAMAGE AFFECTS ENDURANCE ON:
01–03	01	01
04–09	01	01
10–16	01	01–02
17–23	01	01–03
24–28	01	01–04
29–36	01–02	01–05
37–43	01–02	01–06
44–49	01–02	01–07
50–56	01–03	01–08
57–63	01–03	01–09
64–69	01–03	01–10
70–76	01–04	01–11
77–83	01–04	01–12
84–89	01–04	01–13
90–96	01–05	01–14
91–103	01–05	01–15
104–109	01–05	01–16
110–116	01–06	01–17
117–123	01–06	01–18
124–129	01–06	01–19
130 +	01–07	01–20

Note: Though the Special Damage Table includes results for a Strike Chance of 130 +, this chance is only useful for determining the chance of Grevious Injury or damage to Endurance. The highest possible dice roll is 100. A figure whose Player rolls 99 must always make a check to see if he breaks his weapon and a figure whose Player rolls 100 must always make a check to see if he drops his weapon regardless of the Strike Chance.

[11.9] SHIELD TABLE

PROTECTION RATING	SHIELD TYPE	MANUAL DEXTERITY
2	Fencing Shield	− 1
3	Plain Buckler	− 2
3	Improved Buckler	− 3
1	Main-Gauche	− 1

Protection Rating: The number of Damage Points absorbed by the shield (i.e., not subtracted from Fatigue or Endurance). **Manual Dexterity:** The number of points by which the character's Manual Dexterity is reduced when he has a shield in a "prepared" state. **Note:** When not prepared, a shield is considered slung on the back of the figure, except for the Main-Gauche, which is a type of weapon that functions as a shield (carried in a scabbard and has no effect on combat when not prepared). A slung shield protects a figure when he is attacked through his Rear Hexside (i.e., the hexside directly opposite the hex he is facing). A prepared shield protects a figure when he is attacked through his facing hexside or any of the two adjacent hexsides on either side of the hexside the figure is facing. A shield absorbs a number of Damage Points equal to its Protection Rating whenever the figure is attacked through a hexside protected by the shield. A slung shield does not reduce Manual Dexterity; a prepared shield does.

Shields protect a figure who is engaged in Melee Combat or Ranged Combat, but not Close Combat. **Exception:** The Main-Gauche may be used as a weapon in Close Combat and may absorb damage. All other shields must be dropped by figures entering Close Combat. The Main-Gauche cannot be used to make a "shield attack" as described in 13.4.

[11.8] ARMOR TABLE

PROTECTION RATING	ARMOR TYPE	AGILITY PENALTY
4	Leather	− 3
5	Scale	− 4
6	Chainmail	− 5
7	Partial Plate	− 6

Protection Rating: The number of Damage Points absorbed by the armor (i.e., not subtracted from Fatigue or Endurance). **Agility Penalty:** The number of points subtracted from the figure's Agility when wearing the armor (- 3 would mean a reduction of 3 in Agility). A figure's Action Point Allowance will be affected by the type of armor worn, since Action Points are allotted partly on the basis of Agility. **Note:** Armor is worn throughout a combat and thus need not be "prepared" in order to absorb damage.

[3.7] CHARACTER RECORD SHEET

PLAYER NAME: *NICK KARP*			CHARACTER NAME: *Rolf the Barbarian*		
ATTRIBUTES:	ARMOR TYPE: *leather*	PROTEC: *4*	MOD AG: *13*		FT LOST:
PS: *18* MD: *16*	SHIELD TYPE: *Plain Buckler*	PROTEC: *3*	MOD MD: *14*		~~HHT~~ ///
AG: *16* EN: *16*	Weapon: *KNIFE* BC: *40*	DM: *+1*	RG: *8*	Use: *RMC*	
FT: *17* WP: *17*	Weapon: *MACE* BC: *50*	DM: *+3*	RG: *5*	Use: *RMC*	EN Lost:
PP: *12* AP: *9*	Weapon: *FALCHION* BC: *50*	DM: *+2*	RG: *P*	Use: *M*	////
EXPERIENCE: *350*	Weapon: *SPEAR* BC: *50*	DM: *+3*	RG: *6*	Use: *RM*	
	Weapon: ____ BC: ____	DM: ____	RG: ____	Use: ____	

The example above shows the character, Rolf the Barbarian, as played by Nick Karp. Rolf wears Leather Armor and carries a Plain Buckler. He is armed with Knife, Mace, Falchion, and a Spear. The armor has modified his Agility from 16 to 13 and the Buckler, when Prepared, will modify his Manual Dexterity from 16 to 14. Rolf has 350 Experience Points in his Experience Point Pool which he can cash in on improved

Attributes and has, during the current combat, taken 8 Fatigue Point losses and 4 Endurance Point losses. He would regain the Fatigue and Endurance between combats and the entries on the FT Lost and EN Lost boxes would be erased. If he turned in his accumulated Experience Points for improved Attributes, the number turned in would be removed from the Experience box.

[4.4] NPC RECORD SHEET

FOE TYPE: *Bear -350*		Attack Type: *CLAW (2)*	BC: *35*	DM: *+2*	RG: *P*	Use: *MC*
ATTRIBUTES:	EN LOST:	Attack Type: *BITE*	BC: *20*	DM: *+4*	RG: *P*	Use: *C*
PS: *38* MD: *13*	~~HHT~~ ~~HHT~~ /	Attack Type: *HUG*	BC: *60*	DM: *+8*	RG: *P*	Use: *C*
AG: *13* EN: *33*		Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
FT: *38* WP: *9*	FT LOST: *//*	Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
NA: *4* AP: *10*		Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____

The sheet indicates that a bear with a Difficulty Factor of 350 has been encountered in combat. The bear has lost 11 Endurance Points in combat and 2 Fatigue Points (obviously from a lucky hit). It has three types of attacks that it can make: Claw, Bite, and Hug and is certainly still a dangerous foe even though wounded.

SPI grants permission to players to make photocopies of the Character Record Sheet and NPC Record Sheet for repeated play.

[3.7] CHARACTER RECORD SHEET

PLAYER NAME:			CHARACTER NAME:		
ATTRIBUTES:	ARMOR TYPE:	PROTEC:	MOD AG:		FT LOST:
PS: ____ MD: ____	SHIELD TYPE:	PROTEC:	MOD MD:		
AG: ____ EN: ____	Weapon: ____ BC: ____	DM: ____	RG: ____	Use: ____	
FT: ____ WP: ____	Weapon: ____ BC: ____	DM: ____	RG: ____	Use: ____	EN Lost:
PP: ____ AP: ____	Weapon: ____ BC: ____	DM: ____	RG: ____	Use: ____	
EXPERIENCE:	Weapon: ____ BC: ____	DM: ____	RG: ____	Use: ____	
	Weapon: ____ BC: ____	DM: ____	RG: ____	Use: ____	

[4.4] NPC RECORD SHEET

FOE TYPE:		Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
ATTRIBUTES:	EN LOST:	Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
PS: ____ MD: ____		Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
AG: ____ EN: ____	FT LOST:	Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
FT: ____ WP: ____		Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____
NA: ____ AP: ____		Attack Type: ____	BC: ____	DM: ____	RG: ____	Use: ____

DragonQuest

X. TOURNAMENT COMBAT

Resolving each and every combat situation that may arise in an adventure by recourse to the Tactical Display is very time-consuming and is sometimes not possible. As an aid to GM's who want the option of quickly resolving some combats while lavishing more time and effort on others, we are providing this "quick combat system" for use in resolving random encounters, allowing for faster play during tournaments where players face severe time constraints, etc. The system employs the same series of Actions as the regular combat system, but it does not use the Tactical Display or playing pieces. Other alterations in the existing system are as follow.

88. BASIC TACTICAL PROCEDURE FOR QUICK COMBAT

Whenever a combat situation arises in which the GM wishes to employ the "quick combat" system, the GM should take a minute (or at most two) to sketch out on a sheet of scratch paper the basic situation, the shape of the area in which the combat is occuring, and the *general* positions of the participants. This sketch should not be very detailed. It is meant to be used as a reference for the GM only and is not shown to the other players. Once the GM has decided how everyone is positioned, whether surprise has been achieved, etc., he states the situation.

Example: *"You are standing in the mouth of a shallow cavern. The ceiling is uneven, about 60 feet high at its highest, sloping down to about 20 feet in the corners before it merges with the walls. The cavern appears to be about 50 feet wide and 30 feet deep, and a pile of rubble blocks the only other exit. Sleeping on a pile of treasure not 10 feet away is a baby Red Dragon. Its slitted eyes appear partially open (or perhaps that gleam comes from torchlight reflecting off of precious gems). What will you do?"*

Once the statement of the overall situation is complete, the players may consult at this time or their leader may simply declare a course of action for each of them. If they consult with each other, the GM may choose to assume that it is the characters huddling together for a whispered conference and may act accordingly (wake up the sleeping dragon or whatever). Once a course of action has been determined, the leader states what that course of action will be in general terms.

Example: *"The dwarf will sneak up behind the dragon and strike with his axe while the elf and I stand ready with our bows to look for its weak spot when it rises up to see who hit it. We will then fire at any unarmored patch we can find on it. The magician will meanwhile prepare a blast of malignant flames to cover our retreat if this doesn't work."*

The GM then converts this statement of intent into a series of Actions for each character as described in 13 and 14. He does not plot these Actions in detail. Instead, based on his knowledge of character capabilities, he *estimates* how long the course of action will take to implement and what the results of the individual Actions will be. He will need to roll the dice normally to resolve strikes, check for damage, etc. When he is satisfied that he has established the events of one full Round, he briefs the characters.

Example: *"The dwarf struck for 2 effective points of damage, breaking his axe in the process. Both Erin (the leader) and the elf missed the dragon's weak spot and the blast of flames only did 3 effective points of damage. The dragon is now awake and facing Erin, the elf, and the wizard. The dwarf is still behind him."*

Once players have been informed of their situation, the procedure is repeated. The leader states what each character will do and the GM converts this statement into a rough approximation of which Actions are being implemented and at what cost in time and effort. This procedure is continued until the combat is finished.

89. ESTIMATING MOVEMENT

The movement of characters is estimated using this system by converting hexes to feet. A character with an Action Point Allowance of 12, for example, could move 60 feet in a straight line during a Round of combat. Since the character is unlikely to move in an exactly straight line, the GM should make a small deduction for turns that the character is assumed to be making, thus giving the character the ability to move, say, 50 feet in a Round. If the character is supposed to attack a figure 15 feet away, the GM would probably want to estimate that a third of the character's APA was used to move up to the target before attacking, thus leaving the character the AP's for two attacks.

The GM may ask for clarification during the quick combat procedure where such may become necessary. For example, it may be important for the GM to determine if, in fact, a character is maneuvering up to a target character (bobbing, shifting, etc.) or charging. He may choose to ask such things directly (*Do you want your dwarf to charge once he gets in position or should he sneak up and prepare a good solid blow?*). He may also choose to hint to the characters instead (*Is the dwarf supposed to be trying to do major damage to the dragon or is he primarily concerned with drawing attention to himself and away from the archers?*). However the GM chooses to determine what is happening, he is the sole determiner of events. He decides what Action a character is actually implementing, how much time an Action will take and what its results will be. The other players merely declare their intentions in a general way.

For such a system to work, the GM must be willing to accept that quick combat will be highly abstract and that his estimates cannot possibly have the accuracy of the basic combat system. They are not meant to be totally accurate. The intention is to eliminate the

details of maneuver from combat resolution, not to provide an equally detailed system.

90. RESOLVING COMBAT

DragonQuest quick combat is resolved in the same manner as normal combat. Unlike movement, combat retains almost the same level of detail as was present in the basic system. The only changes are as follows:

1. All ranges are estimated by the GM. The GM determines the approximate range (in feet) between a character and his target for purposes of ranged combat. He then divides by 5. This gives him the number of hexes separating the two. All appropriate range modifiers are then applied.

2. Modifiers for Posture, Rear or Flank Attack, height difference between attacker and target (i.e., whether one is standing on a table, for example), facing change, and whether or not the target may be sheltered are all ignored. Only those modifiers applying to MD, AG, PS, fatigue, stun, unconsciousness, Rank, the number of strike checks made for a ranged weapon (and whether the target was the intended target), and (if the GM chooses to keep track of such things) the Action that the GM assumes a target or attacker to be implementing are taken into account in quick combat.

All other combat elements, including infection, mounted combat, unarmed combat, special abilities of large (multi-hex) monsters, special and multiple strikes, grievous injury, and damage are applied normally.

91. ABSTRACTING COMBAT DETAILS

The GM may make this system even more abstract (and hasten the resolution of combat even more) by simply assuming that each character can employ only one Action per Round. The character could then either move in a given manner (within the estimated limits of its APA) or make an attack or perform some other Action. The GM would resolve these Actions in order of Agility. Stun recovery, loss of Fatigue or Endurance due to bleeding, etc., would take place normally at the beginning of each Round. This method of combat resolution allows even more distortion to creep into the system, but takes most of the work out of the process since there is even less for the GM to estimate. It is especially recommended for use in tournaments and at conventions where playing time is at a premium.

Whenever this method is employed, a character should always be able to Prepare and Loose one spell per Round. The process of Preparing and the act of Loosing are combined into one single Action (Casting).

Events which take place over a number of Pulses or spells which have their duration measured in Pulses last one or more Rounds, instead. For purposes of measurement, one Round is arbitrarily considered to consist of 3 Pulses. Therefore, a spell which lasts two Pulses is considered to last the entire Round. One which lasts 6 Pulses would last two full Rounds, etc. When in doubt, GM's should round up to the nearest Round. If an event's duration is measured in seconds or minutes, use the scale of one Pulse equals 3 seconds, one Round equals 10 seconds for conversion.

DragonQuest Addenda
As of June 1980

[31.3] *(correction)* If a Namer has a Rank with a counterspell, 30 + [3 *(three)* × Rank] is added to the Magic Resistance of a being or object over which that counterspell is cast. Correct the chart in rule 31.4 also.

[32 and 39] *(clarification)* A Namer is the only type of character who can dispell magic other than a magical entity he has summoned. A counterspell performed as a ritual is used for this purpose. For example, an Adept of the College of Fire could banish a fire elemental, but could *not* dispell a ward he had created.

[47.7] *(clarification)* When a demon aids a character in attaining Rank with a skill, he does so for only one Rank at a time. If the character wishes to enjoy the benefits conferred by a demon teacher during a second (or third, etc.) gain in Rank, the demon must be summoned again and another deal struck.

[48.4] *(correction and omission)* Delete the last paragraph. Add: A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than (90 + Rank)%. A character always fails to use an ability if the roll is greater than the modified chance or 100 (regardless of Rank).

[65] *(correction)* All movement rates are in *yards* per minute, *not* feet. This correction applies to the demon movement rates as well (see 47). *(addition)* The movement rate for humans and shapechangers is 250 yards per minute.

[75] A Skeleton has a Movement Rate of 150 yards per minute.

[81.4] **The weight of a Warhorse is ½ ton,** *not* ½ pound.

[87.7] *(clarification)* The Experience Point cost to increase in Rank with a giant weapon (e.g., Giant Axe) is equal to the cost for the non-giant equivalent of that weapon (in the example, the EP costs for an axe would be used to determine the amount necessary to achieve Rank with a Giant Axe).
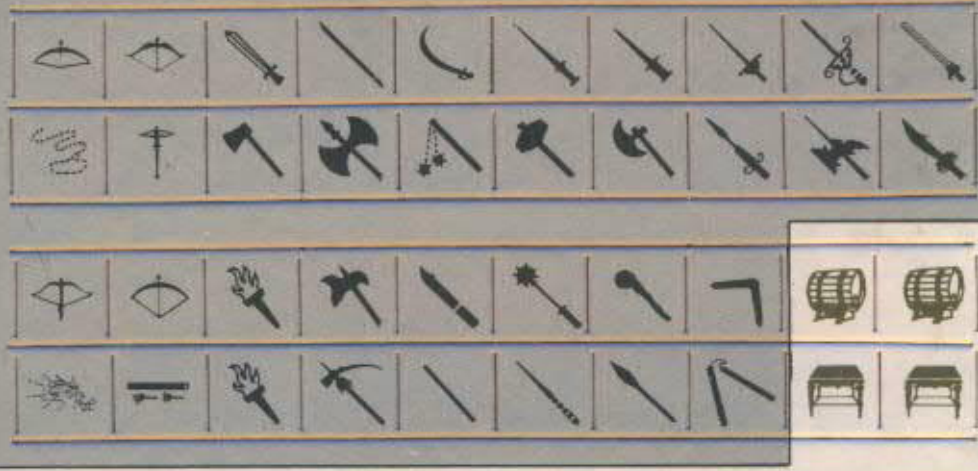
Key to Adventure and Character Record Abbreviations

ID#: Identification Number. If the GM has more than ten characters in his campaign, he may wish to assign each character an ID number to aid him in record-keeping. **Exm:** Experience Multiple (see 6.). **Nr. of Adv:** Number of Adventures. The number of adventures in which the character has participated. **Ambi:** Ambidextrous. **PS:** Physical Strength. **AG:** Agility. **MA:** Magic Aptitude. **MD:** Manual Dexterity. **EN:** Endurance. **WP:** Willpower. **APA:** Action Point Allowance. **FT:** Fatigue. **PC:** Perception. **BC:** Base Chance. **Dm:** Damage. **Rg:** Range. **C.** Class. **Rn or RV:** Readiness Number. **Protect:** Protection Rating. **AG Mod:** Agility Modifier. **MD Mod:** Manual Dexterity Modifier. **Adventure #:** Adventure Number. The GM may wish to keep track of each adventure by assigning them unique identity numbers.

Note: In the Money section of the Character Record, the last column should read "Value in Silver Pennies".

0101	0102	0103	0104	0105	0106	0107	0108	0109	0201
0301	0302	0303	0401	0402	0403	0501	0502	0503	0601
0701	0801	0802	0901	0902	0903	1001	1002	1003	1101
1201	1202	1203	1301	1401	1501	1601	1701	1702	1703

Randomizer

| 0 | 1 | 2 | 3 | 4 | 0 | 1 | 2 | 3 | 4 |
| 5 | 6 SIX | 7 | 8 | 9 NINE | 5 | 6 SIX | 7 | 8 | 9 NINE |

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DragonQuest

PLAY SIDE A

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