

# Ars Magica (4th Edition) Combat Reference Tables

## 1. Initiative, p. 163

$$\text{INITIATIVE} = \text{QIK} + \text{WEAPON SKILL} + \text{WEAPON INITIATIVE BONUS} + \text{ENC}$$

- Declare actions
- State opponent(s) you wish to engage, range(s), and weapon

Initiative Modifiers Table	
Action	Modifier
Character on Horseback	+ Ride Skill and High Ground
Character is Routing	+6, no attack or defense*
Character is Charging	+3
Character on High Ground	+3

\*A routing character may not defend, so he will be hit in melee by any positive Attack roll if he loses the engagement contest.

## 2. Movement, p. 163

- A character on foot may move up to half his allowance and still attack at normal priority.
- A character on horseback may move his full allowance and attack, but first missiles take priority if he moved over half his allowance.

Movement Table	
Speed	Paces Per Round
Walking	9+Qik
Hustling	15 + Qik + Enc
Sprinting	30 + Qik + Athletics + Enc - Wound - Fatigue
Riding (safe gallop)	50 + Ride

## 3. Engagement Contest, p. 164

- Roll initiative each round.
- Roll only once and compare the result against all opponents.
- An engagement contest occurs only if two combatants wish to engage each other at different ranges.
- If there is an engagement contest, the winner chooses the range and gains the difference in Initiative rolls as a First Strike bonus to Atk or Def, this round only.
- Ties go to the longer range.

## 4. First Missiles, p. 165

$$\text{MISSILE ATTACK} = \text{PER} + \text{WEAPON SKILL} + \text{WEAPON ATTACK BONUS} + \text{ENC}$$

- Base difficulty is 6, modified as per the table at right.
- Gain an advantage bonus for each point by which your roll exceeds the adjusted difficulty.
- Remember that helmets penalize all Perception rolls.

Missile Fire Table	
Target Condition	Ease Factor Adjustment
Touch or Reach Range	No firing possible
Close or Near Range	+3
Middle Range	0
Far Range	+6
Target Obscured	+3 or SG's discretion
Target is Unmoving or Slow	0
Target is Hustling	+3
Target is Sprinting	+6
Target is Size Other Than 0	- Size
Target Has Engaged Attacker	Defender's Defense*
Careful Aim (1+ rounds)	-3
Target has shield	+ Dfn value of shield**

\* Defender must engage the attacker in order to use his Defense score.

\*\* Shields may be counted twice vs. missiles: optionally once as part of the defender's Def score, automatically once here.

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## 5. Melee, pp. 166-168

$$\text{MELEE ATTACK} = \text{DEX} + \text{WEAPON SKILL} + \text{WEAPON ATTACK BONUS} + \text{ENC}$$

$$\text{DEFENSE} = \text{QIK} + \text{WEAPON SKILL} + \text{WEAPON DEFENSE BONUS} - \text{SIZE} + \text{ENC}$$

- Roll one stress die (the Combat Die) for attack and Defense, regardless of number of opponents
- Compare Melee Attack + Combat Die to each opponent's Defense + Combat Die.
- If attack is higher, the difference is may be used to inflict damage or for next round's Atk or Def

Melee Modifiers Table	
Situation	Atk&Def Modifier
1 range step within weapon's optimum	-6
2 range steps within weapon's optimum	-12
Fighting with Wrong Hand	-3
High Ground	+3
Charging	+3
Set for Charge	+3

-3 penalty to Attack and Defense for each engaged opponent beyond the first

Brawling Maneuvers Table			
Maneuver	Resisted With	# Wound Levels Replaced	Effect
Attack	Soak	Any	Inflict Fatigue instead of damage
Throw	Dex + Size	2	Defender is on the ground at Close range, attacker is still standing
Tackle	Dex + Size	1	Attacker & Defender fall, remaining at Touch range
Grab Item	Str	2	Winner gains control of item, or drops it if he prefers
Immobilizing	Str + Enc	Any	Each Wound Level replaced gives opponent cumulative -3 to Attack and Defense until he breaks free
Breaking Free	Str + Enc	1	Break free and escape to Reach range

## 6. Damage

$$\text{MISSILE DAMAGE} = \text{WEAPON DAMAGE BONUS} + \text{ADVANTAGE BONUS}$$

$$\text{MELEE DAMAGE} = \text{STR} + \text{SIZE} + \text{WEAPON DAMAGE BONUS} + \text{ADVANTAGE BONUS}$$

Damage Table	
Soak Exceeded By	Body Levels Lost
0-4	0
5-9	1
10-14	2
15-19	3
	etc.

## 7. Second Missiles

A second missile may be allowed, depending on the character's unmodified Initiative score

## 8. Magic

See pp. 71-77

Missile Rate Table		
Initiative	First Missile?	Second?
-20 or worse	Every third round	No
-19 to -10	Even rounds	No
-9 to 0	Yes	No
+1 to +10	Yes	Even rounds
+11 or better	Yes	Yes

## 9. Fatigue

$$\text{COMBAT FATIGUE} = \text{STA} + \text{WEAPON SKILL} + \text{ENC}$$

- Roll Fatigue each round of melee
- Base difficulty is 6
- If the roll fails, lose 1 Fatigue Level