

DEFENSE TOTAL

Quickness + Combat Ability + Weapon Defense Modifier + Stress Die

DAMAGE TOTAL

Strength + Weapon Damage Modifier + Attack Advantage

SOAK TOTAL

Stamina + Armor Soak Bonus

ATTACK ADVANTAGE

Attacker's Attack Total - Defender's Defense Total

RECOVERY TOTAL

Stamina + Medic's Chirurgy or Medicine score+ Magical Aid + Stress Die

NON-COMBAT DAMAGE TOTAL

Damage Bonus + Stress Die

NON-COMBAT SOAK TOTAL

Soak Total + Stress Die

COMBAT SEQUENCE

- I. Roll initiative and calculate initiative order.
- II. Party with highest initiative attacks.
 - a. Attacker rolls and generates an Attack Total.
 - b. Defender rolls and generates a Defense Total.
 - c. Calculate Attack Advantage: Attack Total – Defense Total.
 - d. If Attack Advantage is 0 or less, the attack missed. Move on to step 3. If it is 1 or greater, calculate Damage Total.
 - e. Calculate damage taken by defender.
- III. Repeat attack sequence (II. a. – e.) for party with next highest initiative.

Once all parties have acted once, return to step II. Note that initiative is not re-rolled.

ARMOR

	Partial Armor		Full Armor		
Material	Protection	Load	Protection	Load	Cost
Quilted or fur	1	2	n/a	n/a	Inexpensive
Heavy leather	2	3	n/a	n/a	Inexpensive
Metal reinforced leather	2	2	4	4	Standard
Leather scale	3	3	5	5	Standard
Metal scale	4	4	7	7	Standard
Chain mail	6	4	9	6	Expensive

WEAPONS

	Ability	Init	Atk	Dfn	Dam	Str	Load	Cost
Dodge	Brawl	0	n/a	0	n/a	n/a	0	n/a

Fist	Brawl	0	0	0	0	n/a	0	n/a
Kick	Brawl	-1	0	-1	+3	n/a	0	n/a
Gauntlet	Brawl	0	0	+1	+2	-3	0	Inexp.
Bludgeon*	Brawl	0	+2	0	+2	-2	1	Inexp.
Dagger	Brawl	0	+2	0	+3	-3	0	Inexp.
Knife	Brawl	0	+1	0	+2	-6	0	Inexp.
Axe	Single	+1	+4	0	+6	0	1	Std.
Club	Single	+1	+2	+1	+3	-2	1	Inexp.
Hatchet	Single	0	+3	0	+4	-2	1	Inexp.
Lance	Single	+2	+4	0	+5	0	2	Std.
Mace Single +1 +3 0 +8 0 2 Std. Mace and Chain Single +2 +3 0 +7 0 2 Std. Spear, Short Single +2 +2 0 +5 -1 1 Inexp. Sword, Short Single +1 +3 +1 +5 -1 1 Std. Sword, Long Single +2 +4 +1 +6 0 1 Exp. Shield, Buckler Single 0 0 +1 0 -2 1 Std. Shield, Round Single 0 0 +2 0 -1 2 Inexp. Shield, Heater Single 0 0 +3 0 0 2 Std. Cudgel Great +1 +4 +1 +7 +1 2 Inexp. Farm Implement Great +1 +3 +1 +5 0 2 Inexp. Flail Great +1 +3 +1 +8 0 2 Inexp. Pole Arm Great +3 +4 +1 +8 0 2 Std. Pole Axe Great +1 +5 0 +11 +1 2 Std. Spear, Long*	Great	+3	+3	+1	+7	0	3	Inexp.
Sword, Great	Great	+2	+5	+2	+9	+1	2	Exp.
Staff	Great	+2	+3	+3	+2	-1	2	Inexp.
Warhammer	Great	0	+6	0	+12	+2	3	Std.

From:

<http://www.bindslet.net/arm/dokuwiki/> - Ars Magica

Permanent link:

http://www.bindslet.net/arm/dokuwiki/doku.php?id=reference_combat&rev=1574287581

Last update: 2019-11-20 23:06

