

GAME VARIANT

Quick Combat II

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DAMAGE TABLES

FLEE TABLE		MANEUVER TABLE		FINAL RESULTS	
FLEEING PARTY DIE DP'S LOST	MANEUVERING PARTY DP'S LOST	DIE	DIE	DIE	SURVIVING PARTY CASUALTIES
0 None	0 None	0	None	0	Roll again, add 10%
1 2%	1 None	1	None	1	60%
2 4%	2 2%	2	2%	2	50%
3 6%	3 4%	3	4%	3	40%
4 8%	4 5%	4	5%	4	30%
5 10%	5 7%	5	7%	5	25%
6 12%	6 10%	6	10%	6	15%
7 14%	7 14%	7	14%	7	10%
8 16%	8 16%	8	16%	8	5%
9 20%	9 30%	9	30%	9	None

The *DragonQuest* combat system may well be the most realistic system on the market today, but the price of such realism is often exacted in playing time. Combat can go on for hours, even in cases where the players may want to spend minimal time on the intricacies of battle in order to complete an excursion or expedition in one sitting.

This simpler combat system is designed as a less precise, briefer alternative to the full-blown *DQ* combat system. It is published here as a field test, and we hope you, the reader, will let us know what you think of it via letter and feedback before we make it an "official" variant.

The System

Each creature has a rating for close range and short range, and two ratings (attack and defense) each for medium and long ranges. In general, combat results are determined by subtracting the defender's Defense Rating from the attacker's Attack Rating, at the appropriate range between the combatants. Once this Combat Differential is established, the General Combat Table is consulted, and a number from 0 through 9 is indicated. By using this number in the appropriate Damage Table, combat is resolved. Note that, for close and short range combat, Attack and Defense Ratings are not distinguished: the same number is used for both at each combat range.

Ratings may be found for characters by using the following formulas:

CLOSE COMBAT:
 $(2 \times PS) + EN + (2 \times APA) + (\frac{1}{2} FT) + (\frac{1}{2} MD)$

SHORT COMBAT:
 $PS + (\frac{1}{2} EN) + FT + (2 \times APA) + MD + (\frac{1}{2} AG)$

MEDIUM ATTACK:
 $FT + (3 \times APA) + MD + AG$

MEDIUM DEFENSE:
 $(2 \times FT) + AG + (2 \times APA)$

GENERAL COMBAT TABLE

COMBAT DIFF.	20-Sided Die Result																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-90 or less	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	2
-80	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2
-70	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	3
-60	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	3
-50	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	3
-40	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	3	4
-30	0	0	0	0	0	0	1	1	1	1	2	2	2	2	2	3	4	4	5	6
-20	0	0	0	0	1	1	1	2	2	3	3	3	3	4	4	4	4	5	5	6
-10	0	0	0	1	1	2	2	2	3	3	3	4	4	4	4	5	5	6	6	7
-5	0	0	0	1	1	2	2	2	3	3	3	4	4	4	4	5	5	6	6	7
-1	0	0	1	1	2	2	3	3	4	4	4	4	4	5	5	5	6	6	7	8
0	0	1	1	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	8	9
+1	0	1	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	8	8	9
+5	1	1	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	8	8	9
+10	1	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	8	8	9	9
+20	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	8	8	9	9
+30	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9
+40	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	9
+50	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	9
+60	3	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	9
+70	4	4	4	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	9	9
+80	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	9	9	9
+90	4	5	5	6	6	6	7	7	7	8	8	8	8	9	9	9	9	9	9	9

Differentials are *always* rounded in favor of the defender.

LONG ATTACK:
 $(2 \times APA) + (\frac{1}{2} FT)$

LONG DEFENSE:
 $FT + (\frac{1}{2} EN)$

Note that, unless the creature has some form of ranged weapon, he may not use any medium or long range attacks. If the creature may not melee according to the *DQ* rules, he may not attack at short range.

Combat Sequence of Play

I. Maneuver Phase: The gamesmaster ascertains whether either party wishes to avoid combat (i.e., run away). If either party declines combat (unless special circumstances apply — such as one group being much faster, or one group being trapped), then the group that accepts combat is allowed one shot at the fleeing party using the Flee Table. After damage is applied, the GM should decide whether the fleeing party is out of range. If so, combat is over. If not, the procedure is repeated until they are out of range, or completely destroyed.

If neither group flees, the parties should decide whether it will **close**, **stand**, or **fall back**. A party wishing to close moves toward the second party. The second party is allowed one shot on the Maneuver Table. The GM decides how many shots should be taken at the party before they reach their desired distance from the monsters. If the party stands, move on to the second party's maneuver period. If the party decides to fall back, the same procedure should be used as in close, except the party is moving away.

The second party should then decide whether they wish to close, stand, or fall back. The procedure is the same as for the first party. Note that neither group may flee, close, or fall back and fire any shots during the maneuver phase. Thus, if the second party wanted to close during his maneuver phase, he would have to pass up any opportunity

to fire any shots during the first party's maneuver phase. After both sides have maneuvered, the phase ends.

II. Spell Casting Phase: Spell-casters from both groups announce which spells they want to cast during combat. The GM determines whether each spell is successfully cast and whether it backfires. Backfire results are the same as those listed in the *DragonQuest* rules. The GM then applies the results for each spell, in the order of the time it takes to prepare them. In general, any charm, sleep, or other spell that would instantaneously remove a combatant from fighting (*not* such spells as wall of fire, meteor swarm, hellfire, etc.) eliminates that combatant's attack and defense points from the party. Any being affected in this way gets a free shot on the Maneuver Table before being removed. All other spells have the effect of modifying the differential on the General Combat Table when the final combat result is being determined. Note that both sides are subject to spell resistance, range limitations, and all other effects detailed in the *Magic book of DragonQuest*. After all spells have been cast, the phase ends.

III. Final Combat Phase: Each player gets a shot on the General Combat Table. Then, the differential of the two results is figured. The group with the smaller result is completely destroyed. The other group checks on the Final Results Table, using the differential of the results. If the two results are the same, roll again on the General Combat Table, adding 10% to the final casualties.

In many cases, the GM will have to make decisions as to how much of a modification should be made for spells. Also, weapons should be taken into account in the same way as spells, with good ones giving additions to the differential and bad ones subtracting from it. Once the gamesmaster has used this system for a while, he should be able to approximate values for the monsters, which should shorten the procedure considerably. ■■