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 enters a defender space by winning his choice of ST or DX. If he fails but is stronger, he still enters the space, and the defender must retreat to an adjacent unoccupied space, or be grappled. If the defender has not yet moved, he may counterattack first, doing an extra die of damage if he hits. A takedown may be used as a reaction.
GRAPPLING ACTIONS

Grappling Attack
Grapplers can only attack each other. The grappler winning ST can either hit his foe and roll for damage, or exit the space into any adjacent, unoccupied space. 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.

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.

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.

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>D</th>
<th>H</th>
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<tbody>
<tr>
<td>Unarmed</td>
<td>d3F</td>
<td>(U)</td>
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HAND WEAPONS

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<tr>
<th>Weapon</th>
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<tbody>
<tr>
<td>Dagger (T)</td>
<td>d6</td>
<td></td>
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<tr>
<td>Dagger-used in grappling or counterattacking a takedown (G)</td>
<td>d6+2</td>
<td>-</td>
</tr>
<tr>
<td>Club (T)</td>
<td>d6</td>
<td>9</td>
</tr>
<tr>
<td>Club (2T)</td>
<td>d6+1</td>
<td>9</td>
</tr>
<tr>
<td>Hatchet (T)</td>
<td>d6+1</td>
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<tr>
<td>Cutlass</td>
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<td>Fire Axe (2)</td>
<td>d6+3</td>
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MISSILES

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<tr>
<th>Weapon</th>
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<tbody>
<tr>
<td>Handgun</td>
<td>2d6-1</td>
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<tr>
<td>SubMG (2A)</td>
<td>2d6-1</td>
<td>8</td>
</tr>
<tr>
<td>Assault Rifle (2A)</td>
<td>2d6+1</td>
<td>9</td>
</tr>
<tr>
<td>Shotgun (2)</td>
<td>3d6</td>
<td>10</td>
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<tr>
<td>Hand Phaser (G)</td>
<td>3d6(F)</td>
<td>6</td>
</tr>
<tr>
<td>Blaster (2)</td>
<td>3d6</td>
<td>9</td>
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GRENADES

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<tr>
<th>Weapon</th>
<th>D</th>
<th>H</th>
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</thead>
<tbody>
<tr>
<td>Frag Grenade (TX)</td>
<td>3d6</td>
<td>6</td>
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<tr>
<td>Flashbang (T)</td>
<td>(S)</td>
<td>6</td>
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</tbody>
</table>

(2) Two-handed weapon.
(A)Automatic weapons hit two adjacent hexes or one hex twice. Shooter must pass 3/DX per shot to hit; roll damage per hit.
(F) Can be set to damage or fatigue.
(G) Only G weapons can be used grappling.
(S) When thrown, your side gets surprise.
(T) This weapon can be thrown.
(U) D3 fatigue, (+1 if the attacker is stronger).
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**

<table>
<thead>
<tr>
<th>Flak Vest</th>
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<tbody>
<tr>
<td>Space Suit (B, SS)</td>
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<td>1</td>
</tr>
<tr>
<td>Landing Suit (SS)</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Battle Armor (SS)</td>
<td>8</td>
<td>1</td>
</tr>
</tbody>
</table>

(B) Does not protect against bullets.

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

**CAMPAIGNING**

**Experience Points (XP)**

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

**Advancement**

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

**Example**

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

**Karma/Wish**

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

**Curse**

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

**SKILLS**

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

**Required Skill Checks**

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

**Example**

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

**Assisted Skill Checks**

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

**Example**

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

**ATHLETIC**

**Acrobat** Reduce fall damage by 1d6 for each acrobat level on 3/DX.

**Climbing** Scale obstacles on 3/ST.

**Riding** Ride large animals on 3/DX.

**Swimming** Swim on 3/ST.

**COMBAT**

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

**Axe** +1 with an axe, mace or club.

**Knife** +1 with a bow.

**Pistol** +1 with hand-fired weapon.

**Rifle/SMG** +1 with shoulder-fired weapon.

**Unarmed** +1 striking; +1ST grappling.

**MILITARY**

**Interrogator** Elicit accurate information from NPC by winning IQ.

**Gunner** Operate shipboard weapons on 3/DX.

**Navigation, Nautical** Use charts, compass and stars to navigate seagoing vessels on 3/IQ.

**Navigation, Stellar** Use star compass and holocharts to navigate deep space 3/IQ.

**Pilot** Operate spacecraft on 3/DX.

**Weightless Movement** Character adds DX+1 for each level.

**SOCIAL**

**Charisma** Control non-hostile NPC by winning IQ.
Diplomacy: Change an “attack” option to a “talk” option or vice versa by winning IQ.

Language: Speak specific language on 3/IQ.

Leadership: Add leadership rating to one character’s check on 3/IQ.

Literacy: Literacy in specific language on 3/IQ.

Survival:
- Stalker: At beginning of combat, character (not party) gets 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:
- Botanist: Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
- Electrician: Fix electrical malfunctions on 3/IQ.
- Equipment Operator: Use heavy machines on 3/DX.
- Investigator: Uncover information on 3/IQ.
- Mechanic: Fix mechanical problems on 3/IQ.
- Medic: Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Can be used across multiple characters.
- Merchant: Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
- Scholar: Know history/science on 3/IQ.
- Story Teller: Distribute maximum of one karma point per storyteller level, to be used in the current adventure, on 3/IQ.
- Systems Tech: Fix computers on 3/IQ.
- Zoologist: Prevent animal attacks by winning IQ.

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

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

Example:
The engineering section is a two-point section. It takes one point of damage. Though damaged, it is functional. If it accumulates an additional point of damage, it and all aboard, are destroyed.

Listing Sections:
As a craft takes damage, sections are destroyed in the order they are listed.

Cargo Section:
Each point spent on the cargo section allows the craft to carry one cargo unit. A cargo unit is roughly a truck, or a squad of space infantry.

Engineering Section:
All craft require an engineering section.

Living Section:
A living section enables the craft to make extended space runs. Otherwise, the craft must return to a base or mother ship after combat.

Operations Section:
All craft require an operations section.

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

Weapons:
Every six build points spent on weapons enable the craft to deal one die of damage. Abbreviate weapons as: Xd6, where X is the number of dice of damage the craft deals.

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

Maneuver:
Each +1 maneuver bonus costs two build points.

Dog Fights:

**Initiative**
Decide initiative with a die roll. The side with initiative takes the first turn. Players alternate turns until one side wins.

**Player’s Turn**
The player moves each of his craft, in any sequence, one at a time. He must complete one
Craft's turn before proceeding to the next. When he is done, the next player begins.

**Craft's Turn**
A craft can either maneuver against one foe, or fire on one target. Craft begin disengaged.

**Engagement**
Craft maneuvering against foes are “engaged” in combat, and can only maneuver against those foes. Engaged craft may hold different positions relative to different foes. For example, a craft might be pursuing one foe and fleeing another.

**Relative Positions**
Engaged positions are: pursuing, fleeing and turning.
- Pursuing: A pursuing craft follows its foe.
- Fleeing: A fleeing craft leads its foe.
- Turning: Turning craft are side-by-side, facing opposite directions.
- Disengage craft are neither pursuing, fleeing, nor turning. Place disengaged craft away from other craft.

**MANEUVER**

**Resolving Maneuver**
Regardless of the player taking the turn, the winner of a pilot check (+craft's M bonus) has the respective options:
- A "fleeing" craft can either disengage, or take the "turning" position against its pursuing foe.
- A "turning" craft can disengage, or take the "pursuit" position against its turning foe.
- A "disengaged" craft takes the "pursuit" position against its foe.
- A "pursuing" craft remains in the "pursuit" position.
- On a tie, positions remain unchanged. If disengaged foes tie, they are now turning.

**Exiting**
Except on the first round of a dogfight, any disengaged craft can exit the dogfight during its turn. Once a craft exits, it cannot return.

**Pursuit**
Only one craft can pursue a fleeing foe. A craft pursuing a target and fleeing a tailing foe must decide whether to fire on his target or maneuver against his tail. If he maneuvers against his tail, his target is automatically disengaged.

**Unopposed Maneuver**
A spacecraft maneuvering against an already engaged opponent automatically takes pursuit.

**FIRING**
A craft can only fire on a target he is pursuing, or a target on a firing run.

**Pursuit**
A pursuing attacker hits his target and rolls for damage by passing 3/DX+GUNNER.

**Firing Run**
An attacker, firing on target he is disengaged from, hits and rolls for damage by passing 4/DX+GUNNER. Afterwards, craft are disengaged from one other.

**Facing Firing Run**
On the first turn of a dogfight, if an attacker makes a FACING firing run against a foe, both craft simultaneously hit and roll for damage by passing 3/DX+GUNNER. Afterwards, craft are disengaged from each other.

**Damage**
The hitting craft rolls the number of dice indicated by its weapons. This total is the number of damage points applied to the target.

**Shields**
The defender deducts one damage point for each one of his craft's shield factors.

**Damage Effect**
Each remaining damage point destroys one point of section. Sections are destroyed in sequence as listed in the defender's ship record. The attacker may inflict fewer damage points than he rolled, preserving craft sections.

**Dead In The Water (DIW)**
If engineering or ops is destroyed, the craft fails. Nevertheless, emergency power sustains life in undestroyed sections. A character is killed if he occupies a section when it is destroyed.