

LEGENDS



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The Game

Legends is a skirmish game of battles between improbably super powered combatants, comic book superheroes, fantastical martial artists or anyone else who considers being punched through a brick wall to be a reasonable day to day occurrence. It not only allows but encourages actions such as dropping hundreds of feet to slam your opponent into the dirt or picking up a tower block to hit them with.

Players will need 1-4 suitably heroic looking miniatures each and as many city elements as they can manage, play will benefit from not just buildings but trash cans, lamp posts, cars and buses. They should be set up on a 2'-3' square playing surface. 1 or 2 D6 will be needed for play (D8s will also be needed if playing the full version of the game). 1 situation monitor per Hero miniature (found at the end of the document) and a handful of tokens (about 2 different types and roughly twice as many of each as there are Heros) will also be needed.

While it is nice to have a table filled with beautiful terrain *Legends* can be played with 2 miniatures, 1 dice and a handful of counters, so does not demand a collection of scale terrain. Any heavily cluttered table filled with objects of a range of heights and sizes will do. You can imagine your objects are buildings and vehicles if you wish but feel free to imagine your miniatures have come to life on the table top and are battling in an oversized world with outsized abilities.

Legends allows players to do almost anything they can think of their models doing on the table top, as such some of its rules are slightly unusual, particularly as regards basic table definitions so even experienced wargamers should read the rules a few times before starting play.

Legends encourages extreme cinematic moments and players should play accordingly, if a player has the choice to charge an opponent across open ground or by smashing through a brick wall first, they should take the route via the brick work if possible.

This is a free print and play game from www.manokentgames.com if you have played it please visit the site and give us feedback, and check out our new projects. Text copyright © Glenn Ford 2018

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General Definitions

Some tabletop elements require clear, specific definitions before a game of *Legends* begins.

- * Objects: Anything on the tabletop is considered an object, players should define the edges of each.
- * Heroes: The miniatures controlled by players are both Heroes and objects. Whenever these rules refer to a “Hero” or “Heroes” they are referring to the miniatures in play.
- * Horizontal: Any surface parallel to or within 45° of the main tabletop is horizontal.
- * Vertical: Any surface perpendicular to or greater than 45° from the main tabletop is vertical.
- * Perpendicular: Horizontal surfaces are perpendicular to vertical surfaces and visa versa.
- * Obstacle: Any object perpendicular to the surface a hero is travelling on which would be considered to impede their movement is an obstacle, roughly half the height of the average Hero miniature, players should agree which objects might form obstacles.
- * Contact: When 2 objects, or their bases, are touching they are in contact. Players may define objects as touching when slightly separate for convenience.

Suiting Up

Players select a number of Heroes. For a first game 2 per player is plenty and players should avoid games of more than 4 or 5 Heroes per player. When playing with multiple players 1 fewer Heroes than the number of players each is suggested. If players agree Heroes may take upgrades at this point (see Mighty Items below). Last player to have seen a superhero movie deploys a Hero wherever they like then players take turns (passing left around the table) deploying their Heroes in the locations of their choice. First player to place a Hero acts first.



Acting

Clearing

If all Heroes have activation tokens on them, remove all activation tokens. The active player selects a Hero without an activation token on it to activate.

Heroism and Fatigue

An activation in *Legends* will involve several “Moments of Heroism”. Heroes begin the game with Heroism 0 and Fatigue 0, they will gain Heroism by performing heroic acts which will, in turn, allow acts of greater heroism. They will accumulate Fatigue by suffering Impacts or Strikes, when a Hero has 20+ Fatigue it is removed.

Moments of Heroism

Whenever a Hero attempts to do almost anything a Moment of Heroism occurs. When a situation outlined in a Moments’ “Requirements” occurs (usually during a Hero’s activation) its controlling player may choose to trigger the Moment of Heroism. Each Moment of Heroism has a difficulty, to perform the action in question the player controlling the Hero spends any amount of Heroism that the Hero has and rolls a D6. If the total of the D6 and the spent Heroism is greater than the difficulty of the action attempted the action occurs and the Hero gains Heroism equal to the difficulty of the action +1. If the Hero is not the active Hero it removes any activation markers and becomes the active Hero and the former active Hero gains an activation marker. If the total is less than the difficulty of the action nothing happens. Spent Heroism is lost either way. Unless specified Moments of Heroism can only be triggered by the active player/Hero.

Total Heroism

If a Hero rolls the maximum on a dice (usually a 6) during a Moment of Heroism they should roll a second time, if the second roll comes up with the same number the roll counts as 1 greater than the difficulty of the action, no matter its actual total.

When a Moment states “Chosen” the Hero’s controlling player selects any number they wish, but the number must stay consistent for all instances of “Chosen” for the current Moment of Heroism.

Move:

- * Requirement: Once per activation, only at the start of the activation.
- * Difficulty: Chosen.
- * Effect: The Hero may move up to Chosen +1” during this activation.

Come Through:

- * Requirement: Once per object per activation when a Hero impacts an object.
- * Difficulty: Glass = 2; Door = 4; Internal Wall/Floor = 7; External Wall/Roof = 11; Metal = 15; Solid Objects = $5/1''$
- * Effect: Cancel the impact and move the Hero to the far side of the object.

Pick Up:

- * Requirement: When in Contact with an object this Hero has not Carried this turn.
- * Difficulty: 5 per $1''^3$ of object.
- * Effect: Place the object in Contact, the object is Carried by the Hero. So long as the object is Carried whenever the Hero or object is moved place (this does not count as a move) the other in Contact at the end of the move in a position of the active player's choice. A Hero may stop having an object Carried at any time, of their controlling player's choice.

Fling:

- * Requirement: When the Hero has a Carried object.
- * Difficulty: 1 per $1''^3$ of object multiplied by Chosen.
- * Effect: Move the object in the direction of the player's choice Chosen inches in a straight line.

Wall Run:

- * Requirement: When moving on a vertical surface.
- * Difficulty: Chosen multiplied by 2.
- * Effect: Move on vertical surface Chosen inches.

Fly:

- * Requirement: When moving on thin air.
- * Difficulty: Chosen multiplied by 4.
- * Effect: Move on thin air Chosen inches.

Long Shot:

- * Requirement: Once per activation.
- * Difficulty: 1+ toughness of any materials between this model and target. Glass = 2; Door = 4; Internal Wall/Floor = 7; External Wall/Roof = 11; Metal = 15; Solid Objects = $5/1''$.
- * Effect: Increase target's Fatigue by difficulty.

Strike:

- * Requirement: When in Contact with a Hero.
- * Difficulty: Active Hero's Heroism +3.
- * Effect: Increase Hero in Contact's Fatigue by difficulty.

Knock Down:

- * Requirement: Immediately after successfully using Strike Moment of Heroism.
- * Difficulty: Chosen multiplied by 2.
- * Effect: Reduce target of Strike's Heroism by Chosen.

Knock Back:

- * Requirement: Immediately after successfully using Strike Moment of Heroism.
- * Difficulty: Chosen multiplied by 2.
- * Effect: Move target of Strike Chosen inches in the direction of active player's choice.

Defend:

- * Requirement: When a Hero would suffer Fatigue, whether active Hero or not.
- * Difficulty: Fatigue multiplied by 2.
- * Effect: Cancel Fatigue.

Struggle:

- * Requirement: Move 5" outside of activation, whether active Hero or not.
- * Difficulty: 1.
- * Effect: Increase Hero in Contact's Fatigue by 2.

Strike Back:

- * Requirement: Immediately after successfully using Defend Moment of Heroism whether active Hero or not.
- * Difficulty: As Defend difficulty.
- * Effect: Increase Hero in Contact's Fatigue by Difficulty.

Call Hero:

- * Requirement: When you have another Hero without an activation marker.
- * Difficulty: Chosen.
- * Effect: Place an activation marker on this Hero, activate a Hero without an activation marker, it gains the Heroism from this moment of Heroism instead of this Hero.

Hero Landing:

- * Requirement: When a Hero would suffer an Impact with the main playing surface, whether active hero or not.
- * Difficulty: 1.
- * Effect: Cancel the impact.

Impacts

Whenever 2 objects both considered obstacles come into Contact an Impact occurs. If the active Hero is involved in an Impact their controlling player may cancel the Impact. To resolve an Impact first calculate the impetus of each object. Objects have impetus equal to the inches travelled since the last Impact, last Moment of Heroism or the start of the current activation, whichever happened most recently, multiplied by the size of the object in cube inches multiplied by the material toughness: Glass = 2; Wood = 4; Internal Wall = 7; Body = 7; External Wall = 11; Metal = 15; Solid Object = 5/1". Remember that a smaller object will only Impact as much of the larger object in area as its own area.

Heroes suffer Fatigue equal to the impetus of the other object. Non Wall, Non Hero objects whose toughness are exceeded by the other object's impetus are removed. If one object is a Wall and the other object's impetus exceeds the Wall's toughness place the other object on the other side of the Wall. After any Impacts continue to resolve any remaining movement from the current act or Falling.

Falling

Heroes can be anywhere during their activation, once they are no longer the active Hero they must be on a surface they can be left on without support, if not they will immediately travel directly downwards until they suffer an impact. Multiple Falls may occur if the first Impact does not result in the Hero miniature being on a surface they can be left on without support. A Hero may choose to travel directly downwards until they suffer an impact at any point during their activation, such movement does not count against their movement as generated by the "Move" Moment of Heroism.

End of Activation

If a Hero can do no more, place an activation token on it and return to clearing.

General Rules

Buildings, Sections and Walls

Legends uses buildings as single entities and collections of walls interchangeably. A building is a single object when a Hero picks it up but it is made of a series of walls when it impacts or is impacted by a Hero. If an action would result in a building model needing to be physically torn apart to enact it treat the building as a single entity, if the action simply involves a model being moved into, out of or within a building, treat it as a collection of walls.

Table Edge

If a Hero would cross a table edge it stops. If a none Hero object would cross a table edge, remove it.

Movement and Orientation

To move an object plot a single continual line up to the length of its movement distance in inches, then move it along the line, resolving any relevant Moments of Heroism. Heroes are oriented with their base parallel to their current travel surface and are considered perpendicular to that surface. Heroes travelling on thin air must consider themselves orientated such that they are perpendicular to all objects and surfaces. When a Hero is in Contact with an object or surface during its activation after any Impacts are resolved it may have its base aligned in parallel to the object or surface if its controlling player wishes, if outside of its activation it must do so.

Resolution Order

Whenever multiple Moments of Heroism are triggered by a single event or multiple instances of Fatigue need to be recorded do so in the order active Hero first then in the order of the active player's choice (this will almost always mean active Hero then their target).

Scenarios

Before starting play roll a D6 to set the scenario and win conditions.

- 1) Battle
- 2) Danger Room
- 3) Demolition Man
- 4) Icarus
- 5) Of Gods
- 6) Round One

Battle

The game ends when only 1 player has Hero(es) on the table, they win.

Danger Room

Whenever a Hero performs an act that gains more Heroism than any single act so far in the game give it the “Danger Marker” (there is only one Danger Marker per game, if a Hero would gain it when another has it, move it across).

During clearing whenever activation tokens are all removed the player controlling the Hero with the “Danger Marker” gains 1VP. First player with 3VP wins.

Demolition Man

Whenever an external wall is impacted or has the “Come Through” act used on it its building gains a “Demo Token”. When a building gains its 8th “Demo Token” all Heroes within the building suffer impacts with each internal floor above them then the building is removed. When a building is removed the player whose Hero is active gains 1VP, first player with 2VP wins.

Icarus

Whenever a Hero performs an act that causes it to be further from the main playing surface than any Hero has been so far this game give it the “Flight Marker” (there is only one Flight Marker per game, if a Hero would gain it when another has it, move it across).

During clearing whenever activation tokens are all removed the player controlling the Hero with the “Flight Marker” gains 1VP. First player with 3VP wins.

Of Gods

During clearing whenever all activation tokens are removed the player controlling the Hero with the most Heroism gains 1VP. First player with 3VP wins.

Round One

During clearing whenever all activation tokens are removed the player whose Heroes have the least total Fatigue gains 1VP. First player with 3VP wins.

Mighty Items

If all players agree each Hero may take one of the following, of their controlling player's choice. Each may only be taken once per player.

- * Super Speed – Use a D8 when taking the Moment of Heroism Move act.
- * Super Strength – Use a D8 when taking the Moment of Heroism Pick Up act.
- * Jugger One – Use a D8 when taking the Moment of Heroism Come Through act.
- * Wall Climber – Use a D8 when taking the Moment of Heroism Wall Run act.
- * Leader – Use a D8 when taking the Moment of Heroism Call Hero act.
- * Smash – This Hero's body counts as Toughness 12.
- * Vibro Shield – Ignore the first 2 points of Fatigue from each impact for this Hero.
- * Snickt – When this Hero has an activation token removed it removes a point of Fatigue.
- * Single Bounds – Double any distance moved by the Fly act.
- * One Strike – Increase Fatigue generated by this Hero's Strike act by 1.
- * Falling Palm – This Hero may move during Falling in any straight line which ends closer to the main playing surface, of the controlling player's choice.

Fatigue	0	1	2	3	4	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20
Heroism	0	1	2	3	4	5	6	7	8	9	
	0	10	20	30	40	50	60	70	80	90	
	0	100	200	300	400	500	600	700	800	900	

Fatigue	0	1	2	3	4	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20
Heroism	0	1	2	3	4	5	6	7	8	9	
	0	10	20	30	40	50	60	70	80	90	
	0	100	200	300	400	500	600	700	800	900	