

Fighter Card Instructions

These are all 32-point fighters with legal combinations of weapons and armor. (All fighters who don't have a main-gauche are assumed to carry a dagger for emergencies.) You can use these characters as starting PCs, or as fairly tough opponents in a campaign game.

If you want less powerful characters as opponents in a campaign, discard all cards with ST 14 or higher, and subtract 2 from DX of all others.

For a quick two-player game, each player draws three cards. Teams enter at opposite sides of the arena. Fight till only one side is standing.

They are all optimized as starting fighters, so they have IQ 8. This will make them very vulnerable to illusions. In a *Wizard* game, increase IQs to 10.

Marking

The cards are coated. China markers, and most wet- and dry-erase markers, will come off cleanly – to mark off hits on the hexes at the bottom, for instance, or to record things on the back. But please experiment first to make sure your markers are erasable.

Treasure

The Treasure card is a quick set of charts for determining small treasures. If you fight a random character in the labyrinth, this could be used to roll up what he has. If you want a less generous table, just subtract one from each roll, and treat a roll of 0 or 1 as nothing.

Of course, if you slay a foe in the dungeon, you may also take their weapons and armor, though that gets heavy to carry.

Credits

Graphic design by Ben Williams.

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