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ERRATA R2000-1

VARIABLE DAMAGE FOR FENRIS 2D6



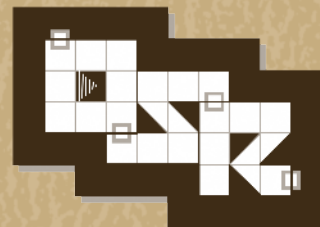
By Gregory B. MacKenzie



Errata R2000-1 gives optional rules for the use of variable damage dice in melee attacks, combinations of 1d2 and 1d3.

Fenris 2d6

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R2000-1

Variable Damage for Fenris 2d6_[PI]
 Fenris 2d6 Optional Variable Damage Calculation Errata_[PI]
 By Gregory B. MacKenzie
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Fenris 2d6 uses 1d6 for damage, and 2d6 for some of the more terrifying creatures. The optional damage table proposes the use of variable dice for melee attacks, that is combinations of 1d2 and 1d3. Magic and Missiles still cause 1d6 damage regardless of armour class._[PI]

1d2 and 1d3 can be derived from throws of 1d6 as follows:

1d2	1d3
1-3 = 1	1-2 = 1
4-6 = 2	3-4 = 2
	5-6 = 3

How much damage is caused is derived by comparing the Class of the Attacker's Weapon (or Beast Attack Class), and the Armour Class of the defender, e.g. find the Weapon Class in the left column and move right across the table until you find the column which matches your foes Armour Class, the dice to use to roll damage are indicated._[PI]

Weapon Class is known for Man-like Foes that use weapons. With regard to Beasts, Referee's may assign the attacks of beast-like Foes any of three Beast Attack Classes that seem appropriate. The Referee may subjectively assign a Beasts Attack Class based on size, legendary ferocity, or other criteria. In the case of Beasts with multiple attack forms, the class of each form of attack need not be the same. The Referee may customize each beast to suit themselves._[PI]

Notes:

A Beasts Attack Class should not be used to determine precedence in the order of combat._[PI]

The attack damage of Monsters that presently use 2d6 may either be considered Class 3, or 2d6 may continue to be used._[PI]

The Variable Damage Table reflects the protection of armour as fewer dice are used if the protective value of the defender's armour is better. Using this table, well armoured opponents fare better when damage rolls are made._[PI]

Fenris 2d6 Optional Variable Damage Table_[PI]

		Defender's Armour Class							
		9	8	7	6	5	4	3	2
Beasts Attack Class	Attacker Weapon Class								
1	1	4d3	3d3	3d2	2d3	1d6	1d3	1d2	1d2
2	2	4d3	4d3	3d3	3d2	2d3	1d6	1d3	1d2
3	3	4d3	4d3	4d3	3d3	3d2	2d3	1d6	1d3
_[PI]									

Range of Damage

1d2 (1-2 points)
 1d3 (1-3 points)
 2d3 (2-6 points)
 3d2 (3-6 points)
 3d3 (3-9 points)
 4d3 (4-12 points)

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