

Mutual Combat

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Mutual combat can best be described as a fist fight in which both parties are whailing on each other and, despite who is throwing a punch, the person on the receiving end has just as much opportunity to damage the individual with a good block or return hit. The current melee combat rules follow the Mutual Combat philosophy, with who ever achieves the most successes doing damage. Although this has never really made sense when you start pondering reaction (i.e. someone with a initiative of 5 and a unarmed skill of 8 could wrack someone with an initiative of 35 and an unarmed skill of 3 despite the difference in speed) i've always liked the idea because it makes for fast and fun combat. Although much of the following is simply a restatement of the melee combat rules I've tried to make them more general.

Mutual Combat Sequence

1. Attacker and Defender roll appropriate dice against a target of 4 (plus any modifiers).
2. Compare Successes. Whoever achieved the most successes does damage. Ties go to NOBODY.
3. Resist Damage. Resist appropriate damage and get on with your lives (if you still have one).

When you combine this with a consistent base target of 4 (See "Joy Of Using 4") you'll find that this not only works well as a melee rule but can be used in a bunch of other situations as well. For instance: I was recently working on some revisions to the current decking rules and found that mutual combat would work well with IC and Persona combat. The following incudes some other rule alterations I'll be posting in a future week, including the virtual elimination of the decking pool, so some of it may not make sense. The attack sequence between a Killer IC and a Decker would go as follows:

1. Roll for Attack

Decker: Program Rating + Computer Skill Target: 4

IC: IC Rating + Node Rating Target: 4

2. Compare Successes

Whoever achieved the most successes does damage. Again, ties go to nobody.

3. Resist Damage

Decker Damaged: BOD + MPCP

IC Damaged: IC Rating + Node Rating

Instead of a simple back and forth combat motion the contest turns into a mutual battle of computer skill (or programming, for the IC.)