

Combat tactics

A chance-based system for opponent actions in combat

By spittingimage

NPC opponents have an Aggression rating of 1 to 6, with most starting on 4.

To find an opponent's tactic for the round, roll 2d6 of the same colour and one of a different colour. Then check the single die:

1, 2 or 3: Same tactic from previous round

4 or 5: Total the two other dice and add Aggression. Pick that number from the Tactic table.

6: Roll again and pick that number from the Twist table

As they take or inflict wounds, gain or lose the advantage in a fight, NPC opponents' Aggression will rise or fall. Experienced fighters will change only a small amount. Green, frightened or vengeful opponents will change more.

Each time someone in the fight (either PC or NPC) suffers a setback, there's a 3-in-6 chance for Aggression to change. If the NPCs are nervous or demoralised, Aggression will drop when they suffer a setback and rise when a PC does. If they are angry or undisciplined, Aggression will rise when they suffer a setback and drop when a PC does.

If you want a more straightforward fight without unexpected moves, drop the Twist die. If you don't want to bother with Aggression, roll 3D6 for a tactic.



Aggression (change on 3-in-6)

1, 2, 3

4, 5

6

1○2○3○4○5○6○

Same tactic

New tactic

Twist

Tactic table

3	Panic	Flee without caution, open self up to opportunistic attack
4	Surrender	Throw down weapons and submit to opponent
5	Disengage	Attempt to divert opponent's attention away from self
6	Retreat	Move towards cover or out of range
7	Guard	Defend only, no attack
8	Probe	Attack cautiously, testing opponent's defense
9	Wear down	Draw the fight out and try to tire the opponent
10	Standoff	Wait for opponent to make the next move
11	Balance	Attack and defend evenly, no particular strategy
12	Feint	Try to trick opponent into defending against the wrong move
13	Reverse	Rapidly switch between defensive and aggressive fighting to off-balance opponent
14	Taunt	Try to anger or dismay opponent into making a mistake
15	Press	Stay on the offensive and hope opponent's skill is inferior
16	Strike	Try to penetrate opponent's defence with a fast attack
17	Charge	Attack with ferocity, risking injury to wound opponent
18	Frenzy	Attack wildly, risking death to wound opponent

Twist table

1	Reinforce	Call for help from allies/bystanders
2	Change	Weapon/objective/ground
3	Disadvantage enemy	Throw a burning candelabra, maneuver into uneven terrain, cut a curtain so that it falls over their head
4	Advantage self	Take the higher ground, move so that they are not facing the sun, draw/pick up a second weapon
5	Bargain	Try to persuade opponent to surrender/back out of combat/change sides
6	Trick	Try to convince opponent they are about to suffer a setback or gain a false advantage