

# DragonRune: Arena of Death!

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## Quick Reference Sheet

### Armor/Weight

Armour/Shield/Helmet	Weight
Light armor	1
Heavy armor	2
Large shield	1
X-Large shield	2
Helmet	1

Weight carried	Champion is:
0 - 1	Light
2	Medium
3	Heavy
4 - 5	Extra Heavy
6 +	Extra-Extra Heavy

### Action Points

Condition Effecting Action Points	Action Point Modifier
XX-Heavy Champion	-3
X-Heavy Champion	-2
Heavy Champion	-1
Light Champion	+1
Light wound (At least one point of strength lost)	-1
Serious wound (Half or more of strength lost)	-2
Entangled	-3
Off-balance	-2

Move 1 hex directly forward.....1 Action Point  
 Move 1 hex in any other direction, without changing facing.....2 Action Points  
 Change facing by one hex side.....1 Action Point  
 Attack with weapon.....1 Action Point  
 Attack with net or lasso.....2 Action Points  
 Attempt to cut free of net or lasso.....1 Action Point  
 Pick up or discard object in same hex.....1 Action Point  
 Shoot bow or throw object.....2 Action Points

### Combat

Attacking Defender's front	+0
Attacking Shield Side — (X-Large shield)	+0
— (Large shield)	+1
— (Small shield or net)	+2
Attacking Weapon Side	+2
Attacking any side with no weapon or shield	+3
Attacking Rear	+3
Defender Entangled	+1
Unarmed	-3
Attacking with Disadvantaged weapon	-1
Each other Champion that has the defender adjacent and in his front hex	+1
Defender's Agility — Slow	+1
— Medium	+0
— Fast	-1
Defender's Size — Small	-1
— Medium	+0
— Large	+1
— Huge	+2

Die Roll	Effect
Double 6	Defending Champion is killed outright.
Double 5	Defender loses shield, net or lasso. These cannot be regained.
Double 4	Defender knocked off balance. -2 Action Points on his next turn.
Double 3	Attacker knocked off balance. -2 Action Points on his next turn.
Double 2	If the attacker is adjacent, then the defender is floored, and must appeal to the crowd. The fight is over. Otherwise treat as 'Defender knocked off balance'.
Double 1	A weapon breaks or is otherwise lost for good. Roll one die. On a roll of 1-3 it is that of the attacker, on a roll of 4-6 it is that of the defender. A Champion without a weapon fights with the unarmed modifier.

Armour/Shield	Save Modifier
No armor	+0
Light armor	+1
Heavy armor	+3
No shield	0
Small shield	+1
Large shield	+2
X-Large shield	+3