

Game Master (GM) Quick Reference

Labyrinth Setup:

- Avatar for each player
- Dice, pencil, and character sheet for each player
- Pre-made labyrinth or random generation tables
- Red (enemy) avatars, doors, and special feature tokens
- Pre-numbered room sheets or hallway megahexes

Room Setup:

- Avatar for each enemy
- Doorways and special features in place
- Player avatars gathered at doorway
- Present/explain room to players

Movement Phase:

- Each team rolls d6 (check for Leadership ability?)
- Winning team moves first (or defers to force other team to move first!)
- Losing team moves next
- Characters may move $\frac{1}{2}$ MA for melee/thrown attack; 1 hex for missile/mental

Action Phase:

- Call players by Dexterity (16, 15, 14, ...)
- GM controls enemy characters
- Players on either team may attack at their Dexterity level
 - Characters get +2 Dx when attacking from side (yellow) hex; +4 Dx when attacking from rear (red) hex.
- In case of a tie, all tied characters roll d20 (GM rolls for enemies)
- Characters roll 3d6 vs Dx to hit, then roll damage
- Player characters (and pets) get 1 experience point per point of damage inflicted (ignore armor)
- When defeating an enemy, player characters get the enemy's natural Dexterity as experience points.

Room Cleanup:

- Roll treasures
- Heal / rest

Labyrinth Cleanup: (remind players)

- 5 town days per player
- Total experience and cash
- Handle any stores/Universities