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.

**Example**

**ACTION**

**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 2, 3, and 4 for a total of 9. He hits Hector and rolls damage.

**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 (against a foe)**
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**
On the first turn of a battle, each side rolls one die. The side rolling the higher die moves first. Players alternate turns for the rest of the battle.

**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**
Spaces are marked by hexagons (hex). 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. A character firing a weapon cannot move in his turn, but a character throwing a weapon 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 (to grapple)
A fighter grapples a foe by winning DX against his foe. The fighter enters his foe's space. If the fighter fails but is stronger, his foe retreats to an empty adjacent space. If the fighter fails and is weaker (or equal), he returns to his starting space. If the foe has yet to move, he may first counterattack, doing an extra die of damage.

Example 1

Example 2

Example 3
Ajax (ST12) grapples Hector (ST11). Ajax rolls 12, Hector rolls 10. Ajax wins and drags Hector one space.

Strength Advantage
While grappling, a stronger character adds one to his damage roll.

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

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 grappling 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.

Example 2

Example 3
Ajax (ST12) grapples Hector (ST11). Ajax rolls 12, Hector rolls 10. Ajax wins and drags Hector one space.

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 an adventure, wounded characters recover one damage per day of rest, provided (1) they remain in one location, (2) have adequate shelter, (3) are fully provisioned, and (4) they participate in no combat, or strenuous 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) d3 -

BLADES D H
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

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

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

* Any roll deals a minimum 1 before armor.
(2) Two-handed weapon.
(F) Burns d6-1/turn in that hex; ignore armor.
(G) Only G weapons can be used grappling.
(T) This weapon can be thrown.
(U) Fatigue only, +1if 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) Fighters drop shields when grappling.

CAMPAIGNING

Experience Points (XP)
Characters use XPs to buy skills and ST/DX/IQ points. After 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, all characters gain one XP.

Increasing Attributes
A character increases his ST/DX/IQ by spending twice the number of XPs equal to the next level. Human characters max out at 42 attribute points.

Example
An IQ10 character spends 22XP to get IQ11.

Increasing Skills
A character raises a skill one point by spending 10XP.

Timing
A character may increase an attribute during play, but can only learn new skills between adventures.

Karma/Wish
A character expends a karma point to re-roll one set of dice. A character expends a wish to fully revive, even if he was just "killed." Characters acquire karma and wishes in adventures. Generally, karma, wishes, and XP roll over to future adventures. In some cases, karma may have to be expended in a shorter time frame.

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, or by reducing his highest attribute by one. 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
If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.

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
Ajax must pass 3/ST+CLIMBING to climb the wall. He can attempt the climb even if he lacks the CLIMBING skill, but if he has Climbing 3, he adds 3 to his ST for this roll.

<table>
<thead>
<tr>
<th>ATHLETIC</th>
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<tbody>
<tr>
<td>Acrobat</td>
<td>Reduce fall damage by 1d6 for each acrobat level on 3/DX.</td>
</tr>
<tr>
<td>Climbing</td>
<td>Scale obstacles on 3/ST.</td>
</tr>
<tr>
<td>Riding</td>
<td>Ride large animals on 3/DX.</td>
</tr>
<tr>
<td>Swimming</td>
<td>Swim on 3/ST.</td>
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</tbody>
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<tr>
<th>COMBAT</th>
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<tbody>
<tr>
<td>Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.</td>
<td></td>
</tr>
<tr>
<td>Axe</td>
<td>+1 with an axe, mace or club.</td>
</tr>
<tr>
<td>Bow</td>
<td>+1 with a bow.</td>
</tr>
<tr>
<td>Dagger</td>
<td>+1 with a dagger.</td>
</tr>
<tr>
<td>Pistol</td>
<td>+1 with hand-fired weapon.</td>
</tr>
<tr>
<td>Pole Arms</td>
<td>+1 with spear/halberd.</td>
</tr>
<tr>
<td>Rifle</td>
<td>+1 w/shoulder-fired weapon.</td>
</tr>
<tr>
<td>Sword</td>
<td>+1 with a sword.</td>
</tr>
<tr>
<td>Unarmed</td>
<td>+1 striking; +1ST grappling.</td>
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<tr>
<th>SOCIAL</th>
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<tbody>
<tr>
<td>Charisma</td>
<td>On winning IQ against nonhostile NPC, the NPC will take action to help the party, and do nothing to harm.</td>
</tr>
<tr>
<td>Diplomacy</td>
<td>Change an “attack” option to a “talk” option or vice versa by winning IQ.</td>
</tr>
<tr>
<td>Language</td>
<td>Speak specific language on 3/IQ. Languages include: Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navaho, Pawnee, Sioux, Spanish, Ute, and Indian Sign Language.</td>
</tr>
<tr>
<td>Leadership</td>
<td>Add leadership rating to one character’s check on 3/IQ.</td>
</tr>
<tr>
<td>Literacy</td>
<td>Literacy in specific language on 3/IQ.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>SURVIVAL</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>Alertness</td>
<td>Negates surprise on 3/IQ.</td>
</tr>
<tr>
<td>Naturalist</td>
<td>Can find one unit of healing herbs per day on 3/IQ.</td>
</tr>
<tr>
<td>Navigation</td>
<td>Can find way on 3/IQ.</td>
</tr>
<tr>
<td>Stalker</td>
<td>At beginning of combat, character (not party) gets surprise on 3/DX.</td>
</tr>
<tr>
<td>Stealth</td>
<td>Evade detection on 3/DX.</td>
</tr>
<tr>
<td>Survival</td>
<td>Character lives off the land instead of eating a daily ration on 3/IQ.</td>
</tr>
</tbody>
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<tr>
<th>TRADES</th>
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<tbody>
<tr>
<td>Animal Handler</td>
<td>Prevent animal attacks, or tame beast by winning IQ against the animal.</td>
</tr>
<tr>
<td>Crafts</td>
<td>Earn daily skilled labor rate for carpenter, farmer, fisherman, jeweler, mason, smith, weaver on 3/DX.</td>
</tr>
<tr>
<td>Driver</td>
<td>Handle wagons on 3/DX.</td>
</tr>
<tr>
<td>Herbalist</td>
<td>Create healing potion on 3/IQ.</td>
</tr>
<tr>
<td>Medic</td>
<td>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.</td>
</tr>
<tr>
<td>Merchant</td>
<td>Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.</td>
</tr>
<tr>
<td>Scholar</td>
<td>Know history/science on 3/IQ.</td>
</tr>
<tr>
<td>Storyteller</td>
<td>Only Storytellers may attempt a 3/IQ + Storytelling, to distribute one karma point per Storytelling level to the party. These karma points must be used in current game day.</td>
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<th>HORSES</th>
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<tbody>
<tr>
<td>Mobility and Fighting</td>
<td>Riders have MA12 when mounted. Mounted riders cannot dodge.</td>
</tr>
<tr>
<td>Running Battles</td>
<td>A mounted party pursuing another mounted party results in a running battle. Running battles take place along the length of the game board. The pursuing force lines up on the short edge of the game board (usually at A or C). The fleeing force lines up in the middle of the board. Each player’s turn, the side winning 3/DX+RIDING rolls one d6. The winning side advances his characters towards the far end of the board by the number shown on the d6.</td>
</tr>
</tbody>
</table>
If the pursuing party catches up to the fleeing party, all characters must stand and fight. If the fleeing party exits the far edge of the map, they escape.

**Example**

Ajax (DX11, Riding+1) and three companions are mounted. Hector (DX12, Riding+1), is alone but mounted. Ajax's party is pursuing Hector in a running battle. Ajax and his three companions line up on the short end of the board at A. Hector starts in the middle of the board.

**Example: Ajax's Turn**

Ajax checks DX+Riding against Hector. Ajax rolls 13, Hector rolls 9. Hector wins. Hector rolls one d6, resulting in a 6. He advances towards the far end of the board by 6 spaces. Ajax shoots at Hector, but misses.

**Example: Hector's Turn**

Hector rolls against Ajax. Hector rolls 9, Ajax rolls 12. Ajax wins. Ajax rolls one d6, resulting in a 2. He moves two spaces into the board, towards Hector.

**Example: End**

Players continue the running battle until either Hector makes it off the far side of the board, or Ajax catches up. If Ajax catches up, Hector must stand and fight.

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