

Phalanx RPG Melee Combat Summary

Melee Combat is broken up into 4 stages.

1. Range

Attacker must be in range with their chosen weapon to damage the enemy they are fighting.

2. Combat Rolls

Combatants both roll a die. The die will either be Might or Guile.

The attacker chooses which type of die is used. Most combatants generally prefer one over the other

Once the dice are rolled and all skills and modifiers are taken into account, the difference between the two dice are recorded.

Whichever combatant's total is the highest (attackers win draws) wins the combat and does damage.

N.B. If a player rolls a 1 during this stage, then their weapon's condition is reduced by 1

3. Armour

The difference between the two dice in step 2 are compared to the armour durability of the loser of the combat

If this is equal to or higher than the durability of the armour, the armour's condition is reduced by the amount of armour damage of the attacker's weapon.

Armour: <i>Leather</i>										Durability: 5	
Condition	10	9	8	7	6	5	4	3	2	1	0
Damage Reduction	8	8	7	6	4	3	3	3	2	1	0
Tracker				X							

This is tracked as shown so that the current damage reduction can easily be referenced.

4. Damage

The damage to the losing combatant, assuming the combatant is in range, is the total of the attacker's weapon's health damage, plus the difference between the dice rolls in step 2.

This is then reduced by the current armour value of the defender's armour.

Weapon: <i>Claymore</i>				Type: <i>Blade</i>	
Armour Damage: 2				Notes:	
Health Damage: 14					
Max Condition	5	Current Condition	4		

4.1 Shields

If a shield bearer is damaged, then they may roll a die associated with their shield to reduce the damage.

The result of the die reduces the damage by this amount.

Some shields have a bonus which reduces additional damage.

Shield: <i>Kite</i>				Ability Used: <i>Might</i>	
Damage Reduction: +1				Notes:	
Max Condition	3	Current Condition	3		

N.B. If a player rolls a 1 during this stage, then their shield's condition is reduced by 1