CHAPTER X : COMBAT

Combat in the Iridium System is broken up into rounds which, depending on the Game Master, is usually one minute in length. The exchange of combat is fairly lethal and characters should contemplate whether or not they wish to take the risk of being wounded or even killed before looking to combat to resolve their problems.

Combat Example

The order of combat is as follows:

1. All players and setting characters roll initiative for the round (a round is one minute).

2. Perform actions according to initiative, highest number first.

3. Repeat steps 1-2 until combat is resolved.

If the action performed in step two is an attack, then perform the following:

1. Roll 1d20 for each attack.

1A. A '1' is a fumble. Roll your level or under on a d20, or roll on the fumble table at the end of this chapter.

1B. A '20' is a critical hit. Roll 1d100. If the result is under the character's chance to critical, then roll again on the appropriate critical chart located later in the chapter. If the result is above the critical chance, the attack does maximum damage.

2. Roll damage for successful attacks.

3. Roll Targeting skill for successful attacks.

Initiative is determined by a d6 plus any adjustments gained from agility.

A character's Defense Statistic is made up of his STR, AGL and CON averaged. This will give a range between one and 25. When attacking, an opponent must try to roll the target's Defense or greater by rolling a d20 and adding adjustments for DEX, weapon specializations and any attributes of the weapon. The GM may also impose adjustments due to conditions (visibility, weather, fire, cold, etc.), cover (hiding behind a barrel, fighting through a fence, etc.) or any other situational modifier which would come into play.

Some spells require touch as part of the casting. In this case only, after a successful attack the spell is able to be

cast This all occurs in the same round allowing the attacker to touch and cast simultaneously. This only applies to spells with a range of Touch.

Optional Combat Modifiers	
Modifier	Description
+ 4 to hit	Target is caught unprepared by attacker.
+10 to hit	Attacker is using an area effect attack.
- 4 to hit	Target is flying.
- 4 to hit	Target is at extreme range.
- 4 to hit	Target is invisible, camouflaged, obscured or using cover.
+1 to Defense	Target foregoes attacks and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +1 to Defense.
+3 to Defense	Target actively foregoes any attacks, successfully makes acrobatics, and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +3 to Defense.
+ 4 to Defense	Target is in a moving vehicle. Target receives a +4 to Defense.
-4 to hit	Attacker is shooting from a moving vehicle.
+ 4 to Defense	Target is hiding behind cover. They receive a +4 to Defense. This does not mean firing from cover which negates this bonus.
+2 to Defense	Target is firing from cover. The target receives a +2 to their defense. This means that for the most part the target is hiding behind some cover.
-2 to hit	Firing from cover. An attacker receives a -2 to hit on any of their rolls.

A d20 is rolled and all modifiers are applied. If the total is greater than or equal to the target's Defense, then it is a hit. If it is less than the Defense, the attacker misses. At this point the target may choose to parry if it is a successful melee attack. Parrying is discussed further in this chapter (see "Parry" on page 296).

After the hit is determined, then the attack may be targeted. If the attacker has targeting with the weapon used, then he may make a skill test versus his targeting skill (for more on skills see "Skills" on page 209). If the skill test is successful, then the damage is dealt to the area of the attacker's choosing.

When fighting multiple opponents, the character may wish to switch targets. In melee combat it will cost an attack to switch from one opponent to another. In ranged combat, the attacker may switch opponents for free.

During the round of combat, a character may either perform an action or attack. All this will occur on the character's initiative. Some actions may happen in combination with another action but this will be noted in the skill description. For instance, during a character's attacks he may roll his Targeting skill for each attack.

Consider the following examples:

Abudius Rufinus, Legionarius

Level = 10

Fortitude points = 35

Armor factor = 30 (Chain)

40 Banded (Lorica Segmentata) Helmet

Defense stat = 20

Dagger: 1d8 damage, 4 attacks

Gladius: 4d6, 3 Attacks

Pilum: 1d10, 1 if thrown, 2 if used in melee

Bonuses to hit:

Dagger: +3 (DEX) +2 (weapon prof) = +5 total

Gladius: +3 (DEX) +2 (Magic Weapon) = +5 total

Pilum: +3 (DEX) = +3 total

Bonuses to damage:

Dagger: +5 (STR) +4 (weapon prof) = +9 total

Gladius: +5 (STR) + 4 (Magical Weapon) = +9 total

Pilum: +5 (STR) = +5 total

Initiative Modifier: +3 (AGL)

Hiratos, Magus

Level = 10

Fortitude Points = 42

Armor factor = 20 (Studded Leather)

Defense stat = 18

Dagger: 1d8 damage, 4 attacks, coated with poison (must touch skin to work)

Great Bow: 3d20, 2 attacks, Standard Arrows

Bonuses to hit:

Dagger: +3 (DEX) +2 (weapon prof) = +5 total

Great Bow: +3 (DEX) +4 (Magic Weapon) = +7 total

Bonuses to damage:

Dagger: +4 (weapon prof knife) +30 (poison) = +34 with poison

Great Bow: +8 (Magic Weapon) = +8

Initiative Modifier: +3 (AGL)

Example 1

Abudius rolls a 4 on a d6 for initiative with a +3 initiative modifier for a total of 7. Hiratos rolls a 5 with initiative modifier of +3 for a total of 8. If they had tied the tie would have been broken by who had the higher initiative modifier, then by the higher luck, and finally by rerolling.

Hiratos attacks first in the melee period since his total initiative was higher and they are engaged in melee combat. Hiratos rolls a d20 four times (for each attack with the dagger) and rolls a 3, 15, 1, 20, trying to overcome Abudius' Defense of 20. The 3 misses but the 15 hits with Hiratos' to hit bonus of +5. Hiratos rolls damage of 1d8, rolls a 4 and adds 4 for damage bonus for a total of 8 points of damage (note: Hiratos' poison does not count since the dagger did not pierce Abudius' armor). Hiratos may roll his targeting skill to attempt to direct his damage to a specific location. Hiratos rolls a 72% but his targeting skill is only a 40% so he fails the test. Hiratos then determines by a roll of the d10 the area of damage. Hiratos' next attack is a 1 which is a critical fumble. He tries to recover from the fumble by rolling under his level on a d20; he rolls a 13 and must suffer the consequences by rolling on the fumble table. Hiratos rolls a 2 on the fumble table, which means he loses two attacks. The next attack of a 20 does not count, and the additional attack lost does not count since he has no more attacks this round.

Abudius now attacks four times with his dagger. He rolls a 20, 18, 2 and a 14. The 20 is a critical hit, which means Abudius has a chance for additional damage. His chance as a 10th level fighter is 50% (5% per level). He rolls the percentile and rolls a 44%, under the 50% he needed. He then rolls on the edged critical table (see "Edged Weapons" on page 299)and rolls a 93. Hiratos is pierced through the chest and since he fails his WIL save by rolling over his will on a d20, Hiratos dies immediately. Abudius wipes his blade on Hiratos' cloak.

A player character may take an action during the combat phase rather than attacking, such as running away, detecting traps while the party holds off foes, or using acrobatics. A character may execute a fighting withdraw from opponent(s) without sacrificing attacks but moves at only 1/2 movement. They may also move 1/2 their movement and still receive full attacks. If an attacker wishes to switch opponents, he must skip one attack but then may finish his remaining attacks. This is not so with ranged weapons which may switch targets with no penalties.