

*Articles*

*of*

*War*

A Rules Supplement for  
Labyrinth Lord  
other old-school  
fantasy role-playing games

**Labyrinth Lord**  
**Compatible Product**

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Art by: Billiam Babble

# Articles of War

## Optional Rules for *Labyrinth Lord*

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The combat rules in old school fantasy role-playing have never been designed for realism. They're quick, they're fast, and they're often brutal. Present below are a few optional rules to simplify, streamline or modify combat.

### Weapon Damage By Class

This optional rule makes two fundamental changes to way weapon damage is determined and the weapons a character may wield. Instead each class having a specific list of weapons that they may choose from, any character class may wield any weapon they wish. However, the base damage of all weapons is determined by a character's class and *not* by the damage listed in the equipment section of the *Labyrinth Lord* core rules, per the chart below.

Class	One-handed Weapons	Two-handed Weapons	Ranged Weapons
Cleric	1d6	1d8	1d4
Dwarf	1d8	Not Applicable	1d6
Elf	1d6	1d8	1d6
Fighter	1d8	1d10	1d8
Halfling	1d6	Not Applicable	1d6
Magic-User	1d4	1d4	1d4
Thief	1d6	1d8	1d6

So for example, a magic-user wishes to wield a long sword in combat. When he fights with a long sword, he does a base of 1d4 points of damage. A magic-user with a Strength of 13 would do 1d4+1 points of damage, due to his ability modifier. However, if this magic-user were to hand the very same sword to his fighter ally, the fighter would roll a base of 1d8 for their damage – even though they were both wielding the same weapon.

The reason for this is because the fighter is more skilled, more trained, and more adept at wielding his weapons effectively than his magic-user ally – so he knows how to potentially inflict more damage on the foes he might face. So a weapon's damage is determined by how extensive the martial training of the class.

Other than the changes noted on the chart above, weapons function as normal. A *short sword*+1 still grants a +1 bonus to hit and damage, regardless of what die-type of damage it inflicts. For a cleric, it would be a 1d6+1 damage, while for a magic-user it would be a 1d4+1 damage.

### **Fighting With Two-Weapons**

Dwarves, Elves, Fighters, Halflings and Thieves may fight with a weapon in each hand. While doing so does not grant any extra attacks in a combat round, it does allow them choose freely which weapon they attack with from round to round. In addition, these weapons can be used to parry incoming attacks and at the Labyrinth Lord's discretion may grant a one-point bonus to the character's armor class against melee attacks.

### **Fighting With a Single One-Handed Weapon**

Often those who prefer a more elegant, refined style of combat fight with a single one handed weapon and keep the other hand free for balance and mobility. Elves, Fighters, Halflings and Thieves fighting in this fashion receive a +1 bonus to their attack roll – but only if they have a Dexterity of 13 or higher and only while wielding a one-handed melee weapon in their primary hand and nothing in their off-hand.

### **Sword & Flame**

Sometimes adventurers will carry a one-handed weapon in their primary hand and a torch in the other as they explore dungeons and caverns. A torch can make a handy improvised weapon in combat, though torches are not intended to be wielded as weapons. Attacking with a torch may be done instead of attacking with a primary weapon, though all such attack rolls suffer a -4 penalty because of its unwieldy nature and the fact that is being carried in the off hand. If the target is hit it suffers 1d4 points of damage. Strength ability modifiers do not apply to this damage. and there is a 5% chance per point of damage done that the target will catch fire if they are made of or wearing anything that can be ignited in such a fashion. If a foe is set on fire they will take a single point of damage for the next 1d4 rounds as flames spread across their body. A single target cannot be under this effect from multiplex torches.

Unfortunately, whenever a character successfully attacks with a torch there is a 25% chance the torch will be extinguished or broken, rendering it useless.

### **Shield Breaking**

Characters wielding a battle axe, war hammer, morning star or two-handed sword may attempt to break a foe's shield. They must declare they are attempting to do so before rolling. If they succeed in their attack roll, the attack minimum damage (as if a 1 were rolled on the damage die), but there is a chance their shield has been destroyed.

The Labyrinth Lord then rolls 1d6. On a 1-2 a wooden shield has been destroyed. On a 1 a metal shield has been destroyed.

Dwarves are particularly fond of this tactic and at the Labyrinth Lord's discretion they destroy wooden shields on a 1-3 on 1d6 and metal shields on a 1-2. Magical shields cannot be destroyed in this fashion.

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