

DARK CITY GAMES ADVENTURE STARTER

RULES

Players play one or more characters who go adventuring. One player reads the entries aloud, and tracks progress.

Entries

The adventure contains numbered entries. Each entry contains options. Upon choosing an option, turn to the corresponding numbered entry and continue from there.

Plot Words

If you choose an option with an upper-case word in parentheses, record this as a plot word. If you already have a plot word shown in brackets, turn to the corresponding entry.

Battles

When you fight, place your characters on the board as instructed by the entry. Your characters move first.

Player Turn

The active player moves his characters one at a time. When his characters have moved, the next player begins.

Character Turn

In his turn, a character moves, and then executes ONE action. An action can be an attack, casting a spell, or using an item.

CHARACTERS AND ACTION

Create a character with three attributes--Strength (ST), Dexterity (DX), and IQ (IQ). Allocate 32 points, with a minimum 8 points per attribute. A character begins with 4 skill points (max 2 per skill). (Appendix A)

Passing a Check

A character must pass **3/DX** to hit a foe. Roll three six-sided dice (3d6). If the total is the character's **DX** or less, he hits and rolls damage (Weapons / Armor / Damage).

Winning an Action

You and your foe each roll any number of dice (d6). The higher roll total wins. A total exceeding a character's attribute fails.

WEAPONS/ARMOR/DAMAGE

Weapons

When you hit, roll a number of dice (d6) equal to your weapon's damage rating. The roll total is the damage inflicted on the foe. Heft is the ST required to use the weapon. (Appendix B)

Armor

Reduce incoming damage by the character's armor protection rating. Reduce the character's DX by the armor burden.

Damage

A character suffering his ST in damage is incapacitated. He can do nothing. After battle, unless healed to 1ST, he dies. Living characters recover between adventures.

Fatigue

A character suffering (damage + fatigue) equal to his ST is incapacitated. Fatigue recovers with sleep.

MOVEMENT

Movement

A character can move a number of spaces equal to half his DX, rounded down. After moving, he can execute one action.

Space

Unless grappling, only one character occupies a space.

ATTACK

After moving, an attacker can attack ONE foe, using one of the following actions:

Strike

An attacker hits an adjacent foe by passing 3/DX. If the attacker hits, roll damage.

Shoot/Throw

An attacker with a missile weapon hits an unobstructed foe by passing 3/DX. A shooter cannot move, but a thrower can. Targets behind cover are 4/DX to hit.

Grapple

An attacker attempts grappling by entering a foe's space. On winning DX, the attacker rolls damage. Otherwise, the weaker fighter exits, and the two are not grappling.

Grappling Options

Grapplers only fight each other. The fighter winning ST can: (1) Roll damage; (2) Exit or eject a weaker foe; or (3) Drag his foe one space. Unarmed damage is **d2**. Stronger fighters do +1 damage. No armor/grappling.

REACT

A defender can dodge, counterattack, or grapple one foe, but he cedes his next turn.

Dodge

A defender dodges a strike by passing 3/DX. If he has no space to retreat, he cannot dodge. The defender can view the attacker's hit roll, but not damage roll, before deciding to dodge.

Counterattack

A character surviving an attack can strike or shoot his attacker by passing 3/DX.

Grapple

A defender surviving a strike can attempt grappling by entering the foe's space. On winning DX, the defender rolls damage. Otherwise, the weaker fighter exits, and the two are not grappling.

First Attack

A grappling target who has not reacted this turn can strike or shoot his foe before grappling. The target hits by passing 3/DX. If he hits, he rolls an extra die of damage.

Zone of Control

If an attacker, next to a defender, moves to another adjacent space without attacking, the defender can counterattack or grapple the attacker.

MAGIC/PSIONICS

A mage casts a spell by passing **3/IQ**. Some spells require the mage to win IQ against his target (Appendix C).

Requirements

A mage can only use spells his IQ or less. He can cast into any unobstructed space. He cannot move in the turn he casts, and he cannot cast while grappling.

Fatigue (F)

"F" is the fatigue the mage suffers when casting succeeds. A staff, wand, or psionic crystal absorbs fatigue for the mage. Staffs,

wands, and crystals recharge overnight. Staffs/wands do d6 damage as a weapon.

CHARACTER DEVELOPMENT

A character earns one experience point (XP) per fight he wins, or plot word he acquires.

Advancement

Characters increase attributes by spending $XP = 3/2 \times \text{current attribute}$, rounded down. A character learns one point of a skill/spell by spending 10XP. Only mages learn spells, but they learn no skills.

Karma/Wish

A character passes a failed roll by using a karma point. A character spends a wish to fully revive, even if he just died. Karma, Wishes, & XP roll over to other adventures.

Curse

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

SAMPLE CHARACTERS

Ajax ST14 DX10 IQ8 (Warrior)

Skills: Acrobat+2, Sword+2

Weapons: Great Sword 3d6-1/14

Armor: Cloth 1/0

Magus ST9 DX10 IQ13 (mage)

Spells:

- Fireball: 3d6 IQ12 F3

- Invisibility: Target is 5/DX to hit. IQ12 F4

- Shatter Weapon IQ12 F3

- Sorcerer's Tongue

Weapons: Staff d6/8 F13

Armor: mage's Cloak 2/0

Johnny ST11 DX11 IQ10 (Space Trooper)

Skills: Rifle+2, Medic+2

Weapons: Blaster 3d6/9 (rifle skill)

Armor: Light Battle Armor 5/1

Zander ST10 DX11 IQ11 (Pilot)

Skills: Pilot+2, Gunner+1, Charisma+1

Weapons: Blaster 3d6/9 (rifle skill)

Armor: Light Battle Armor 5/1

Wild Jake ST10 DX12 IQ10 (Cowboy)

Skills: Pistol+2, Tracker+1, Stealth+1

Weapons: Revolver 2d6-1/8, Rifle 2d6/9

Armor: Canvas Coat 1/0

Mongo ST13 DX10 IQ9 (Cowboy)

Skills: HTH+2, Animal Handler+2

Weapons: Revolver 2d6-1/8, Knife d6

Armor: Canvas Coat 1/0

THE ADVENTURE

Enemy Tactics

Foes fight their closest enemy. They do not dodge, and flee on taking 1/2ST damage.

Checking at Locations

When the party must pass a check, one character checks once for the entire party.

Fantasy Economics

10 Copper (c) = 1 Silver (s). 100s = 1 Gold (g). 1c is a day of unskilled labor.

Science Fiction Economics

One credit is one hour of unskilled labor.

Western Economics

One dollar is a day of unskilled labor.