

Duel of Ages II – Challenges

Characters

Players will be divided into two teams, White and Black. It doesn't matter how many players are on each team (handy for conventions). Each team will begin with the same number of characters under its control.

Characters are drawn from four eras: Ancient/Fantasy, Colonial, Modern, and Future. Characters are patterned after real people as well as popular fictional heroes and monsters. Each character will have a number of personal stats and special powers. Stats range from 0 (abysmal) to 9 (terrific).

Resolving Challenges

Resolving Challenges is the key mechanism in DoA2. It is used to determine if a character hits another character in melee or ranged fire. It is also used to determine the level of damage caused if a hit is achieved. Finally, it determines the level of success when a character goes on an adventure.

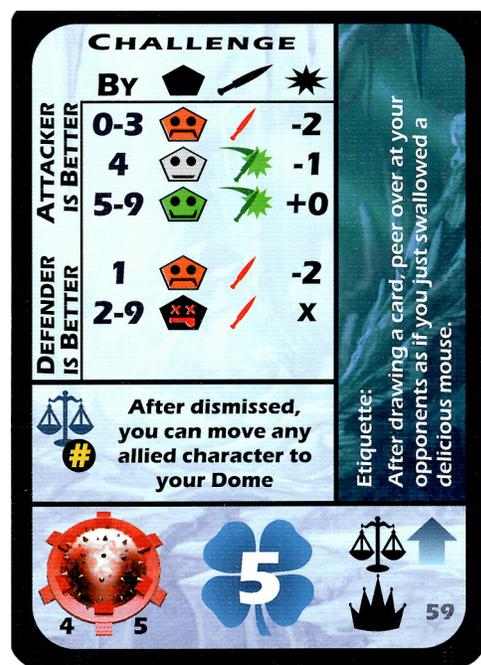
A challenge is a contest between two ratings:

- Melee Hit: The attacker's Melee versus the target's React.
- Ranged Weapon Hit: The attacker's Aim, Point or Throw (depending on the weapon) versus the target's Stealth.
- Damage: The weapon's Power versus the target's Armor.
- Adventure: The adventurer's rating versus the rating of the adventure.

To resolve a challenge, the attacker draws a Challenge card (like the one pictured at right) from his/her team's deck. If the attacker is better, use the "Attacker is Better" section. If the defender is better, use "Defender is Better."

- For Hits, look at the  column.  = Miss,  = Hit.
- For Damage, use the  column. If this is a number, add or subtract the number from your Damage rating. This might reduce your damage to 0. If the result says "X", you cause no damage.
- For adventures, use the  column. This results in one of five success levels, which the adventure will explain. The higher the level of success, the better your reward for the adventure.

-  FOPP – Failure of Painful Proportions
-  FAIL
-  SQUEAK – You manage to squeak by
-  PASS
-  AMAZE – Jaw-dropping success



Whenever a rule or special ability applies to "challenges," it applies to all of the challenge types above.

Example: On the Challenge card shown, used for a Melee Hit, a Melee rating of 7 vs. React 3 (attacker better by 4) would hit, while Melee 7 vs. React 4 would miss.

Example: It was previously determined that a Melee attack scored a hit, so now we determine damage. On the Challenge card shown, a Power rating of 6 vs. Armor 2 (attacker better by 4) results in a damage modifier of -1. If the attacker's Damage rating is 2, this would result in $2-1 = 1$ point of damage to the defender.

Example: Your character faces the challenge shown at right. It is a Modern era adventure. You character's Point rating is compared against the card's Point rating of 3. On the Challenge card shown previously, a Point rating of 8 (attacker better by 5) would result in a Pass. In this case, your team advances its marker for the Modern labyrinth, you get to draw either a Common or a Secret treasure card, and your character is dismissed. At the end of the game, if your team has Passed (or better) more often on the Modern labyrinth than the opposing team, then your team earns an Achievement. The team with the most Achievements wins the game.

