Into the Breach

Advanced Combat Rules for Dungeonslayers by Marcus Bone

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.

This number can be modified by:

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

Once all modifiers have been calculated, the final Initiative will be used in determining order in combat.

DRAWS

If combatants have the same Initiative, use their RF ability to determine who goes first.

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 temporary 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 amount of damage they inflict (or receive) 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 except plate.
- Spellcasters are limited to cloth armor with the exception 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

Weapons have three statistics:

INITIATIVE MODIFIER (IM)
This modifies a user's Initiative when they use this weapon.

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 has three statistics:

INITIATIVE MODIFIER (IM)
This modifies a users Initiative when they use this weapon.

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 modified by the Damage Bonus (DB) of the weapon used and Armorof the target.

To determine the amount of damage done:

> **1.** Add the Weapon's DB to the rolled damage to determine hit damage.
>
> **2.** The target calculates their final AV (subtracts the weapon's AP from their AV).
>
> **3.** Subtract the hit damage from the target's final AV to determine total damage done.
>
> **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 final AV, which is zero (AV of 1 minus the 2-handed sword's AP of 4 – as noted the final AV can not be less than zero). Subtracting the Wolf's AV (zero) from the hit damage means that 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 Combat Modifiers Table can be used to reflect these situations.

CRITICAL FUMBLES

Rolling a 20 on the D20 represents a critical failure. There are times when such a roll could mean nothing more than failing to find a gap in your opponent's defences, through though striking yourself or a comrade in the swirl of combat.

The Critical Fumble table allows you to further define the effects of such failures.

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: You end up on the floor. You are at half Defense while prone, and act last next turn.

Weapon damaged: Weapon is damaged and is reduced by either 1 DM, or AP, until repaired. Breakage weapons (i.e. clubs, spears, etc.) break.

Slip: You slip and lose your footing. You act last next turn.

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	DB	AP	Notes	Cost
Axe	-1	+2	2		6GP
Battle axe (2h)	-3	+3	3		7GP
Bow, Short (2h)	+3	+1	0		6GP
Bow, Long (2h)	+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
Sword, Broad	-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
Leather bracers/greaves*	-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

* : this is a set of bracers **and** 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
Target specific body location - Head	-	+4 Defense
Target specific body location - Hand	-	+6 Defense
Aiming a ranged weapon	+1 RA/round*	-
Firing a ranged weapon at a prone target	-4 RA	-

* : max. +10 RA

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ADVANCED COMBAT RULES FOR DUNGEONSLAYERS

BY MARCUS BONE

DUNGEONSLAYERS

DUNGEONSLAYERS IS A PEN-N-PAPER ROLEPLAYING GAME, IN WHICH THE CHARACTERS ARE SLAYING MONSTERS AND LOOTING DUNGEONS IN AN OLD-FASHIONED WAY. THE RULE SYSTEM OF DUNGEONSLAYERS WAS DESIGNED TO BE VERY FAST AND SIMPLE - IN LESS THAN 5 MINUTES YOUR CHARACTER IS READY FOR HIS FIRST TRIP INTO A DUNGEON.

SO, WEAR YOUR CHAINMAIL, DRAW YOUR BLADE, BOW OR SPELLBOOK - THE DUNGEONS ARE AWAITING YOU...