

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

| Material | Partial Armor | | Full Armor | | Cost |
|--------------------------|---------------|------|------------|------|-------------|
| | Protection | Load | Protection | Load | |
| 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

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

| Weapon | Ability | Init | Atk | Dfn | Dam | Str | Load | Cost |
|--------------------------|---------|------|-----|-----|-----|-----|------|-------------|
| 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 | Inexpensive |
| Bludgeon ¹ | Brawl | 0 | +2 | 0 | +2 | -2 | 1 | Inexpensive |
| Dagger | Brawl | 0 | +2 | 0 | +3 | -3 | 0 | Inexpensive |
| Knife | Brawl | 0 | +1 | 0 | +2 | -6 | 0 | Inexpensive |
| Axe | Single | +1 | +4 | 0 | +6 | 0 | 1 | Standard |
| Club | Single | +1 | +2 | +1 | +3 | -2 | 1 | Inexpensive |
| Hatchet | Single | 0 | +3 | 0 | +4 | -2 | 1 | Inexpensive |
| Lance | Single | +2 | +4 | 0 | +5 | 0 | 2 | Standard |
| Mace ² | Single | +1 | +3 | 0 | +8 | 0 | 2 | Standard |
| Mace and Chain | Single | +2 | +3 | 0 | +7 | 0 | 2 | Standard |
| Spear, Short | Single | +2 | +2 | 0 | +5 | -1 | 1 | Inexpensive |
| Sword, Short | Single | +1 | +3 | +1 | +5 | -1 | 1 | Standard |
| Sword, Long | Single | +2 | +4 | +1 | +6 | 0 | 1 | Expensive |
| Shield, Buckler | Single | 0 | 0 | +1 | 0 | -2 | 1 | Standard |
| Shield, Round | Single | 0 | 0 | +2 | 0 | -1 | 2 | Inexpensive |
| Shield, Heater | Single | 0 | 0 | +3 | 0 | 0 | 2 | Standard |
| Cudgel | Great | +1 | +4 | +1 | +7 | +1 | 2 | Inexpensive |
| Farm Implement | Great | +1 | +3 | +1 | +5 | 0 | 2 | Inexpensive |
| Flail | Great | +1 | +3 | +1 | +8 | 0 | 2 | Inexpensive |
| Pole Arm | Great | +3 | +4 | +1 | +8 | 0 | 2 | Standard |
| Pole Axe | Great | +1 | +5 | 0 | +11 | +1 | 2 | Standard |
| Spear, Long ³ | Great | +3 | +3 | +1 | +7 | 0 | 3 | Inexpensive |
| Sword, Great | Great | +2 | +5 | +2 | +9 | +1 | 2 | Expensive |
| Staff | Great | +2 | +3 | +3 | +2 | -1 | 2 | Inexpensive |
| Warhammer | Great | 0 | +6 | 0 | +12 | +2 | 3 | Standard |

¹ Any improvised bashing weapon such as a rock or hand tool

² Includes spiked clubs, military hammers, and other bashing weapons

³ Includes the lance, if used dismounted.

Ability: The Weapon Ability needed to use this weapon.

Init: The modifier to Initiative.

Atk: The modifier to Attack.

Dfn: The modifier to Defense.

Dam: The modifier to Damage.

Str: The minimum strength score needed to use the weapon. The minimum strength requirements for a weapon and a shield must be met separately.

Load: The contribution that the weapon makes to Encumbrance (page 178).

Cost: A general indication of the cost of the weapon. More expensive weapons are better

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