

— *Ars Magica Combat* —

I. Movement

- A. Declarations
- B. Initiative: stress die + Init score
- C. Do Movement, in order of initiative, highest to lowest, in case of conflict
- D. Do Engagements
 - 1. Compare initiative rolls for combat range, or larger range in case of tie
 - 2. Difference between initiatives is given to winner as a first strike bonus (ATK or DEF)
 - 3. In later rounds may try and change range, but no new first strike bonus

II. First Missiles

- A. See p. 164 for RoF
- B. Base ease is 6+, 9+ for moving target, 12+ for sprinting target
 - 1. Into combat +3, if that makes you miss, hit a friend
- C. stress die + ATK to hit
- D. damage is DAM + amount attack hit by, subtracting Soak. Lose 1 Body / 5 points (round down)

III. Melee

- A. May always change statement to Brawl
- B. Each combatant adds stress die + ATK and same stress die + DEF
 - 1. Remember first strike bonus
 - 2. -6 for one range inside weapon's optimal
 - 3. -12 for two range inside weapon's optimal
 - 4. -3 for each opponent in excess of 1
 - 5. + any saved points
 - 6. All out attack: +6 to attack, but do not add DEF to defense
 - 7. All out defense: +6 to defense, but no damage
- C. For any $ATK > DEF$
 - 1. Do damage equal to difference + DAM, then divide by 5
 - 2. -or- save for next round

IV. Second Missile

V. Magic

VI. Fatigue

- A. All HtH combatants roll fatigue of 6+ or lose a level