

DS-US-01

INTO THE BREACH

ADVANCED COMBAT RULES FOR DUNGEONSLAYERS BY MARCUS BONE



DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

This document presents a number of optional rules that can be used to add further to depth to combat in your Dungeonslayers game.

INITIATIVE

Getting the drop on your opponent can be a decisive factor in any melee. This mechanic allows for more dynamic Initiative scores to be created during combat.

Base Initiative of a character is determined by AGI + RF.

How to calculate Initiative

- Weapon & Armor Initiative
- Any Talents (such as Fast)
- Magical Effects (see below)

When combatants have the same Initiative, use their RF ability to determine order in combat.

DRAWN

If combatants have the same Initiative, use their RF ability to determine order in combat.

MAGICAL EFFECTS

Magic can affect a character's Initiative in many different ways.

- All magic weapons gain bonuses equal to their plus (+) rating.
- Any spells or spell-like effects can temporarily modify Initiative.

WEAPONS & ARMOR

This set of rules has been created to allow the effects of weapons and armor to have more bearing on combat. As such these modify the Attack and Defences section and replaces Weapons and Armour section in the rulebook (see page 11).

Note: Using this set of mechanics does require additional calculations to the hit/damage sequence in Dungeonslayers.

ABOUT WEAPONS AND ARMOR

Weapons and armor modify the Initiative of characters as well as the damage received from a hit.

Note: Under these additional rules weapons and armor no longer modify the Melee Attack, Ranged Attack or Defense of the bearer - there is no WB anymore.

- Certain weapons like twohanded swords and longbows are unwieldy for dwarves, so they are not able to wield them.
- Every character is allowed to wear one helmet, one suit of armour and one set of bracers and greaves at a time. Many types of armor reduce a character's Speed because of their weight.
- Fighters may wear all kinds of armor.
- Scouts may wear every armor.
- Spellcasters are limited to leather armor of healers who are trained in the use of leather armor.
- Every character class may use shields but only in conjunction with onehanded weapons

WEAPON STATISTICS

Weapon Statistics

INITIATIVE MODIFIER (IM)

How to calculate Initiative

Initiative + IM

DAMAGE BONUS (DB)

The amount of additional damage done when a hit is successful with this weapon.

Attack roll + DB

ARMOR PENETRATION (AP)

The amount of armor defence the weapon negates when hitting. AP is reduced from a target's AV rating but can not reduce AV below zero.

AV - AP

ARMOR STATISTICS

Armor Statistics

INITIATIVE MODIFIER (IM)

How to calculate Initiative

ARMOR VALUE (AV)

The amount of protection granted from the armor.

SPEED MODIFIER (SM)

The amount of Speed statistic lost when using this armor.

CALCULATING DAMAGE

When a combatant is damaged, the amount of damage done (i.e. the number rolled on the D20) is a percentage of the weapon used and Armor of the target.

To determine the amount of damage

1. Roll a D20 to determine hit damage.
2. Subtract the weapon's AP from their AV.
3. Subtract the hit damage from the AV.
4. Subtract total damage from the target's Hit Points.

Example:

Harven (wielding a 2-handed sword), hits a Wolf with a solid 12 (his MA being a 14) and the Wolf fails its Defense roll. To determine his damage he adds his 12 to his weapon's DB (+4) to make his hit damage 16. The GM then calculates the Wolf's AV minus the 2-handed sword's AP of 4 - as the Wolf's AV is 14, 14 - 4 = 10. The Wolf takes 16 Hit points damage. Needless to say, it is not too pleased with this result and turns to attack Harven back...

COMBAT MODIFIERS

Often the locations, actions and positions of combatants will affect the chances each warrior has of hitting and defending blows. The modifiers affect the hit/damage sequence in Dungeonslayers.

CRITICAL FUMBLES

Rolling a 20 on the D20 represents a critical failure. There are times when such a roll could mean nothing more than a fumble, through striking yourself or a comrade in the swirl of combat.

The Critical Fumble table allows you to determine the result of a fumble.

ROLLING A FUMBLE

The chance of a fumble occurs when a character rolls a 20 on their D20 during combat (or in any other situation the GM deems appropriate).

To see if this critical fail is a fumble the player must make an AGL+DX roll. If this roll is also a failure, then roll a D20 and consult the Critical Fumble Table (see below).

CRITICAL FUMBLES	
D20	Effect
1-3	Strike Comrade
4-5	Fall
6-8	Weapon damaged
9-13	Slip
14-16	Armor Damaged
17-19	Drop Weapon
20	Bad Fumble

DESCRIPTION OF EFFECTS	
Strike Comrade:	You hit a comrade (or yourself if no comrade is available). Resolve attack as per usual (ignore Fumbles).
Fall:	At half Defense while prone, and act last.
Weapon damaged:	Weapon is damaged and is reduced by either 1 MA or 1 AV (whichever is higher) for the duration of the combat.
Slip:	You slip and lose your footing. At half Defense until you get up.
Armor Damaged:	One random piece of armor is damaged (as you stretch to attack) and is reduced by 1 AV until repaired. Wooden shield break.
Drop Weapon:	You drop your weapon. You are unarmed until it is retrieved.
Bad Fumble:	Roll twice on this table (ignore any further 20s).

Weapons	IM	86	AP	Notes	Cost
51 Y	-1	+2	2		6GP
6UhYU Yf&L	-3	+3	3		7GP
6ckZc\cfhf&L	+3	+1	0		6GP
6ckZ@cb[f&L	+2	+2	1		10GP
Club	-1	+1	1		2SP
Crossbow, light (2h)	-2	+2	2		8GP
Crossbow, heavy (2h)	-4	+3	3		15GP
Dagger	+2	+0	0		2GP
Hammer	+0	+1	2		7GP
Mace	+0	+1	2		7GP
Quarterstaff (2h)	+0	+1	0	Targeted Spells +1	5SP
Sling	+1	+0	0		5SP
Spear	+1	+2	2	Can be used for melee and ranged combat	1GP
Sword, Short	+2	+1	0	Values are also applicable to scimitars	6GP
Sword, Long	+1	+2	0	Values are also applicable to falchions	7GP
6kcfZ6fcUX	-1	+2	2		8GP
Throwing dagger	+2	+0	0	Can also be used for close combat	2GP
Two-handed sword (2h)	-4	+4	4		10GP

Armor	IM	AV	SM	Notes	Cost
Chainmail	-2	+3	-0.5		10GP
@Yh YfVUWg#fYU Yg	-1	+2	0	on arm & leg	4GP
Leather jerkin	-1	+2	0		4GP
Plate bracers	-1	+1	-0.5		7GP
Plate armor	-4	+4	-1		50GP
Plate greaves	-1	+1	-0.5		8GP
Plate helmet	-2	+2	+0		6GP
Robe	+0	+1	+0		1GP
Robe (rune-embroidered)	+0	+1	+0	Aura +1	8GP
Shield, Wooden	+0	+1	+0		1GP
Shield, Steel	-1	+2	-1		8GP
Shield, Tower	-2	+2	-1	AV +4 against ranged attacks	15GP

1 : hlgUgthicZVUWgand greaves

COMBAT MODIFIERS		
Situation	Attacker	Defender
Attacking prone target	-	½ Defense
Attacking up hill	-2 MA	+2 Defense
Attacking target behind partial cover	-	+4 Defense
Attacking target behind full cover	-	+8 Defense
Attacking target in a doorway	-	+4 Defense
Hf[YigtYUWcXncWjcb! < YUX	-	+4 Defense
Hf[YigtYUWcXncWjcb! < UbX	-	+6 Defense
Aiming a ranged weapon	Z%F5#fci bX	-
Firing a ranged weapon at a prone target	-4 RA	-

1 : a U "Z%F5

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by Marcus Bone

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