



TURN SEQUENCE

NOTHING HAPPENS SIMULTANEOUSLY
Actions, spells, attacks, etc. take effect instantaneously.

(1) Roll for Initiative. Winner gets choice.

(2) Renew Spells. Spells not renewed end now, before movement.

(3) Movement. In turn, each player chooses one option for each of his figures, and executes the movement part (if any) of that option

(4) Actions. All actions are carried out. Figures act in the order of their adjDX, highest first. If figures have the same adjDX, those on the side with initiative go first, and resolve further ties by die roll. If a figure is killed or knocked down before its turn to act comes, it does not get to act that turn.

(5) Force Retreats. Any figure which inflicted hits on an enemy with a physical attack (staff, wolf bites, etc.) and took no hits itself that turn (from any source) may retreat that enemy one hex farther from the attacker, to any vacant or fallen-figure hex, and either advance to the hex vacated by the enemy or stand still (thus possibly becoming disengaged). Magical attacks, missile and thrown weapons, etc., do not allow you to force a retreat.

(6) Post-Turn Damage from things like Shock Shield. If both sides still have figures, begin the next turn.

LEGEND

river

lake, sea

forest

swamp

mountains

main roads

secondary roads, minor road, trail, path

capital

city

dead city / extensive ruins

small village

mine with dwarven village

fort

other feature

village



Options for Disengaged Figures

A figure which is not engaged with an enemy when its turn comes to move may:

(a) **MOVE** up to its full MA.

(b) **CHARGE ATTACK.** Move up to 1/2 MA and attack with any weapon except a missile weapon, or HTH. (A figure can never attack if it moved more than 1/2 MA.)

(c) **DODGE.** Move up to 1/2 MA while dodging. +1 die on to-hit roll if attacked by thrown weapons, missile weapons, or missile spells during turn.

(d) **DROP.** Move up to 1/2 MA and drop to a prone or kneeling position.

(e) **READY NEW WEAPON.** Move up to 2 hexes, re-sling (not drop) its ready weapon and/or shield, and ready a new weapon and/or shield, or pick up and ready a dropped weapon and/or shield in the hex where movement ends or an adjacent hex.

(f) **MISSILE WEAPON ATTACK.** Move up to 1 hex and/or drop to prone/kneeling position and/or fire a missile weapon.

(g) **STAND UP.** Rise from prone, kneeling, or knocked-down position during the *action* phase, or crawl 2 hexes; take no other action. A figure must take a turn to stand up before attacking, running, etc.

(h) **CAST SPELL.** Move 1 hex or stand still, and attempt any spell.

(i) **DISBELIEVE.** Move 1 hex or stand still, taking no other action, and attempt to disbelieve one figure.

OPTIONS

whether it is engaged, disengaged, or in HTH when its turn to move comes. During a turn, a player may change his mind about a figure's

Options for Engaged Figures

A figure which is engaged with an enemy when its turn comes to move may:

(j) **SHIFT AND ATTACK.** Shift 1 hex (or stand still) and attack with any non-missile weapon.

(k) **SHIFT AND DEFEND.** Shift 1 hex (or stand still) and defend. +1 die on to-hit roll by thrown weapons or regular "melee" attacks.

(l) **ONE-LAST-SHOT MISSILE ATTACK.** If the figure had a missile weapon ready before it was engaged, it may get off one last shot.

(m) **CHANGE WEAPONS.** Shift 1 hex (or stand still) and drop ready weapon (if any), and ready a new non-missile weapon. (An engaged figure cannot ready or reload a missile weapon.)

(n) **DISENGAGE.** Shift 1 hex or stand still during movement. Move 1 hex in any direction instead of attacking when turn to attack comes.

(o) **ATTEMPT HAND-TO-HAND ATTACK.** During movement phase, the figure stands still or shifts; when its turn to attack comes, it moves onto the hex of any adjacent enemy, and attempts to hit with bare hands or a ready dagger.

(p) **STAND UP.** Same as (g) under disengaged figures.

(q) **PICK UP DROPPED WEAPON.** "Bend over" (not moving), drop your ready weapon and/or shield; pick up and ready a dropped weapon in your hex or an adjacent hex.

(r) **CAST SPELL.** Shift 1 hex or stand still, and attempt any spell.

(s) **DISBELIEVE.** Same as (i) above under disengaged figures.

Options for Figures in Hand-to-Hand Combat

option, if that figure has not yet acted, and that figure did not move too far to allow taking the new option.

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SCATTER DIAGRAM

STEVE JACKSON GAMES

HAND-TO-HAND COMBAT

A figure may move into an enemy figure's hex, initiating HTH combat, if: enemy has his back to the wall; **or** is down, prone, or kneeling, or enemy has a lower MA; **or** the attacker comes in from the rear; **or** the enemy agrees to HTH combat.

Defense Against HTH Attack
1-2: Defender drops ready weapon and/or shield (unless ready weapon is a dagger) and fights bare-handed. Both figures fall to the ground in the defender's hex.
3-4: Defender drops ready weapon and/or shield, but has time to ready a dagger (if carried) and can use it in the next attack. Both figures fall to the ground in the defender's hex.
5: Defender does not drop ready weapon, and attacker immediately backs up to the hex from which the defender's hex was entered. HTH combat does not take place.
6: Defender does not drop ready weapon, and automatically hits the attacker. This hit happens immediately. Defender can still attack (or take other action) that turn. Attacker must retreat one hex as above. HTH combat does not take place. (If attacker jumped defender from rear, or defender is unarmed and does not have UC talent, ignore a 6 and roll again.)

Initiating HTH combat is considered an attack. Figures in HTH combat always get the +4 "rear hex" DX adjustment.

COMBAT WITH BARE HANDS

The damage a figure does in bare-handed combat (regular or HTH) is ruled by ST. In combat, a bare-handed human or humanoid fighter does damage as follows:

DAMAGE BY ST				
8 or less	1d-4	15 or 16	31 to 40	2d+1
9 or 10	1d-3	17 to 20	41 to 50	3d+1
11 or 12	1d-2	21 to 24	51 to 60	4d+1
13 or 14	1d-1	25 to 30	61 to 70	5d+1

Dagger/Cestus +3 hits; Club, one-handed +3 hits; Club, two-handed +4 hits

MULTIPLE FIGURES IN HTH

If two figures are in HTH, any other figure can enter hex and join HTH with no roll. Figures in HTH can only attack enemies they are in HTH combat with.
If standing figure attacks an enemy who is in HTH with other figures, and misses: Roll attack vs. other enemies in the HTH combat until someone is hit.
If no one hit, roll attack vs. each friend in combat until someone is hit.
If missile/thrown weapon aimed at a pile of figures in HTH: Roll first to see if there is a hit.
If there is a hit, roll randomly to see who is hit.

AIMED SHOTS

Dagger, Sha-Ken, or Whip
Head: -6 DX; no armor protection; 2× damage
Hand: -6 DX; 3 hexes away or closer; no shield or armor less than chain; 1× damage; drop any weapon/shield

Other Weapons
Head: -6 DX; >2 hits = target -4 DX next turn; >5 hits = target unconscious
Weapon Arm: -4 DX; >2 hits = drop weapon; >5 hits = use of arm lost until healed; >7 hits = arm lost
Shield Arm: -6 DX; >2 hits = drop shield; >5 hits = use of arm lost until healed, -2 DX until shield dropped; >7 hits = arm lost
Leg: -4 DX; >2 hits = kneel 3 turns, -2 DX to attack, +2 DX to be attacked; >5 hits use of leg lost until healed, kneel until healed, -2 DX to attack, +2 DX to be attacked, MA 0 in combat, MA 3 w. crutch; >7 hits = leg lost
Wing: -2 DX if target flying, -4 DX on the ground; >4 hits flight lost, falls; >7 hits wing lost; double numbers if ST over 40

DISENGAGING FROM HTH

Figures may select Attempt to Disengage, option (v).
• Figure does not move in Movement phase.
• Figure does not attack in Attack phase, rolls 4/DX.
• If successful, figure stands and moves to any adjacent, empty hex. Once standing and moved, figure takes no more action that turn.
• If not successful, figure remains in HTH.

CRIPPLING HITS (optional)

Any Automatic Hit gives the possibility of a "crippling hit."
Attacker rolls 2 dice:
2 through 7 No crippling hit.
8 Target loses use of right leg.
9 Target loses use of left leg.
10 Target loses use of weapon arm.
11 Target loses use of shield arm.
12 Target hit in head; ST to 0; target falls unconscious.

LONG RANGE MISSILE FIRE

Maximum distance a missile weapon may be fired depends on user's strength.
Max range for any bow = 25 × ST of the user; ½ damage (round down)
Max effective range = 20 × ST; full damage.
For figures with Missile Weapons talent ONLY:
Out to 25 yds: normal DX penalty 26-50 yds: DX -4
51-100 yds: DX -5 101-150 yds: DX -6
151-200 yds: DX -7 201-250 yds: DX -8
... etc.

Even with this talent, a figure cannot fire beyond range allowed by their ST.
Crossbows: Max range for a crossbow = minimum ST to use it
Light crossbow max effective range = 240 hexes, max range = 300 hexes.
Heavy crossbow max effective range = 300 hexes, max range = 375 hexes.
Figure with missile spell and Missile Weapons talent can use long-range DX rules. Figure using magic item and Missile Weapons talent cannot, unless it also knows the spell.

DEFENDING AND DODGING

Dodge (disengaged) and Defend (engaged) have similar effects.
To hit a figure who is dodging or defending, roll 4/DX instead of 3/DX.
4-5 = automatic hit 20+ = automatic miss
21-22 = dropped weapon 23-24 = broken weapon

Dodging is effective only against thrown/missile weapons/missile spells.
Defending is effective only against non-missile spells and attacks.
To Defend, one must have staff, sword, club, etc., ready to parry.
You may "parry" with a bow or crossbow – but it will be ruined!
Neither option permits casting a spell or making any sort of attack.

Note: A magical image may dodge, but may not defend. It has no substance and vanishes if touched.

DX BONUSES AND PENALTIES

All applicable DX adjustments are cumulative.
Exception: an invisible figure derives no extra advantage from darkness, Shadow, or being Blurred.

♦ DX Adjustments for Physical Attacks ♦

Crossbowman firing from prone position	+1	Standing/sitting/kneeling with support	+2
Striking from enemy's side	+2	Striking from enemy's rear	+4
Pole-weapon user standing still, vs. opponent who moved into him / charge-attacked: +2			
Fighter using a weapon in each hand and striking with both in the same turn: -4 on both attacks			
Sweeping blow with large cutting weapon: -4 and attacks targets in all three front hexes.			
Waiting for an opening: +1 waiting one turn; +2 waiting 2 turns or more			

♦ DX Adjustments due to Target Type (any attack) ♦

Target is invisible	-6	Target is Blurred	4
Target is in a Shadow hex	-4	Target is a Giant Snake	-3
Target is a one-hex figure in flight	-4	Target is a multi-hex figure in flight	-1

♦ DX Adjustments due to your Physical Handicaps ♦

In full darkness or a Shadow hex, or firing missile spell, missile/thrown weapon through Shadow: -6
Using a Flight spell and attacking with a thrown/missile weapon: -4
Using a Flight spell and attacking with a melee weapon or casting spell: -2
Affected by Dazzle spell: -3 Standing in a fire: -2 Standing on a body: -2
Moving over broken ground: -2 Took 5+ hits last turn: -2

In a Rope spell: -2; -1 more for every turn rope has been on you
Hit by a Clumsiness spell: -2 for every ST in the spell
Berserk: +1 all rolls; no DX penalties for weakness or wounds
Knocked down last turn: DX = 0 for most purposes; only try to stand/crawl this turn
Standing more than a half-yard higher/lower than target: +2/-2

♦ DX Adjustments for your Armor and Shield ♦

Small or spike shield	0	Tower shield	-2	Half-plate armor	-4
Large shield	-1	Leather armor	-2	Fine Plate	-4
Cloth armor	-1	Chainmail	-3	Plate armor	-5
Wizard with metal weapon/armor not silver		-4 to spells			

♦ DX Adjustment for Thrown Spell/Weapon Range ♦
-1 per hex from caster/attacker to target's hex. Must "roll to miss" each intervening figure.
If thrown weapon misses, the attacker must roll to miss/hit (his choice) each further figure.
(Readjust DX for range to each new target.) Caster of thrown spells does not have to "roll to miss."

DX Adjustments for Missile Spell/Weapon Range
Attacker vertically half-hidden -2
Target <3 megahexes away: no penalty
Target 3 or 4 MH away -1
Target 5 or 6 MH away -2
... and so on as distance increases.

DX Adjustments for Concealment
Target half-hidden/prone/kneeling behind fallen body -4
Only target's head and shoulders exposed -6

Throwing a Molotail: -1 per MH. May scatter.

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A figure may execute one option each turn, may not mix actions from different options, and may have different options depending on

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CONTESTS

Each contestant rolls 3d vs appropriate attribute.
Winner is the one that makes their roll by the greatest amount. Ties roll again.
May roll vs. different attributes (e.g., ST vs. DX). Adjustment for appropriate Talents – roll on 2d.
Multi-round contest – First to be ahead by 2 (or more) victories wins.
Contest vs. crowds – A crowd has an average attribute score of 10.

TIME, SPEED, AND DISTANCE

1 COMBAT TURN = 5 SECONDS

Walking	1 Labyrinth map hex/turn
Running: Unarmored/Cloth Armor	4 Labyrinth map hexes/turn
Leather Armor	3 Labyrinth map hexes/turn
Chain/Plate Armor	2 Labyrinth map hexes/turn
Other figures	MA/3 Labyrinth hexes/turn (rounded up)

How Many Turns?
♦ Make one search for a trap, hidden door, etc. – 6 turns.
♦ Attempt to remove a trap – 12 turns.
♦ Spring a trap intentionally – 1 turn.
♦ Pull out a molotail and light it – 1 turn.
♦ Take off a backpack – 2 turns.
♦ Remove an item from someone else's pack while they have it on, or from your own while it's on the ground – 6 turns.
♦ Light a torch – 6 turns.
♦ Search a body for loot – 6 turns.
♦ Kill a helpless figure – 1 turn.
♦ Ask a question and get an answer – 1 turn for simple questions
More for complicated questions.

POISON

Poisoned attacks do not damage unless the attack itself does at least 1 hit of damage. Then, poison takes full effect, with no armor protection vs. the poison. Some insect stings, blowgun darts, etc. may do "zero hits" of damage. The poison takes effect only against an unarmored target.
Naturalist, Expert Naturalist, or Vet may safely remove poison sacs from a poisonous creature. For anyone else, 3/DX or take 1 die of damage themselves, no armor protection.
3/IQ save to notice poison in food/drink and spit it out. Double dose rolls at 2/IQ.
Larger doses are automatically noticed. Chemists, alchemists, and animals roll 1 fewer die to notice.
Any figure in, or adjacent to, the hex where a gas bomb breaks needs 4/DX to save.

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REACTIONS TO INJURY

For ALL figures:
ST reduced to 3 or less: -3 DX for the rest of the combat
ST reduced to 0: figure falls unconscious
ST reduced below 0: figure dies unless ST raised to at least 0

For normal human-sized figures:
Take 5 or more hits in 1 turn: DX adjusted -2 for next action only
Take 8 or more hits in 1 turn: Immediately fall down
If has not already attacked, may not attack this turn
Do nothing next turn except stay down, stand up, or crawl 2 hexes
If in HTH combat, do nothing next turn

For figures with beginning ST of 30 to 49:
Take 9 or more hits in 1 turn: -2 DX as above
Take 16 or more hits in 1 turn: fall down, as above

For figures with beginning ST of 50 or more:
Take 15 or more hits in 1 turn: -2 DX, as above
Take 25 or more hits in 1 turn: fall down, as above

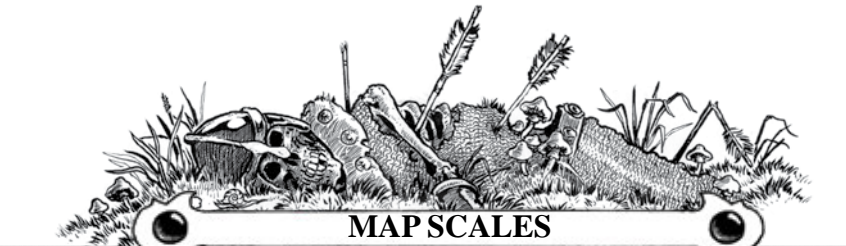
RECOVERY FROM EXHAUSTION

Exhaustion = loss of ST from spell casting or fatigue
Recovery = 1 ST / 15 min of quiet rest

RECOVERY FROM INJURY

Injury = loss of ST from wounds, poison or disease
Recovery = 2 ST if immediately treated by a Physicker
3 ST if immediately treated by a Master Physicker
1 ST/two days with proper medical care
Healing Potion: 1 ST/dose of potion
Universal Antidote: Removes all loss of ST from poison/potion
Revival Spell/Potion: Revives dead character to 1 ST
Greater Wish: Restores character to life at full natural ST

MAP SCALES



Combat map hex	4 feet	City map hex	100 yards
Labyrinth map hex	3 yards	County map hex	300 yards
Village map hex	10 yards	Barony map hex	900 yards
Town map hex	30 yards	Duchy map hex	1.5 miles
		Province map hex	5 miles