

# 4. Basic Combat

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## Round Sequence

Combat takes place in rounds. With ten rounds in every minute, a single round translates into six seconds, during which each character can perform one or two actions. Every combat goes through the following steps:

- 1. Determine Resolution Points:** At the start of combat, all players check their characters' Resolution Points and note any Consequences carried over from Adventure Time and similar advantages/disadvantages.
- 2. Statement of intents:** The Narrator declares what Non-Player Characters will do, as long as it is something that is visible to the player characters. Then all players declare, in ascending INT order, or any other order that is convenient for the group, what Actions their characters will perform during the Combat Round. The Strike Rank for that Round is then determined for each player and Non-Player Character, according to the stated intents.
- 3. Characters Take Action:** All combatants perform their intended Actions in descending Strike Rank order. The character with the highest Strike Rank goes first, followed by the one with the second-highest Strike Rank, and so on, until the last combatant has acted. Reactions, such as Parries, Dodges or reaction spells, take place during this process as appropriate, and players can wait until their characters are actually threatened before declaring how they react.
- 4. End of Combat Round:** Once all eligible characters have acted, the Combat Round is over. If there are characters still engaged in combat with enemies, go back to number 2 and start another Combat Round. Otherwise, move the Time Scale to Adventure Time.

## Resolution Points and Strike Rank

Resolution Points determine both the fact that a character is still able to fight, and the moment in the Round when the character will act, by being the base for Strike Rank calculation. If two or more characters act on the same Strike Rank, they act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they act simultaneously.

### Determining Resolution Points

Calculate basic Resolution Points by adding up a character's DEX and CON, and add divide by two, rounding up. Disembodied creatures who lack both Characteristics have their Resolution Points calculated on the average of INT and WIL. Resolution Points are not re-calculated before the second round; all Resolution Point changes from the previous Rounds remain in effect.

### Strike Rank

During Statement of Intents Phase, after deciding their plan for the current Round, players determine the Strike Rank on which their characters act. If they have declared to perform two Actions, their Strike Rank is their Resolution Points minus five. Otherwise, Strike Rank is the same as Resolution Points. The Narrator does the same for all Non-Player Characters, noting which ones act at a Strike Rank lower than Resolution Points.

Resolution Points can change during a Combat Round because of someone else's actions. If a character's Resolution Points changes during a Combat Round, the character's Strike Rank changes accordingly. If the character has not acted yet, his or her Actions will take place on the new Strike Rank. If the Strike Rank drops to zero or less, all of this character's Actions are aborted.

### Surprise and Preparedness

Modifiers for surprise, preparedness and tactical advantage in Basic Combat are applied as Consequences during the first Round. If not used on that Round, these Consequences no longer apply. Apply the effects of preparedness narratively if one side is surprised. Not having a ready weapon can force a combatant to delay an attack. See also Transitioning to Combat in Chapter 3.

# Movement and Range

In Basic Combat, distances are adjudicated narratively. Movement and ranges are measured in descriptive units called Zones. A Zone is the equivalent of a large room, approximately 20-30 metres or yards across.

Assume that any character can traverse an entire Zone with one Move Action, and initiate Close Combat with anyone in it with a second Action. Moving across Zones costs one Action per Zone, and does not automatically imply that you can initiate Close Combat with a character in the ending Zone; the situation as described will determine whether this is possible.

Possible Ranges in Basic Combat are Close, Short and Medium, meaning that you are at a distance of, respectively, zero, one or two Zones. Whether a target beyond two zones away is at Long Range is determined by mutual agreement between Narrator and players, knowing that it is reasonable to assume Medium Range up to 10 zones (250-300 metres).

## Actions

There are two kinds of Actions: Delay Actions (moving to contact with the enemy, drawing a weapon, aiming with a gun, etc.) that you perform in preparation of your Main Action for the Round; and Main Actions (running, casting a magic spell, attacking, etc.), which are the equivalent of a Roll for Effect in Generic conflicts and end to your turn. Once a character has performed a Main Action, he or she must stop acting. This means that a character must always move *before* attacking.

If you perform a Delay Action and then another Action, all of your actions take place on a Strike Rank that is five points lower than your Resolution Points. Your second Action, whether Delay or Main, is always your last Action. The only exception is combining a Move and Ready Item Action (see below), which count as one single Delay Action.

If your Resolution Points are five or less, you can only perform one Action per round.

The actions a character may take when it is his or her turn to act are:

### Aim

*Delay*

An Aim Action offsets Penalties for distance on a Ranged Weapon attack roll. This Bonus only applies in the same Combat Round.

### Close Combat Attack

*Main*

The character makes a single Close Combat attack.

### Move

*Delay*

The character moves to engagement distance for Close Combat with an opponent in the same Zone, or enter a different Zone.

### Power use

*Main*

The character can use a power, such as a Magic Spell or a Divine Blessing. When using this option, the power is usually employed as an attack, but sometimes a power is activated to obtain Bonuses in subsequent rolls, or to alter other in-game variables for the duration of that Combat.

### Ranged Attack

*Main*

The character can make a single Ranged Attack. The character's weapon becomes unloaded after this Action, unless it is an automatic weapon, so a Ready Item action is required to reload it with another projectile before it can fire again. Some weapons require longer to reload.

### Ready Item

*Delay*

Drawing a sword from its sheath, unhooking an axe from one's belt, notching an arrow to one's bow, extracting a healing potion from a belt pouch – all these actions require the Ready Item Action. A single Ready Item action can also include dropping a weapon and then drawing a new one. Sheathing one weapon and drawing another takes two Actions, as does readying two weapons. A Ready Item action can be combined with a Move action as if they were a single action, thus allowing to perform another action after them.

## Support

### *Delay*

This action is the equivalent of the Support Action in generic Conflicts. It allows a character to gain a Support Bonus for one single Skill Roll in that round. The player describes what the character does to gain the Bonus. The rules for determining whether you can gain a Support are the same you would use for generic Conflicts. The character can apply the Bonus to allied rolls, too. The Narrator should only allow Support actions for attack or defence rolls when they are related to the situation during that Round.

## Use item

### *Delay*

Many items with a special effect (magic wands, healing potions, movement scanners, etc.) require characters to perform the Use Action to activate it. Some items require two or more Actions, while most require just a single one. The item description will state how many Actions it requires.

# Close Combat

In Combat, the optional Roll for Effect is replaced by attack or Power Use rolls. As for Rolls for Effect, attacks are opposed Skill rolls, but the Skills and Traits used are more codified than in generic Conflicts. You usually have an attacker who rolls Close or Ranged Combat Skill and the Trait corresponding to the weapon chosen, and a defender rolling Close Combat or Agility and a defensive Trait like a Weapon or Dodge.

## Making the Attack

A character makes an attack by rolling a d100 and comparing it to the character's Skill in the weapon he or she is using, including all involved Traits, Bonuses and Penalties. If a player rolls equal to or lower than his or her character's final Weapon Skill, the latter has hit the intended target. Otherwise, the attack is a miss.

## Target Reaction

If the enemy can and will defend, he or she attempts to either Parry or Dodge, or to Take Cover against a Ranged Attack. The opponent rolls the appropriate Skill and compares the result with that of the attacker on the opposed Skill Resolution Matrix (see Chapter 3).

The defender must declare the Reaction before the attacker rolls. This is only important when defending against multiple opponents, as in all other cases there are no reasons not to attempt a defence if at all possible.

If the opposed roll is a tie or a victory for the defender, the defence is successful and the blow has no effect. The defender may receive some benefits from his or her defence, depending on the level of success (simple success or Advantage) achieved. If the opposed roll is a victory for the attacker (or no defence is rolled), the attacker hits the defender, or receives some sort of alternate tactical benefit expressed as a Resolution Point loss for the defender.

## Damage Resolution

If the attack is successful, damage is rolled. Damage is applied directly to Resolution Points. Damage rolls depend on two factors: the Might of the blow; and the weapon Damage Die. While the Damage Die depends entirely on the weapon, Might is a function of both the weapon and the attacker's STR. Any Might Bonus due to the weapon type or two-handed use must be added to the character's base Might. Check Chapter 5 for weapon statistics.

A successful attacker rolls the weapon damage die and

- adds the character Might, including weapon and two-handed use modifications
- subtracts 1 for each Size class the target is bigger than Medium (or adds 1 for each Size Class for a smaller target)
- subtracts 1 if the target has light armour, 2 if it has heavy armour

See the section on worn items (Chapter 5) for the distinction between light and heavy armour.

If the attacker obtains an Advantage in the opposed roll, the damage rolled is increased by 1d6. The attacker cannot choose to regain Resolution Points instead, as per normal Conflict rules – only an Advantage while defending allows this option.

If the defender was victorious, the attacker suffers the usual 1d6 loss, applied to his or her Resolution Points. No Bonuses for weapons, Might or armour may be applied. If the defender obtains an Advantage, he or she may use the option of regaining the amount of Resolution Points the attacker loses instead of rolling an additional d6, as per normal Conflict rules, but only if there is a plausible explanation.

## Meaning of damage

While successes with an attack roll can be described as wounds in play, successes in defence rolls represent gaining a tactically advantageous position rather than a hit, and a victorious defender should describe some sort of manoeuvre the character performs to gain an edge against the opposition.

## Defences

A character can usually defend against any attack made against him or her. However, reacting against multiple foes gives the character a Penalty to all defences, so a player whose character is engaged in combat against multiple opponents must declare that the character is defending against all attacks *as soon as he or she rolls the first defence for that round*. If the Penalty is not applied to the first defence roll, then the character cannot defend against other opponents for that round. Plan your actions carefully, and always watch out for hidden enemies. Please note that this Penalty is not cumulative, so defending against five opponents produces the same negative effects as defending against two.

In Basic Combat, a character can indifferently Block, Parry or Dodge any attack using his or her Combat Skill. The Narrator can introduce further details for each type of defence by importing options from Advanced Combat, but this is seldom necessary due to the abstract nature of Basic Combat.

## Ranged Combat

Ranged weapon attacks are performed through the Ranged Attack Action. In Basic Combat, the Narrator will determine narratively if the situation dictates a Bonus or Penalty to an attack or defence roll. Use the situational modifiers meant for Advanced Combat as guidelines.

## Range and Movement

A target within Close Range can be attacked without any Penalty. For each Range category beyond Close, ranged attacks suffer one Penalty. A single Aim action eliminates all Penalties, provided the target is within Effective Range for the weapon, as indicated in the weapon description (Chapter 5). Beyond that range, aiming has no effect. Firing at a moving target that is not headed directly towards you bestows a Penalty.

## Defending against ranged attacks

When defending against ranged attacks, you do not use your Close Combat Skill, but your Agility Skill instead, adding the appropriate Trait: Dodge, Shield, Take Cover or Roll. In a game that includes very high tech weapons, the Narrator may limit the ability to defend against bullets or energy weapons with Dodge or Shield, or adopt other special rules proposed for Advanced Combat.

## Missed ranged attacks

A successful defence against a ranged attack cannot provide the same tactical advantages as a successful Close Combat defence. Therefore, missing a shot with a ranged weapon costs the attacker no Resolution Point loss.

## Reloading a ranged weapon

Automatic fire ranged weapons do not require any Actions to reload until you need a new clip, but they require a new Aim action to avoid a distance Penalty if firing beyond Close Range. All other weapons require at least one Ready Item action to reload a projectile. See the description of the Ready Item Action for more details.

## Ranged weapon damage

Ranged attack damage is rolled with the same procedure used for close combat, with the following differences:

- The base weapon damage usually depends on the ammunition (arrows, bullets, laser clip, etc.) rather than the weapon directly.
- The Might to add is usually a fixed value depending on the weapon and not on the wielder. Only thrown weapons like javelins or shuriken use the attacker's Might.
- For energy or elemental attacks, the damage done is equal to the typical damage for the energy (1D6 for fire) plus the Might. Note that this is different from the Advanced Combat and Equipment chapters.

Consult Chapter 5 for ranged weapon statistics.

## Mounted and Vehicle Combat

In order to fight from horseback, the Horse (or other mount) Trait is Required. If you do not have it, you cannot use your Weapon Trait, with all other implied limitations. The Narrator is free to use any of the options found in Advanced Combat for mounted combat.

One of the most important advantages of mounted or vehicle fighting is that the Move action is free. As long as your personal Resolution Points are above zero, you can move two zones on your Strike Rank and then perform another Action immediately. If you want your mount to move three or more zones, the Action is still Main.

## Unarmed Combat

In Basic Combat, the rules do not allow a great deal of weapon differentiation, so unarmed attacks are just normal attacks. When representing a tavern brawl with no intention to kill, this is a good solution, and we recommend using Basic Combat when the confrontation is clearly of the non-lethal type.

However, when an armed and armoured fighter opposes a skilled brawler, things can become weird as the unarmed combatant can unrealistically gain the upper hand because of the abstract nature of Basic Combat. In order to avoid this, any “fists vs. weapons” close combat situation in Basic Combat bestows a Penalty on the unarmed combatant's rolls.

## Martial Arts

Characters who have one of the many Martial Arts Traits can use their limbs as weapons, striking weak spots in opponent's armour more easily, and causing damage to internal organs. Knowing a Martial Art negates the fists vs. weapons Penalty.

## Power Use

As in non-violent Conflicts, powers in Basic Combat can be used either as a support to other activities or as a form of direct attack. In order to use a power directly to overcome a foe, it must have the Projection or Overcome attribute. A Projection power is treated as a ranged attack, with the opponent able to Dodge out of the way or in some cases block the attack with a shield. Most Projection powers are elemental attacks, and follow the same rules as ranged weapons which inflict energy damage.

An attack with a power with the Overcome Attribute is treated differently. A success deals 1d6 or 2d6 damage to the target's Resolution Points, depending on the success level, without any modifier for Size, armour, etc. In order to resist, the target uses the Skill/Trait pair appropriate to the Overcome Attribute of the Power (see the table in Chapter 3).

A failure with an attack Power, costs only 1 Resolution Point to the attacker for the loss of psychic energy, unless the target is protected by Reflect [Power].