

DR8 // Combat

Consequences without health points

This module for **DR8** introduces rules to handle violent conflicts in uncertain situations.

Rules

MOMENTUM

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

A Player Character's *Momentum* is:

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

Opponent *Momentum* is set by the situation.

Momentum reflects how long a character can stay in the conflict, not how much harm they can take.

When setting *Momentum* for an opponent, consider how many exchanges it should last, based on situation, physics and fight motivation.



Rules

COMBAT

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

One roll during combat represents a full exchange of blows and movement.

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 fight, not what weapon you use.

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 fight.

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

At 0 *Momentum*, the combatant 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 fight: 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 fight ends when the narrative dictates it, often when one side is heavily pressured, or when *Momentum* reaches zero.

Rules

MOMENTUM PRIORITY

If multiple characters would lose *Momentum* in the same exchange, the one who loses *Momentum* first suffers the narrative consequence first.

By default, *Momentum* loss is simultaneous.

Traits may change *Momentum Priority*.

Losing *Momentum* first means being pushed onto the defensive, reacting instead of acting, and being closer to coming *under pressure*.

OPPONENTS & TRAITS

Opponents are defined by their name, a *DR*, *Momentum* and *Traits*.

A group is also defined by a single opponent definition.

Traits change how *Momentum* and pressure apply, are negated, or escalate.

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*.

Rules

GEAR

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::

Longsword

Your opponent loses *Momentum* first.

Leather Armor

Ignore the first *Momentum* loss.

Plate Armor

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

Shield

You never lose *Momentum* first.

Axe

On a success, the opponent is immediately under pressure.

Dagger

Ignore the first *Momentum* loss on a *Success with complication*.

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

SINGLE OPPONENT

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* (Severity 1)

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

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

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

Exchange - You try to break through. -> *Failure* (Severity 5)

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



Example of Play

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

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

PLAYER CHARACTER

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


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


SCENE 1 - THE HARBOR WAREHOUSE


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* - Severity 5


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

 *Severity 5 causes a major shift. This scene does not end, but it changes dramatically.*

Example of Play


SCENE 2 - ESCAPE INSTEAD OF FURTHER ESCALATION

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.*


SCENE 3 - BETTER PREPARATION, BETTER CHANCES

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* - Severity 1


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

 **Severity 1* just adds a bit tension. Kaelin has to be cautious in following scenes!*


SCENE 3 - ESCALATION

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* - Severity 6

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

 *Severity 6 is huge! Control is lost, options collapse, and the situation can therefore not be handled with a single roll. Combat!*

Example of Play


COMBAT


Guard - DR7, Momentum 8, Trait: Pike

Pike

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

Combat Exchange 1


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

 9 & 4 (+3) -> Success

Guard's Momentum: 6

Kaelin's Momentum: 8

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 - Severity: 3


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
- Severity: 1

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.