

## Reference – Revised Combat Rules

### Revised Combat Round

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#### I. Check for Surprise

- a. Roll 1d10 (see **Surprise Modifiers**) with a 1, 2, or 3 meaning surprise.

#### II. Determine Initiative (once for given encounter)

- a. Each individual rolls 1d10 modified by Dexterity score and situation modifiers (see **Initiative Modifiers**), with highest score going first.
- b. Simultaneous results go at the same time.

#### III. Combat

- a. All attacks and attack routines from one individual happens at the same time.

### Surprise Modifiers

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Table: SURPRISE MODIFIERS

Other Party Is:	Modifier
Silenced	-2
Invisible	-2
Distinctive odor (smoke, powerful stench, etc.)	+2
Every 10 party members	+1
Camouflaged	-1 to -3
PC Party Is:	
Fleeing	-2
In poor light	-1
In darkness	-4
Panicked	-2
Anticipating attack*	+2
Suspicious*	+2
Conditions Are:	
Rainy	-1
Heavy fog	-2
Extremely still	+2

\* A party anticipates attack when they have good cause to suspect immediate danger and know the likely general direction of an attack. A suspicious party is one that has grounds to believe another group might try to make a hostile move against them.

## Initiative Modifiers

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Our revised rules make high score best on initiative, reversing the original rules.

Table: INITIATIVE MODIFIERS

Situation	Modifier
Hastened	+2
Slowed	-2
On higher ground	+1
Set to receive charge	+2
Wading or slippery footing	-2
Wading in deep water	-4
Foreign environment	-6
Hindered (tangled, climbing, held)	-3
Waiting	-1

## Action Types

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This is a direct adaptation from DUNGEONS & DRAGONS® 4th Edition and is included due to its simplicity.

### I. Standard Action

- a. Can be converted to Movement Action.
- b. Examples include make melee or ranged attack, cast spells, use non-weapon proficiency, or administer a potion.

### II. Movement Action

- a. Can be converted to Minor Action.
- b. Examples include crawl half speed while prone, stand up from prone, or make normal movement.

### III. Minor Action

- a. Examples include draw or sheathe a weapon, drink a potion, open or close a door, or retrieve a stowed item.

### IV. Free Action

- a. Examples include drop held item or speak\*.

\* Any conversations from players during combat concerning tactics, plans, coordinating actions, and so on are considered to be spoken aloud and understood by foes speaking the same language.

## Movement and Combat

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### I. Movement in Melee

- a. A character may make a single movement action prior to engaging in melee.

### II. Movement and Missile Combat

- a. A character moving and firing a ranged weapon in the same round may fire at only half his normal rate of fire.

### III. Charging an Opponent

- a. Increase movement rate by 50% for a charge.
- b. Gain a +2 bonus to attack rolls.
- c. Some weapons, such as a lance, deal double damage on a charge.
- d. Lose Dexterity bonus to AC and suffer -1 penalty to Armor Class until start of next turn following a charge.
- e. A defender set against a charge may deal double damage on a hit.

### IV. Retreat

- a. Withdrawing
  - i. Back away at 1/3 movement rate without provoking an attack.
- b. Fleeing
  - i. Turn rear to opponent and provoke full attack routine immediately.
  - ii. Move at full movement rate.

## Missile Combat

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### I. Range

- a. Short Range = No modifier, Medium Range = -2 to hit, Long Range = -5 to hit

### II. Cover and Concealment

Table: COVER AND CONCEALMENT MODIFIERS

Target Is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

### III. Firing Into Melee

- a. If target has adjacent opponents engaged in melee with it, there is a chance of hitting the wrong target in the chaos of melee.
- b. There is a 10% chance of hitting an adjacent Medium opponent, 5% chance for Small, and 20% for Large.

## Combat Modifiers

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Table: COMBAT MODIFIERS

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic*
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

\* If defender attacked during combat, attack hits and deals normal damage. Outside of combat, defender can be slain automatically.

## Critical Hits and Fumbles

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### I. Critical Hits

- a. On a natural roll of 20 on an attack roll, roll the appropriate damage dice twice (do not double the result of a single damage roll) and only count damage modifiers for Strength, magic, and so on, once.

### II. Critical Fumbles

- a. On a natural roll of 1 on an attack roll, an unfortunate event happens costing the character all remaining attacks in the round.

## Injury and Death

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### I. Hit Points

- a. A creature reduced to 0 hit points is slain.

### II. Death From Massive Damage

- a. A character suffering 50 or more points of damage from a single attack must make a successful saving throw vs. death or die.

### III. Falling

- a. A falling character suffers 1d6 damage per 10 feet fallen, maximum 20d6.

## Unarmed Combat

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### I. Punching

- a. Make a normal attack roll against target's normal Armor Class. A natural 1 is not an automatic miss.
- b. Punching an armed opponent provokes an immediate attack of opportunity at +4 to attack and damage.
- c. Damage and type of blow is determined from the **Table: PUNCHING AND WRESTLING RESULTS** chart, or 1d3 for metal gauntlets, plus Strength modifiers.
  - i. Only 25% of punching damage is actual damage, and the remaining 75% is temporary. For convenience, record punching damage separately and calculate percentage split at the end of combat.
  - ii. If a character reaches 0 hit points due to punching attacks (or any combination of punching and normal attacks), he immediately falls unconscious.
  - iii. An attacker may pull a punch dealing no damage at all but still chancing a knockout (see below).
- d. Roll Knockout Percentage (KO%) on a successful hit; if KO results, target is stunned for 1d10 rounds (attacker gains +4 bonus on attack rolls against stunned target).

### II. Wrestling

- a. Make a normal attack roll against target's normal Armor Class. A natural 1 is not an automatic miss. Penalties for wearing armor apply (see **Table: ARMOR MODIFIERS**

FOR WRESTLING). Penalties for being held or attacking a held opponent do not apply while wrestling; it is factored into the resolution system already.

Table: ARMOR MODIFIERS FOR WRESTLING

Armor	Modifier
Studded leather	-1
Chain, ring, and scale mail	-2
Banded, splint, and plate mail	-5
Field plate armor	-8
Full plate armor	-10

- b. Wrestling an armed opponent provokes an immediate attack of opportunity at +4 to attack and damage.
- c. Type of move or hold is determined from the **Table: PUNCHING AND WRESTLING RESULTS** chart. Holds can be maintained round to round until broken by a throw, gouge, assistance from another person, or the successful use of a weapon (penalties for using a weapon while being held apply).
- d. All wrestling moves inflict 1 point of damage plus Strength bonus (if desired). Continued holds inflict this damage plus 1 more point of damage for each consecutive round they are held.
- e. After the first round of wrestling, only small size weapons may be used.

### III. Overbearing

- a. Make a normal attack roll against the target's normal Armor Class with the following modifiers:
  - i. There is a 4 point modifier for each size category difference between attacker and defender. For example, a Large attacker gains a +4 bonus to attack a Medium defender. A Small attacker has a -4 penalty to attack a Medium defender.
  - ii. Defenders impose an -2 penalty for every leg beyond two (i.e., -4 penalty for overbearing a four-legged creature).
  - iii. When multiple attackers try to overbear one target, make only one attack roll with a +1 bonus for each attacker beyond the first. Use the weakest attacker to make the roll. Calculate size difference bonuses based only once using the largest attacker.
- b. Overbearing an armed opponent provokes an immediate attack of opportunity at +4 to attack and damage.

- c. If the overbearing attack is successful, the opponent is pulled down and pinned. The pin is maintained as long as a successful overbearing attack is rolled each round. For pinning purposes, do not use the prone modifier to combat.

**Table: PUNCHING AND WRESTLING RESULTS**

Attack Roll	Punch	Damage	%KO	Wrestle
20+	Haymaker	2	10	Bear hug*
19	Wild swing	0	1	Arm twist
18	Rabbit punch	1	3	Kick
17	Kidney punch	1	5	Trip
16	Glancing blow	1	2	Elbow smash
15	Jab	2	6	Arm lock*
14	Uppercut	1	8	Leg twist
13	Hook	2	9	Leg lock*
12	Kidney punch	1	5	Throw
11	Hook	2	10	Gouge Elbow smash
10	Glancing blow	1	3	Leg lock*
9	Combination	1	10	Headlock*
8	Uppercut	1	9	Throw
7	Combination	2	10	Gouge
6	Jab	2	8	Kick
5	Glancing blow	1	3	Arm lock*
4	Rabbit punch	2	5	Gouge
3	Hook	2	12	Headlock*
2	Uppercut	2	15	Leg twist
1	Wild swing	0	2	Bear hug*
Less than 1	Haymaker	2	25	

\* Hold can be maintained from round to round, until broken.