[1.0] Introduction

Commentary:

There is a land where the sun dies. Or so the old men say. Off to the west. Behind the mountain wall, hidden in a shadowed valley, a land of mist and terror. Inhabited by gods, some say. Inhabited by monsters, say others. The tales are not precise. They contradict. They twist and turn through realms of gibbering horror and so stray far from truth. Or so it seems.

Yet ever...ever the old tales speak with a single voice of one great wonder, one unholy marvel. The Arena, it is called. It is, they say, an edifice of gold and gems. And there the lords of that land are wont to recline on couches all draped in finest silks and nimbly at sweetmeats in scented languor while others fight and die. For this, it seems, is their diversion, that others shall sweat and gasp and bleed on the sands below while they, the gods, remain untouched above.

This, then, is the tale that is told of that place. Each year many go to seek it, for the gods pay well for such amusements and men have returned rich from that fabled land. But they are few. Most do not return, but die upon the sands of that far place, the victims of its lords. A year, these men must serve to win the riches offered the survivors. A year of fighting other men and pitting feeble flesh against great beasts. 'Tis death, my parents tell me. And hardship in a far and lonely place. So few prevail. So few return to spend the treasure of those gods. I understand their worry. I fear this thing, myself. But the land is poor and hard and so I must, I think, go to win great wealth and slake my sword in the Arena of the gods. To find the land where the sun dies.

General Rule:

Arena of Death is a game of gladiatorial combat in a fantasy setting. The Players take on the role of fighters in the arena, pitting these fighters against each other and against fearsome beasts over the course of a variable number of "combats." Each combat consists of one or more players' characters entering the arena where they meet one or more characters controlled by other players. The combat lasts until only dead or mutually friendly characters remain in the arena. The individual combats can be played as stand-alone games or they can be played as part of a complete campaign lasting until one player's character fulfills the victory conditions as listed in 1.1.

Note: Arena of Death is a stand-alone adventure using the combat system from SPI's DragonQuest. As such, the game uses the counters and Tactical Display from that game. The combat systems presented in Arena of Death can be adapted by using the provisions of DragonQuest combat as optional rules for this game. However, Arena of Death can be played in its entirety without reference to DragonQuest.

Procedure:

The players (2-20 with half a dozen optional) decide whether they wish to simply generate characters and pit them against each other in a single game or employ them in a multi-combat campaign. Arena of Death was designed for replay in its campaign form and provides the most play value in this form, but players should be forewarned that the campaign will require repeated play sessions over a period of time. Once a mode of play has been decided upon, the players should generate, arm and armor their characters and/or choose any figures they wish to face from the Foes Table (4.1) and enter the arena as per 4.0. The Basic Procedure given in 6.0 is followed for each individual combat. The rules in this section are employed whenever a campaign is to be played.
CASES:

[1.1] Players win by increasing their character's Popularity Rating.

Before embarking on a campaign, the Players should determine what level of Popularity is to be considered the object of the game. The Popularity Rating of a given character is a measure of the amount of treasure the character can garner as a result of his year's service in the arena from the grateful lords he has entertained. The higher the Popularity Rating to be achieved, the longer the campaign will be. A level of 20 would, for example, be achievable in a short game of several actual combats. A level of 35-40 would require a longer campaign consisting of many more sessions, but would leave much more room for strategy. The Players are each represented by one character, and the first player whose character increases his Popularity to the desired level wins.

[1.2] A Player can generate a new character if his old character dies.

Players may only play one character at a time. However, a character may always generate a new character if his old character is dead. There is no limit on the number of times that a Player can generate a new character.

[1.3] Players take turns sending their characters into the arena.

Each game session in the campaign consists of one combat for each character in the game. Players may choose to enter the arena alone or in concert with each other. They may even decide to engage in duels. However, one and only one combat per Player character must be conducted per session. A character can never "sit out" a session (not participate in some combat).

[1.4] Players take turns playing each other's foes.

Whenever a Player wishes to enter the arena, he states the circumstances under which he will enter, including the Difficulty Factor of the foe(s) he expects to meet (unless entering a duel) and what weapon(s) or shield he will have prepared when he enters the arena. He then selects one other Player who is not sending his character into the arena immediately to play the foe(s). This Player must select one or more foes whose total Difficulty Factor is within 50 points of the Difficulty Factor chosen by the Player(s) entering the arena. Throughout the combat, the Player who selected those foes plays them as if they were his character. Players may not announce that they desire to fight foes whose total Difficulty Factor is less than the sum of 6 of those characters' Attributes (PS, MD, AG, EN, FT, and WP).

[1.5] Players may challenge each other to duels.

No Player is ever required to accept such a challenge.

[1.6] The order in which individual combats are resolved is determined by a random die roll.

Each Player should be given a number and a D10 should be rolled to determine the order in which combats are resolved. The Player whose number first comes up resolves his combat first, the Player whose number next comes up goes second and so forth. Only one number should be given to a group of Players who wish to enter the arena together. Note: The randomizer chi is provided at the beginning of the game. In the arena, and the special "Waste" lane, a broken weapon is considered to be a randomizer chi with a "Broken" weapon.

[1.7] Once a Player announces the Difficulty Factor of the foe(s) he desires to meet, his character must enter the arena.

A Player's character cannot "back out" of a combat except by suffering the same penalty as a character who flees the Tactical Display.

[1.8] All wounds are healed and arms and armor repaired between combats.

In the campaign, damage suffered by a Player's character is considered instantly healed between combats (unless the character has died) and all weapons and armor are restored. The characters are considered to undergo a variable period of rest and recuperation between bouts of combat. Only loss of Popularity as a result of fleeing the Tactical Display or throwing a weapon into the crowd is permanent. Loss in Attributes due to the removal of Damage Points or Grievous Injury is always temporary, and such losses are recovered between combats.

[1.9] All members of a multi-character party must agree in advance of announcing the formation of the party who will join it and what the Difficulty Factor of its foes will be.

Only when all Players are in agreement concerning the number and composition of the party and the relative strength of their foes is the party formed. Any number of characters may make up a single party.

[2.0] Game Equipment

GENERAL RULE:
The game equipment consists of the Tactical Display, 100 die-cut cardboard playing pieces, 20 die-cut cardboard randomizer chi's and these rules (including charts and tables). Two percentile dice are used in play and must be provided by the players. Alternatively, the Players may choose to use the randomizer chi's included in the game to generate a two-digit read-out between 01 and 00 (with 00 equalling 100).

Special Note: Arena of Death is a standalone game based on S.I.'s recently released DragonQuest fantasy role-playing game and is designed as an introduction to some of the concepts and terminology of the parent product. It uses the same Tactical Display and counters as DragonQuest and many of the same rules, but does not have the same game's complexity. In addition, only Side B of the Tactical Display (containing the blank hex grid) and part of the DragonQuest counters are used in Arena of Death.

CASES:

[2.1] The Tactical Display (Side B) represents an open arena in which combat occurs.

A hexagonal field has been superimposed over the playing area to help regulate the movement and positioning of the playing pieces. Side A of the Tactical Display is not used in Arena of Death.

[2.2] The charts and tables printed in the rules are used to resolve various combat functions and generate combattants.

The charts include the Action Point Expenditure Chart, Armor Table, Shield Table, Weapons Table, Special Damage Table, Grievous Injury Table, Combat Modifier Tables, Attribute Generation Chart, Foes Table, and the Experience Schedule. Two copies of record sheets are also included.

[2.3] The cardboard playing pieces are used to represent individual figures and dropped or broken weapons.

Each character or foe is represented by an individual counter on the Tactical Display. Whenever a weapon is dropped or broken, the location of the weapon is marked by the placement of a counter on the Tactical Display. The furniture and fixture pieces are not used in Arena of Death.

Character
Weapon
Furniture
* Broken weapons have a colored band.

[2.4] The randomizer chi's are used to generate random numbers necessary to the resolution of various game functions.

The chi's should be placed in one opaque container and the black chi's should be placed in another. Whenever a D10 (one die roll) is necessary, one chi should be drawn from either container. Whenever a D100 (two dice roll) is necessary, one chi each should be drawn from both containers. Once drawn, chi's should not be immediately replaced. Whenever a "00" is drawn, it should be read as "10." Whenever two "00" counters are drawn, they should be read as 100. In all other cases, one chi is drawn as a one-digit number and two chi's are drawn as two-digit numbers.

[3.0] Character Generation

GENERAL RULE:

There are two types of characters in Arena of Death: Player Characters and Non-Player Characters. Non-Player Characters are those figures that are not used in a campaign and do not use or accumulate Experience Points. They are discussed in 4.0. Player Characters are those characters which represent the Players, themselves, and which can actively participate in an ongoing campaign of Arena of Death. Player Characters can be of one of five races: Dwarf, Elf, Halfling, Human or Orc. Each of these races is listed on the Attribute Generation Chart (see 3.9) along with the Base Number for each of their Attributes and a number of unassigned Attribute Points which the character's Player must assign to the character before he can enter the game.

PROCEDURE:

The Player chooses the race of the character. This determines the character's basic characteristics given as a Base Number for each Attribute. The Player then assigns up to 1/4 (round down) of the Attribute Points available from the "Unassigned" column for that type of character to each of the character's Attributes. He may spread Unassigned Attribute Points among the character's Attributes in any manner he chooses, but he may assign no more than 1/4 of the available points to any one Attribute and he must assign all of the Attribute Points in his Unassigned column to some Attribute. Attribute Points may be assigned to PS, MD, AG, EN, FT, or WP. They may not be assigned to APA or POP. Once all Attribute Points have been assigned, the Player determines the character's APA adjustment and determines how the character will be armed and armored. The character is then ready to enter the arena.

CASES:

[3.1] A Player Character's Action Point Allowance is adjusted for Agility.

A character has been armed and armored and all available Attribute Points have been assigned, the character's Player adds 1 to the
character's Action Point Allowance for every 3 (or fraction) which the character's modified Agility is above 15 or subtracts 1 from the character's Action Point Allowance for every 3 (or fraction) the character's modified Agility is below 15. Anytime the character's Agility is altered (added to or subtracted from due to the use of accumulated Experience or a Grievous Injury) or the type of armor the character is wearing is changed, the character's Action Point Allowance must be recalculated. This is true even in the middle of a combat.

[3.2] A Player Character’s Agility is modified by the armor the character is wearing.

The Agility Penalty column on the Armor Table lists the number of Agility Points which must be subtracted from the character's Agility whenever a particular type of armor is worn. A character's Player selects the type of armor that a character will wear when he generates the character. He may change the type of armor worn at any time when the character is not actually occupying the Tactical Display (not in combat). He may not change or discard armor during combat.

[3.3] A Player Character may be armed with up to 5 items from the Weapons Table and/or Shield Table.

As part of the process of generating the character, a Player must arm that character. He may change the arms the character carries (or replace the damaged items) at any time when the character does not occupy the Tactical Display. A character may never carry more than one shield or one pole weapon. He must be armed with at least one knife. Otherwise there is no restriction on the type of weapons the character's Player may carry so long as the character does not enter the arena armed with more than 5 items. A character may pick up dropped weapons while on the Tactical Display. The character carries without hindrance due to this rule except that he may never possess (in any state) more than one pole weapon and more than one shield.

[3.4] The character's Attributes determine his capabilities in combat.

Physical Strength (PS) determines the type(s) of weapons that can be used to full effect and the relative difficulty of withdrawing from Close Combat. Manual Dexterity (MD) determines what weapon(s) the character can use to full effect and affects the character's chances of hitting another figure. Agility (AG) determines the difficulty of hitting the characters that also determines the character's chances of maintaining his balance in a difficult situation. Endurance (EN) determines how much punishment the character can take before being killed, stunned, or knocked unconscious. Fatigue (FT) determines how much punishment the character can take before physical damage results and the character's effectiveness in combat is reduced. Willpower (WP) determines the character's chances of keeping his head and withstanding a charge attack. The character's Action Point Allowance (APA) determines how much the character is likely to accomplish during a Round of combat. The character's Popularity (POP) determines whether he can successfully appeal to the crowd to save his life in a difficult situation and is used to determine victory in a campaign.


The Shield Table lists under the Manual Dexterity column the number of points that are subtracted from a character's Manual Dexterity whenever that character has a particular type of shield Prepared. The type of shield carried may be changed at any time the character does not occupy the Tactical Display.

[3.6] The Player should complete a Character Record Sheet for each Player Character in the game.

As part of the Character Generation procedure, each character should have a Character Record Sheet completed for him. This sheet should contain the character's name, the Player's name, the character's Attributes and any details concerning arms, armor and shields which the Player may find useful. The Character Record Sheet also has a box in which to record the accumulation of Experience Points in the character's Experience Point Pool and boxes for use in recording loss of Fatigue and Endurance in combat. This form should be machine-carried for repeated use.

[3.7] Character Record Sheet
(see charts and tables)

[3.8] Character Record Sheet Diagram
(see charts and tables)

[3.9] Attribute Generation Chart
(see charts and tables)

[4.0] FOES

GENERAL RULE:
Player characters may be pitted against each other in the arena or they may be pitted against Non-Player Characters taken from the Foes Table (see 4.1). The Foes Table lists 17 species of monster against which characters can be pitted. Each monster's Attributes are listed on the Foes Table along with a Difficulty Factor (DF) column representing both the relative difficulty of combating the monster and the Experience Points the Player's may gain by doing so successfully. As each foe is selected, a NPC Record Sheet should be filled out for that foe.

CASES:

[4.1] Foes Table
(see charts and tables)

[4.2] Description of Foes
(see charts and tables)

[4.3] NPC Record Sheet Diagram
(see charts and tables)

[4.4] NPC Record Sheet
(see charts and tables)

[5.0] The Arena and the Crowd

GENERAL RULE:
The Tactical Display Side B is used to represent the arena in which the action of the Arena of Death occurs. The Tactical Display is considered to be bordered by an unclimbable wall above which sits the crowd. The four corner hexes constitute the only means of exiting the Tactical Display. A figure (i.e., a Non-Player Character or Player Character occupying the Tactical Display), may exit the Display via any one of the four corners by entering a corner hex and paying 1 additional Action Point (regardless of the Action used to enter the hex) to exit the Tactical Display via any hexside on the margin of the hexfield.

PROCEDURE:
At the beginning of the game, the figure with the highest Agility is placed in any corner hex by his player. Then the figure with the next highest Agility is placed in the opposite corner hex (diagonally across the board from the first figure) by his Player if that figure is hostile to the first figure placed on the Display. If friendly to the first figure, the second figure is placed on the Display in any hex adjacent to the first figure of which one or more hexsides form the perimeter of the hexfield. This procedure is followed with each succeeding figure being placed in a hex which is part of the hexfield perimeter and which is also adjacent to a figure of the same Display orientation until all figures have been placed. Play may then commence. Once play begins, the Tactical Procedure described in 6.0 is implemented until all figures remaining on the Display are either dead or friendly toward each other. A figure may exit the Display at any time via the corner hexside but suffers a penalty for doing so.

CASES:

[5.1] A figure who flees the Tactical Display before the end of combat gains no Experience Points for the combat and suffers a loss of 3 from his Popularity Rating.

Combat continues until all figures on the Display are dead or friendly to each other. If a figure exits the Display before this state of events intervenes or if this state of events results from his exiting the Display, the penalties cited above immediately apply. A figure which exits the Tactical Display cannot be harmed further as a result of the combat even if a hostile figure follows him through the same exit hex.

[5.2] Whenever a figure (other than a monster) has 1/3 or less of his Endurance remaining, the figure's Player may ask for quarter (even if the figure, himself, is unconscious).

The Player then rolls D100. If the result is equal to or less than 3 times the figure's Popularity Rating, the crowd will insist that the figure's life be spared. The attendants employed by the arena immediately rush out and pick up the figure, carrying him to safety while the other figures occupying the Tactical Display are paralyzed by the magic arts of the Masters. The figure may not be harmed further. It is removed from the Tactical Display and has no further effect on play. If the result of the die roll is greater than 3 times the figure's Popularity, the appeal fails and the figure may be further harmed (or killed). Only one appeal may be made per figure per combat. Three entire Rounds (including the Round in which the appeal was made) are considered to pass in the event of a successful appeal, during which the body is removed from play, all fighting ceases, and figures on the Tactical Display may implement only Pass Actions. Figures may recover from stun during this period.

[5.3] Any weapons which fly off the Tactical Display are considered to have flown into the crowd and to be irrevocably lost.

A figure who Hurls a weapon which exits the Tactical Display automatically and immediately has his Popularity reduced by 2. This loss is permanent.
[6.0] Basic Procedure

GENERAL RULE:
Each game of Arena of Death consists of an indeterminate number of Rounds, each of which is
equal to 10 seconds of real time. Each Round
consists of a variable number of Pulses of
specified duration. In each Pulse, figures occupying the Tactical Display move and fight by
expending one or more Action Points (AP's) from their individual Action Point Allowances
(APA's). Each figure in turn announces and implements one (and only one) Action per Pulse
from among those Actions listed on the Action Point Expenditure Chart (9.8). When all figures on
the Tactical Display have implemented some Action, the Pulse is ended. A new Pulse is then
executed if any figure has APA's remaining. When no figure on the Tactical Display has APA's
remaining, the Round is over, figures receive a new
allotment of APA's equal to their APA, and a new
Round begins. This sequence of events is repeated
until the only figures remaining on the Tactical
Display are either dead or friendly to each other.

Figures implement Actions during a Pulse in
order of their Agility. The order in which figures
implement Actions is determined at the beginning
of the game and is adhered to throughout.

CASES:

[6.1] Figures perform Actions in order of
their modified Agility.
The figure with the highest modified Agility
implements one Action first, then the figure with
the next highest modified Agility and so on until
all figures have taken some Action. If two or more
figures have the same Agility, use some random
method to determine which of the two (or more)
figures goes first (high die roll, for example). The
order in which figures implement Actions is
determined at the start of the game and is
adhered to throughout.

[6.2] Figures perform Actions by
expending 1 or more Action Points
per Action.
All Actions which a figure can perform are
listed along with their AP cost in 9.8. They are
explained in detail in 7.0 and 8.0.

[6.3] A figure may never expend
more Action Points during a Round
than he has available in his Action
Point Allowance.
A figure may not perform an Action unless he
has sufficient Action Points remaining to pay the
Action Point cost to perform that Action.
Exception: see 7.8.

[6.4] Figures may perform only one
Action per Pulse.
In some cases, an Action may involve two or
more separate operations (i.e. changing facing
while implementing an Assail Action). In such
cases, the separate operations are always
considered to be part of the Action being
performed, and all of the operations may be
performed in the same Pulse. Figures are always
considered to be in the act of performing the last
Action they have selected for them (regardless of
the Pulse) unless they have been stunned, killed, or
knocked unconscious. A figure who has been
stunned, killed, or knocked unconscious is
considered to be implementing a Pass Action,
regardless of what Action his player last chose for
him.
Example: If a figure implemented a Pass as
his Action for the last Pulse, and was attacked
before he had an opportunity to implement a new
Action this Pulse, he would be treated as if he were
in the act of Passing.

[6.5] Action Points may never be
accumulated between Rounds or
transferred between figures.

[6.6] Figures must expend all of their
available Action Points during a Round.
Once all Action Points available to all figures
on the Tactical Display have been expended, the
Round is over and a new Round begins. Until that
time, each figure must implement some Action
during each Round, even if only to Pass. Once all of
a figure's Action Points have been expended, he
may not implement any more Actions for the
remainder of the Round, regardless of the actions
of other figures on the Tactical Display. It costs
"0" Action Points for a figure whose Action
Point Allowance has been expended to implement
a Pass Action.

[6.7] A figure may expend all of his
Action Points during a Pulse.
There is no limit to the number of Action
Points that can be expended during a Pulse except
the APA of the figure taking action. However, a
figure may implement only one Action per Pulse
and may implement that Action only once during
the Pulse. When a figure has no remaining Action
Points, he must implement a Pass Action each
Pulse until the Round is ended. A figure who has
Action Points remaining must expend two Action
Points or all of his remaining Action Points
(whichever is less) if he desires to implement a Pass
Action.

[6.8] Figures may perform only
permissible Actions during a Pulse.
A "permissible Action" is one which is listed on
the Action Point Expenditure Chart (9.8) and
which the figure is currently capable of performing
given his posture, condition and position relative
to other figures on the Tactical Display. The
Actions permitted figures are described in detail
in 7.0 and 8.0. Restrictions on which Actions figures
can implement are discussed in detail in 9.0.

[7.0] Maneuver Actions

GENERAL RULE:
Maneuver Actions are those Actions primarily involved with alterations in the relative
positioning of the figures on the Tactical Display. Figures using maneuver actions may not enter a
hex occupied by another conscious figure (either hostile or friendly). They may, however, move
across the Tactical Display, alter their relative
facing, and change their posture.

PROCEDURE:
All figures on the Tactical Display must
occupy a single hex and face in a single direction
within that hex. This is represented by having the
playing piece representing a figure placed entirely
within a single hex with the top of the piece facing
any one of the six sides of that hex. The hexside
that the top of a playing piece is facing is
considered to be the hexside the figure is facing.

Any figure which is ambigously faced may be
adjusted so as to face a single hexside by the
opposing Player.

A figure may change its facing by
implementing a Turn Action at a cost of 1 AP per
hexside of facing changed. A figure may enter one
or more contiguous hexes by expending one or
more Action Points to implement a Move, Bob, or
Shift Action. When implementing a Move or Bob,
the figure may only enter another hex through one
of its Front Hexides. Figures may also back out of
a hex by implementing a Withdraw Action and
may alter their posture by implementing Rise or
Drop Actions.

CASES:

[7.1] A figure may Move through up to 4
contiguous hexes through his Front
Hexides at a cost of 1 Action Point per
hex entered.
The figure may move in any direction(s) up to
4 hexes or the limits of his APA, whichever is less.
However, he may only enter hexes through his
Front Hexides and must retain the same relative
facing in the hex entered unless he pays the
appropriate number of APA's to change facing.

The figure may change facing freely during this
movement at a cost of 1 Action Point per hexside
of facing changed. The figure must cease all
movement (including facing changes) upon
entering any hex of the Strike Zone of a hostile
figure. A figure implementing this Action may
never increase the distance between himself and a
hostile figure (in hexes) whose Strike Zone he has
occupied at any time during the Pulse.

Example of Move Action:
The character moves along the indicated path,
expending one Action Point per hex it enters. In the
third hex it changes facing, thus expending
another Action Point; it moves into the next hex
and then spends an additional Action Point to
change facing once more. It ends movement in the
final hex. The entire maneuver costs 7 Action
Points. Note: If the character had entered an
Enemy Strike Zone as it moved, it would have to
stop its movement.

[7.2] A figure may Shift into up to 2
contiguous hexes by expending
3 Action Points to enter each hex.

Shifting is a special type of movement by
which a figure can enter a hex via his Rear
Hexides. A figure implementing a Shift may not
increase the distance (in hexes) between himself
and any hostile figure whose Strike Zone he has
occupied at any time during the Pulse. He may
change his facing at a cost of 1 AP per hexside of
facing changed. He is not required to cease
movement upon entering the Strike Zone of a
hostile figure.

(continued on page 23)
[4.2] DESCRIPTION OF FOES

Bear: Bears may make two claw attacks in Melee Combat with a Base Chance of 35% of doing +2 Damage. They may bite in Close Combat with a Base Chance of 20% of doing +4 Damage. When in Close Combat, a bear can either bite or claw simultaneously, or it can attempt one "hug" attack, with a Base Chance of 60% of doing +8 Damage.

Boar: In Close Combat a Boar can make one task attack with a Base Chance of 50% of doing +2 Damage or it can make four trance attacks with Base Chances of 25% of doing +3 Damage. A Boar may only attack in Close Combat. It suffers no reduction in Strike Chance for making a Multiple Strike.

Centaur: In any one Pulse a Centaur can either attack as a Man (using a prepared weapon) or as a Horse. If it attacks as a Horse, it can bite with a Base Chance of 15% of doing D10 Damage and kick with a Base Chance of 35% of doing +6 Damage. The bite can be used in either Melee or Close Combat, while the kick can only be used in Melee Combat against an adversary who occupies thehex directly opposite the direction the Centaur is facing. The bite and the kick cannot both be used in the same Pulse.

Dire Wolf: Dire Wolves can bite in either Melee or Close Combat with a Base Chance of 65% of doing +6 Damage.

Dragolette: A Dragolette's most deadly weapon is its ability to breathe fire. It costs a Dragolette 6 Action Points to breathe flames. The fire fills a cone of six hexes immediately in front of the Dragolette. Any creature within these six hexes takes +2 Damage (not absorbable by armor or shields). There is no limit to the number of times a Dragolette may breathe fire. In Melee Combat a Dragolette can attack in any one Pulse or up to all three ways simultaneously without penalty. It can make two claw attacks (each with a Base Chance of 40% of doing +4 Damage), one bite attack with a Base Chance of 30% of doing +5 Damage, and it can attack any creature in the hex opposite the hex the Dragolette is facing with its tail (Base Chance of 60% of doing +2 Damage). If a character is hit by a Dragolette's tail, the character's Strength will roll less than or equal to 5 times his modified Agility on D100, or fall prone.

Gnoll: Gnolls fight as men.

Goblin: Goblins fight as men.

Hogoblin: Hogoblins fight as men.

Hill Giant: Hill giants fight as men.

Leopard: Leopards can make one bite attack with a Base Chance of 30% of doing +2 Damage and two claw attacks with Base Chances of 30% of doing +3 Damage each Pulse during Melee Combat (no reduction for Multiple Strikes). In Close Combat they can make one bite and four claw attacks.

Manticore: Manticores have six tail spikes that they can hurl as javelins. Up to three spikes can be hurled during any one Pulse. Each volley of one to three spikes costs six Action Points. All spikes hurled in any one volley must be aimed at the same target. In Melee and Close Combat a Manticore can attack with two claws with a Base Chance of 60% of doing +5 Damage.

Minotaur: Minotaurs can either make one butt and one bite attack in Melee or Close Combat, or attack with a prepared weapon. The butt has a Base Chance of 40% of doing +3 Damage. The bite has a Base Chance of 30% of doing +1 Damage.

Ogre: Ogres fight as men.

Python: Pythons may only attack in Close Combat. Pythons attack by first biting with a Base Chance of 65% of doing +6 Damage. Once the snake has successfully bitten (inflicted 1 or more points of effective damage) it can attempt to crush its adversary. The crush has a Base Chance of 80% of doing +8 Damage. Once a Python has successfully bitten, it can no longer bite until the character bitten is crushed to death. Once a crush attack has inflicted one or more points of effective damage, the Python no longer needs to roll to see if it does damage, but rather it does damage automatically each Pulse that it attacks.

Tiger: Tigers can take one bite attack with a Base Chance of 45% of doing +2 Damage and two claw attacks with Base Chances of 30% of doing +6 Damage each Pulse during Melee Combat (no reduction for Multiple Strikes). In Close Combat they can make one bite and four claw attacks.

Troll: In Melee Combat trolls can attack twice with their hands with a Base Chance of 55% of doing +6 Damage or once with their teeth with a Base Chance of 35% of doing +4 Damage. In Close Combat both attack types can be used simultaneously with no penalty. Trolls also have a special ability which allows them to regenerate damage taken in combat. At the beginning of the next Round, one point is added to a Troll's Fatigue or Endurance. Note, however, that a troll's characteristics can never be raised above the level at which they began.

Wolf: Wolves attack in Melee Combat with a Bite with a Base Chance of 60% of doing +1 Damage. In Close Combat, the Base Chance remains the same, but Damage goes up to +3.
### [12.4] GRIEVOUS INJURY TABLE

**Note:** If the appropriate Grieving Injury cannot be applied to a figure (or if the figure has already suffered the same Grieving Injury during the course of the combat), no specific result from this table is applied. The target still suffers double damage to Endurance, but the Grieving Injury die roll is ignored.

1. **Arm severely damaged.** Target may only use a shield or a single one-handed weapon for the remainder of the combat.
2. **Leg severely damaged.** Target’s Action Point Allowance reduced by 2 and Agility reduced by 3 (with possible additional effect on Action Point Allowance) for remainder of game.
3. **Target is knocked unconscious.** He immediately falls prone and has his Endurance reduced to 3.
4. **Hand becomes temporarily crippled.** Immediately drop any one weapon or shield. Target’s Player rolls D10 and target’s hand remains numb for a number of Rounds equal to the resulting die roll number. A figure cannot hold a weapon or shield in a hand which has been crippled in this manner until the figure recovers the use of the hand.
5. **Massive chest injury.** Target figure’s Agility reduced by 2 (with possible additional decrease in Action Point Allowance) and AP reduced by 1 for remainder of combat. In addition, the severe pain reduces target’s Willpower by 3 for remainder of combat.
6. **Internal injuries.** Target loses 2 from Strength, Agility, and Willpower and 1 from Manual Dexterity due to severe pain.
7. **Glancing blow temporarily damages vision.** Reduce Agility by 2 and Manual Dexterity by 5 for D10 Rounds.
8. **Leg crippled.** Target’s Action Point Allowance and Agility each reduced by 3. In addition, the target may only exit the hex he currently occupies by adopting a prone position (i.e., crawling). He may stand, but may not move except while prone.
9. **Injury extracts a cry of pain from target.** Reduce Popularity by 3 if he has a Popularity Rating.
10. **Target’s heart damaged.** He immediately dies.

### [13.6] WEAPONS TABLE

#### Swords and Knives

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>PS</th>
<th>MD</th>
<th>BC</th>
<th>DM</th>
<th>RG</th>
<th>USE</th>
<th>HANDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knife</td>
<td>7</td>
<td>10</td>
<td>40</td>
<td>+1</td>
<td>8</td>
<td>RMC</td>
<td>1</td>
</tr>
<tr>
<td>Main-Gauche</td>
<td>7</td>
<td>15</td>
<td>40</td>
<td>+1</td>
<td>P</td>
<td>MEC</td>
<td>1</td>
</tr>
<tr>
<td>Short Sword</td>
<td>11</td>
<td>12</td>
<td>45</td>
<td>+4</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
<tr>
<td>Falchion</td>
<td>12</td>
<td>11</td>
<td>50</td>
<td>+2</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
<tr>
<td>Scimitar</td>
<td>11</td>
<td>15</td>
<td>50</td>
<td>+3</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
<tr>
<td>Broadsword</td>
<td>16</td>
<td>15</td>
<td>55</td>
<td>+4</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
<tr>
<td>Bastard Sword</td>
<td>16</td>
<td>17</td>
<td>45</td>
<td>+5</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
<tr>
<td>Hand &amp; a Half</td>
<td>17</td>
<td>16</td>
<td>60</td>
<td>+4</td>
<td>P</td>
<td>M</td>
<td>1*</td>
</tr>
</tbody>
</table>

#### Axes, Maces, Picks and Clubs

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>PS</th>
<th>MD</th>
<th>BC</th>
<th>DM</th>
<th>RG</th>
<th>USE</th>
<th>HANDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand Axe</td>
<td>8</td>
<td>11</td>
<td>40</td>
<td>+2</td>
<td>8</td>
<td>RMC</td>
<td>1</td>
</tr>
<tr>
<td>Club</td>
<td>16</td>
<td>10</td>
<td>45</td>
<td>+2</td>
<td>6</td>
<td>RM</td>
<td>1</td>
</tr>
<tr>
<td>Mace</td>
<td>16</td>
<td>9</td>
<td>50</td>
<td>+3</td>
<td>5</td>
<td>RMC</td>
<td>1</td>
</tr>
<tr>
<td>War Hammer</td>
<td>15</td>
<td>13</td>
<td>45</td>
<td>+3</td>
<td>6</td>
<td>RMC</td>
<td>1</td>
</tr>
<tr>
<td>Flail</td>
<td>14</td>
<td>15</td>
<td>50</td>
<td>+2</td>
<td>P</td>
<td>MEC</td>
<td>1</td>
</tr>
<tr>
<td>Battle Axe</td>
<td>14</td>
<td>14</td>
<td>60</td>
<td>+2</td>
<td>6</td>
<td>RM</td>
<td>1*</td>
</tr>
<tr>
<td>Morningstar</td>
<td>18</td>
<td>15</td>
<td>60</td>
<td>+4</td>
<td>P</td>
<td>M</td>
<td>1*</td>
</tr>
<tr>
<td>Great Axe</td>
<td>19</td>
<td>17</td>
<td>65</td>
<td>+6</td>
<td>P</td>
<td>M</td>
<td>2</td>
</tr>
<tr>
<td>Giant Club</td>
<td>25</td>
<td>9</td>
<td>50</td>
<td>+6</td>
<td>9</td>
<td>RM</td>
<td>1</td>
</tr>
<tr>
<td>Great Axe</td>
<td>29</td>
<td>12</td>
<td>65</td>
<td>+10</td>
<td>6</td>
<td>RM</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Polearms and Spears

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>PS</th>
<th>MD</th>
<th>BC</th>
<th>DM</th>
<th>RG</th>
<th>USE</th>
<th>HANDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Javelin</td>
<td>13</td>
<td>15</td>
<td>45</td>
<td>+2</td>
<td>12</td>
<td>RM</td>
<td>1</td>
</tr>
<tr>
<td>Spear</td>
<td>15</td>
<td>14</td>
<td>50</td>
<td>+3</td>
<td>6</td>
<td>RM</td>
<td>1</td>
</tr>
<tr>
<td>Halberd</td>
<td>16</td>
<td>16</td>
<td>55</td>
<td>+3</td>
<td>P</td>
<td>M</td>
<td>2</td>
</tr>
<tr>
<td>Poleaxe</td>
<td>18</td>
<td>15</td>
<td>55</td>
<td>+4</td>
<td>P</td>
<td>M</td>
<td>2</td>
</tr>
<tr>
<td>Glaive</td>
<td>16</td>
<td>18</td>
<td>55</td>
<td>+5</td>
<td>P</td>
<td>M</td>
<td>2</td>
</tr>
<tr>
<td>Great Glaive</td>
<td>22</td>
<td>18</td>
<td>65</td>
<td>+9</td>
<td>P</td>
<td>M</td>
<td>2</td>
</tr>
<tr>
<td>Great Spear</td>
<td>20</td>
<td>16</td>
<td>55</td>
<td>+7</td>
<td>P</td>
<td>M</td>
<td>2</td>
</tr>
</tbody>
</table>

#### Special Weapons

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>PS</th>
<th>MD</th>
<th>BC</th>
<th>DM</th>
<th>RG</th>
<th>USE</th>
<th>HANDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Improved</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buckler</td>
<td>10</td>
<td>12</td>
<td>40</td>
<td>D</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
<tr>
<td>Other Shield</td>
<td>10</td>
<td>12</td>
<td>40</td>
<td>-3</td>
<td>P</td>
<td>M</td>
<td>1</td>
</tr>
</tbody>
</table>

**PS:** The cost to increase the character’s Physical Strength by 1. **MD:** The cost to increase the character’s Manual Dexterity by 1. **AG:** The cost to increase the character’s Agility by 1. **EN:** The cost to increase the character’s Endurance by 1. **FT:** The cost to increase the character’s Fatigue by 1. **WP:** The cost to increase the character’s Willpower by 1. **PP:** The cost to increase the character’s Popularity by 1. **BC:** The cost to increase the character's Base Chance of scoring a Hit with any one weapon chosen by the character’s Player by 3. **DM:** The cost to increase the Damage Modifier for any one weapon of the Player’s choice by 1 when used by the character. All increases are permanent (unless reductions occur due to combat damage).

**PS:** Physical Strength. The minimum modified Physical Strength a figure must possess to use the weapon to full effect. Characters without sufficient Physical Strength to meet this requirement pay 1 extra Action Point to strike with the weapon and the weapon, itself, does one point less damage for each point the character’s PS is below the minimum required. **MD:** Manual Dexterity. The minimum modified Manual Dexterity the character must possess to use the weapon to full effect. Characters without sufficient Manual Dexterity to meet this requirement pay 1 extra Action Point to strike with the weapon and the weapon’s Base Chance is reduced by 5 for each point the character’s MD is below the minimum. **BC:** Base Chance. The basic chance of hitting a hostile character (expressed as a number). **DM:** Damage. The number of points automatically added to the die roll to determine damage (+1 would mean an addition of 1 to the die; –1 would mean a subtraction of 1). **RG:** The number of hexes through which a weapon may be hurled at a target (a ‘P’ means that the weapon cannot be hurled). **Use:** The use to which the weapon can be put in combat. (R: Ranged Combat; M: Melee Combat; C: Close Combat). **Hands:** The number of hands necessary to wield the weapon effectively. A figure may use two 1-handed weapons or one 2-handed weapon at any one time. An asterisk (*) after this number indicates that the weapon is a 1-handed weapon which can be used 2-handed. If used 2-handed, the weapon does 1 additional point of damage.
### 9.8 Action Point Expenditure Chart

<table>
<thead>
<tr>
<th>Action</th>
<th>Code</th>
<th>Cost in Action Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assail</td>
<td>A</td>
<td>4</td>
</tr>
<tr>
<td>Bob</td>
<td>B</td>
<td>2 per hex entered/</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 per hexside turned.</td>
</tr>
<tr>
<td>Cache</td>
<td>C</td>
<td>3</td>
</tr>
<tr>
<td>Drop</td>
<td>D</td>
<td>2</td>
</tr>
<tr>
<td>Evade</td>
<td>E</td>
<td>2</td>
</tr>
<tr>
<td>Grapple</td>
<td>G</td>
<td>4</td>
</tr>
<tr>
<td>Hurl</td>
<td>H</td>
<td>3</td>
</tr>
<tr>
<td>Move</td>
<td>M</td>
<td>1 per hex entered/</td>
</tr>
<tr>
<td></td>
<td></td>
<td>or hexside turned.</td>
</tr>
<tr>
<td>Prepare</td>
<td>P</td>
<td>2</td>
</tr>
<tr>
<td>Charge</td>
<td>Q</td>
<td>1 per hex entered/</td>
</tr>
<tr>
<td></td>
<td></td>
<td>hexside turned; + 4 to</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Assail or Grapple.</td>
</tr>
<tr>
<td>Rise</td>
<td>R</td>
<td>4</td>
</tr>
<tr>
<td>Shift</td>
<td>S</td>
<td>3 per hex entered/</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 per hexside turned.</td>
</tr>
<tr>
<td>Turn</td>
<td>T</td>
<td>1 per hexside.</td>
</tr>
<tr>
<td>Withdraw</td>
<td>W</td>
<td>4</td>
</tr>
<tr>
<td>Pass</td>
<td>X</td>
<td>2</td>
</tr>
</tbody>
</table>

### 10.1 Ranged Combat Modifier Table

Whenever a figure engages in Ranged Combat, the Base Chance is modified by the addition of the following numbers where applicable:

- Each point attacker’s MD is above 15: +1
- Each point attacker’s MD is below 15: -1
- Each point target’s AG is above 15: +1
- Each point target’s AG is below 15: -1
- Each hex through which weapon is hurled: -5
- Target is Kneeling or Prone: -10
- Target is currently implementing: -5
  - Actions M, S or W
  - Actions G or D
  - Actions B or E
  - Attackers changing facing anytime this Pulse
  - Target is partially shielded by other figure
  - Target is not the intended target of the attack
- Target is attacked through a Rear Hexside: +20

### 10.2 Melee Combat Modifier Table

Whenever a figure engages in Melee Combat, the Base Chance is modified by the addition of the following numbers where applicable:

- Each point attacker’s MD is above 15: +1
- Each point attacker’s MD is below 15: -1
- Each point target’s AG is above 15: +1
- Each point target’s AG is below 15: -1
- Target is currently implementing: -10
  - Actions B, E or G
  - Actions W or R
  - Target is Kneeling or Prone: +20
  - Target is stunned or attacked through rear hexside: +30
  - Attacker is Kneeling or Prone: -20
  - Attacker has 0 ‘0’ Fatigue Points remaining: -5
  - Target has 0 ‘0’ Fatigue Points remaining: -5
  - Target is currently implementing Action Q: -15
  - Attacker is implementing Action Q with prepared pole weapon or shield: -20
  - Attacker is implementing Action Q without pole weapon or shield: -15
  - Attacker is changing facing any time this Pulse: -10

### 10.8 Special Damage

<table>
<thead>
<tr>
<th>Strike Chance Is:</th>
<th>Greatest Results On:</th>
<th>Damage Affects Endurance On:</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-03</td>
<td>01</td>
<td>01</td>
</tr>
<tr>
<td>04-09</td>
<td>01</td>
<td>01</td>
</tr>
<tr>
<td>10-16</td>
<td>01</td>
<td>01-02</td>
</tr>
<tr>
<td>17-23</td>
<td>01</td>
<td>01-03</td>
</tr>
<tr>
<td>24-28</td>
<td>01</td>
<td>01-04</td>
</tr>
<tr>
<td>29-36</td>
<td>01-02</td>
<td>01-05</td>
</tr>
<tr>
<td>37-43</td>
<td>01-02</td>
<td>01-06</td>
</tr>
<tr>
<td>44-49</td>
<td>01-02</td>
<td>01-07</td>
</tr>
<tr>
<td>50-56</td>
<td>01-03</td>
<td>01-08</td>
</tr>
<tr>
<td>57-63</td>
<td>01-03</td>
<td>01-09</td>
</tr>
<tr>
<td>64-69</td>
<td>01-03</td>
<td>01-10</td>
</tr>
<tr>
<td>70-76</td>
<td>01-04</td>
<td>01-11</td>
</tr>
<tr>
<td>77-83</td>
<td>01-04</td>
<td>01-12</td>
</tr>
<tr>
<td>84-89</td>
<td>01-04</td>
<td>01-13</td>
</tr>
<tr>
<td>90-96</td>
<td>01-05</td>
<td>01-14</td>
</tr>
<tr>
<td>91-103</td>
<td>01-05</td>
<td>01-15</td>
</tr>
<tr>
<td>104-109</td>
<td>01-05</td>
<td>01-16</td>
</tr>
<tr>
<td>110-116</td>
<td>01-06</td>
<td>01-17</td>
</tr>
<tr>
<td>117-123</td>
<td>01-06</td>
<td>01-18</td>
</tr>
<tr>
<td>124-129</td>
<td>01-06</td>
<td>01-19</td>
</tr>
<tr>
<td>130+</td>
<td>01-07</td>
<td>01-20</td>
</tr>
</tbody>
</table>

**Note:** Though the Special Damage Table includes results for a Strike Chance of 130+, this chance is only useful for determining the chance of Griefs Injury or damage to Endurance. The highest possible dice roll is 100. A figure whose Player rolls 99 must always make a check to see if he breaks his weapon and a figure whose Player rolls 100 must always make a check to see if he drops his weapon regardless of the Strike Chance.

### 10.9 Shield Table

- **Protection Rating:** The number of Damage Points absorbed by the shield (i.e., not subtracted from Fatigue or Endurance).
- **Manual Dexterity:** The number of points by which the character's Manual Dexterity is reduced when he has a shield in a "prepared" state. **Note:** When not prepared, a shield is considered slung on the back of the figure, except for the Main-Gauche, which is a type of weapon that functions as a shield (carried in a scabbard and has no effect on combat when not prepared).

<table>
<thead>
<tr>
<th>Protection Rating</th>
<th>Shield Type</th>
<th>Manual Dexterity</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Fencing</td>
<td>-1</td>
</tr>
<tr>
<td>3</td>
<td>Shield</td>
<td>-2</td>
</tr>
<tr>
<td>3</td>
<td>Plain</td>
<td>-2</td>
</tr>
<tr>
<td>3</td>
<td>Buckler</td>
<td>-3</td>
</tr>
<tr>
<td>1</td>
<td>Improved</td>
<td>-3</td>
</tr>
<tr>
<td>1</td>
<td>Main-Gauche</td>
<td>-1</td>
</tr>
</tbody>
</table>

**Protection Rating:** The number of Damage Points absorbed by the shield (i.e., not subtracted from Fatigue or Endurance). **Manual Dexterity:** The number of points by which the character's Manual Dexterity is reduced when he has a shield in a "prepared" state. **Note:** When not prepared, a shield is considered slung on the back of the figure, except for the Main-Gauche, which is a type of weapon that functions as a shield (carried in a scabbard and has no effect on combat when not prepared). A prepared shield protects a figure when he is attacked through his Rear Hexside (e.g., the hexside directly opposite the hex he is facing). A prepared shield protects a figure when he is attacked through his facing hexside or any of the two adjacent hexes on either side of the hexside the figure is facing. A shield absorbs a number of Damage Points equal to its Protection Rating whenever the figure is attacked through a hexside protected by the shield. A sling shield does not absorb Damage Points; a prepared shield does.

Shields protect a figure who is engaged in Melee Combat or Ranged Combat, but not Close Combat. **Exception:** The Main-Gauche may be used as a weapon in Close Combat and may absorb damage. All other shields must be dropped by figures entering Close Combat. The Main-Gauche cannot be used to make a "shield attack" as described in 13.4.
[3.7] CHARACTER RECORD SHEET

PLAYER NAME: Nick Karp
CHARACTER NAME: Rolf the Barbarian

ATTRIBUTES: PS: 18 MD: 16
AG: 16 EN: 16
FT: 17 WP: 17
PP: 12 AP: 9

ARMOR TYPE: Leather
PROTEC: 3
MOD AG: 13

SHIELD TYPE: Plain Buckler
PROTEC: 3
MOD MD: 14

WEAPONS:
- Knife: BC: 40 DM: +1 RG: 8 Use: RMC
- Mace: BC: 50 DM: +3 RG: 5 Use: RMC
- Falchion: BC: 50 DM: +2 RG: P Use: M
- Spear: BC: 50 DM: +3 RG: 5 Use: RM

EXPERIENCE: 350

The example above shows the character, Rolf the Barbarian, as played by Nick Karp. Rolf wears Leather Armor and carries a Plain Buckler. He is armed with Knife, Mace, Falchion, and a Spear. The armor has modified his Agility from 16 to 13 and the Buckler, when Prepared, will modify his Manual Dexterity from 16 to 14. Rolf has 350 Experience Points in his Experience Point Pool which he can cash in on improved Attributes and has, during the current combat, taken 8 Fatigue Point losses and 4 Endurance Point losses. He would regain the Fatigue and Endurance between combats and the entries on the FT Lost and EN Lost boxes would be erased. If he turned in his accumulated Experience Points for improved Attributes, the number turned in would be removed from the Experience box.

[4.4] NPC RECORD SHEET

FOE TYPE: Bear -350

ATTRIBUTES: PS: 30 MD: 3
AG: 33 EN: 33
FT: 59 WP: 9
NA: 4 AP: 10

EN LOST: FT LOST: 

ATTACKS:
- Claw (2): BC: 35 DM: +2 RG: P Use: MC
- Bite: BC: 20 DM: +4 RG: P Use: C
- Hug: BC: 60 DM: +8 RG: P Use: C
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 

The sheet indicates that a bear with a Difficulty Factor of 350 has been encountered in combat. The bear has lost 11 Endurance Points in combat and 2 Fatigue Points (obviously from a lucky hit). It has three types of attacks that it can make: Claw, Bite, and Hug and is certainly still a dangerous foe even though wounded.

SPI grants permission to players to make photocopies of the Character Record Sheet and NPC Record Sheet for repeated play.

[3.7] CHARACTER RECORD SHEET

PLAYER NAME: 
CHARACTER NAME: 

ATTRIBUTES: PS: MD: 
AG: EN: 
FT: WP: 
PP: AP: 

ARMOR TYPE: PROTEC: MOD AG: 
SHIELD TYPE: PROTEC: MOD MD: 
WEAPONS: 

EXPERIENCE: 

[4.4] NPC RECORD SHEET

FOE TYPE: 

ATTRIBUTES: PS: MD: 
AG: EN: 
FT: WP: 
NA: AP: 

EN LOST: FT LOST: 

ATTACKS: 

- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use: 
- Attack: BC: DM: RG: Use:
[7.7] A figure may change his facing without otherwise moving by implementing a Turn Action at a cost of 1 Action Point per hexside of facing changed.

[7.8] A figure may Pass instead of taking some other specific Action at a cost of 2 Action Points or all of the figure’s remaining Action Points (whichever is less). If a figure has no Action Points remaining or is stunned, dead or unconscious, he is automatically taking a Pass.

[8.0] **Martial Actions**

**GENERAL RULE:**

Martial Actions are those Actions which are concerned directly with attempting to inflict damage on other figures or preparing weapons for this purpose. There are three distinct types of combats portrayed in the game: Ranged, Melee and Close. Ranged Combat is any combat involving the use of Hurled weapons to damage figures not adjacent to the attacker. Melee Combat is any combat involving figures who are adjacent to each other. Close Combat is any combat involving figures who occupy the same hex. A figure may only attack other figures who occupy the same hex or who occupy a hex of his Attack Zone.

All weapons are rated for use in one or more types of combat. A figure may employ a weapon only for the type(s) of combat for which that weapon is rated. Example: A Flail is rated for Melee and Close Combat, but not for Ranged Combat. It could never be Hurled. Figures may attack each other with any weapon listed on the Weapons Table or with a shield or bare hands.

Figures may suffer losses to Fatigue or Endurance as a result of combat, may drop or break weapons, become stunned or unconscious and/or suffer a variety of Grievous Injuries. The effects of combat are discussed in Sections 10.0, 11.0 and 12.0.

**CASES:**

[8.1] A figure may Prepare a weapon for use in combat by expending 2 Action Points.

A weapon must be Prepared to be employed in combat. Shields are prepared in the same manner as weapons, but may not have an effect on combat while not in a Prepared state. A figure in the same hex as a conscious hostile figure may only Prepare a weapon that is rated for use in Close Combat. A figure may only have one shield and one one-handed weapon, or one two-handed weapon, or two one-handed weapons Prepared at any one time. He may only use a weapon two-handed if he has no other weapon or shield in a Prepared state. If a figure wishes to prepare a weapon that would cause him to violate this stricture, he may drop any prepared weapon(s) or shield so as to allow him to Prepare the new weapon as part of the Prepare Action. If the figure’s Player is unwilling to take this course of action, the figure may not Prepare the weapon. A dropped weapon is marked by the placement of a weapon marker in the hex in which it is dropped. Any figure may pick up a dropped weapon by implementing a Prepare Action while occupying the hex with the weapon. A Cache Action could also be used for this purpose.

Unless and until Prepared, all weapons are considered slung in sheaths, etc. They do not affect the figure’s ability to perform an Action with other weapons. Only one weapon or shield may be Prepared per Pulse by a figure. Once Prepared, a weapon remains Prepared until Hurled, Cached or dropped. Only Player-characters and non-Player characters who are weapons-users may use this Action.

[8.2] A figure may Cache a Prepared weapon in his possession by expending 3 Action Points.

Only figures who are not in the Strike Zone of or the same hex as a hostile figure may employ this Action. This Action allows a figure to pick up and/or put back in a sheath or stick in a belt any weapon in his possession or which occupies the same hex.

[8.3] A figure may Hur a Prepared weapon at another figure at a cost of 3 Action Points.

The weapon must be rated for Ranged Combat to be Hurled. It may not be Hurled at a figure in an adjacent hex. A figure may change facing during the Pulse in which he Hurls a weapon at a cost of 1 AP per hexside of facing changed, but this will cause a decrease in accuracy. A figure may Hur a weapon at a figure separated from him by a number of hexes equal to or less than the range of the weapon being Hurled.

[8.4] A figure may Assail an adjacent hostile figure with his bare hands or with a Prepared weapon which is rated for use in Melee Combat at a cost of 4 Action Points.

A figure may change facing while implementing this Action at a cost of 1 AP per hexside of facing changed, but this will adversely affect the figure’s accuracy. Only one Strike Check may be made per weapon using this Action, though more than one strike is possible using different weapons at no additional AP cost (see Case 13.2).

[8.5] A figure may attempt to Evade an attack of any type which may be directed against him by expending 2 Action Points.

The Strike Chance is reduced whenever a figure implementing an Evade Action is attacked. The figure may change his facing as part of this Action at a cost of 1 AP per hexside of facing changed.

[8.6] A figure may move adjacent to a hostile figure and/or enter the hex occupied by that figure and either Assail or (if in the same hex) Grapple the figure in the same Pulse as that in which the movement was implemented by employing a Charge Action at a cost of 4 Action Points plus the cost of any movement in which the figure engages.

This Action constitutes a special form of combat in which movement and attack are combined. The figure implements a normal Move Action, but may attempt to enter a hex occupied by a hostile figure who is conscious and may attack the end of the movement portion of the Action. While Charging figure moves next to the object of his Charge, he must announce that he will Assail or attempt to enter Close Combat. If he Assails, a normal Melee Attack is resolved. If he attempts to enter Close Combat, the target figure’s Player must make a Willpower Check by rolling D100. If the result is greater than or equal to 2 times the target figure’s Willpower, the attacking figure enters the hex with the hostile figure and makes an immediate Grapple attack. If the result is less than 2 times the target figure’s Willpower, the attacking figure is prevented by a determined
defense from closing the gap and entering Close Combat. The attacking figure must stop in the hex he occupies and may take no further Action. He may not attempt to Assail the target that Pulse.

[8.7] A figure may Grapple a hostile figure occupying the same hex at a cost of 4 Action Points.

A Grapple is a form of attack used only in Close Combat. It involves striking with hands and feet, binging, gouging, scratching, choking, etc. At any time that two figures who are hostile and conscious occupy the same hex, they are considered to be locked in Close Combat. They are considered Prone. Whenever a figure enters a hex occupied by a hostile conscious figure (via a Charge Action, only), both figures drop any weapons or shields not rated for use in Close Combat and have at one another. Only bare hands and weapons rated for Close Combat may be used by figures in this situation. In order to Strike another figure in this situation, a figure must implement a Grapple Action. This is resolved in the same manner as an Assail or Hurl attack. When a figure withdraws from close combat, he adopts a Standing Posture. Any other figures in the hex remain Prone.

[9.0] Restrictions on Actions

GENERAL RULE: Figures may only perform those Actions listed on the Action Point Expenditure Chart (9.8). Each Action requires that the figure expend the number of Action Points listed on the Action Point Expenditure Chart. If a figure does not have the necessary Action Points remaining to pay the AP expenditure to implement an Action, he may not employ that Action. Figures who have no remaining Action Points must Pass. In addition, figures suffering from incapacitation due to being stunned or unconscious must Pass. The position of a figure in relation to other figures and his facing (physical attitude within his hex) also limit his scope of action.

CASES:

[9.1] A figure who is not adjacent to a hostile figure may implement Actions B, C, D, E, H, M, P, G, R, S, T and X.

He cannot implement Actions A, G or W.

[9.2] A figure who is adjacent to, but not in the Attack Zone of a hostile figure may implement Actions A, B, C, D, E, H, M, P, Q, R, S, T or X.

He could not implement Actions G or W. He could not Hurl his weapon(s) at an adjacent figure.

[9.3] A figure who is in the Strike Zone of a hostile figure could implement Actions A, B, D, E, H, M, P, Q, R, S, T, W or X.

He could not implement Actions C or G. He could not Hurl his weapon(s) at an adjacent figure. He could Charge any one adjacent figure even if this would mean exiting another hostile figure’s Strike Zone so as to enter the hex of the figure being charged. He could not Charge a figure who was not adjacent.

[9.4] A figure who occupies the same hex as a hostile figure who is conscious may employ Action E, G, P, W or X.

He could not implement Actions A, B, C, D, H, M, Q, R, S or T.

[9.5] A stunned or unconscious figure may only implement Action X (Pass).

[9.6] A figure may only attack hostile figures who occupy at least one hex of his Attack Zone.

All conscious, unstimulated figures have an Attack Zone. Stunned, dead and unconscious figures do not have an Attack Zone. The Attack Zone consists of the figure’s 3 front hexes and all hexes extending away from those 3 hexes in a cone as shown in the diagram above.

The figure’s 3 Front Hexes are called his Strike Zone. The rest of the hexes in the figure’s Attack Zone are called his Fire Zone. A figure may only Melee Attacking figures in his Strike Zone. He may only engage in Ranged Combat against figures in his Fire Zone.

[9.7] A figure must meet all of the criteria necessary to implement an Action before he can expend Action Points to implement that Action.

For example, a figure who does not occupy the same hex as a hostile figure could not implement a Grapple Action.

[10.0] Strike Procedure

GENERAL RULE

A figure who is attempting to damage or kill another figure with his bare hands or with a weapon is said to be making a “Strike Attempt” against the target figure. In such cases, a “Strike Check” must be made to determine whether the attempt succeeds or fails. If the attempt succeeds, a “Hit!” is said to have been scored against the target figure. Whenever a Hit is scored, a “Damage Check” must be made to determine the degree of damage suffered by the target as a result of the Hit. In some cases, an additional die roll must be made to determine what (if any) Grieving Injury has been inflicted on the target. If a Strike Check fails, it is possible that the attacking figure has dropped or broken his weapon (if any) or damaged himself (if unarmed) and a check must be made to determine the outcome of such a situation.

PROCEDURE:

The attacking figure’s Player announces that the figure is making a Strike Attempt, plus the Action being implemented, the target of the attack and what weapon (if any) is being used in the Strike Attempt. The Player then announces the Base Chance for the Strike (listed on the Weapons Table for each weapon or calculated for unarmed combat; see 13.6 and 14.0). This Base Chance is always expressed as a number (e.g., 35, 40, 45) equal to the percentage chance of scoring a Hit with the weapon used (e.g., 35%, 40%, 45%). This Base Chance is modified by a number of factors, including the target’s Agility, the attacker’s Manual Dexterity, Range (if a weapon is Hurlable), etc. All such modifications are cumulative and are listed in 10.1, 10.2 and 10.3. The resulting modified number is the Strike Chance (adjusted percentage chance of hitting the target) for that combat. The attacking figure’s Player rolls D100.

1. If the resulting number is equal to or less than the Strike Chance, a Hit has been scored and a Damage Check must be made.

2. If the resulting number falls within the span indicated on the Special Damage Table as affecting Endurance, a Damage Check must be made and any resulting Damage Points are subtracted directly from Endurance (even if the target has Fatigue remaining).

3. If a Hit is scored, but does not fall within the span necessary to affect Endurance, the resulting damage is subtracted from Fatigue (unless no Fatigue remains, in which case, it is subtracted from Endurance).

4. If the resulting number falls within the span indicated on the Special Damage Table as causing Grievous Injury, a Grievous Injury results and the rules governing Grievous Injury take effect.

5. If the resulting number is 99, the attacking figure may break his weapon.

6. If the resulting number if 100, the attacking figure may drop his weapon.

CASES:

[10.1] Ranged Combat Modifier Table

(see charts and tables)

[10.2] Melee Combat Modifier Table

(see charts and tables)

[10.3] Close Combat Modifier Table

(see charts and tables)

[10.4] Whenever a number is rolled which falls within the span given on the Special Damage Table as causing a Grievous Injury, a Grievous Injury is inflicted on the target as per 12.0

[10.5] Whenever a number is rolled which falls within the span given on the Special Damage Table as causing Damage to be subtracted from Endurance, any Damage Points inflicted on the target are automatically subtracted from Endurance instead of Fatigue.

Damage as a result of combat is normally subtracted from Endurance only when Fatigue has been reduced to 0. However, when the Strike Check die roll is 15% or less (as shown on the
Special Damage Table of the Strike Chance, any damage is subtracted from Endurance exactly as if all the target's Fatigue had been exhausted.

[10.6] Whenever a 9 is rolled, there is a possibility that the attacking figure has broken his weapon.

The attacking figure's Player rolls D100. If the resulting number is equal to or less than 3 times the attacking figure's Manual Dexterity, there is no further effect (and the weapon remains undamaged). If the resulting number is greater than 3 times the figure's Manual Dexterity, the weapon is broken. A broken weapon marker is placed under the figure to indicate that the weapon in the figure's possession is broken. A broken weapon may be used normally, but the Base Chance of the weapon (and any damage done by the weapon) is halved (round down). If the broken weapon is broken again, it is useless. It is possible for a figure to score a Hit with a weapon in the same Pulse that the weapon is broken. In such cases, the effect of the weapon breaking is implemented after the resolution of the Strike Check in which the weapon was broken and affects succeeding Strike Checks (only).

[10.7] Whenever 100 is rolled, there is a possibility that the attacking figure has dropped his weapon.

The same procedure as that used in 10.6 is implemented to determine if the weapon is dropped. If the weapon is dropped, a weapon marker is placed in the hex to indicate its presence. Unlike a broken weapon, a dropped weapon automatically misses its target.

[10.8] Strike Damage Table (see charts and tables)

[11.0] Inflicting Damage

GENERAL RULE:
Whenever the target of an attack is "hit," the target's Player must roll a die to assess the damage which the target figure suffers as a result of the Hit. Damage is assessed in terms of Damage Points which are subtracted directly from either Fatigue or Endurance. In some cases, armor and shields will absorb Damage Points before they can affect the target figure.

PROCEDURE:
The target figure's Player rolls D10 and adds to the result the (positive or negative) damage modifier for the weapon used in the attack. All modifiers are listed under the Damage Column of the Weapons Table (13.6). The resulting number is equal to the number of Damage Points the target figure suffers. For each Damage Point that a figure suffers, remove 1 point from the figure's Fatigue. If the figure has no Fatigue remaining or if the strike check dice roll was 15% or less of the Strike Chance, the Damage Points are subtracted from Endurance, instead. One Damage Point equals one point of Endurance for this purpose. If the dice roll is 5% or less of the Strike Chance, the target figure suffers a Grievous Injury (double damage + additional effects specified on the Grievous Injury Table). If a figure has some Fatigue remaining, but not enough to satisfy the necessary damage, all damage which can be satisfied from Fatigue is removed and the balance is ignored. Damage Points cannot be subtracted from both Endurance and Fatigue as a result of the same Strike Check.

CASES:
[11.1] A figure with 0 Fatigue Points remaining must subtract future damage from his Endurance.

Whenever a figure has no Fatigue, damage is subtracted directly from Endurance. In addition, figures with no remaining Fatigue suffer a penalty in the form of a modification to their Strike Chance (see 10.0).

[11.2] Damage dice rolls of less than "1" are treated as "1."

A figure never suffers "negative" damage due to modifications to the die roll. All modified rolls of "0" or less are treated as "1" for damage purposes.

[11.3] A figure becomes "unconscious" when he has 3 or fewer remaining points of Endurance.

Unconscious figures have no Attack Zones and are always considered to be prone. They may expend Action Points only to implement Pass Actions. They are treated for purposes of attack as if they were moved through a River Hexside, regardless of the hexside through which they are actually attacked. Unconscious figures may never recover consciousness. They may be killed by hostile figures unless they have been given "quarter." (note: this is an arbitrary rule and may be modified).

[11.4] A figure is dead when he has no remaining Endurance.

Dead figures remain on the Tactical Display (to represent corpses). They have no Action Points and are always considered to be implementing a Pass Action.

[11.5] Damage to figures may be absorbed by armor and/or shields.

All armor and shields have a Protection Rating which represents the number of Damage Points they absorb from each Hit scored against a target protected by them. Armor and shields are not damaged when they absorb Damage Points unless the figure using them suffers a Grievous Injury. Armor is always worn into the attack and automatically protects the wearer. Shields only absorb damage from Hits which pass through the hexside(s) protected by them (see 11.9).

Whenever a figure suffers a Grievous Injury, no damage is absorbed by armor or shields. The damage inflicted on the figure as a result of the Hit which inflicted the Grievous Injury is subtracted directly from Endurance with no lessened effect due to armor or shields. The Protection Rating of armor is reduced by 2 for each Grievous Injury that the wearer suffers. The Protection Rating of a shield is reduced by 1 for each Grievous Injury suffered by a figure as a result of a Strike through a hexside protected by the shield. A figure may always choose to allow his shield to be cloven rather than reduce the Protection Rating of his armor whenever he suffers a Grievous Injury as a result of a Strike through a hexside protected by the shield. A cloven shield absorbs no Damage Points.

[11.6] A figure is "stunned" whenever he suffers a number of effective Damage Points greater than 1/3 his Endurance as a result of a single Strike.

Damage absorbed by shields or armor does not count toward this total. The Damage Points are only considered "effective damage" if they are subtracted from either Fatigue or Endurance. If the number of Damage Points actually subtracted from either of these attributes is not more than 1/3 of the figure's Endurance, the figure will not be stunned regardless of the number of Damage Points scored against the figure. During each Pulse that a figure is stunned, the figure's Player rolls D100 at the moment that it becomes that figure's turn to implement an Action (and at a cost of 2 Action Points to Pass). If the dice roll is 4 times the figures Endurance or less, the figure recovers from being stunned. Stunned figures suffer a penalty to their defensive ability while stunned (see 10.2). They have no Attack Zone when a figure first becomes stunned, he may involuntarily drop any weapon or shield in his hands (see 13.5).

[11.7] A figure suffers a Grievous Injury whenever he is Hit and the Strike Check dice roll is within the range listed on the Special Damage Table as producing a Grievous Injury.

Whenever a figure suffers a Grievous Injury, he procedures and strictures of 12.0 apply.

[11.8] Armor Table (see charts and tables)

[11.9] Shield Table (see charts and tables)

[12.0] Grievous Injury

GENERAL RULE:
Whenever the Strike Check dice roll is 5% or less of the Strike Chance (as shown on the Special Damage Table, 10.8), the target figure suffers a Grievous Injury.

PROCEDURE:
Whenever a figure suffers a Grievous Injury, the damage die roll is doubled (after modification) and all damage is subtracted from Endurance (not Fatigue). In addition, the figure's Player rolls D10 and consults the Grievous Injury Table. The result on the Grievous Injury Table is applied to the figure in addition to any other damage he may have suffered.

CASES:
[12.1] A figure may suffer any number of Grievous Injuries during a game.

If it is not possible for a figure to suffer a particular Grievous Injury, then no specific injury is suffered, but double damage is still inflicted.

[12.2] Grievous Injuries affect Endurance (not Fatigue) and damage resulting from them is not absorbed by armor or shields.

[12.3] A doubling of damage takes place after the die roll has been modified.

[12.4] Grievous Injury Table (see charts and tables)

[13.0] Weapons

GENERAL RULE:
All figures except those which are not weapons-users may enter the arena armed with up to 3 weapons plus a shield (4 weapons and no shield), only one of which may be a Pole Weapon. In addition, each weapon-user may carry a knife. Only one 2-handed weapon or two 1-handed weapons or one 1-handed weapon and a shield may be carried in a prepared state at one time, however. Whenever a figure attacks another figure, the attacker's Player must announce which prepared weapon the attacker is using to Strike his enemy. Only prepared weapons may be used to Strike an enemy. All weapon-using figures may enter the arena with the maximum permissible number of weapons in a Prepared state.

[13.1] A figure may attack without using a weapon.

A figure may attempt to Strike with bare hands, but only if he has at least one hand free to do so. A figure with only one prepared weapon
ARENA OF DEATH RULES, PAGE 12

could normally attack with his bare hands instead of the weapon or he could make a Multiple Strike (one with bare hands and one with weapons). In certain cases, a shield can be used as a weapon.

13.2 A figure may, under certain circumstances, make two attacks in the same Pulse.

A figure is permitted to implement only one Action per Pulse. However, a figure may attempt to Strike twice as part of the same attack with different weapons (one attack for the weapon in each hand). In such cases, the figure suffers a decrease in his ability to properly use those weapons. Whenever a figure’s Player announces that the figure is employing any Combat Action, he may, if he has two prepared weapons or one weapon and one free hand, declare that he is making a “Multiple Strike.” The figure pays the normal AP cost to make a single attack, but one attack is resolved for each weapon or hand used. The Base Chance for each attack is reduced by 20 whenever this option is used. The attacks need not be directed against the same figure, but they must be the same type of attack (i.e., a figure could not Assail one enemy and Hurl a weapon at another in the same Pulse). In some cases, figures may be able to make more than two attacks in a Pulse. Whenever this occurs, the Base Chance for each attack would be reduced by 20 for each Strike above one.

13.3 Ranged Combat is only possible when the attacking figure has a weapon rated for Ranged Combat and has a Line of Sight to the target he is attacking.

A Line of Sight is defined as any straight line from the center of the attacking figure’s hex to the center of the target figure’s hex which does not pass through any other figure which is not prone. If the Line of Sight passes through a Rear Hexside of the figure being attacked, that figure is considered the object of a Rear Attack. The Line of Sight continues through the target figure’s hex indefinitely and any weapon which does not hit the target will continue to fly along the Line of Sight until it does hit someone, exits the Tactical Display or travels a number of hexes equal to its Range. If the weapon is a thrown weapon, it will drop to the ground in the last hex that is equal to its Range unless it hits a figure or exits the Tactical Display. If the weapon passes through the hex containing the target (i.e. does not Hit), a Strike Check must be made for each hex which contains a figure which the weapon subsequently enters, regardless of whether the figure is friendly or hostile. Each Strike Check involving a figure who was not the announced target of a weapon has a Strike Chance 20 less than the original Strike Chance. In addition, 5 is subtracted from the Strike Chance for each prior Strike Check made for a weapon during its flight. If more than one figure occupies a hex into which a weapon flies, a Strike Check is made for each figure in order of Agility (lowest to highest) until one figure is Hit or one Strike Check has been made for all figures in the hex.

13.4 A figure may use a shield as a weapon.

A figure may use his shield to Melee Attack another figure with a Base Chance of 40% that he will do — 3 Damage (1d10 for the Improved Buckler). In addition, there is a chance that the target of the attack will be knocked to the ground by the attack. The target’s Player rolls D10 and if the result is greater than 5 times the target’s Agility, the target falls prone. This check is modified by subtracting the target’s Physical Strength from the attacker’s Physical Strength and then subtracting the result from the target’s modified Agility (i.e. from the Agility multiplied by 5). The Main-Gauche cannot be used in this manner. If the attacking figure is making a shield attack as part of a Charge Attack, the Strike Chance is increased by 20 and the target’s Player must roll less than or equal to 3 (not 5) times his Agility or fail prone.

13.5 Whenever a figure suffers a Grievous Injury or is stunned, there is a possibility that the figure will drop any weapon or shield which he holds in a prepared state.

Implement the same dropped weapon procedure as is used when a Strike Check dice roll is 100. See 10.6. Each prepared weapon is checked individually.

[13.6] Weapons Table (see charts and tables)

14.0 Unarmed Combat

GENERAL RULE

A figure may employ Combat Actions using unarmed combat techniques (i.e., without the need to use a weapon). The figure executes Combat Actions in the same manner whether armed or not. However, the attacking figure always uses his own Base Chance and Damage Modifier instead of that for a weapon. The Base Chance to Strike another figure with bare hands is always equal to the attacking figure’s Agility plus 5. The modification to the damage die roll is always — 4. In addition, for each point the attacking figure’s Physical Strength is above 17, 1 is added to the Base Chance and to the damage die roll. Whenever a figure misses (fails to Hit) while Striking without a weapon, he may damage himself. The figure’s Player rolls D100. If the result is greater than 4 times the character’s Agility, the character inflicts a number of Damage Points on himself equal to the Protection Rating of the armor worn by the target figure (or the figure’s Natural Armor where appropriate). If the target is unarmed, 2 points of damage are inflicted. This rule does not apply to non-weapon users attacking with their natural weapons.

15.0 Experience

GENERAL RULE

Player Characters (but not NPC’s) gain experience by winning (or surviving) combats. This experience is gained in the form of Experience Points. At any time that a character is not actually occupying the Tactical Display, the character’s Player may turn in any of that character’s accumulated Experience Points to increase that character’s Attributes. Until turned in, a character’s Experience Points are kept in his Experience Point Pool (represented by the Experience box on the Character Record Sheet). Once turned in, Experience Points may not be reused. They are permanently expended.

PROCEDURE

Whenever a character is awarded Experience Points, the character’s Player records the number of Experience Points awarded on the Character Record Sheet (making a note of the number in the Experience box). When the Player decides to cash in those points, he reduces the Experience Pool by the appropriate number and permanently increases the Attribute he has chosen to have affected by the Experience Points according to the Experience Schedule in 15.5.

CASES:

15.1 The Difficulty Factor for a Non-Player Character is equal to the number of Experience Points divided up among the Player Characters present during combat with that Non-Player Character.

The Player Character who actually kills an NPC is awarded 50 additional Experience Points above and beyond those represented by the NPC’s Difficulty Factor. The Experience Points represented by the Difficulty Factor are divided equally among all surviving Player Characters who occupy the Tactical Display at the end of the combat. Dead characters, characters who flee the Tactical Display and characters who make a successful “appeal to the crowd” receive no Experience Points.

Example: Rolf, Lazar and Urgan fight a Troll with a Difficulty Factor of 600. Rolf fles the Tactical Display at one point in the combat and Lazar (who is seriously wounded) makes an unsuccessful “appeal to the crowd.” Urgan manages to chop the Troll in half with his Great Axe, removing the Troll’s last point of Endurance (and killing it). Rolf receives no Experience Points (EP’s) since he fled. Lazar receives 300 EP’s (half the value for the Troll) despite his appeal to the crowd since he was unsuccessful and he did not actually exit the Tactical Display. Urgan receives 350 EP’s (his half of the Difficulty Factor for the Troll + 50 for delivering the “death stroke”).

15.2 The Experience Points gained by Player Characters as a result of combat with other Player Characters is equal to two times the total PS, MD, AG, EN, FT and WP of all hostile characters involved in that combat.

This award is granted whether the hostile characters are actually killed or flee the Tactical Display or are saved by an “appeal to the crowd.” The same procedure applies here as in 15.3, including the awarding of 50 extra EP’s to a character for actually delivering a death stroke to an enemy.

15.3 Experience Points which are traded in for an increase in Attributes are never recovered.

A character’s Player could not decide to decrease an Attribute by 1 and re-use the EP’s represented by that 1 point to increase some other Attribute by 1. Once traded in, EP’s are lost.

15.4 Any Experience Points accumulated by a character who is subsequently killed are permanently lost.

They are not redistributed to other characters who may have participated in past combats with the deceased.

15.5 Experience Schedule (see charts and tables)

ARENA OF DEATH DESIGN CREDITS

Game Design and Development
David Jones

Physical Systems and Graphics
Redmond A. Simonsen

Developmental Assistance
Nick Karp

Rules Editing
Bred Hesse, Nick Karp

Production
Nick Karp, Philip Marchal, Tim Robbins, Max Weissman

Produktion
Rosalind Fruchtman, Ted Koller, Manfred F. Milkhun, Michael Moore, Bob Ryer, Patricia J. Snyder