

Combat Reference

A Basic Fantasy RPG Supplement
www.basicfantasy.org

Release 5

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The Combat Round

(1 ROUND = 10 SECONDS)

Roll Initiative

A character using a weapon with a long reach may choose to attack a closing opponent on the closing opponent's number and thus attack simultaneously with the opponent, even if the character rolled lower for Initiative.

Act On Initiative

Delay : The character or monster may delay their action until later in the round, acting before characters and monsters with a lower initiative.

Run : The character or monster may move up to double encounter movement but cannot do anything else. If retreating, they lose any benefit from their shield and grant a +2 bonus to all opponents attacking them this round as well as become vulnerable to sneak attacks.

Charge : The character or monster moves at least 10' and up to double encounter movement in a straight line across reasonably clear terrain. They take an AC penalty of -2 for the round. They then make a melee attack with +2 to their attack, dealing double damage.

The character or monster may:

- Move up to their encounter movement, attempting to overrun as desired;
- Set themselves to receive a charge with a spear or polearm; this is a delay action and does double damage versus a charge.
- Make a fighting withdrawal
- Take a miscellaneous action

In addition, the character or monster may also:

- Make a missile attack;
- Make a melee attack or perform a special maneuver;
- Cast a spell; if a spellcaster is attacked (even if not hit) or must make a saving throw (whether successful or not) on the Initiative number on which he or she is casting a spell, the spell is spoiled and lost.

Attacking

To make an attack, roll 1d20 for the character or monster. If using a melee weapon, add their STR modifier to the roll. If using a missile weapon, add their DEX modifier to the roll. If the modified roll is greater than or equal to the character or monster's AC, they hit. Roll damage against the target. A natural "1" on the die roll is always a failure. A natural "20" is always a hit, if the opponent can be hit at all.

Attack Bonus / Penalty

Attacking from behind or if defender is prone	+2 (do not combine with the Sneak Attack bonus)
Flat of the blade attack	-4 (do half damage as subduing)
Kick	-2 (1d4 subduing damage)
Attacker is blinded or Defender is invisible	-4
Defender is pinned	+4

Missile Fire

Target distance	Attack bonus / penalty
5' or less	-5*
Up to short range	+1
Up to medium range	+0
Up to long range	-2
Beyond long range	Cannot be attacked

* If the attacker is behind the target creature and undetected, or that creature is distracted apply +1 bonus instead (+3 total bonus if attacking from behind)

Cover and Concealment Penalty

Target is	Covered	Concealed
25%	-2	-1
50%	-4	-2
75%	-6	-3
90%	-8	-4

Special Maneuvers

Wrestling	save versus Death Ray to escape
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Grenade-Like Missiles Miss Table

	(behind)	
	0	
7	8	9
5	Target	6
2	3	4
	1	
	(in front)	

Roll 1d10, and consult the diagram to determine where the missile hit. Each number represents a 10' square area.

Oil Grenade-Like Missiles

- Direct hit: 1d8 points of fire damage, plus in the next round an additional 1d8 points of damage, unless the character spends the round extinguishing the flames
- Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact. A save vs. Death Ray is allowed to avoid this damage
- A burning puddle of oil is effective for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it.

Holy Water vs. Undead

- Direct hit: 1d8 points damage.
- Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact.
- Effective for 1 round

Missiles That Miss

With the exception of grenade-like missiles, missile weapons which miss the intended target are normally considered lost. However, if the weapon is fired into a melee where allies of the shooter are involved, and the attack misses, it may hit one of the allied creatures. The GM should decide which allies may be hit, and roll attacks against each until a hit is made or all possible targets are exhausted. These attack rolls are made with the shooter's normal attack bonus, just as if he or she intended to attack the allied creature.

Subduing Damage

Attacks made with the "flat of the blade" for non-lethal damage are made at a -4 attack penalty and do half damage. Most weapons can be used this way; only those with penetration or slashing features on all sides cannot.

Subduing damage is subtracted from a creature's hit points like normal damage. A creature reduced to 0 hit points or fewer by subduing damage, or any combination of normal or subduing damage, is unconscious rather than dead. (Any further subduing damage is then considered killing damage, allowing the possibility that someone might be beaten to death.) A character knocked out in this way, but not subsequently killed, will wake up with 1 hit point in 1d4 turns, or can be awakened (with 1 hit point) by someone else after 2d10 rounds.

Brawling

Sometimes a character will attack without a weapon, striking with a fist or foot. This is called brawling. Normal characters do 1d3 points of subduing damage with a punch, 1d4 with a kick; kicks are rolled at a -2 attack penalty. A character in no armor or leather armor cannot successfully punch or kick a character in metal armor, and in fact, if this is attempted the damage is applied to the attacker instead of the defender. The GM must decide which monsters can be successfully attacked this way. All character classes may engage in brawling; there is no "weapon" restriction in this case.

Wrestling

A wrestling attack requires a successful melee attack roll, where success indicates the attacker has grabbed his or her opponent. This hold is maintained until the attacker releases it or the defender makes a save vs. Death Ray, which is attempted at the defender's next action (according to Initiative). A successful wrestling attack causes the attacker to move into the same "space" as the defender (if miniature figures are used).

After achieving a hold on an opponent, the attacker can automatically inflict unarmed damage (as if striking with a fist), prevent a held opponent from speaking, use simple magic items such as rings, or take any other action the GM allows. The attacker may also attempt to acquire an item the opponent is holding (such as a weapon) or attempt to move the opponent (as described below). A held character may be voluntarily released whenever the attacker so desires.

The attacker can't draw or use a weapon or use a wand, staff, scroll or potion, escape another's wrestling attack, cast a spell, or pin another character while holding an opponent.

Moving the Opponent: The attacker can move up to one-half speed (bringing the defender along) with a successful attack roll, if the attacker is strong enough to carry or drag the defender.

Acquiring an Object: The attacker may attempt to take an item away from the defender. This requires an additional attack roll; if the roll fails, the defender may immediately attempt an attack roll (even if he or she has already attacked this round) which, if successful, results in the defender pinning the attacker; or, the defender may choose to escape instead of reversing the hold.

Actions Allowed to the Defender: The target of a successful hold is usually immobile (but not helpless) at least until his or her next action, as determined by Initiative. Such characters suffer a penalty of -4 to AC against opponents other than the attacker.

If the defender is significantly stronger and/or larger than the attacker, he or she may move at up to one-half speed, dragging the attacker along.

On the defender's next action, he or she can try to escape the pin with a saving throw vs. Death Ray; the defender must apply the better of his or her Strength or Dexterity bonuses (or penalties) on this roll. If the escape roll succeeds, the defender finishes the action by moving into any space adjacent to the attacker.

If more than one attacker has a hold on a particular defender, a successful escape roll frees the defender from just one of those attackers.

Held characters may also use simple magic items such as rings. A character being held may not normally cast a spell, even if he or she has not been silenced by the attacker.

Multiple Opponents: Several combatants can be involved in a wrestling match. Up to four combatants can wrestle a single opponent of normal size in a given round. Creatures that are smaller than the attacker count for half, while creatures that are larger count at least double (as determined by the GM). Note that, after an opponent is pinned, other attackers benefit from the -4 AC penalty applied to the defender. However, this AC penalty is not cumulative (that is, each successful attack does not lower the defender's AC further).

It is also possible for another character to attack the attacker in an ongoing wrestling bout. In this case, a successful hold on the attacker grants the original defender a +4 bonus on subsequent escape rolls.

Wrestling With Monsters: In general, the rules above can be used not only when character races wrestle but also when humanoid monsters are involved. The GM will decide whether or not to allow wrestling involving non-humanoid creatures on a case-by-case basis; if this is allowed, the following adjustments apply:

Creatures with extra grasping appendages (more than the usual two) gain a +1 bonus on attack rolls or saving throws for each such appendage. This includes creatures with feet capable of grasping (such as monkeys or apes, giant spiders, etc.)

Large creatures able to fly may attempt to carry off their opponents (even if the flying creature is the defender).

Wrestling attacks against creatures with touch attacks (such as wights) will cause the attacker to suffer one such attack automatically every round.

Healing

Characters recover 1 hit point of damage every day, provided that normal sleep is possible. Characters who choose full bedrest regain an additional hit point each evening.

Normal characters require 6 hours sleep out of every 24. Subtract from this number of hours the character's Constitution modifier; so a character with 18 Constitution needs only 3 hours sleep per night (and a character with 3 Constitution needs 9 hours). Note that these figures are minimums; given a choice, most characters would prefer to sleep two or more hours longer.

Characters who get less than the required amount of sleep suffer a -1 penalty on all attack rolls and saving throws (as well as not receiving any hit points of healing). For each additional night where sufficient sleep is not received, the penalty becomes one point worse. Regardless of how long the character has gone without adequate sleep, the normal amount of sleep will remove these penalties.

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