

# LEGENDS OF THE UNTAMED WEST



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## 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/survive more damage.

### **Dexterity (DX)**

Agile characters can better attack and dodge.

### **Intelligence (IQ)**

Intelligent characters can better apply 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 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 Hector.

### **Checking ST or IQ**

A character checks 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**

Both players roll as many dice as they choose. The higher total wins. If the total exceeds the character's attribute (+skill), the character fails.

### **Example**

Ajax (ST12) grapples Hector (ST11). Ajax rolls three dice, Hector, three as well. 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. He may then 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 *Tackle*).

## FIGHTING

### **Attacker**

An attacker can attack ONE foe per turn. He can strike, shoot, tackle, or grapple a foe. An attacker cannot move after his attack.

### **Defender**

A defender can react to ONE attacker, but loses his next turn. He can dodge, counterattack, or tackle his attacker.

### **Strike**

You hit an adjacent foe by passing 3/DX.

### **Example**

Ajax (DX11) rolls a 2, 3, and 4 for a total of 9. He hits Hector and rolls damage.

### **Dodge**

A defender dodges by passing 3/DX. He must then move to an empty adjacent space, or he cannot dodge. He can see the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile weapon.

### **Example 1**

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) must dodge, or he will be hit. He rolls 9, and dodges into an unoccupied adjacent space. Hector loses his next turn.

### **Example 2**

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) rolls 14, and fails to dodge. Ajax rolls damage, and Hector loses his next turn.

### **Counterattack**

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. He hits by passing 3/DX. If he hits, roll damage.

### **Example**

Ajax (DX11) rolls 11, strikes Hector, and rolls damage. Hector survives and counterattacks, rolling 7. Hector hits Ajax and rolls damage, but loses his next turn.

**Shoot/Throw**

An attacker with a missile or throwing weapon hits an unobstructed foe by passing 3/DX. If he hits, roll damage. A shooter cannot move in the turn he shoots, but a thrower can.

**Example**

Ajax (DX11) shoots at Hector. He rolls 7 and hits. He rolls damage. Hector survives and counterattacks, rolling 11. Hector hits Ajax and rolls damage, but loses his next turn.

**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.

**Tackle**

A character enters a foe's space by winning ST or DX (his choice). If he fails but is stronger, he still forces his way into space, pushing his foe into an empty adjacent space. If the defender has not yet moved, he may counterattack first, doing an extra die of damage if he hits.

**Example 1**

Ajax (ST12), enters Hector's (ST11) space. Ajax rolls 12, Hector rolls 11. Ajax wins. They are now grappling.

**Example 2**

Hector (ST11) enters Ajax's (ST12) space. Hector rolls 13, Ajax 9. Hector fails. Hector must retreat back out of the space.

**Example 3**

Ajax (ST12) enters Hector's (ST11) space. Ajax rolls 3, Hector 11. Ajax fails. But since Ajax is stronger, he forces his way into the space. Hector must exit into an adjacent unoccupied space, or he will be grappling with Ajax.

**Example 4**

Ajax enters Hector's (DX12) space. Hector does a preemptive counterattack, rolling 12. He hits Ajax doing an extra die damage. Ajax survives, and wins his tackle roll on Hector. He enters Hector's space, grappling him.

**GRAPPLING****Grappling Options**

Grapplers only fight foes in the same space. The grappler winning ST can: (1) Roll damage on his foe; (2) Exit into an adjacent empty space; or (3) Drag his foe one space. Unarmed attacks negate armor. A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

**Example 1**

Ajax (ST12) grapples Hector (ST11). Neither is armed. Ajax rolls 12, Hector 9. Ajax wins and rolls damage on Hector. Ajax rolls 2, but adds 1 since he is stronger. Hector suffers 3 fatigue.

**Example 2**

Ajax (ST12) grapples Hector (ST11). Ajax rolls 15, Hector rolls 10. Hector wins and exits into an empty adjoining space.

**Example 3**

Ajax (ST12) grapples Hector (ST11). Both roll 8. Ajax wins. He drags Hector one space.

**Outside Attacks**

Characters attacking into a grappling space automatically hit and roll damage.

**NOTES****Change Weapons**

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

**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 tackle the attacker 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.

<b>UNARMED</b>	<b>D</b>	<b>H</b>
Unarmed (U)	d3F (U)	-
<b>BLADES</b>	<b>D</b>	<b>H</b>
Knife (T)	d6	-
Knife-used in grappling or counterattacking a tackle (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
<b>MISSILES</b>	<b>D</b>	<b>H</b>
Bow (2)	d6	10
Revolver (G)	2d6-1	8
Rifle (2)	2d6	9
Musket (2)	2d6	10
Shotgun (2)	3d6	10
<b>EXPLOSIVES</b>	<b>D</b>	<b>H</b>
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.

<b>TYPE</b>	<b>A</b>	<b>R</b>
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.