Converting Classic D&D to SIMGENS

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This document provides some suggestions for playing classic D&D adventures from the 1970s and 1980s using SIMGENS. There are several different versions of D&D, even from that time period (not to mention the proliferation of versions since). The particular one I have in mind is described in the Rules Cyclopedia (RC) published by TSR in 1991: that one is relatively simple, yet complete, and is a natural fit for this conversion. However, these suggestions are general enough that they should work for any version of D&D.

Note that most of the conversion described here can be done "up front," when creating player characters or preparing adventures. Actual play occurs using the SIMGENS rules, supplemented by the material in the RC pertaining to things like spells, monsters, magic items, etc. This should make play extremely fast and fun!

1. Abilities and Skills

Use the D&D character abilities (Strength, Intelligence, etc.) unaltered. Use the skills listed in § 2 of this document, plus any extra skills you want to add (Chapter 5 of the RC has some more good ideas). Remember that you can always add new skills to the game as appropriate; you're not bound by this list or any initial list.

To match the system with the way D&D already works, the skills go from 1–20, instead of 1–10 as in standard SIMGENS. That means that skill rolls use d20 instead of d10. Effectively, compared to ordinary SIMGENS, everything is multiplied by 2.

1.1. Generating Skills

D&D characters have many different capabilities, most of which are determined by their class/race (AD&D treats class and race as separate concepts, while RC D&D folds them together) and level. Examples include weapon fighting capabilities, spell casting capabilities, lock-picking or noise-hearing capabilities, saving throw capabilities, etc. These capabilities are handled in different ways: most times a high roll on d20 is required, but sometimes (as with thief skills) it's a low roll on d%; and other times, it's some range (for example, elves find secret doors by rolling 1–2 on d6).

Conversion principles. Use the following general principles to convert D&D capabilities into SIMGENS skills:

1. If a D&D capability requires a roll of n or above on d20, translate it to a skill of $20 - n$ in SIMGENS. For example, a first level thief saves against Death Ray/Poison with a 13 or better on 20 (RC, p. 106). That translates to a skill of 7.

2. If a D&D capability requires a roll of n or less on d100, translate it to a skill of $n/5$ in SIMGENS. For example, a first level thief can open locks with a 15 or lower on d100. That translates to a skill of 3 in Entering/Escaping (see § 2).

3. If a D&D capability requires a roll within a range of scores, convert to the corresponding percentage and use principle (2). For example, a character with a success chance of 1–2 on d6 (33%) has skill 6.

Weapons. Assign each character a skill in all the weapons he or she is able to use, according to D&D class/race and level, plus unarmed combat skill. In each case compute the skill by using the character's chance to hit AC 9 given on RC p. 106, as described in the conversion principles. Treat any chance with a dagger next to it as a negative number. Optionally, use the rules given for "Number of Weapon Choices" at RC p. 75 to limit the number of weapons assigned in this fashion. For example, you could say that a fighter starts out at first level with four weapons assigned this way, while other character classes start with two. In any case, additional weapons (and/or additional skill in individual weapons) can be purchased by spending general skill points (see below).

Armor. Classes that can use armor automatically get skill 8 in each type of armor they can use.

Spell casting. There is one skill for each type of spell (clerical, druidic, and magical). A character of level L in a spell-using class automatically gets skill $7 + L$ in the relevant spell type.

Saving throws. These are skills like any other. Translate them according to the conversion principles.

Turning undead. This is a skill like any other. A cleric of level L automatically gets skill $7 + L$ in turning undead.

Thief skills. Translate these using the conversion principles, but convert them to the corresponding skills from § 2. For example, translate Open Locks to Entering/Escaping.

Other class and race functions. Use the conversion principles to translate all other class and race functions into skills. The skills given in § 2 should cover most cases, but in some cases you may want to create special skills for special class functions. For example, it might make sense to have a "Halfling Hiding" skill (RC p. 27), given the special circumstances in which that function is applied. Another option would be to give Halflings the ordinary Sneaking skill from § 2, but note the circumstances in which it can be used.

General skills. Give each first level character a fund of $15 + 2d10$ *award points* to apply to increasing skills, or learning new skills. Give 2d10 award points for each advancement in level after the first.

In most cases, award points should convert to skill points on a one-to-one basis. However, for spell casting and undead turning, it is suggested that you require the expenditure of five award points to obtain one skill point. The reason is that each skill point in spell casting or undead turning really reflects a range of skills (compare saving throws and thief functions, in which several different skills are involved).

Notice that award points can be used in any way the player wants, so for example a fighter who really wants to can learn spell casting! In such a case, all the various factors should be role played: there is the matter of securing a teacher who is willing to take on such a student, the time and cost involved in learning the skills, etc.

Not all applications of this idea will be appropriate: for example, if a clerical order prohibits edged weapon use, then a cleric of that order shouldn't be spending these points to learn edged weapons. Similarly, the DM may rule that certain powers or abilities (turning undead say, or the Mystic's unarmed combat skills) are only available to initiates of an order (i.e., members of the corresponding D&D "class"). However, these kinds of restrictions are left as a matter of role playing, rather than edict, in this system.

1.2. Using Abilities and Skills

Recall that in SIMGENS, most every action is adjudicated via an opposed roll using competency level vs. difficulty level (SIMGENS Rules, § 3.4). To adapt the mechanics to D&D, don't compute competency levels using averages, as stated in the SIMGENS rules. Instead, use the Bonuses and Penalties for Ability Scores table given on p. 9 of the RC, which provides a bonus of +1 for every two ability points above 11, or a penalty of −1 for every two ability points below 10. For example, a character with skill 3 in Entering/Escaping (correlated ability DEX, see § 2.3) and DEX 15 would have a competency of 4 in that skill.

Notice that a character who is untrained in a given skill (i.e., has skill 0) uses just the bonus or penalty of the associated ability as the competency score. This means the competency score may be 0 or even negative! However, even with a negative competency score, the character should have a chance to do most things, unless the difficulty level is very high. Of course the DM can always rule that a given action is impossible without at least some training in the relevant skill. Or the DM could require an INT or WIS check first, to see whether the untrained character is able to make an attempt.

Otherwise, for the most part, the use of abilities and skills works as in ordinary SIMGENS, except that the attempt and opposing rolls both use d20. The competency level usually comes from the skill of the character (or NPC or monster) attempting the action. Many times the difficulty level will come from the defender's own competency level in whatever skill is used to oppose the action. Where the difficulty level is not obvious, either make one up or, when in doubt, use a default of 10. If you are making up a difficulty level, remember to use the Rule of Ten (SIMGENS rules, § 2.3): think about how difficult (or easy) the intended action is on a scale of 1 to 10, and assign a difficulty on that basis; then (because of the D&D conversion) multiply the result by 2.

Here are some particular cases to note:

Opening doors, bending bars, etc. Use an opposed roll against Strength. A normal door has difficulty 6−8; bars and gates have difficulty 10−12; and locked, barred, or magically held doors have difficulty 14 and up.

Secret doors. To detect secret doors (e.g., by tapping on a wall to find a hollow spot, or simply by noticing a strange crack in the wall), use Noticing. To figure out how to trigger a secret door once it is detected, use Entering/Escaping.

Listening at doors. Use Noticing to notice something, Discerning to identify the sound or make out the words.

Surprise. Surprise comes into play when (1) one party is trying to ambush another, or (2) one party detects the other while the other is still unaware. Sometimes, it will be obvious when surprise occurs — e.g., one party is lying in ambush or making an effort not to be detected, while the other is making a lot of noise, casting light around, not paying attention, etc. Otherwise, if one side is attempting stealth, and it is not obvious whether the other side is aware, then use the first side's Sneaking ability opposed by the other side's Noticing (if there's no prior knowledge of something amiss) or Discerning (if the other side is on guard or investigating). If neither side is attempting stealth, have each side make a Noticing roll against an appropriate difficulty level; failure on this roll indicates surprise. Notice that it is possible for both sides to be surprised, which is consistent with classic D&D.

Combat. Combat works mostly as in SIMGENS, except that armor class functions as in D&D, and armor doesn't absorb damage. See § 3 for more details, including simple rules for unarmed combat.

Spell casting. A spell casting skill of $7 + L$ entitles a character to cast spells as an ordinary D&D caster of level L. For example, a character with skill 10 in magic user spells has the casting ability of a third level magic user. Notice that casting ability is keyed to *skill*, not competency: any skill bonus (or penalty) affects saving throws (see below), but it does not affect the number or kind of spells a caster may cast.

A character with a spell casting skill of less than 8 (but greater than 0) functions as a first level caster. However, he or she must make an attempt roll against difficulty level 8 for each spell cast. Failure means that the spell has no effect (but the spell slot is still used up). You can also require an attempt roll (at any skill level) for spell casting in difficult situations, e.g., during combat.

Turning undead. To turn undead, subtract 7 from the skill in turning undead and use the result as the "Cleric's Level" on the Turning Undead Table (RC p. 15). If the result is less than 1, then use the Level 1 column, but subtract 1 minus the result from the 2d6 roll. For example, a character with skill 5 in Turning Undead would need to roll a 10 or better to turn a skeleton.

Saving throws. To save against a spell or other effect caused by a skilled adversary, use an opposed roll with the attacker's spell casting competency (skill plus ability bonus) vs. the defender's saving throw competency. Where it's not clear what the attacker's competency is, either make one up or use a default of 10.

1.3. NPCs and Monsters

For the most part, NPCs and monsters just need the following skills:

1. Their "to hit" skill for each available attack type.
2. Their saving throw skills.
3. Any spell casting or (for NPCs) other class functions, such as turning undead.

Where possible, these scores should be computed before the adventure begins. For NPCs with classes, the procedure is exactly as stated in the previous sections. For monsters, use the conversion principles to compute the corresponding skills. If no caster level is given, assume a skill corresponding to the lowest level that can cast the spell. Of course you can elaborate NPCs and monsters by giving them any other skills you wish.

2. Skill Descriptions

The following skills are taken from my AD&DR rules, except that to make things simple, I include just one skill for each broad type of spell casting (cleric, druid, and magical) instead of one skill for each different subtype (abjuration, conjuration, etc.). Also, I omit psionics skills here, as RC D&D doesn't include psionics.

The skills are divided into the following eleven groups or bundles of related skills: Arms & Armor, Awareness, Clandestine, Commerce & Manufacture, Diplomacy, Entertainment, Knowledge & Lore, Movement, Nature, Saving Throws, and Spells. For each skill, I provide a suggestion for the correlated ability in parentheses. This is followed by a short description of the skill, where the description is not self-evident.

2.1. Arms & Armor

Armor and shield (DEX). Separate skill must be taken for each separate armor and shield. At the DM's discretion, skill with one armor or shield can carry over to a similar one, perhaps with a slight penalty.

Armor skill comes into play when (1) a character with low skill (less than 8) attempts to use armor; or (2) any character attempts to do something difficult (like jumping around or casting a spell) while wearing armor. In the first case, an attempt roll is required basically to do anything while wearing armor; failure means the intended action was not accomplished. In the second case, an attempt roll is required to do the difficult action. Note that casting spells while wearing armor is extremely hard (difficulty 18 and up) and will probably fail in most cases, even with very skilled armor-wearers (which spell casters are usually not!). Where armor makes an action more difficult (e.g., Sneaking) you can adjust the difficulty level according to the AC. For example, you can use $20 - \text{AC}$ as the difficulty level.

Striking weapons (STR). Separate skill must be taken for each weapon. The striking weapons are the "melee" weapons from D&D plus "unarmed" (striking with a fist, grappling, etc.). At the DM's discretion, skill with one weapon can carry over to a similar weapon, perhaps with a slight penalty.

Missile weapons (DEX). Separate skill must be taken for each weapon. At the DM's discretion, skill with one weapon can carry over to a similar weapon, perhaps with a slight penalty.

2.2. Awareness

Deciphering (INT). Includes reading ancient languages and codes. With regard to magical scrolls and tomes, Deciphering might be able to discern what the writing is about, but magical ability is required to make it function (except for curses of course).

Direction Sense (INT). Includes finding compass direction, which way is up, or direction to a known position or destination. Can be used both underground and in the wilderness (or anywhere else, though on another plane there's a penalty because of unfamiliarity).

Discerning (INT, WIS). Includes reading or making things out at a distance, hearing things (including listening at doors), and focused search. Can be used in underground settings to attempt to discern things like direction and distance. Also includes "reading" people's emotions and motives. Often comes into play after Noticing (q.v.).

Noticing (WIS). Includes noticing any unusual sights, sounds, smells, something amiss, etc. Can be used for noticing unusual stone work, something that's recently changed, the passage of a creature, a noise, an ambush, etc. Can counteract Sneaking in potential surprise situations. In general, Noticing draws your attention to something interesting; while some other skill like Discerning, Deciphering, or Tracking would be used to find out more information about it.

Tracking (WIS). Following tracks. Noticing (q.v.) might alert the character to the presence of tracks, but Tracking would be required to follow them.

2.3. Clandestine.

Disguise (WIS). Making yourself up to look like someone or something you are not. To judge disguises you can use a Noticing roll to see if an observer notices anything amiss. A successful Noticing would then allow an opposed roll of Disguise vs. Discerning to discover the ruse. The difficulty level increases for more difficult disguises, e.g., altering your height, weight, or race.

Entering/Escaping (DEX). Encompasses the traditional thief function of Open Locks. Also escaping from ropes, chains, or bonds.

Sabotage (INT, DEX). Encompasses the traditional thief function of Find/Remove Traps. Also demolition, destruction, laying traps, booby traps, etc.

Sneaking (DEX). Encompasses the traditional thief functions of Hide in Shadows and Move Silently. Use this skill for anything to do with sneaking around without detection. Often opposed by Noticing (q.v.).

Stealing (INT, DEX). Encompasses the traditional thief function of Pick Pockets. Also used for more elaborate or ambitious attempts to steal things.

2.4. Commerce & Manufacture

Architecture & Engineering (INT). Design of buildings and simple machinery, including siege engines.

Commerce (INT, WIS). Trade, barter, appraisal. Includes knowing how much things are worth and knowing what to say and do to get a good deal. You can average this skill with Law & Customs or Negotiation (q.v.).

Construction (INT, DEX). Procuring materials and hiring labor to build buildings. Design is covered by Architecture & Engineering (q.v.).

Manufacturing (INT, DEX). Fabrication of smaller goods. Design is covered by Architecture & Engineering (q.v.). Includes simple repairs to armor or equipment, with the proper tools.

Tinkering (INT, DEX). Improvising to get something to work, even if the correct tools or materials are not at hand. Includes simple repairs to armor or equipment, with improvised tools. A tinker won't do as good a job as a manufacturer under ideal circumstances, but under non-ideal circumstances the manufacturer may not function at all.

2.5. Diplomacy

Skills in this bundle are useful for interacting with NPCs of all kinds, both friendly and hostile.

Bluffing (CHA). Self-explanatory. Use this skill to fool a goblin raiding party into thinking you are friends with their chief (against a high difficulty level, of course).

Leadership (CHA). Use this skill to try to influence others. Very important for acquiring and retaining henchmen and followers.

Manners (CHA). Etiquette and proper behavior. Useful in conjunction with Negotiation, to show that you belong.

Negotiation (CHA). Use this skill to try to get your way or resolve a difficult situation. Can be used to haggle over goods or talk down an angry opponent.

2.6. Entertainment

These skills are useful for entertaining others, possibly as a prelude to diplomacy or deception, or as a diversion. They are also highly useful for role-playing color. Can you hit that high note? Or hold that liquor? Or win that card game? Let's roll to find out.

Artistic expression (CHA). One for each expression type (singing, lute, etc.). Basic competence in the skill (8 or higher) allows a routine performance. Roll against the skill to attempt to impress an audience or achieve a difficult feat (like a high note or virtuosic passage).

Carousing (CON, CHA). Being the "life of the party," attracting the opposite sex (CHA); holding your liquor (CON).

Gambling (INT, WIS). One for each type (cards, etc.). Use with opposed rolls to play games against others.

Legerdemain (DEX). Simple illusions and sleight of hand, for entertainment value. Successful use of this skill could influence Negotiation (q.v.). Note that this skill could be used in conjunction with Bluffing (q.v.) to convince an audience that the performer has actual magic powers of the Transmutation or Illusion/Phantasm kind.

Juggling (DEX, CHA). Routine use of this skill encompasses straight juggling of 2–3 balls. More balls or more difficult tricks (e.g., while balancing) require a skill roll, with a difficulty level that represents the difficulty of the attempt.

2.7. Knowledge & Lore

These skills represent a highly simplified form of the sage fields of study given at p. 32 of the AD&D DMG. For player character skills, this list seems sufficient without becoming unduly complex.

Chemistry/Alchemy (INT). Making simple compounds. How materials react when combined. Could be used for Potion brewing.

Geography (INT). At the player's option, either a broad knowledge of a wide area or deep knowledge of a specific area.

History (INT). At the player's option, either a broad knowledge or an in-depth knowledge of particular times and peoples.

Laws & Customs (WIS). At the player's option, either a broad knowledge or an in-depth knowledge of particular peoples. Includes common knowledge about religious practices.

Legends & Lore (INT). All the ancient and mysterious things that you have to pore over musty tomes or go to the ends of the earth to learn. At the player's option, can be focused on particular legends or lore. Includes obscure or forgotten religious knowledge.

Medicine (WIS). Use this skill to treat diseases or trauma. The DM is going to have to improvise the use of Medicine on injured or diseased characters, because RC D&D does not have any detailed rules about treating disease or staving off death. One simple rule you could adopt is that if a character is brought below 0 hp, a successful Medicine check is required against difficulty $2n$, where n is the number of hp below 0; otherwise the character dies.

2.8. Movement

All skills having to do with moving around, on foot, on mount, or by conveyance.

Acrobatics (DEX). Everything having to do with balance and coordination, including gymnastics, tight rope walking, swinging, leaping, and landing on one's feat. Athletics (q.v.) is used to see if you can jump far or high enough, or run fast enough; while Acrobatics might be used to see whether you land on your feat or in a heap.

Athletics (STR, DEX, CON). Includes all strenuous exercise: running, jumping, swimming, swinging from ropes or vines. If balance is required, average with Acrobatics (q.v.) or require two rolls. For instance, in the movie *Casino Royale*, Bond used Athletics to leap from a crane to a girder then used Acrobatics to make sure he didn't fall off when he landed.

Climbing (DEX). The standard thief function of Climb Walls.

Riding (DEX). Riding mounts. Horses and similar animals are the most common, but all land, water, and air based mounts are included. Use this skill to stay on your mount, to calm a frightened mount, or to push your mount to keep riding or perform a difficult jump or other maneuver.

Seamanship (WIS). Everything having to do with ships, including navigation, steerage, rigging, sails, oars, maintenance, and provisioning. Average with Commerce if you are trying to evaluate a ship, and with Commerce and/or Negotiation if you are trying to purchase a ship.

2.9. Nature

Animals (WIS). Care and handling of animals, feeding and mating habits, etc. Also hunting, trapping, fishing.

Plants (INT). Agriculture, identification of plants, separating food from poisonous plants, etc.

Surviving (WIS). Staying alive in the wild. Finding food, building shelter, proper clothing and equipment, improvising equipment when none is available. There is a separate skill for each terrain type and climate.

2.10. Saving Throws

In this system, the standard D&D saving throws are target rolls against the appropriate skill. See § 1 for more details.

Death ray or poison (CON).

Magic wands (DEX, WIS)}. For beguiling and charm attacks, use WIS as the correlated ability. For physical attacks (like *fireball*), use DEX.

Paralysis or turn to stone (CON).

Dragon breath (DEX).

Rod, staff, or spell (DEX, WIS). For beguiling and charm attacks, use WIS as the correlated ability. For physical attacks (like *fireball*), use DEX.

2.11. Spells

Essential functions for spell casters. Note that anyone can learn these skills, though only spell casting classes get them automatically in level progression.

Spells, Cleric (WIS).

Spells, Druidic (WIS).

Spells, Magical (INT).

Turning Undead (WIS). The standard Cleric function. Turning uses a check against this skill. See § 1.1.

3. Everything Else

Everything else can work exactly as in your favorite flavor of D&D, with the following modifications.

Time. For purposes of spell durations, casting times, etc., assume that one round of D&D time equals one combat turn of SIMGENS time. The lengths are actually different (one RC D&D round equals ten seconds, while one SIM-GENS turn equals about three seconds), but this difference doesn't matter within the approximate frame of game timekeeping. In fact some versions of the D&D rules say that every combat takes exactly one turn (ten minutes), with the rest of the time after all the combat rounds filled out by rest, treating injuries, etc.

As suggested in § 5.1 of the SIMGENS rules, don't worry about exact time in non-tactical situations. Just keep track of time in the ordinary way (minutes, hours, etc.) remembering that a D&D "turn" equals about ten minutes of game time (see RC, p. 87). For example, if a spell or other effect lasts "three turns" in D&D, that means a half hour. If you need to know more precisely how long an action takes (for example, to determine whether the PCs can complete the action before a spell duration ends), then the answer isn't more exact timekeeping. This is generally impossible anyway, even with precise attention to movement rates: how long, exactly, do non-movement actions take? Instead, determine on a scale of 1 to 10 how likely it is the PCs can do what they want, and roll for it. Use an opposed roll against some ability (for instance DEX, if physical coordination is involved) if that's appropriate.

Movement. As suggested in § 5.1 of the SIMGENS rules, don't worry about exact movement rates in non-tactical situations: just keep track of rough movement rates and (when it matters) who is faster than whom. In tactical situations, scale the D&D movement rates assuming that a normal man (movement rate 40'/round in RC D&D) moves 5 feet per second. For example, a 60' movement rate corresponds to 7–8 feet per second.

Wandering monsters. In the D&D rules, one of the main motivations for keeping careful track of movement and time is to know when to roll for wandering monsters. In SIMGENS, we try to avoid that kind of in-game bookkeeping. It just diverts vital DM brainpower from its primary job, which is to provide a compelling adventure. It's also a pain!

As an alternative, before the adventure begins, you can just mark places on the map where the PCs will (or may) encounter wandering monsters. Or you can simply roll for monsters "every so often" (e.g., when there's a break in the action, or the party hasn't had a good fight in a while).

Weapon speeds and lengths. The classic D&D rules don't incorporate any idea of weapon speed or length. AD&D does include these concepts, but in a cumbersome way. In a SIMGENS-based D&D game, you can use the suggestions in § 5.6 of the SIMGENS rules to make up speeds for the various D&D weapons. Relative length is usually obvious from the weapon descriptions.

Encumbrance. Forget about the complex encumbrance rules in D&D; just use the suggestion in § 5.2 of the SIM-GENS rules, or something like it.

Money, equipment, and treasure. These can work exactly as in D&D, except that for simplicity, you can use the value point system described in § 4.1 of the SIMGENS rules, with a ratio 1 gp = 1 value point. Basically, that means rounding costs off to a logarithmic scale: that is, an item worth 1 gp or less according to the D&D rules corresponds to 1 value point, an item worth more than 1 and up to 10 gp corresponds to 10 value points, etc. Then you can award treasure and compute purchase costs in value points: for example, money or treasure worth 10 value points purchases (or can be bartered for) roughly 10 items worth 1 value point. This keeps things simple and approximate.

Armed combat. Use the SIMGENS combat rules, with the following modifications:

1. In resolving attacks against defending or undefended opponents, use $20 - AC$ as the difficulty level, where AC is the defender's AC. The AC already takes into account armor, dexterity, shield, etc. Attacks against undefended opponents should use the armor-only AC (i.e., no DEX bonus or shield bonus).

2. Keep a record of character (and NPC and monster) hit points, as in standard D&D. Weapons do normal D&D damage, and damage is subtracted from the target's hit points in the standard way.

3. As in D&D, armor does not absorb damage in this system (it just deflects attacks).

If there are particular maneuvers or combat ideas from D&D that you like, convert them to SIMGENS: figure out an ability or skill to roll against, a difficulty level, and a result for a successful outcome (and possibly a bad result for an unsuccessful outcome!). However, try to use the principles of SIMGENS to simplify and streamline wherever possible. For example, take the rules for using a bola on p. 64 of the RC. They're kind of neat. But who is going to be able to remember, let alone apply, all those rules in the heat of play? It just bogs things down. Instead, do something very simple. For example, say that to use a bola to entangle the defender, the attacker has to succeed on an opposed roll using his bola skill vs. the defender's DEX. If he succeeds, then the defender is entangled until he can make a successful DEX roll vs. difficulty $10 + n$, where $n \geq 0$ is the amount by which the attacker's roll succeeded.

Unarmed combat. Here are some simple rules for unarmed combat (borrowed from AD&DR):

1. *Punching.* This is just a striking attack, using unarmed striking skill. Damage is $1 + $ STR bonus, with a minimum of 1 (RC, p. 110). Double your STR bonus if striking with mailed fist or pommel.

2. *Grappling.* Make an unarmed strike attack. If you succeed, you're grappling. You can hold the defender immobile for the rest of the combat turn. On the next turn, both grapplers are on equal footing; either can choose to wrestle or try to break the grapple (see below).

3. *Wrestling.* Once you are grappling, you can try to wrestle. Make an opposed STR check against the defender. If you succeed, you can move the defender up to half your speed or wrestle him one position (standing to kneeling, kneeling to prone, prone to pin), making a new check every combat turn. If any check fails, then the winner of the next check can start wrestling this way. A pinned character is effectively helpless until the hold is released.

4. *Breaking a grapple.* Once you are grappling, you can try to break the grapple. Assuming the defender wants to keep grappling, make an opposed STR check against the defender. If you succeed, you break the grapple. If you fail, you keep grappling. If both combatants want to stop grappling, then the grapple is automatically broken.

Multiple attacks. When a high-level character gains extra attacks per round (e.g., RC p. 104) just add the extra attacks to the number of attacks already granted by the SIMGENS rules. For example, in SIMGENS two unarmed attacks are usually possible per turn, see SIMGENS rules § 5.4. Therefore a figher who could make two unarmed attacks per round in ordinary D&D would get three unarmed attacks per turn. For monsters that get multiple attacks, just apply the attacks as in D&D.

Large-scale battles. Use the suggestions for large-scale combat in § 5.9 of the SIMGENS rules instead of the War Machine (RC Chapter 9), Siege Machine, and/or BATTLESYSTEM.

Non-combat functions. Non-combat functions use the SIMGENS skill system, instead of the standard D&D rules, where appropriate. In particular, common functions such as opening doors, bending bars, finding secret doors, surprise, etc. work as discussed in § 1.2.

Experience points and level advancement. In the spirit of SIMGENS, simply dispense with the idea of "experience points," and all the accounting they entail. For extended campaigning where level advancement matters, just decide how fast you want the characters to advance, in adventures per level, and proceed on that basis (see RC p. 129 for some suggestions about this). In the RC, where non-human functions increase with XP after the levels "max out," just treat those increases as new levels. If you want to provide rewards for good play, give out extra skill points or an early chance at level advancement.