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For previews, free templates, mini supplements, discussion boards, and more information about the D6 System and other West End Games products, visit our Web site at www.westendgames.com.


Game System Try-Out

The Crumbling Nexus Temple

When you read a comic or a novel, you’ve probably thought, “If I was that person, I’d have done things differently” or “I’d like to be that person and do that kind of stuff!” In that way, a roleplaying game shares much with such forms of entertainment as improvisational acting or interactive storytelling. All have a loose plot or idea that they explore, and all encourage involvement by their participants. You get that chance to “do things differently” and to “do that kind of stuff.” They likewise offer the opportunity to do things that you probably never be able to experience in real life (like fly without a machine or be an agent of a covert government agency).

The key difference between improvisational acting or interactive storytelling and roleplaying games is that a roleplaying game has rules. Instead of having to guess as to whether you managed to do what you wanted to do, the game provides guidelines on how to figure that out. Sure, many video games and online interactive worlds provide a similar cooperative experience, but a book-based roleplaying game doesn’t need any expensive equipment, special software or cartridges, or a connection to the Internet. Instead, you only need the rulebook, some dice, a lot of imagination, and a few friends. Moreover, you’ll get to know your friends better (or make new ones) in a way that’s exciting, fun, and different every time.

There are many roleplaying game rule systems, but one of the most compelling reasons to choose the D6 System over other systems is its simplicity. Focusing on cinematic action, you can learn all of the important rules in 15 minutes or less and make a character in about five minutes (when using a template). You’ll spend more time creating scenarios than figuring out the rules to make your ideas work!

This pamphlet offers a simplified version of the game mechanics you’ll find in the D6 Adventure, D6 Fantasy, and D6 Space rulebooks. Each rulebook gives more details on how to apply the basic rules, including many character options and sample equipment, two damage systems (only one is used here), and dozens of combat and skill options and example difficulties. Previews are available online.

Game Rules Overview: Any game using the D6 System follows the same basic principle: Roll a number of six-sided dice equal to the character’s skill or attribute score. If the total generated equals or exceeds the difficulty number, then the character succeeds at the action. However, in each application of the system, attributes, skills, and other character details are tailored to the genre of the game. (For example, Perception and Acumen, both used in this mini-game, serve the same purpose; their names have been chosen to represent their genres more faithfully.)

Learning More: This pamphlet gives only a brief overview of how the system works. You can download previews of each D6 System genre rulebook from the Catalog on the West End Games Web site, www.westendgames.com/html/catalog.html. Each preview includes an introduction to the system, with details on how to use a complete character template and a short adventure to play.

Getting Started: You’ll need some six-sided dice, paper, pencil, this booklet, and between one and five friends. One of the dice must be a different color or size, or otherwise recognizable; this is the Wild Die (see the “Rules of the Trial Game” for its use). Pull out the “Rules to the Game” section and cut out the character cards and tokens. Each player chooses one character to play; in a two-player game, the chosen characters must be from different factions. Finally, lay the gameboard inside flat and read the “Rules of the Trial Game” for instructions on placing the pieces.

Each character has several scores showing how good he or she is at certain tasks; these numbers look akin to “2D” or “3D+1.” Body Points has no “D” after its number; it represents the total amount of damage the character can take. Full D6 System characters have more attributes (basic physical and mental abilities that are common to every living creature), more skills (areas of expertise and specific applications of attributes), and other characteristics, like environment and advantages.)
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Winning: To win, a character must accomplish his or her goal and escape out of any exit. From any
door square, it takes one additional square’s worth of movement to leave the board and the temple.

Game Options: Character options are one advanced rule that you can add to this game. You can

Character Options: In the full D6 System, there are many options for improving and specializing
your character. As an optional rule to give you a taste of these possibilities, players may choose or
random pick one of the following at the start of the game:

Fast Reactions: You get +1D to Acumen or Perception for determining initiative.

Good Luck: Once a game, you may do one of the following for one turn: add +2 to all rolls, take
two actions without penalty, or roll one failed roll.

Hypermovement: You can move one extra square per turn.

Natural Armor: You subtract 1D from all Strength Damage rolls against your character.

Natural Hand-to-Hand Weapon: Increase your character’s Strength Damage by +1D.

Skill Bonus: Choose one skill at the beginning of the game to get a +6 bonus to it every time your
character uses it: brawling, dodge, con, investigation, or search.

D6 Space Con Artist
Goal: You have an irrational need to trick others; to win, you must con all currently
conscious characters before you exit the board. To trick someone, make a con roll
while the other player makes an Acumen or Perception
roll. If your total is higher, the target is tricked and remains
so for the rest of the game. (This has no other effect.) The
con roll counts as an action; the target’s roll does not. You
must be next or diagonal to a character to con her.

D6 Fantasy
Gladiator
Goal: Your master has sent you to destroy all members
of the other two factions (Order and Neutrality). You
must reduce all the members of those factions to 0 or fewer Body Points.
In a two-player game with the hard warrior, you must
defeat him before exiting the temple.

D6 Space
Hard Warrior
Goal: You learned about some fraggin’ fighting stuff
in an ancient temple. You must gather the brass
knuckles, the leather vest, the helm, and the NeuroDex
band and escape with them to win!

D6 Adventure
Bodyguard
Goal: You’ve been hired to help another (Order or
Neutrality) character complete his goal; the character you’re helping is
announced at the beginning of the game. In a two-player game,
your goal is to reduce the other character to 0 or fewer Body Points.

D6 Adventure
Investigator
Goal: This temple contains vital information. You must
investigate all four columns and get out alive. Investigating
a column requires you to be in the same square as it. Then, as an action, you
need to make an investigation roll against a difficulty of 10.

Rules of the Trial Game

Story Background: A number of agents, gathered
across time and space and each serving a different
faction (Chaos, Order, or Neutrality), have all convened
in a crumbling temple antechamber. Unfortunately, an
ancient ritual has been enacted, and the temple is falling apart! This is
the big climactic scene: Who will win, and who will be trapped?

Rolling Dice: Whenever the rules call for you to roll a score or roll
dice, roll six-sided dice equal to the number before the “D”; one of the
dice is always a Wild Die, which represents the vagaries of fate. (If you only
roll one die, that die is the Wild Die.)

Add together the numbers on the die (including the Wild Die). Then
add the modifier after the “+” (if the characteristic has one) to the total.
This is your total for the roll. If a 6 is rolled on the Wild Die, add the 6 to
the total and roll the Wild Die again; as long as the Wild Die rolls a 6, it
adds its 6 and can be rolled again. If a 1 is rolled on the first roll of the Wild
Die, it adds its 1 but something interesting — and bad — happens; see the
“Negative Critical Event” box for details. Example: The thief has search
of 3D+2. When making a search roll, her player rolls three dice (one of which
is the Wild Die), adds them together, and adds 2 to the total.

Setting up the Gameboard: The gameboard represents the crumbling
antechamber. The six squares with doors represent the chamber entrances and
exits. Four squares contain mysterious giant carved columns, which can be
hidden behind. There are also elixirs and four treasures, which must be
placed at random (see the “Negative Critical Event” box for the method).

Players roll initiative (see that section on the next page); the person
with the highest initiative places his character
on one of the six door squares. The next highest
initiative places his character, and so on until all
are on the board.

Treasures: These items are placed randomly
(face down if desired) at the beginning of the
game, using the “Negative Critical Event” rules
(see box).
- Brass Knuckles: Add +1D to the character’s
Strengh Damage.
- Leather Vest: The character wearing it
reduces his or her attacker’s Strength Damage
by 2.
- Helm of Fast Thought: Adds +1D to a
character’s initiative roll.
- NeuroDex Band: Adds +1D to a character’s
dodge roll.
- Elixir: Randomly place one elixir for each
character on the board. (Thus if there are three
characters, place three elixirs.) Each elixir, when
consumed, heals a character for 2D Body Points,
up to a maximum of his or her starting Body Points.
Each elixir can only be drunk once.

Turn Steps: Each turn has at least three
steps, depending on the number of players: (1)

Negative Critical Event

In this mini-game, a negative critical event on the Wild Die represents the
collapsing temple. Each time a 1 comes up on the initial roll of the Wild Die, immediately
roll two dice, deciding which one is the first number and which one is the second. Place a “Fire”
token on the square represented by the roll. (Use coins if you need more tokens.) Example:
The investigator’s player rolled a 1 on the Wild Die of a dodge roll, so he immediately rolls two dice. He got
a 5 and a 6, so a “Fire” token is placed to the right of the upper-right giant column, in the square marked “5, 6.”

This system of placing “Fire” tokens is also used to place other random objects in
the game.

Effects of Fire: At the beginning of any
turn where a character is in the same square
as a fire token, he takes 1D of damage for each fire token in the square.
Determine initiative. (2) The person with the highest initiative total goes first. (3) The person with the next highest goes next. Repeat until all players have gone.

**Determine Initiative:** To decide who goes first, each player rolls the number of dice listed as his or her character’s Perception or Acumen score. Whichever has the highest total takes his or her action first, followed by the second highest roll, and so on, until the person with the lowest total goes last. If there’s a tie, the character with the higher Acumen or Perception goes soonest.

**Take Actions:** Each turn, a player states and then carries out the actions of the character he or she is playing. When the character has taken the action, that player’s turn is done. When all players have taken their actions, begin a new turn by rolling initiative again. Each character can make one dodge, attack, move, or other action in a turn, unless the character takes two tasks (see “Two Actions,” below).

**Dodge:** When your character dodges, she’s evading attacks from an enemy. Roll your character’s dodge score and find the total. If a character is in the same square as a giant column, add 2D to this roll because your character is using it for cover. Your total becomes the new base difficulty any opponent needs to beat to hit your character. This new difficulty applies until the next time the dodging character has a new turn. **Example:** The gladiator has 3D+2 in dodge, which means that the player rolls two six-sided dice and one Wild Die, totals them, and adds 2 to the result. If the player gets 17 for the total on his dice, he adds 2 to this for a final total of 19. His opponent uses this as the base attack difficulty.

**Attack:** When your character attacks, he punch, kicks, or uses a weapon against an opponent in an adjacent square (including diagonally). Roll the number of brawling or fighting dice for the character and find the total. The difficulty number equals 5 or the target’s current dodge total minus 5. If the total on your brawling or fighting roll is equal to or higher than this difficulty number, your character hits.

When your character hits, roll your character’s Strength Damage score and total the dice to find out how much harm you caused the other character. **Example:** The investigator has 4D+1 in brawling. The player rolls three normal dice and one Wild Die, getting 10 on the die. To this, she adds 1, for a total of 11. Since the gladiator decided to dodge earlier in the turn, the investigator must beat a 14 (19 for the gladiator’s dodge total minus 5). Since 11 is less than 14, she missed the gladiator. If the gladiator hadn’t dodged, the investigator’s player would have hit, since her total of 11 was equal to or greater than 5.

**Damage:** Subtract the Strength Damage total from the target’s current Body Points total. Keep track of this on a separate piece of paper. When a character gets to 0 or fewer Body Points, he or she falls to the floor, unconscious. Turn the character’s piece upside down. Any carried items are dropped.

**Move:** Each square represents five meters. If a character wants to move, he or she may move up to two squares on the board (including diagonally). This requires no roll. Characters who move onto a door square do not have to exit. More than one character cannot occupy a square at a time, although a character may move up one item in the character’s square (which does not require a roll) or doing a special goal action described on the character sheet (which requires a roll). Using an elixir or other treasure needs no effort and takes no action.

**Other Actions:** Characters may try to do other things that take an action. These include picking up one item in the character’s square (which does not require a roll) or doing a special goal action described on the character sheet (which requires a roll). Using an elixir or other treasure needs no effort and takes no action.

**Two Actions:** If you want your character to do two tasks in one turn, then subtract 1 from the number in front of the “D” of both characteristic scores before rolling the dice. Actions that do not require a roll do not get this penalty. Players may take no more than two actions for their character in a turn, and only one of each type of action may be performed each turn. Actions may be performed in any order, but you must decide before doing any actions how many your character will take. **Example:** The investigator wants to investigate a giant column and dodge in the same round. She would roll 3D+2 for her investigation and 2D+2 for her dodge. If she wanted to pick something up and dodge, she would roll 2D+2 for her dodge. And if she wanted to pick something up and move, no penalty would be assessed.