



REINDEER GAMES™

GS 10455

THE WORLD'S EASIEST
ROLE-PLAYING SYSTEM

TWERPS™

BASIC RULES



BY JEFF & 'MANDA DEE

© 1987 Reindeer Games; © 1989 Gamescience

Published and distributed for Reindeer Games™ by
Gamescience, 1512 - 30th Avenue, Gulfport, MS 39501

1. INTRODUCTION

Welcome to **TWERPS™**, The World's Easiest Role-Playing System. To play, you'll need a Game-master (GM), at least one Player, some paper and pencils, and some 10-sided dice (d10). Now start playing.

2. CHARACTER GENERATION

Every **TWERPS™** character has a combat Strength score. To determine a beginning character's Strength, roll 1d10 and consult the table below.

DIE ROLL:	CHARACTER'S STRENGTH:
1	3
2-3	4
4-7	5
8-9	6
10	7



3. THE COMBAT SYSTEM

Time and Distance Scale:

1 hexagon or space represents a distance of 10 feet; one round of combat represents 10 seconds. To fight unarmed, the combatants must be together in the same hex. Up to four characters may be in a single hex at the same time. Only two allied characters may be in a single hex at one time.

Movement:

Characters move in order of their current Strength scores, from the lowest to the highest. Each character can move up to as many spaces as he has Strength points at present. If a character runs, he may do nothing else in the turn, but he may move twice his normal movement (see Other Actions).

Order of Movement and Attack:

When comparing current Strengths to find the order in which characters go, on a tie, player-characters always take priority. If multiple players are tied, or multiple NPCs, they may decide among themselves who goes first.

Movement Restrictions:

A character must stop upon entering a hex containing a hostile opponent. When in such a hex, the character can not leave unless he has scored a hit on his opponent in the previous round without being hit by him. If this is the case, the character may retreat 1 normal move at a cost of his action for the turn (see Other Actions).

A character may only move once and act once on any given turn. A character with a Strength 9 who goes on 9 but is wounded on 8 for 2 points (reducing his Strength to 7) does not get to go again on 7. However, wounds do apply if the character hasn't gone yet; if the 9-point character is wounded for 2 on 10, then his current Strength becomes 7, and he must now wait til 7 to act.

Combat:

Characters attack in the opposite order, from highest current Strength to lowest. To resolve an attack, the attacker and defender each roll a die and total their results with their current Strengths. If the attacker's total exceeds the defender's, then the attack hits and the defender takes damage (see Damage).

Other Actions:

Characters can do other things besides fighting,

of course, but they must do so in place of attacking in their turn. Success in non-combat activities is covered under "How To Do Everything".

Damage:

When a character takes damage, it reduces his current Strength. When current Strength is one (1), the character is rendered unconscious and will not wake up until the end of the fight, or until another character uses his turn to awaken him. When current Strength is zero (0), the character dies.

A normal, bare-handed attack inflicts 1 point of damage.

Weapons:

Characters may use weapons in combat. Using a weapon may modify a character's chances of hitting or allow more damage to be inflicted.

Sample Weapon Statistics:

Weapon:	Plus to hit:	Damage:
Dagger	0	2
Sword	1	2
Club	1	1
2-hand Sword	2	2

Missile Weapons are weapons that can strike from a distance.

Sample Missile Weapons:

Weapon:	Plus to Hit:	Damage:	Range:
Rock	-1	1	3 hex
Dagger	0	2	4 hex
Bow	1	2	7 hex
Pistol	0	2	5 hex
Rifle	1	3	10 hex

Range:

No missile weapon may be fired at an opponent in the attacker's own hex. There is a Range Modifier to missile attacks: range in hexes/3 (round down) is subtracted from the roll to hit.

A armor:

A armor protects characters from being hurt in combat.

Sample Armor Statistics:

Armor: **Plus to defensive Strength**

Leather	1
Chainmail	2
Plate Mail	3

Multiple Characters in Melee:

An attacker may only engage one opponent at a time, and only that one opponent is subject to Movement Restrictions.

Healing:

After combat, any characters who are still alive may restore their Strength scores to their original values.

4. HOW TO DO EVERYTHING

When characters try to do anything too difficult to be a sure thing, they must make a Saving Roll. A Saving Roll is just like a roll to hit, except that the defender is not another character, but rather a "Difficulty Level" from 1 to 10 set by the GM. If the character's total beats the Difficulty total, then the character is successful.

5. ADVENTURES

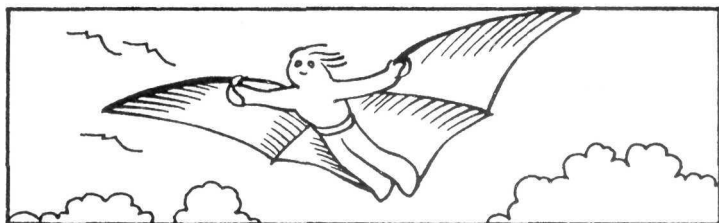
Players go on adventures. The GM either makes it up on his own or uses a pre-packaged one.

Non-player Characters (NPCs):

NPCs are run by the GM. He determines their identities, Strengths, and behaviour. Random Strengths can be rolled on d10.

Experience:

After any battle, each surviving character on the



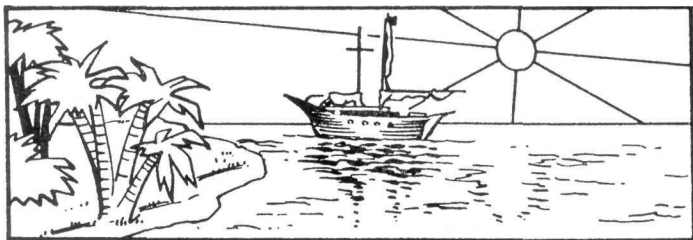
winning side gets 1 Victory Point (VP). VPs can be traded in for a Strength increase.

Cost = Present Strength in VPs for a Strength increase of +1.

Introductory Adventure: WATERY DEPTHS

The players' friend, Professor Dory, invites them to join his expedition. The Mangod, a small sailcraft, went down in 1981. Its owner is paying the Prof to bring him only one thing: a 15-pound stature of the hero Gilgamesh. The players will each receive 500 bucks if the mission is completed.

After signing insurance and release papers, the players sail to Tongkau in the Marshall Islands, a US Trust Territory. Between rocky reefs and sandy shore floats Prof. Dory's sailboat, the Lucky Lady.



The ship is equipped with the following: 2 water lanterns which can light up 1 hex plus all those touching it; 100 feet of rope; drink (including beer); food (Prof. Dory is an excellent cook).

For each person on board there is one of the following: surfboard; speargun (use pistol statistics); lifejacket; knife; and scuba gear. Scuba gear includes flippers, which add 1 to water movement, but -2 to shore or deck movement.

GM's notes: When players dive to inspect the wreck, Prof. Dory will warn them of the Dull Brown Sharks which inhabit these waters. Shark: Strength 7, bite does 2 points of damage. 1 for every 2 divers (add

Prof. Dory if you need an even number). Prof. Dory: Strength 5.

The wreck lies in Hex no. 6. When the players swim close enough, put the wreck counter on the map to show its position.

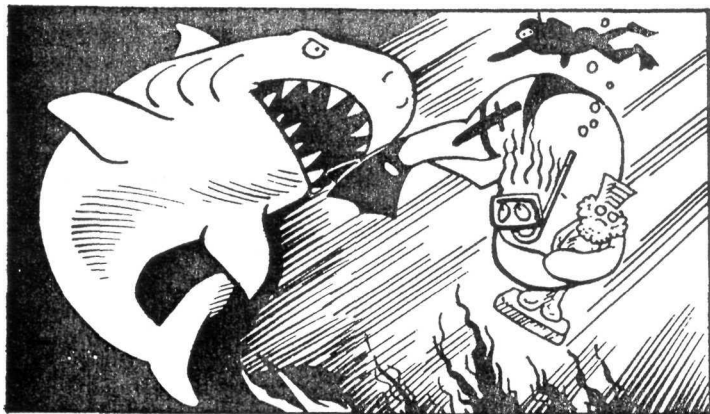
When in the hex with the wreck, the statue is visible, lain across a seat on deck. To swim carrying it requires a saving roll versus Difficulty Level 5 (add swim fin bonus).

Swimming movement is $\frac{1}{2}$ Strength rounded up; sharks may have their full 7 points of movement, however.

If players chip away any of the gaudy paint on the statue, they will see that it seems to be made of pure gold!

If you've enjoyed discovering The World's Easiest Role-Playing System, then be sure to look for these **TWERPS** supplements:

Kung Fu Dragons (Campaign Book 1).	\$2.00
TWERPS Magic.	\$2.00
Fly-By Knights (Campaign Book 2).	\$2.00
Space Cadets (Campaign Book 3).	\$2.00





I crept along the alley, alert for signs of trouble. And then, suddenly there was some! For, from around a corner, in this darkened midnight alley of all places, came the most terrifying sight I had ever seen. It was... an opponent!

"Oh, yeah?!" rang my war-cry, and brandishing my trusty fists, I leapt upon him and hurt him. Then I hurt him some more, and he hurt me back. But pretty soon I had defeated him, and, there being no sign of further pursuit, I crept onwards towards my destination...

TWERPS™

Includes a complete mini-adventure, "Watery Depths".

TWERPS™

Expansion Sets and
Campaign Packs available!