LEGENDS OF THE UNTAMED WEST

RULES

In *Legends*, each player plays the part of one or more characters who go adventuring. You can play solitaire, or with other of players. In group play, one player is the game master (GM). The GM reads the instructions aloud and carefully logs the party's progress and game time.

CHARACTERS

Each character possesses three attributes: *Strength*, *Dexterity* and *Intelligence*.

Strength (ST)

Strong characters inflict and survive more damage.

Dexterity (DX)

Agile characters strike and dodge with greater success.

Intelligence (IQ)

Intelligent characters are better at applying skills.

New Characters

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

DOING THINGS

Passing a Check

A character hits a foe by passing a three-die DX check (3/DX). The player rolls three six-sided dice (3d6) and totals the results. If the total is the character's DX or less, he hits. If not, he misses. If he hits, roll for damage (see Damage).

Example

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits his target.

Checking ST or IQ

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

Winning a Check

First, the attacker decides how many dice he will roll. Then the defender decides. Both roll their dice, and the higher total wins--unless it exceeds their character's attribute(+skill). If both go over, both fail. On a tie, the higher attribute wins.

Example

Ajax, ST12, decides to roll three dice. Hector, ST11, elects to roll three. Ajax rolls a 13 and Hector rolls a 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins ST.

PLAYING THE GAME

Initiative

Players roll a single die. The player with the highest roll takes the first turn. Re-roll ties.

Surprise

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

Player's Turn

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

Character's Turn

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

Example

Ajax (DX11) moves five spaces and attacks.

Space

Only one character can occupy a space, unless grappling a foe. Multiple small animals can occupy a space. A character must stop upon entering an enemy's space (see *Takedown*).

ACTIONS

Every character can execute ONE action per turn. An action is striking, shooting, throwing, takedown, grappling, etc. A character cannot move after an action.

Strike

An attacker hits an adjacent foe by passing 3/DX. The defender can then dodge by passing 3/DX (see Reaction). If the attacker still hits, roll for damage. If the defender survives the hit and did not dodge, he can counterattack (see *Reaction*).

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed defender by passing 3/DX. If he hits, roll for damage; if he fails he misses. If the defender survives, he may immediately counterattack (see *Reaction*). A shooter cannot move in the turn he shoots, but a thrower can.

Range

Missile range exceeds the playing board. Throwing range is the thrower's ST in spaces. A thrower must recover his weapon from the target space before reuse.

Takedown (Entering A Defender's Space)

An attacker takes down a defender by entering his space. The defender may counterattack first, doing an extra d6 damage if he hits (see *Reaction*). If he does not counterattack, the defender may defend the takedown (see *Reaction*), or save his turn for later.

GRAPPLING ACTIONS

Grappling Attack

Grapplers can only attack each other, and only *after* the takedown turn. The grappler winning ST hits his foe, even if it is his foe who is attacking. Additional grapplers hit automatically. Unarmed grappling attacks negate armor.

Drag Grappling Foe

A grappler drags his foe into any adjacent unoccupied space by winning ST. A grappler with twice or more the ST of his opponent suffers no mobility penalty and can also attack enemies outside of his space. When moving, he simply carries his opponent with him.

Escape From Grappling

A grappling character escapes into any empty adjacent space by winning ST. If he fails, he remains grappled. A character with twice or more the ST of his opponent may freely exit the grappling space and move and act normally.

OTHER ACTIONS

Change Weapons

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

REACTION

A defender can react to ONE of his attackers. However, the defender gives up his following turn. A reaction is dodging, counterattacking, defending a takedown, or in limited cases, entering the attacker's space.

Dodge

A defender dodges by passing 3/DX. He must retreat away from the attacker, into an empty adjacent space, or he cannot dodge. He may view the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile or thrown weapon.

Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. The defender hits by passing 3/DX. If he hits, roll for damage; if he fails he misses.

Defending a Takedown

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

Zone of Control

If an attacker tries to move around or past adjacent defenders without attacking or entering their space, the defenders may counterattack or enter the attacker's space without being hit.

INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

Damage

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one point. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

Fatigue

Fatigue counts towards incapacitation but not death. A fatigue point dealt to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter, and all his fatigue with a full night of sleep.

Recovery

Between adventures, characters recover fully. During play, a character fully recovers in a week, provided: (1) he remains in one location, (2) has adequate shelter, (3) is fully provisioned, and (4) participates in no combat or any other activity.

WEAPONS

Damage (D)

A character hitting a foe rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers (minimum of one).

Example

Ajax hits Hector for 2d6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

UNARMED	D	H
Unarmed (U)	d3F (U)	-
BLADES	D	H
Knife (T)	d6	-
Knife-used in grappling (G)	d6+2	-
Club (T)	d6	9
Tomahawk (T)	d6+1	10
Cavalry Saber	2d6-2	10
Lance (T)	d6+1	10
Spear (T)	d6+2	11

MISSILES	D	H
Bow (2)	d6	10
Revolver (G)	2d6-1	8
Rifle (2)	2d6	9
Musket (2)	2d6	10
Shotgun (2)	3d6	10

EXPLOSIVES	D	H
Dynamite (T, X)	2d6+2	6
Molotov (F, T, X)	d3	6

(2) Two-handed weapon.
(F) Burns D3 per turn in that hex; ignore armor.

(G) Only G weapons can be used grappling.

(T) This weapon can be thrown.

(U) D3 fatigue, (+1 if the attacker is stronger).

(X) Explosive affects five-hex diameter circle. If thrower misses, randomly place blast center adjacent to original target hex.

ARMOR

Armor (A)

When a character is hit, reduce the damage he suffers by the cumulative rating of his armor.

Example

Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

Restriction (R)

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

TYPE	A-R
Canvas Coat (B)	1-1
Leather Coat (B)	2-2
Small Shield (B, S)	1-0
Shield (B, S)	2-1

(B) Does not protect against bullets.

(S) Shields cannot be used while grappling.

CAMPAIGNING

Experience Points (XP)

Characters use XPs to buy skills and ST/DX/IQ points. After each combat, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, each character gains one XP.

Advancement

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

Example

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

Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to negate all damage, even if he was just "killed." A character can use a wish as a karma point, or a karma point as one XP. Unexpended karma, wishes and XP roll over to future adventures.

Curse

A cursed character adds or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, three karma points, or 10 XP. Curses are cumulative.

SKILLS

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

Required Skill Checks

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

Example

"On passing 3/ST against SWIMMING, Ajax swims ashore."

Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.

Example

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

ATHLETIC	
Acrobat	Reduce fall damage by 1d6 for each acrobat level on 3/DX.
Climbing	Scale obstacles on 3/ST.
Riding	Ride large animals on 3/DX.
Swimming	Swim on 3/ST.

COMBAT	
Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.	
Axe	+1 with an axe, mace or club.
Bow	+1 with a bow.
Dagger	+1 w/dagger; +1 grappling.
Pistol	+1 with hand-fired weapon.
Pole Arms	+1 with spear/halberd.
Rifle	+1 w/shoulder-fired weapon.
Sword	+1 with a sword.
Unarmed	+1 striking; +1ST grappling.

SOCIAL	
Charisma	Control non-hostile NPC by winning IQ.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Language	Speak specific language on 3/IQ. Languages include: Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navaho, Pawnee, Sioux, Spanish, Ute, and Indian Sign

	Language.
Leadership	Add leadership rating to one character's check on 3/IQ.
Literacy	Literacy in specific language on 3/IQ.

SURVIVAL

Stalker	At beginning of combat, character (not party) gets surprise on 3/DX.
Stealth	Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify & follow local beings; negate surprise on 3/IQ.

THIEF

Locks	Pick locks on 3/DX.
Streetwise	Negate pickpocket, swindling, mugging on 3/IQ.
Thief	Steal objects on 3/DX.
Traps	Detect/remove traps on 3/IQ.

TRADES

Animal Handler	Prevent animal attacks by winning IQ.
Crafts	Earn daily skilled labor rate for carpenter, farmer, fisherman, jeweler, mason, smith, weaver on 3/DX.
Driver	Handle wagons on 3/DX.
Herbalist	Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Can be used across multiple characters.
Merchant	Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Scholar	Know history/science on 3/IQ.
Storyteller	Distribute maximum of one karma point per bard level, to be used in the current adventure on 3/IQ.