12 Combat

That's right, here's where the talkin' ends

The TNT combat rules are based on the excellent Codex Martialis. Check it out. I've bastardized and simplified it. The original has a lot more to offer.

Onset range: Codex Martialis introduces a new combat range, named "onset", which is one range further out than melee. All weapons have both a "reach" to-hit bonus, and a "speed" to-hit bonus. At onset range, the reach bonus is applied to the attack roll. At melee range, the speed bonus is applied to the attack roll. Otherwise, the attack roll is calculated identically for onset and melee range. Combat normally begins at the onset range.

Combat Dice: Each combatant has a pool of 1-4 d20 combat dice, which can be used towards offense, defense, movement, or range changing, in any combination. You might rule that other types of effort during combat will require the expenditure of combat dice. Combat dice replenish each round.

Changing the Range: You can move one range step further or closer by spending a combat die. Most of the the time, this will allow your opponent an attack of opportunity. An attack of opportunity always requires at least one combat die to be used for the attack, so if the opportunistic attacker is out of dice for this round, no attack of opportunity is allowed. There are a few special circumstances which allow you to change the range without burning a combat die.

Ranged Combat And Grappling: I don't have either ranged combat or grappling rules documented yet.

Damage: Weapons have two types of damage dice: 1) The weapon's specific damage die. 2) The weapon's damage-type damage die (where damage type is one of: blunt, pierce, slash, chop). You always roll the weapon's specific damage die on a successful hit, and then any time you get to apply additional damage, that is rolled with the weapon's damage-type damage die. I will refer to the specific, ordinary damage die as just the damage die, and the damage-type die as the critical damage die, although it is used in more situations than just critical hits.

Critical Damage: You score a critical hit when you roll a natural 20, and your net attack score is greater than the defender's defense score. On a critical hit, you cause additional damage by rolling as many critical damage dice as you rolled d20 combat dice in your attack roll.

Attack in Anger: before making your attack roll, set aside one d20 combat die, which does not get rolled. If the attack is successful, then you roll a critical damage die for additional damage. Whether the attack fails or succeeds, you are still forfeit the combat die you set aside, until the normal replenishing of combat dice when the next round starts. This stacks with a critical hit.

The Master Stroke: If you did not score a critical hit, but you rolled more than one die for the attack, and if your net attack score is greater than 20, then roll one critical damage die for extra damage. This does not stack with a critical hit.

Armor and Damage Reduction: Armor reduces the damage inflicted by an attack. The total damage score gets reduced by the armor's DR score. However, some weapons have an armor piercing score, which cancels out damage reduction

equal to the AP score. The attacker may also choose an armor-bypass attack, which applies a penalty to his attack roll, but if successful, he gets to ignore the armor's DR when calculating damage.

Offense: For offense, you roll one or more combat dice to attack, and take the best result of all dice rolled. You can make as many attacks as you have the dice for. For example, if your character has four combat dice, you can roll two of them for one attack, taking the highest roll as your attack roll. You can then use the third die for a second, single-die roll attack against another opponent, and leave the fourth in reserve for active defense. A natural 20 is an automatic hit, but is only a critical hit if your net attack score is greater then the defender's net defense score.

Passive Defense: There are two options for defense: passive or active. Passive defense requires no die roll, and so does not require that you have any dice left in your pool. The base defense score for all characters is 8, plus a bonus based on class and level. Although all weapons have a defense score, you may only apply a shield's defense score when using passive defense.

Active Defense: Active defense substitutes the static base score of 8 with a roll of one or more dice from your combat pool. If you are using a shield, then you may roll an extra d20 (that is, not from your combat pool) in your active defense roll. With active defense, you may apply the highest value of out of the defense values of any weapon or shield you are weilding.

COMBAT DETAILS

The next page is a list of the meaning of the icons used in the graphical combat rules pages. The eight pages after the next page are organized in pairs. The first page of the pair is a text line-by-line walkthrough of the page following it. The second page of each pair is the same information as contained in the first page, but represented with icons. Use the first page of the pair to learn the rules, and the second page as a printable quick reference.

If you will be using this combat system, print out the next page for a quick reference of what the icons mean, and then print every alternate page (which are the pages crammed with icons).

Combat Outline Keys

Combat die, attack roll

Combat die, defense roll

Combat die, as a resource

"Other" d20, non-pool

Disengaged

Onset Range

Melee Range

Grapple Range

Counter-attack

Two 2-dice attacks by the same combatant in one round

Attack with a small weapon

Attack of opportunity

Attack in anger

Attack skill

Weapon Reach bonus

Weapon Speed bonus

Armor bypass

Passive defense

Active defense

Shield def bonus

Weapon def bonus

Defense skill

Attacker's total score

Defender's total score

Attack misses

Hit for normal damage

Damage die

Hit for crit damage

Critical damage die

Character damage bonus

Damage reduction

Armor piercing

Bludgeon damage

Pierce damage

Chop damage

Slash damage

! **(** ... **)** Take the most favorable value out of the options inside the parans

Separates options inside of parans

The highest value out of all dice rolled for attack

The highest value out of all dice rolled for active defense

The number of combat dice rolled for the attack

COMBAT RANGES AND HOW TO CHANGE THEM

This page is a text explanation of what the symbols on the next page are telling you.

Keep in mind that an attack of opportunity always requires at least one combat die to roll with to make the attack.

The next page illustrates the different ways you can change which combat range you are in. The first icon on each line represents your current combat range, and the last icon represents the range you end up at, and the in-between icons explain one specific way of making that change. Each of the following lines describes one line on the next page. Starting from the top:

You start disengaged (combat has not started yet). Roll initiative , and you end up in onset range.

From onset range, you may spend one combat die to disengage.

From onset range, you may spend one combat die to enter melee range.

From onset range, if you make a counter-attack (rules for counter-attack not documented yet), you may enter melee range.

From onset range, if you make two two-dice attacks (meaning that for each attack, you rolled two d20 from your combat dice pool) in one round, you may enter melee range.
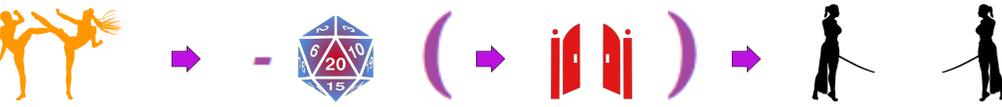
From melee range, you may spend one combat die to disengage. Your opponent is allowed an attack of opportunity.

From melee range, you may spend one combat die to enter onset range.

From melee range, you may spend one combat die to enter grapple range. Your opponent is allowed an attack of opportunity.

From melee range, when you make an attack with a small weapon, you may enter grapple range. Your opponent is allowed an attack of opportunity.

From grapple range, you may spend one combat die to enter melee range. Your opponent is allowed an attack of opportunity.

CALCULATE ATTACK AND DEFENSE SCORES

The area between the red bars describes how to calculate the attacker's roll.

The area between the blue bars describes how to calculate the defense score/roll.

The two green warriors facing off in onset range indicate that the formula underneath them is for calculating the attack roll at onset range.

Onset range attack formula: Before rolling, decide if you are going to Attack In Anger. If so, take one combat die out of your pool and set it aside (this decision is represented by the angry dude next to the question mark). Roll however many remaining combat dice you choose out of however many are still in your pool for this round. Take the highest value rolled as your roll. Add the character's combat skill bonus and the weapon's reach bonus. Decide if this attack is an attempt to bypass armor. If so, then subtract the armor bypass penalty.

The orange warriors at melee range are telling you that the formula underneath them is for calculating the attack roll at melee range.

Melee attack formula: identical to the onset formula, except swap out the wepaon's reach bonus with the weapon's speed bonus.

Passive defense calculation: The golden guy sitting criss-cross applesauce tells you that the formula underneath him is for calculating passive defense score. The defender chooses whether or not he uses passive defense or active defense (but active defense is only possible if you have at least one combat die available). The onset and melee icons next to the passive defense guy are saying that this passive defense formula is for both onset and melee range.

Passive defense is calculated by starting with a base score of eight, then add the character's defense skill plus the defense score of any shield the character is weilding.

Active defense calculation: The golden guy rushing forward with his shield out in front is telling you that the formula underneath him is how to calculate active defense. The onset and melee icons next to the active defense guy are saying that this active defense formula is for both onset and melee range.

The first bit inside paranthesis is saying that you can roll as many combat dice as are still left in your pool for this round, plus a bonus die if you are using a shield, and then out of all those dice, take the highest value rolled as your defense roll. Add the character's defense skill to the roll. Add the highest value of the defense bonus of either the weapon or shield the defender is holding, whichever is greater.

Onset Range and Melee Range, Calculate Attack and Defense Scores:

$$(?\,\text{[red figure]}) \quad !\,(\#\,\text{[d20]}) + \text{[chevron+star]} + \text{[red arrow]} - (\text{[broken chain]})$$

$$(?\,\text{[red figure]}) \quad !\,(\#\,\text{[d20]}) + \text{[chevron+star]} + \text{[red arrow+sword]} - (\text{[broken chain]})$$

$$8 + \text{[chevron+star]} + \text{[shield]}$$

$$!\,(\#\,\text{[d20]} \mid \text{[shield]}\,\text{[d20]}) + \text{[chevron+star]} + !\,(\text{[shield]} \mid \text{[burst]})$$

CALCULATING HIT OR MISS, AND DAMAGE

The next page is divided into two parts. The first part is the process for determining if the attack missed, hit for basic damage, or hit for critical damage. The second part explains how to calculate basic damage and how to calculate critical damage.

There are going to be some references to the defender rolling a natural 1 or a natural 20. This is only relevant when the attacker is using active defense. For passive defense, there is no dice rolling involved, so ignore the "natural" references in this case. Also keep in mind that when multiple dice are rolled for attack or defense, only the highest rolled value counts. So if one die turns up with a 1, if you rolled any more dice than that which rolled higher than 1, then there is no fumble.

To follow the logic of on the next page, evaluate the true/false conditions, and if the condition is true, then go to the next line directly under the condition (which will be indented.) If the condition is not true, then go to the next line on the page which is at the same indentation level as the untrue condition.

A true/false condition is represented by an expression inside square braces. When there are two conditions to be considered at the same time, they are separated by a dot between them. A green dot is an "OR" - if either condition on the line is true, then teeat the entire line as true. A black dot is an "AND" - both conditions need to be true for the entire line to be considered true. A line which consists of a minus sign inside square braces serves as an "ELSE" relative to the condition aligned above it. This means that when the condition aligned above it (at the same indentation level) is false, then go the next line under this "else" line (which will be indented).

Ties always go to the defender, and the outline on the next page is laid out to reflect this. For example, if the attacker rolls a natural 20 and the defender rolls a natural 20, these are automatic successes for both the attacker and the defender, which is a form of a tie, so the attack is counted as a miss. If you follow the logic laid out in the next page, you see that a natural 20 for the defender resolves to a failed attack, before we ask the question of whether or not the attacker rolled a 20.

CALCULATING HIT OR MISS

Did the attacker roll a natural 1 or did the defender roll a natural 20?

>The attack misses.

Did the attacker roll a natural 20? (if yes, this is an automatic hit)

>Is the attacker's net attack score greater than the defender's net score?

>>This is a hit for critical damage. Go to the critical damage calculation section.

>Else (the attacker's net attack score is less than 20)

>>This is a hit for basic damage. Go to the basic damage calculation section.

Is the attacker's net score greater than the defender's net score?

>This is a hit for basic damage. Go to the basic damage calculation section.

Else (the defender has a net score greater than or equal to the attacker's net score)

>The attack misses.

CALCULATING DAMAGE

Basic damage calculation = Roll the weapon's damage die and add the character's damage bonus. If a combat die was set aside for an Attack In Anger, then roll a crit damage die to add to the damage. Subtract the armor's damage reduction: DR = the armor's DR value minus the weapon's armor-piercing value, or, if this is an armor bypass attack, then subtract nothing for DR.

>Did the attacker roll multiple attack dice, and is the attacker's net attack score greater than 20?

>>Add a roll of the weapon's crit damage die to the damage inflicted.

Critical damage calculation = Roll the weapon's damage die and add the character's damage bonus. If a combat die was set aside for an Attack In Anger, then roll a crit damage die to add to the damage. Roll a number of crit damage dice equal to the number of combat dice rolled for the attack, and add these rolls to the damage. Subtract the armor's damage reduction: DR = the armor's DR value minus the weapon's armor-piercing value, or, if this is an armor bypass attack, then subtract nothing for DR.

>Was the attack made with a piercing-type weapon?

>>You may convert any combat dice remaining in your pool into an equal number of crit damage dice to roll for more damage (you are twisting the blade).

>Was the attack with a bludgeoning-type weapon, and does the defender fail a constitution-based saving throw whose target number is the damage inflicted?

>>The defender loses one combat die for the remainder of combat.

Determine if Miss, Hit For Basic Damage, or Hit For Critical Damage:

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WEAPON DAMAGE-TYPE DAMAGE DICE

The next page is very bare-bones. Next to the icon for each weapon damage type is the die which you roll for critical damage.

I don't have any stats for armor or weapons documented yet. The info on the next page will probably be added to the weapon stat page(s), when I make one.