Legends of the Untamed West

RULES

Participants play characters who go adventuring. Players work together against the game. One player (GM) reads the instructions and logs the party's progress.

TERMINOLOGY

A six-sided die is abbreviated d6. Rolling two six-sided dice is abbreviated 2d6. Rolling less than or equal to your dexterity (DX) with three dice, it is abbreviated 3/DX.

CHARACTERS

A character has three attributes: Strength (ST), Dexterity (DX) and Intelligence (IQ).

Strength (ST)
Strong fighters deal/survive more damage.

Dexterity (DX)
Agile characters attack and dodge better.

Intelligence (IQ)
Intelligent characters apply skills better.

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. Magic characters begin with four points of spells and skills.

Example
Phoenix creates a new character and names him Ajax. He distributes 8 discretionary points, giving Ajax ST12 DX11 IQ9. For skills, Phoenix gives him *Unarmed Combat +2*, and *Medic +2*.

ACTION

Hitting a Foe
A fighter hits a foe by passing 3/DX. Roll three dice. If the total is the fighter's DX or less, he hits and rolls damage (*Weapons*).

Example
Ajax (DX11) rolls a 1, 3, and 6 for a total of 10. This is his DX or less. He hits his foe.

Checking ST or IQ
Check 3/ST for 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 Roll
Opposing players roll as many dice as they want. The higher total wins. If a total exceeds the character's attribute, he fails.

Example
Ajax (ST11) grapples a foe (ST12). Ajax rolls three dice; his foe, three. Ajax rolls 11 and his foe rolls 13. His foe's total is higher, but 13 exceeds his foe's ST12. Ajax wins.

PLAYING THE GAME

Initiative
To see who goes first, each side rolls one die. The higher roll moves first. Players alternate turns for the rest of the battle.

Player's Turn
The player taking his turn moves each of his characters, one at a time. He must complete one character's turn before going to the next. When he is done, the following player begins his turn.

Character's Turn
A character moves up to his movement allowance (MA), which is his DX/2 rounded down. He may then execute ONE action.

Example
Ajax (DX11) moves five hexes and attacks.

Hex
Spaces are marked by hexagons (hex). One character occupies a hex, unless grappling a foe. A character must stop upon entering an enemy's hex (see *Tackle*).

ATTACKING

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

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 his foe and rolls damage.

Shoot/Throw
An fighter with a missile/throwing weapon hits an unobstructed foe by passing 3/DX. A fighter firing a weapon cannot move, but a character throwing a weapon can.

Example
Ajax (DX11) shoots at his foe. He rolls 9 and hits. Ajax rolls damage.

Range
Missile range exceeds the playing board. Throwing range is the thrower's ST in hexes. A thrower must retrieve his weapon before reuse.

Tackle
A fighter tackles a foe and enters his hex by winning DX. If the fighter fails but is stronger, his foe retreats to an empty adjacent hex. If the fighter fails and is equal or weaker, he returns to his starting hex. If the foe has yet to move, the foe may first counterattack, doing an extra d6 damage.

Example
Ajax (DX11), tackles his foe (DX12). Ajax rolls 11; his foe, 8. Ajax wins. They are grappling, and occupy the same hex.

Example

Ajax tackles a foe. The Foe counterattacks first and hits. The foe does an extra die of damage. Ajax survives, and wins his tackle roll. Both characters are now grappling.

DEFENDING

Defender

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

Dodge

A defender dodges into an empty adjacent hex by passing 3/DX. He views the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile weapon.

Example

A foe successful strikes Ajax. Ajax (DX11) dodges, rolling a 9. He moves into an adjacent hex. Ajax loses his next turn.

Counterattack

A defender not dodging, who survives an attack, may immediately strike or shoot 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.

GRAPPLING

Grappling Options

Grappling foes only fight each other. He who wins ST can: 1. Roll damage; 2. Exit to an adjacent empty hex; or 3. Drag his foe one hex. Unarmed attacks do d3 damage (no armor). A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

Example

Ajax (ST12) grapples a foe (ST11). Ajax rolls 12; his foe 9. Ajax wins and rolls damage on his foe.

ZONE OF CONTROL

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

WEAPONS

Damage

Upon hitting an opponent, the character rolls dice indicated by his weapon's damage rating. He adds or subtracts any modifiers. He delivers this damage to his foe (min=1).

Example

Ajax hits for 2d6-1 damage. He rolls a 5, and 2, dealing six damage (5+2-1=6).

ARMOR

A character receiving damage reduces the damage by the value of his armor.

Example

Ajax takes six damage. His armor stops two. He suffers four damage (6 - 2 = 4).

DEATH

A fighter accumulating damage equal to or exceeding his ST dies. Injured characters fully recover between adventures.

Example

Ajax (ST11) suffers six damage. He is hit again, suffering another five damage. He has accumulated 11 damage, which equals his ST11. Ajax is dead.

CHARACTER DEVELOPMENT

A character gains one experience point (XP) per fight he wins, or per plotword he gets. A character improves an attribute by spending XP = his attribute + 6.

Example

Ajax ST12 DX11 IQ10 has accumulated 20 XP. He increases ST to 13 by spending 18 XP (Attribute = 12 + 6).

SKILLS

A character gains a one-point skill by expending 10XP.

Example

Ajax spends 10XP for knife fighting. When he fights with a knife, his DX is +1, and he does +1 damage.

MAGIC

A magic user casts a spell instead of attacking. He succeeds by passing 3/IQ. Casting fatigues (F) the magic user. When a character accumulates damage + fatigue = ST, he falls unconscious. All fatigue is recovered (staff too) overnight.

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)	2d6	9
Musket (2)	2d6	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, +1 if 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 a number of XPs equal to his current level +6.

Example

An IQ10 character spends 16XP 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.

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 with a dagger.
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	On winning IQ against nonhostile NPC, the NPC will take action to help the party, and do nothing to harm.
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

Alertness	Negates surprise on 3/IQ.
Naturalist	Can find one unit of healing herbs per day on 3/IQ.
Navigation	Can find way on 3/IQ.
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 and erase tracks. Find local beings. Must pass 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, or tame beast by winning IQ against the animal.
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	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.

HORSES

Mobility and Fighting

Riders have MA12 when mounted. Mounted riders cannot dodge.

Running Battles

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.

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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