

DCG ADVENTURE STARTER

RULES

Players play the role of one or more characters who go adventuring. Players work together against the game. One player (GM) reads the entries aloud, and tracks progress. In solitaire play, you play the characters and track your own progress.

Entries

The adventure is composed of numbered entries. Do not read the entries sequentially. They are deliberately scrambled.

Options

Each entry contains options, followed by numbers in parentheses. If you select an option, turn to the corresponding numbered entry. Continue from that point.

Plot Words

Some options have a word in parentheses (EXAMPLE). If you choose that option, record the corresponding plot word.

Battles

When instructed to fight, place your character pieces on the board. If the lettered starting spaces are full, place pieces adjacent.

Initiative

The player with initiative moves first. Each side rolls a die. The side rolling the higher die has initiative and takes the first turn.

Player Turn

The active player moves his character pieces one at a time. He completes one piece's turn before going to the next. When all a player's pieces have moved, the next player begins.

Character Turn

In his turn, a character piece moves first, and then executes ONE action.

Example

Ajax moves five hexes and strikes his foe.

CHARACTER ATTRIBUTES

Each character has three attributes: Strength, Dexterity and Intelligence.

Strength (ST)

Strong fighters inflict/endure more damage.

Dexterity (DX)

Agile fighters can better hit and dodge.

Intelligence (IQ)

Smart characters excel at skills and magic.

Example

Ajax has ST14 DX10 IQ8 (32 total).

TERMINOLOGY

Dice

A six-sided die is abbreviated d6. Two six-sided dice are 2d6, three dice—3d6, etc.

Hitting a Foe

An attacker hits a foe by passing **3/DX**. The player rolls 3d6. If the total of all three dice is the attacker's DX or less, he hits and rolls damage (Weapons/Damage/Armor).

Example

Ajax DX10 rolls 4, 3, 2 = 9. This is Ajax's DX or less. He hits and rolls damage.

Checking ST/DX/IQ

Check **3/ST** for strength, **3/DX** for agility, and **3/IQ** for mental tests. A four-die check is abbreviated **4/ST**, **4/DX**, or **4/IQ**.

Example

Ajax ST14 checks **4/ST** to move a heavy boulder. He rolls 4, 3, 2, 1 = 10. He moves the boulder.

Winning a Roll

A character may test ST/DX/IQ against a foe. Both sides roll any number of dice. The higher total wins. *A total exceeding a character's attribute fails.* On a tie, the character with the higher attribute wins.

Example

Ajax ST14 wrestles a foe ST12. Ajax rolls 4, 3, 2 = 9. His foe rolls 6, 5, 4 = 15. 15 > 9, but 15 > his foe's ST12. Ajax wins.

Note

If Ajax test ST against a foe ST12, abbreviate this as **ST/12**.

WEAPONS/DAMAGE/ARMOR

Weapons

Melee weapons strike adjacent foes, shooting and thrown weapons hit foes at range. A shooting weapon has the range to hit any *unobstructed* target on the board. Weapons appear in the back of the adventure book.

Damage & Heft

A weapon has a damage rating and a heft. Damage is the number of dice of damage the weapon inflicts on a target. Heft is the minimum ST required to use the weapon.

Example

Ajax wields a Greatsword (melee weapon). It delivers 3d6-1 damage. It has heft 14.

Example

Ajax strikes an adjacent foe. His Greatsword does 3d6-1. He rolls 4, 3, 2 = 9. 9 - 1 = 8. He gives 8 damage to his foe.

Switching Weapons

A character uses a turn to switch weapons.

Armor

Armor reduces the damage a character takes when hit. Armor also restricts dexterity. Armor appears in the back of the adventure book.

Example

Ajax delivers 8 damage, but his foe's armor stops 2. His foe suffers 6 damage.

Armor Restriction

Adjust a character's DX down by the restriction rating of his armor.

Example

Ajax's foe DX10 has armor that stops 2 damage and has a restriction of 1 (**2/1**). His foe has an effective DX9.

MOVEMENT

Game Board

The game board is divided into hexagons (hex) to regulate movement.

Movement

Each turn, a character can move a number of hexes equal to half his DX, rounded down.

After moving, he can strike or throw a weapon at one foe (Attack).

Example

Ajax DX10 moves 5 hexes and attacks.

Hex

One character occupies a hex. A character must stop upon entering a foe's hex (Tackle).

SAMPLE PARTY

Here is a sample party of four characters. You can also create your own. For each character, assign 32 points to ST, DX, and IQ. Give at least 8 points to each attribute. A character is either normal or a wizard.

Ajax (Warrior--very strong)

Attributes: ST14 DX10 IQ8
Weapon: Greatsword 3d6-1 (2 hands)
Armor: Cuirass (leather corselet) 1/0

Hector (Warrior--strong, quick)

Attributes: ST12 DX12(11) IQ8
Weapon: Sword 2d6
Armor: Cuirass 1/0, Shield 2/1

Paris (Archer--strong, quick)

Attributes: ST11 DX13 IQ8
Weapon: Longbow d6+2, Dagger d6
Armor: Cuirass 1/0

Magus (Wizard--weak, smart)

Attributes: ST9 DX10 IQ13
Weapon: Staff d6 F9
Armor: Wizard's Cloak 2/0

Spells:

- Fireball 3d6-1 IQ12 F3
- Blur: Target is 4/DX to hit. IQ8 F2
- Heal Wounds IQ10 F=wounds healed.

ATTACK

After moving, an attacker can attack ONE foe. The attacker can strike, shoot, throw a weapon, tackle, or grapple a foe.

Strike

An attacker strikes an adjacent foe by passing **3/DX**. If he hits, roll damage (Damage & Fatigue).

Example

Ajax DX10 rolls 4, 3, 2, totaling 9. This is his DX or less. Ajax hits and rolls damage.

Shoot/Throw

An attacker with a shooting/throwing weapon hits a foe by passing **3/DX**. An attacker shooting a weapon can't move in his turn, but an attacker throwing a weapon can. Targets behind cover are 4/DX to hit.

Example

Ajax DX10 shoots a foe. Shooting fighters cannot move. He rolls 4, 3, 2, totaling 9. He hits his target and rolls damage.

Range

A bow, sling, or firearm has the range to hit any target on the playing board. Thrown weapon range is the thrower's ST in hexes.

Line of Sight

A shooter can only hit targets in his line of sight. A character between a shooter and a target blocks line of sight.

Tackle

A fighter tackles a foe by winning DX. Advance him into his foe's hex. If he fails, the weaker fighter retreats away one hex.

Example

Ajax DX10 tackles his foe DX11. Ajax rolls 4, 3, 2, totaling 9. His foe rolls 3, 2, 1, totaling 6. Ajax's 9 beats his foe's 6. Ajax enters his foe's hex. The two now grapple.

Animals

Animals do damage on the same turn that they tackle a foe.

Grapple

Characters in the same hex can only fight each other. The fighter winning ST can:

- (1) Roll damage on his foe;
- (2) Exit to an empty adjacent hex;
- (3) Push his foe away one hex; or
- (4) Drag his foe one hex with him.

Unarmed human attacks do d6-3 damage (no armor). The stronger fighter does +1 damage. The weaker fighter does -1. A grappler with 2x ST of his foe moves and acts normally, carrying his foe with him.

Example

Ajax ST14 grapples a foe ST12. Ajax rolls 5, 4, 3 = 12. His foe rolls 4, 3, 2 = 9. Ajax wins, and decides to roll damage (d6-2).

DEFEND

A defender can defend ONE attack, but loses his following turn. He can dodge, counterattack, or tackle their attackers.

Dodge

A defender dodges a strike by passing **3/DX**. The defender retreats one hex away from his foe. If there is no empty hex, the defender cannot dodge. *The defending player may view the attacker's hit roll, but not damage roll, before deciding to dodge.*

Example

A foe successfully strikes Ajax. Ajax DX10 dodges, rolling 4, 3, 2 = 9. He retreats one hex away from his foe, into an empty space. Ajax is not hit, but he loses his next turn.

Counterattack

A character surviving an attack can immediately strike, or shoot/throw a weapon at his attacker. If he hits, roll damage.

Example

A foe strikes Ajax and rolls damage. Ajax survives and counterattacks. He hits his foe but loses his next turn.

Tackle

A defender surviving a strike can immediately tackle his foe. He succeeds by winning DX.

Example

A foe strikes Ajax and rolls damage. Ajax survives. Ajax wins DX and the two grapple. Ajax loses his next turn.

First Attack

A target of a tackle, who has neither attacked nor defended this turn, can strike or shoot his foe first. This happens before the tackle. If he hits the tackler, he rolls an extra die damage.

Example

A foe DX12 tackles Ajax DX10. Ajax has not yet used a defense, so he does a First Attack. Ajax hits and rolls damage, rolling an extra die. If his foe survives, his foe tackles Ajax by winning DX.

Zone of Control

If an attacker, adjacent to a defender, moves to another adjacent hex without attacking, the defender can defend. The defense can be a counterattack or a tackle.

DAMAGE & FATIGUE**Death**

If a character acquires damage equal to his ST or more, he dies. Living characters recover all damage between adventures.

Example

Ajax ST14 has taken 10 damage. He is hit again, suffering 4 additional damage. He has accumulated 14 damage, which equals his ST14 or more. Ajax is dead.

Fatigue

A character falls unconscious when he accumulates (damage + fatigue) = ST or more. Fatigue recovers overnight.

Example

Ajax ST14 has taken 10 damage. He suffers 4 fatigue. He falls unconscious, but is alive. After sleeping the night, he still has 10 damage, but no fatigue.

CHARACTER DEVELOPMENT

A character earns one experience point (XP) per fight he wins, or plot word he gets. XPs allow a character to improve his stats.

Attributes

Characters increase attributes by spending XP = 3/2 x current attribute, rounded down.

Example

Ajax DX10 spends 15 XP to increase his DX to 11 (3/2 x DX10 = 15).

Skills

A character learns a one-point skill by spending 10XP. Skills appear in back of the adventure book.

Example

Ajax spends 10XP for Unarmed Combat. When he fights unarmed, for each *Unarmed Combat* skill point he has, his ST/DX is +1, and he does +1 damage.

Karma/Wish

A character expends a karma point to re-roll dice. A character uses a wish to fully revive, even if he just died. Karma, Wishes, & XP roll over to new adventures.

Curse

A curse reduces ST/DX/IQ by one point, until the curse is lifted. The character lifts the curse by expending one wish, or by permanently reducing his highest attribute by one point. Curses are cumulative.

MAGIC

A mage can cast a spell instead of attacking. He succeeds by passing **3/IQ**. Some spells require the mage to **win IQ** against his target. Spells appear in the back of the adventure book.

Example

Magus IQ13 throws a fireball at a foe. He rolls 5, 4, 3 = 12. He hits his foe, and rolls 3d6-1 damage.

Requirements

A mage can only learn spells his IQ or less. A mage cannot move in the turn he casts, and he cannot cast while in a hex with a foe. The mage can cast into any unobstructed hex.

Fatigue Rating (F)

Each spell has an F rating. Upon successfully casting a spell, the mage suffers F in fatigue.

Example

Magus ST9 casts Fireball 3d6-1 F3. He suffers 3 fatigue. If he suffers 6 more damage/fatigue, he falls unconscious.

Staff/Wands

A staff/wand absorbs fatigue for a mage, up to its capacity. Staffs/wands recharge overnight. A staff does d6 damage striking.

Example

Magus carries a staff F6. The fireball F3 depletes 3 fatigue from the staff, not from Magus. After another 3 fatigue from casting spells, the staff is depleted for the day.

THE ADVENTURE**Solitaire Tactics**

Opposing archers/wizards target your wizards first, then your archers, and then your closest warrior. Opposing warriors attack your closest character. Foes flee upon taking half their ST in damage.

Checking at Locations

When the party must pass a check, select one character. That character has one chance to pass, or the party suffers the consequences.

Leaving Friends Behind

You may leave friends behind. On return, roll 3d6. If the total is your friend's (ST - damage) or less, the friend is there, same as before. On failing, he is lost forever.

Example

Ajax ST14 has 6 damage (14 - 6 = 8). The party leaves him behind. Upon return, you roll 4, 3, 2 = 9. Ajax is lost forever.

Day of Time

A party can travel to three locations per day (morning, afternoon, evening). A party must sleep after visiting their last location of the day. Visiting rooms in a building does not use time.

Rations

A character consumes one ration daily. Each day he fasts, he suffers one point of persistent fatigue. A character recovers by eating an extra ration for each point of persistent fatigue.

Fantasy Economics

Money is denominated into Copper (c), Silver (s), and Gold (g). 10c = 1s, 100s = 1g. 1c is about a day of unskilled labor.

Science Fiction Economics

Money is denominated into credits. One credit is about one hour of unskilled labor.

Western Economics

Money is denominated into dollars. One dollar is about a day of unskilled labor.

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