

# COMBAT STYLES

Optional Rules for Labyrinth Lord  
and other old-school fantasy role-playing games



Written by: James M. Spahn



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

# Combat Styles

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While *Labyrinth Lord* and other old-school fantasy role-playing games assume that most characters with the proper proficiency will wield a shield in their off-hand. However, many players want to wield a secondary weapon in their off-hand, such as a dagger. Still others wish to fight with a single weapon and keep their other hand free. Old-school fantasy is designed to be quick and loose, with simple rules, player creativity and referee ruling to determine the outcome of many things. Provided below are a series of simple rules for representing three simple combat styles for characters who choose to fight in ways other than the classic “sword and shield” style.

**Sword and Shield:** As per standard *Labyrinth Lord* rules, a character who is proficient with shields and wields a one-handed weapon in their primary hand and a shield in their off-hand receives a +1 bonus to their armor class.

**Einhander:** Meaning “single-hand” in German, this style describes a character who chooses to wield a single-handed weapon in their primary hand while leaving their secondary hand free. Characters who fight in this style receive a +1 to their attack roll because they are able to focus on the accuracy of these attacks.

**Florentine:** The classic “swashbuckler” style of combat where the combatant wields a single-handed weapon in each hand, typically one lighter than their primary weapon. Because combatants who use this style are able to occasionally deal light, often aggravating blows with their off-handed weapon, they receive a +1 bonus to all damage rolls with their primary weapon to represent these tiny strikes and slashes.



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