

# DR8 // Conflict

## Resolving escalated situations

This module for **DR8** introduces rules to handle situations that can no longer be resolved with a single roll and a conflict becomes the focus of play.

While **DR8 // Core** is sufficient to resolve almost any situation, some moments benefit from unfolding over time. **DR8 // Conflict** exists to stretch these moments to give focus to a chase, standoff, negotiation or violent encounter.

Instead of measuring progress through damage or hit points, conflicts are resolved through *Momentum* and escalating consequences.

This module builds directly on **DR // Core** and doesn't replace any core rule. Instead, it adds structure and mechanics needed for situations which escalated beyond a single test. Used in combination, **Core** and **Conflict** provide a consistent framework to resolve uncertain situations, whether in brief scenes or extended confrontations.

# Rules

## MOMENTUM

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This module introduces **Momentum** for each character.

A Player Character's *Momentum* is:

$$5 + (\text{Resolve} * 3)$$

Opponent *Momentum* is set by the situation.

Momentum reflects how long a character can stay in a conflict, not how much harm they can take. Losing *Momentum* represents pressure, exhaustion, stress or being forced into the defensive.

When setting *Momentum* for an opponent,

consider how many exchanges it should last, based on situation, physics and determination to continue.

The following are some guidelines for opponent *Momentum* values.

*Short Encounter (around 1-2 exchanges):*

Momentum 3-5

*Medium Encounter (around 3-6 exchanges):*

Momentum 6 - 9

*Major Encounter (more than 6 exchanges):*

Momentum 10+



# Rules

## CONFLICT

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A conflict happens, if a single roll against an opponent in an escalated scene can not determine the outcome of a situation.

***One roll during a conflict represents a full exchange of blows, movement or other actions taken by the involved parties.***

Assign a DR based on the opponent and current situation. Then roll a test as usual.

For each exchange, choose the attribute that best reflects how you engage in the conflict.

**Both** results are **equal or above** the DR  
*The opponent loses 2 Momentum*

**One** of the results is **equal or above** the DR  
*The opponent loses 1 Momentum and you suffer a consequence based on Severity*

**None** of the results is **equal or above** the DR  
*You lose 2 Momentum*

### ***Consequences over Injuries!***

*Momentum loss represents loss of control over the flow of the conflict.*

Describe the loss as loss of control or positioning, not injuries. Injuries may occur if they fit the fiction.

At 0 *Momentum*, the party is automatically out of the conflict.

As *Momentum* is lost or consequences escalate, a character comes under increasing **pressure**.

A character is considered **under pressure** when they are clearly losing control of the conflict: pushed back, outpaced, surrounded, or forced to react instead of act.

While *under pressure*, mistakes are dangerous. Disengaging *under pressure* carries consequences!

Some traits and situations only trigger once a character is *under pressure*.

In contrast to *Momentum*, *pressure* is not tracked, but decided by narration.

*Pressure represents how dangerous a situation has become.* Even with high *Momentum*, a character can still be *under pressure*.

A conflict ends when the narrative dictates it, often when one side is heavily pressured, or when *Momentum* reaches zero.

# Rules

## OPPONENTS & TRAITS

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Opponents are defined by their name, a *DR*, *Momentum* and *Traits*. Traits change how *Momentum* and pressure apply, are negated, or escalate.

A group is also defined by a single opponent definition. They never modify dice, the amount of *Momentum* lost, or change *Difficulty Ratings* directly.

Some example traits:

### **Coward**

When under pressure, the opponent tries to flee.

### **Leader**

Never flees or surrenders while others are still fighting.

### **Armored**

The first *Momentum* loss is ignored.

### **Aggressive**

On a *Success* against this opponent, you lose one *Momentum*.

### **Pack**

On a *Failure* against this opponent, you are immediately considered *under pressure*.

### **ICE Guarded**

The first *Low Severity* against this opponent upgrades to a *Medium Severity*.

### **Protected**

Ignore the first time this opponent would come *under pressure*.

# Rules

## GEAR

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Gear adds traits to player characters.

The **Load** value defines the maximum amount of gear items a character can carry.

The *default Load* of each player character is **two**.

Gear traits only apply when the item is relevant to the situation.

Gear never modifies dice or change Difficulty Ratings directly.

It affects consequences, not success chances.

The following items are examples for possible gear::

### **ICE Breaker**

Lower Severity by 2 once per conflict.

### **Notebook**

Downgrade one unresolved consequence by one Severity Window.

### **Leather Armor**

Ignore the first *Momentum* loss.

### **Plate Armor**

Ignore the first two *Momentum* losses, but you can not flee under pressure.

### **Axe**

On a success, the opponent is immediately under pressure.

### **Smoke Bomb**

You may disengage as the outcome of an exchange, avoiding the *Momentum* loss that would put you *under pressure*.

### **Robust Boots**

On a *Success with Complication* involving movement, you may ignore the complication.

# Examples

## INTERROGATION

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**Situation** - You need answers from a suspect about a missing person.

**Opponent** - Suspect DR8, *Momentum* 6

**Exchange** - You pressure the Suspect with direct questions. -> *Success with complication* (Medium Severity)

**Result** - The Suspect loses one *Momentum*, he admits that he knows something, but the pressure backfires and he refuses to continue without a lawyer.

## SINGLE OPPONENT

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**Situation** - An enforcer blocks your way in a narrow alley. He won't back down.

**Opponent** - Enforcer DR9, *Momentum* 11, Trait: Armored

**Exchange** - You engage and try to overpower him. -> *Success with complication* (Low Severity)

**Result** - Enforcer would lose one *Momentum*, but the enforcer tanks the first blow thanks to his armor. He holds his ground and forces you to keep your guard up.

## GROUP OF OPPONENTS

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**Situation** - A pack of goblins swarms you in the ruins.

**Opponent** - Goblins DR6, *Momentum* 8, Trait: Pack

**Exchange** - You try to break through. -> *Failure* (High Severity)

**Result** - You lose *Momentum* and are immediately under pressure. The goblins circle in, cutting off any escape route.

# Examples of Play

The following examples demonstrates how **DR8 // Conflict** plays along the **DR8 // Core** rules and how it handles a conflict situation which escalated from previous consequences during a solo-play session. It shows how *Severity*, *Momentum* and *Pressure* shapes a situation. They may not be the most interesting play sessions, but they show how **DR8 // Conflict** works.

A  in the text marks the consequence resulting from the previous DR roll.

## EXAMPLE OF PLAY - ZEROWAVE, NETRUNNER

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### PLAYER CHARACTER

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Zerowave, *Netrunner* - Strength 1, Agility 2, Wits 3, Resolve 2, Momentum: 11

Zerowave is a Netrunner. But today he tried to infiltrate a corporation. It didn't go well and a corporate agents is on his heels!

### THE CHASE


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*Opponent:* Corporate Agent - DR7, *Zerowaves's Momentum:* 11  
Momentum 10, Trait: Relentless

#### Relentless


Ignores the first time he would be considered *under pressure*.

#### Conflict Exchange 1


 Zerowave runs across a skybridge connecting both of the corporate buildings to reach a service hatch in the other tower.  
-> **Agility**


 9 & 2 (+2) → *Success with complication*  
- Medium Severity

*Agent's Momentum:* 9

Zerowave reaches the service hatch, but it is guarded by additional agents! It seems they already identified his entrance to the building. He has to search another escape route ()!

#### Conflict Exchange 2

 Zerowave knows about a emergency staircase. And tries to reach it. → **Agility**

 5 (+2) & 3 -> *Success with complication*  
- Medium Severity

*Agent's Momentum:* 8

*Zerowaves's Momentum:* 11

# Examples of Play

## THE CHASE (CONTINUED)

Zerowave reaches the staircase and runs for his life! The Agent is near. Just one error and Zerowave gets captured (⚠️).

💬 *Zerowave was successful until now, but already faced two medium severities. Therefore I see him now **under pressure** even though he never lost momentum.*

### Conflict Exchange 3

🎯 Zerowave runs one level down and hopes, that the service hatch is accessible from this level. -> **Resolve**

🤖 7 & 6 (+2) → Success

Agent's Momentum: 6

Zerowave's Momentum: 11

💬 *The Agent has now lost **four Momentum**. In another session I would consider him **under pressure**, but his trait will cancel it the first time!*

### Conflict Exchange 4

🎯 Zerowave reaches the hatch and tries to escape, but the Agent is persistent and follows him into the hatch! Zerowave tries to crawl faster and faster. → **Agility**

🤖 6 (+2) & 2 -> Success with complication  
- High Severity

Agent's Momentum: 5

Zerowave's Momentum: 11

Zerowave is able to raise the distance, but the Agent pulls a gun and shoots (⚠️)!

💬 *The Agent lost Momentum again and is now also considered **under pressure**!*

### Conflict Exchange 5

🎯 Zerowave can just hope the Agent misses him and tries to get around the corner. Any mistake now and he will face severe consequences! → **Resolve**

🤖 7 & 5 (+2) -> Success

Agent's Momentum: 3

Zerowave's Momentum: 11

Zerowave is able to get around the corner! The Agent lost too much time by pulling out his gun, that Zerowave is able to escape through the service hatch!

💬 *The Agent was already under pressure and lost two Momentum again. This concludes the conflict and Zerowave was able to escape!*



# Examples of Play

## EXAMPLE OF PLAY - KAELIN, THIEF

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### PLAYER CHARACTER

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Kaelin, *Thief* - Strength 2, Agility 3, Wits 2, Resolve 1, Momentum: 8

Kaelin is a thief taking any opportunity presented to make some money.


### SCENE 1 - THE HARBOR WAREHOUSE

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Kaelin plans to break into a merchant's warehouse at the harbor. Rumours say that valuable goods arrived yesterday and the increasing amount of guards support this information.

Two guards at the main entrance and two on patrol around the warehouse. This will be risky.

 *Breaking in* - The site is heavily guarded and timing matters here. → **DR9 Agility**

 1 & 1 (+3 Agility) → *Failure* - Medium Severity


Kaelin misjudges the situation. The window is better secured than expected and it takes more time than anticipated. A guard surprises Kaelin (⚠️)!

 *Medium Severity causes a major shift. This scene does not end, but it changes dramatically.*

### SCENE 2 - ESCAPE INSTEAD OF FURTHER ESCALATION


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That is not the moment to fight! Kaelin tries to escape.

 *Escaping* - Escape is still possible, but the guard is close. → **DR9 Agility**

 10 & 10 → *Success*

Kaelin is able to retreat to test his luck another day.


 *The success resolves the complete scene with one clean roll. No escalation necessary.*


# Example of Play

## SCENE 3 - BETTER PREPARATION, BETTER CHANCES


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Kaelin got himself a grappling hook to get onto one of the balconies. There he has some more privacy to get into one of the doors.

 *Reaching the balcony* - There are still guards around, but Kaelin is a fast climber.  
→ **DR8 Agility**

 8 & 4 (+3 Agility) → *Success with complication* - Low Severity


Kaelin reaches the balcony just in time. One of the guards just got around the corner. Silence is key now (⚠️)!


 *Low Severity just adds a bit tension. Kaelin has to be cautious in following scenes!*

## SCENE 3 - ESCALATION


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Kaelin reaches a locked door and tries to pick it.

 *Lock picking* - The balcony is in the shadows and gives Kaelin some privacy to act. → **DR7 Agility**

 6 (+3 Agility), 1 → *Success with complication* - High Severity

He breaks in successfully, but right behind the door an additional guard awaits him (⚠️)! The guard readies to fight him.

 *High Severity is huge! Control is lost, options collapse, and the situation can therefore not be handled with a single roll. Combat!*

## COMBAT


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*Guard* - DR7, Momentum 8, Trait: Pike

*Combat Exchange 1*

### Pike

As soon as the opponent is *under pressure*, attempts to close the distance doubles the severity of combat rolls.

 Kaelin tries to get past the pike to close the distance. → **Agility**

 9 & 4 (+3) → *Success*

*Guard's Momentum: 6*

*Kaelin's Momentum: 8*

# Example of Play

## Combat Exchange 2

🎯 Kaelin slipped into close combat range and the guard tries to draw a dagger. Kaelin wants to prevent this! -> **Strength**

🎲 2 (+2) & 2 → Failure - Medium Severity

Guard's Momentum: 6

Kaelin's Momentum: 6

Kaelin fails and the guard draws the dagger. The fight gets more dangerous again! Kaelin loses control of the exchange and the guard regains initiative (⚠️).

## Combat Exchange 3

🎯 The guard attacks immediately and Kaelin tries to dodge → **Agility**

🎲 8 (+3) & 8 → Success

Guard's Momentum: 4

Kaelin's Momentum: 6

💬 The guard has now lost **four Momentum** without regaining the control of the fight. He only reacts to Kaelin's actions and is now **under pressure**!

## Combat Exchange 4

🎯 Kaelin tries to take advantage of the situation and strikes with his dagger! -> **Strength**

🎲 9 & 3 (+2) → Success with complication - Low Severity

Guard's Momentum: 3

Kaelin's Momentum: 6

One clean blow and the guard is no more. Kaelin won, but the fight was loud (⚠️)!

💬 Momentum does not represent health! The death happens because the guard was **under pressure** and Kaelin was able to deal a deadly blow!

*Kaelin stands alone in the room, breathing heavily. Everything is quiet - for now, but what happens next is left open.*

The example ends at this point, because everything that matters has been shown.