

Combat

Dragon Warriors Reference Sheet (p66)

Combat is resolved in rounds with the participants acting in order of their Reflexes.

hit Roll (p66)

Attacker rolls $1d20 \leq (\text{Attack} - \text{Defence})$ to hit.

Regardless of Attack and Defence, a 1 is always a critical hit (automatically hits and bypasses armour) and a 20 always misses.

Armour Bypass Roll (ABR) (p66)

Roll **OVER** Armour Factor (AF) of opponent's armour with the armour bypass dice to inflict damage. If Strength is 16+, then +1 to ABR. If Strength is 19+, then +2 to ABR.

Shields (p68)

Roll 1 on a d6 to deflect even a critical hit with a shield.

Multiple Opponents (p68)

Multiple attacks against an opponent split his Defence. Defender may split his Defence between up to 3 attacks, after which Defence is zero against further attacks.

Missile Combat (p68)

Defence is not applicable to Missile Combat. Instead, modifiers are applied to the hit roll based on range, movement, size of target, and lighting (other modifiers apply at the GM's discretion).

	Short (±0 to hit)	Medium (+3 to hit)	Long (+7 to hit)
Arbalest (d12, 5)	50m	250m	450m
Bow – Normal Arrow (d6, 4)	50m	125m	250m
Bow – Bifurcated Arrow** (d3, 5)	25m	62.5m	125m
Bow – Bodkin Arrow** (d8, 3)	50m	125m	250m
Bow – Barbed Arrow** (d6, 4)	50m	125m	250m
Crossbow (d10, 4)	25m	75m	250m
Dagger (d4, 3)	10m	20m	25m
Javelin (d8, 4)	15m	25m	35m
Longbow (d8, 4)	50m	150m	300m
Rock (d3, 2)	10m	15m	20m
Sling (d6, 3)	25m	75m	100m
Throwing Spike (d2+1, 2)	10m	20m	25m

Target is...	Adjustment to die roll
...at short range	No adjustment
...at medium range	+3
...at long range	+7
...small or crouching	+2
...moving slowly	+2
...moving quickly	+4
...in poor light	+3 or more (at GM's discretion)

Weapon	ABR	Dam†
Arbalest	d12	5
Battleaxe*	d8	6
Bow	d6	4
Crossbow	d10	4
Cudgel	d3	3
Cup-hilted Rapier**	d6	3
Dagger	d4	3
Flail	d6	4
Flanged Mace**	d8	4
Hammer, Flat Head**	d6	3
Hammer, Pick Head**	d6	4
Footman's Flail*	d6	5
Halberd*	d10	5
Javelin	d8	4
Longbow	d8	4
Longsword*	2d4	4
Mace	d6	4
Morning Star	d6	5
Poleaxe	d12	4
Quillon Dagger**	d6	3
Rock	d3	2
Scourge	d2	3
Shortsword	d8	3
Sling	d6	3
Spear*	2d4	4
Staff	d6	3
Sword, 1H	d8	4
Sword, 2H*	d10	5
Sword Breaker	d4	3
Throwing Spike	d2+1	2
Unarmed	d3	2
War Axe	d6	5
War Lance	2d4	6
Warhammer	d10	3

† Strength 16+: +1; Strength 19+: +2

* These melee weapons are 2H.

** See Signs & Portents #65 for special rules for these weapons.

Armour	AF
None/Clothes	0
Gambeson/Soft Leather	1
Padded Armour/Ringmail/ Hard Leather/Mail Vest	2
Mail Hauberk/Plate Cuirass	3
Mail Armour/Scale Coat	4
Plate Armour	5



Special Combat Rules

Dragon Warriors Reference Sheet (pp71 & 122)

Attacking with Speed (p71)

Fast-moving attacks cannot be blocked using Defence but are instead dodged using Evasion. These attacks will have a Speed score, not Attack score.

$$d20 + \text{Evasion} \leq \text{Speed} = \text{HIT!}$$

Description	Speed	Example
Easily Evaded	5	Toppling Statue
	6	
Very Slow	7	Drifting cloud of gas
	8	
Slow	9	Hurled chair or other slow-moving object
	10	
Average	11	Rolling boulder
	12	
Fast	13	Trapdoor opening underfoot
	14	
Very Fast	15	Dragon's flame
	16	
Extremely Fast	17	Javelin
	18	
Dazzling	19	Beam from a Ring of Red Ruin
	20	

Movement and Retreating (p72)

Move up to a quarter normal movement rate and still act/attack. Increases to half normal movement in the surprise round.

Normal movement is 10m for a human character.

Retreat Defend normally and move quarter normal movement away from combat.

Rout Turn and run. Opponent gets a final free melee attack against a Defence of zero with no chance of striking shield.

Poison (p122)

Roll against Strength on 2-4d6. Succeeding results in HP damage over one or more rounds. Failure results in death.

Type of Strength

Poison	Test	Damage taken if roll successful
Weak	2d6	First combat round: 1d3 HP Subsequent rounds: None
Normal	3d6	First combat round: 1d4 HP Second combat round: 1d3 HP Subsequent rounds: None
Strong	4d6	First combat round: 1d6 HP Second combat round: 1d4 HP Third combat round: 1d3 HP Subsequent rounds: None

Morale Checks (p122)

Check morale or flee for 10 rounds. If failed, future morale checks against the same creature are with double the creature's Attack score.

$$d20 + \text{Attack} > \text{Rank} + \text{Strength} + \text{Intelligence} = \text{FLEE!}$$

Fright Attacks (p122)

Succumbing to a Fright Attack instantly kills the character.

$$2d10 \leq 1d12 - \text{Rank} = \text{DEATH!}$$

By rank 11, characters are too experienced to suffer from Fright Attacks.

Gaze Attack (p122)

Surprise Gaze Attacks have an 80% chance of catching the nearest 1d4 characters' eye.

Otherwise, chance is only 40% per round each character is engaged with the creature. Each -1 to Attack and -2 Defence the character takes when combating a creature with a Gaze Attack reduces this chance by 10%, to a minimum of 0% for a penalty of -4 Attack and -8 Defence.

