

THE LORDS OF HACK PRESENT

**THE BADLANDS
CAMPAIGN
COMBAT RULES**

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Final Draft

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BADLANDS CAMPAIGN COMBAT RULES

Scale and Terms: the ground scale for combat is 1 inch on the tabletop equals 5 feet in the real world. Combat is handled in melee rounds, each of which counts as 15 seconds of game time, 10 such rounds make up a Combat Turn (2-1/2 minutes), 4 such Combat Turns make up a Game Turn (10 minutes, used for exploration and spell duration). The term “warrior” will be used throughout the combat rules to describe any player character, non-player character or monster that is taking part in the combat in any way.

1. Surprise

When two groups of potentially hostile warriors blunder into each other, you should check for surprise. If one side has a total 3 or more points higher than the other, the loser is said to be “surprised.” The winning side may take 1 full melee round against the surprised side before initiative is rolled. The winning side is also assumed not to have been spotted by the surprised side and may make reasonable measures to avoid the encounter.

SURPRISE MODIFIERS

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|-----------------------------|----|
| Party has a ranger or monk | +2 |
| Party is stealthy | +1 |
| Party is silent | +3 |
| Party is invisible | +3 |
| Party is waiting in ambush | +2 |
| Monster with Surprise bonus | +2 |
| Camp with Guard Dogs | +3 |
| Party has horses | -2 |
| Party is more than 10 | -2 |
| Party is more than 20 | -4 |

Stealthy: a party counts as stealthy when no members are in mail or plate type armors and they are making an active attempt to sneak up on enemies.

Silent: if the party is under a “Silence” spell, or is made up of Halflings and/or Elves not in mail or plate armor, or if it consists of thieves or assassins who are “moving silently”, it counts as silent.

Invisible: if all members are under invisibility magic, are naturally invisible, or are Hiding in Shadows, the party counts as invisible.

A warrior who is all alone may add his Dexterity Reaction bonus to the roll.

2. Initiative:

Once any surprise turn is finished, initiative is rolled. The warrior with the highest Charisma on each side is named the “Combat Leader” for that side. Each Combat Leader in the battle rolls 1d6, and adds his Charisma Initiative Bonus (see house rules for characters). If initiative is tied, the “good guys” win. The Combat Leader of the winning side chooses whether his side will act first, or will allow the enemy to act first. The Combat Leader then calls on each warrior on his side to act, and when all his warriors have acted, his side’s turn is done. When both sides have acted, re-roll initiative for the next round.

Optional: Individual Initiative: if the GM and the majority of players agree, each individual warrior or group of similar warriors may roll initiative separately, adding his own Dexterity reaction bonus to his own roll only. Then cycle through each warrior separately until all warriors have acted.

3. Movement

There are several different movement options for warriors in combat, each warrior can take one and only one movement action per round.

Standard Move: a warrior moves his movement allowance in inches. This can be combined with the normal attacks, spell casting or using an item.

Fighting Withdraw: a warrior may move up to one half (round down) inches away from an enemy he is in combat with. He may not attack, casts spells nor use a magic item, but he may Parry.

Flee: a warrior who flees from melee combat may move his normal movement plus 2d4 extra inches. The enemy gets a free attack at +2 to hit. The fleeing warrior may use a defensive magic item, but not attack or cast a spell.

Reckless Disengage: a warrior may make a standard move and attack, but if he leaves contact with an enemy while doing so, he gets a free attack against him.

Charge: a warrior can make a charge move once per Combat Turn (10 rounds). He must move in a straight line and end his round in contact with an enemy, at which point he must make a Charge attack (see below). He gains an additional 2d4 inches of movement on a charge move. If a unit of infantry troops has a drummer playing, they add an additional 2" to their charge move.

Crawl: if a warrior is prone, he can crawl 2 inches per round.

Climb: a climbing thief can climb 10 feet per level per round (up to maximum move rate). Warriors climbing a ladder move ½ their normal move.

Get Up: getting up from prone uses a full movement.

Mount or Dismount: it uses the entire movement allowance to get off on get on to a horse or other mount. A reckless dismount/mount counts only ½ movement, but requires a Dex check to avoid falling prone

Changing Equipment: dropping a weapon or shield, or drawing from a scabbard, quiver or bandolier are free actions, requiring no move or attack penalty. Retrieving other weapons from belts, boots etc., requires the warrior to use either his move or attack, his choice. Picking up a weapon or shield from the ground or from a backpack takes a full round.

Shield Wall: if three or more warriors stand in close formation with shields locked, they all get +3 to their AC. However, their movement rate is reduced to only 1" per round if they wish to maintain the wall.

4. Attack

In addition to taking a move each turn, a warrior can also take an attack option. A warrior can take one and only one attack option per round. The attack can take place before or after the movement action, but unless noted below, not in the middle of a move (see Split-Fire, Ride-by and Receive Charge).

STANDARD OPTIONS

Melee Attack: make a single melee attack against an adjacent enemy. Many Monsters and higher level Fighters, Paladins, Rangers and Monks may sometimes make multiple attacks (see class descriptions in PHB).

Missile Attack Sequence: make a number of missile attacks equaling the Rate of Fire of the ranged weapon used, as listed on the weapon table. Attacks at medium range are at -2 to hit. Attacks at long range are -5 to hit.

Use Device: a warrior may use his attack to activate a magic item, or drink a potion or use a scroll.

Cast Spell: a magic-using character may use his attack to cast a spell.

Parry: instead of attacking, a warrior can use his attack to increase his AC. His AC improves by 2 points, plus an additional 1 point for every 3 levels in the Fighter, Berserker, Paladin, Ranger or Monk class he has.

Charge Attack: A warrior who uses a charge move to come into contact with an enemy gets +2 to hit, but loses his Dexterity Bonus to AC (or drop AC by 1 if he has no dex bonus). A warrior using a lance from horseback does double damage on a charge attack. Any given warrior may only charge once per 10 melee rounds. A charging warrior may only make 1 attack that round, even if normally able to make several attacks.

Hold Attack: a warrior who gives up his move can hold his attack until a certain event happens. This is usually a missile attack against a spell caster, or a melee attack against someone who comes around a corner or through a door. If the event doesn't happen, he loses his attack, but can continue the hold into the next round (but he must declare the hold continues before initiative is rolled).

SPECIAL OPTIONS (limited by class or equipment)

Disarm Attack: a warrior can elect to disarm an enemy instead of dealing damage. He must hit AC0 to disarm his target. If the warrior is attacking with a lasso or whip, he only needs to hit AC5 to disarm his target.

Dismount Attack: if a warrior is using a Lasso, Lance, Fork, or Halberd, he can make a Dismount attack instead of a normal attack. He rolls to hit normally, and if he hits he drags his enemy off his horse instead of doing damage. A dismounted enemy must roll his Dexterity or less on a d20 or he will suffer 1d4 damage and be prone after dismounted. If dexterity is unknown, assume it to be 12.

Hook Shield: a warrior using any axe or pick can attempt to hook an enemy's shield with an attack rather than inflicting damage. If he hits AC 5, he has hooked the shield and yanked it out of the enemy's hands.

Receive Charge: is a special sort of hold attack. This allows a character with any weapon on the spear, lances and pole-arm list to interrupt a charging enemy with his own attack, and if he hits he will score double damage. The receiver's weapon must be longer than the charging character's weapon to allow an interrupt, but even if the receiver attacks after the charging warrior, he still scores double damage. The length of weapons counts as follows, from longest to shortest: Pike, Heavy Lance, Long Spear, Medium Lance, Spear, Light Lance, All pole-arms, Other Melee weapons.

Ride-By Attack: human fighters and paladins mounted on warhorses may make melee attacks at any point along their mount's movement and keep on riding. They are still subject to attacks as if "recklessly disengaging".

Split-Fire Attack: an elf or ranger armed with a short bow or long bow, or a human nomad or fighter mounted on a horse and using a short bow or short composite bow may make a split-fire move. He moves part of movement allowance, shoots 1 arrow, and then finishes his move. He forgoes his normal second arrow. DM may allow human cavalry to do the same maneuver with javelins and/or darts.

Striking to Subdue: a warrior using a bludgeon can strike to subdue (aiming for limbs) with no penalty. A warrior using a sword, dagger, axe, spear, or pole-arm can strike to subdue (using flat of blades, handle of weapon etc), but suffers a -2 to hit and damage. Ranged weapons cannot be used to subdue. If a warrior is brought to 0 hit points by subdual damage (punching or kicking is also counted as subdual) then the wound effect is rolled on the Less Lethal table, and is much more likely to result in a stunned enemy than a wounded or killed one.

Two-Weapon Fighting: a warrior can fight with two weapons. The first must be a one-handed weapon and will suffer a -2 to hit (adjusted by Dexterity Reaction/Attacking adjustment). The off-hand weapon must be a dagger or hand axe and will suffer a -4 to hit (adjusted by dexterity Reaction/Attacking adjustment). He gets his normal number of attacks with his main weapon, and 1 and only 1 additional attack with his off-hand weapon.

UNARMED COMBAT

If a human, demi-human or humanoid warrior who does not have a weapon attempts to attack an enemy who is armed, the attacker suffers a -2 on his attack roll. He must decide to Punch, Kick, Pin or Tackle his enemy. All other normal modifiers apply (prone, gang-up bonus etc).

Pin: A warrior or group can attempt to pin an enemy into immobilization. The attackers all roll to hit. Each one who succeeds rolls an Open Doors check. Each one who succeeds pins or immobilizes 1 limb (2 if using a thrown lasso). On his round the pinned warrior can roll an Open Doors check to break one hold, or a Bend/Bars check to break all holds. The DM can disallow this tactic against large monsters or monsters with a nature that makes it improbable to work.

Punch or Kick: a punch or kick is handled as a normal attack, with the -2 unarmed attack penalty. Punches do 1 point of damage, Kicks do 2 points of damage, but suffer an additional -1 to hit, unless the attacker is standing and the defender is prone.

Tackle: if a warrior wants to tackle an enemy, he must score a to-hit in combat. On a hit, the attacker must roll an Open Doors check, if successful he knocks the defender prone. This never works against a creature of a larger size code than the attacker.

SPECIAL NOTES

Gang-Up Bonus: there is a gang-up bonus: +1 to hit to all attackers for each total attacker above 1 on a single target during a round. This bonus replaces Flank Attack, Facing and limits to the number of attacks a shield can defend against rules in the PHB and DMG.

Fighter and Sub-Class Rampage: the fighter, berserker, paladin and ranger classes can attack once per level against all creatures with less than 1d8 hit die. Expand that ability to attacks against all human, demi-human, and humanoid troops who have less than 2d8 full hit die, i.e., commonly encountered dwarf troops, elf troops, orcs, hobgoblins, gnomes, Halflings, human soldiers of less than grade A.

5. Combat Modifiers

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|------------------|--------|
| 25% Cover | +2 AC |
| 50% Cover | +4 AC |
| 75% Cover | +7 AC |
| 90% Cover | +10 AC |
| 25% Concealment | +1 AC |
| 50% Concealment | +2AC |
| 75% Concealment | +3 AC |
| 90% Concealment | +4 AC |
| Target Invisible | +5 AC |

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| Attacker on higher ground (or mounted vs. foot) | +1 to hit |
| Attacker on lower ground (or foot vs. mounted) | -1 to hit |

| | |
|--|---|
| Target off-balanced, held by 1 limb | +2 to hit |
| Target Stunned, slowed, partially bound, held by 2-3 limbs | +4 to hit |
| Target magically asleep, held, paralyzed or totally immobile | automatic |
| Target Prone | +4 to hit (melee) -4 to hit (missile) |
| Rear Attack (unaware) | +2 to hit, +4 for thieves and assassins, also no shield or dex. |

Gang-Up: +1 to hit per attacker over 1, applied to all attacker's rolls.

Shield-Wall: +3 AC

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| Unarmed attack vs. Armed Opponent | -2 to hit (except by Monks) |
| Striking to Subdue with blade weapon | -2 to hit and -2 damage |
| Medium range missile attack | -2 to hit |
| Long range missile attack | -5 to hit |

6. Critical Hits

Any time a natural 20 result occurs on an attack roll, it is said to be a critical hit. On a critical hit each type of weapon does either double or triple the normal number or damage dice and perhaps does a special effect as well.

| Weapon Type | Special Effect |
|------------------------|---|
| Swords and Daggers | Double Damage and Bonus melee attack against any adjacent target. |
| Axe, Pick | Double Damage and Splits Shield (or knocks prone if target has no shield) |
| Bludgeons | Double Damage and Stuns for 1 round |
| Spear, Lance, Pole-arm | Triple Damage |
| Ranged Weapons | Triple Damage |
| Monster Teeth | Double Damage and Bonus melee attack against any adjacent target |
| Monster Claws | Double Damage and Knocks down |
| Monster Tail | Double Damage and Stuns for 1 round |

Most of the critical effects, apart from the double or triple damage, should be ignored against targets that are 1 or more sizes larger.

7. Fumbles

Any time a natural 1 occurs on an attack roll, it is called a fumble. This is some sort of mishap that occurs in addition to the attack missing. Consult the following tables to determine the exact mishap based on type of weapon.

Spear, Lance, Pole-arm, Staff, Javelin or Club: wooden shaft of weapon automatically breaks.

Other Weapons: roll 1d6, consult type

| D6 | Sword/Dagger | Axe/Pick | Bludgeon | Bow | Sling | Unarmed |
|----|--------------|----------|----------|----------|----------|---------|
| 1 | None | Drop | Drop | Hit Ally | Hit Ally | None |
| 2 | None | Drop | Drop | Drop | Hit Ally | None |
| 3 | Drop | Drop | Drop | String | Break | None |
| 4 | Drop | Notch | Drop | String | Break | Fall |
| 5 | Drop | Notch | Break | String | Break | Fall |
| 6 | Notch | Break | Break | Break | Break | Fall |

None: there is no additional negative effect other than a miss

Drop: the weapon is dropped to the ground, you must forfeit a whole turn to pick it up off the ground.

Notch: the weapon is damaged in some way. It suffers -1 to hit and damage. If it was already notched or poor quality, it will break. It can be repaired by a smith.

Break: the weapon breaks and is useless.

String: the bow string breaks. It takes 2 rounds to re-string the bow (if you have a spare).

Hit Ally: make a normal to hit roll with the weapon against the nearest ally.

Fall: the attacker falls prone.

NOTE ON MAGIC WEAPONS: a magic weapon will not break or become notched in combat, unless the warrior is fighting a creature only hit by magic weapons, or someone using a magic weapon or armor of equal or greater level. If a notch or break is indicated, substitute “drop” instead. Likewise, only a magic axe or pick can break a magic shield on a critical hit.

8. Morale

Each type of troop or monster has a morale number (see NPC rules section). When a group of troops or monsters is in difficulty, roll 1d12, and if the result is less than or equal to the morale number (plus a leader’s Loyalty bonus from Charisma, if he is still in the fight) then the troops keep fighting, if not they flee or surrender as appropriate. Typically, roll morale if the numbers in a group of troops falls below 50%, or if their leader is killed or otherwise knocked out of the fight. The DM can call for a morale check at other times too: most commonly, a morale check is appropriate when ordinary humans or demi-humans are faced by dragons, the undead, demons or similar supernatural or magical enemies.

Rally Attempts: when a group has failed morale and flees, a character can attempt to rally them back into the fight. He must use his attack for the turn to do so. Re-roll the morale check, with the rallying character’s Loyalty bonus instead of the original leader’s Loyalty. He may rally any friendly troops within 10 inches, up to 30 inches if he has a visible flag at his side. A bard can rally any friendly troops within 36” by rolling his charm percentage.

Modifiers to Morale and Rallying:

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| Unit is outnumbered 2 or more to 1: | reduce morale number by 4 |
| Enemy is playing bagpipes | reduce morale number by 1 |
| Leader aided by horn player | increase morale number by 1 (within 10 inches) |
| Leader aided by trumpeter | increase morale number by 1 (within 20 inches) |
| Bard is playing within 36” | increase morale number by 1 |

9. 0 Hit points and below:

When a warrior is reduced to 0 hit points or below, treat most monsters and NPC's as dead. If it is important to see whether they've actually survived the battle, roll on the following table (1d6)

STANDARD WOUND CHART

| D6 result | Wound Level | Recovery Time | Cure | Other |
|-----------|-------------|------------------|--|---------------------------------|
| 1 | Stun | 1d6 turns | Bucket of water | |
| 2 | Light | 1d6 days | Cure light wounds | |
| 3 | Serious | 1d6 weeks | Cure Serious Wounds, healing potion | |
| 4 | Critical | 1d6 months | Cure Critical Wounds, extra-healing potion | System shock or die immediately |
| 5 | Mortal | Die in 1d6 turns | Heal spell, Keoghtom's ointment | System shock or die immediately |
| 6 | Dead | --- | Raise Dead | |

Wound Level: name of the degree of injury

Recovery time: the amount of natural rest required before the warrior returns to 1 hit point.

During the recovery time, the warrior is weakened, suffering -4 to attacks, damage, movement rate and saving throws. He cannot cast spells. Each time he is hit again in this state, roll another wound level and pile it on to the previous.

Cure: the magical spell or potion needed to by-pass the recovery time and return to 1 hit point immediately. A magic spell above the level required will heal the wound AND cure hit points lost.

Other: if the wound is critical or mortal, the warrior must make a system shock roll (see Constitution) immediately or die.

Mortal Wound: if you apply an extra-healing potion or cure critical wounds spell, the warrior will be able to hold on for 1d6 days, rather than 1d6 turns before dying.

Less Lethal Wound Chart

If a warrior is brought to 0 hit points by punching or kicking, or if the attackers were striking to subdue, roll on this chart instead of the above chart. Also use this chart if the warrior was brought to 0 hit points by damage from a magic spell that allows a saving throw (e.g. fireball or lightning bolt), and the warrior in fact made the saving throw, but still fell due to half damage.

| D6 Result | Wound Level |
|-----------|-------------------------------|
| 1 | Stun |
| 2 | Stun |
| 3 | Stun |
| 4 | Light Wound |
| 5 | Light Wound |
| 6 | Re-roll on the standard table |

10. Natural and Mundane Healing

A wounded character heals 1 hit point per day, as long as he doesn't travel, fight or cast spells during that day. At the end of each week, he also recovers a number of hit points equal to his Constitution hit point bonus.

Comfrey Root: if a character takes a dose of comfrey root every day while resting, he will regain 1 extra hit point every 3 days. If a dose of comfrey root is taken immediately after hit point loss (within 1 turn), there is a 25% chance that it will cure 1 point of damage.

Bandaging Wounds: after taking damage, a standard or an herbal bandage may be applied. Standard bandages cost 1gp each, herbal bandages cost 25gp each, and only 1 treatment may be applied after each specific battle or injury. The person applying the bandage must roll his Wisdom or less on a d20 for it to be successful. The application of the bandage takes 1 turn, and the character must rest for 1 extra turn for the healing to take effect. The herbal bandage will heal 1d6 points of damage and a standard bandage will heal 1d2 points, either is used up whether the treatment was successful or not.

Drain a Flagon: once per game day, a warrior can drink some sort of beverage (1 pint) to restore hit points lost in combat, as long as he is still at 1 hit point or above. The number of hit points recovered is based on the expense of the beverage and is listed in the gear book.

11. Provisional/Trial Rules

Shield Sacrifice: a character with a shield may call a "Shield Sacrifice" when hit, he will suffer only half damage from the hit, but his shield will be broken and useless.

Knock-Back: if a "to hit" roll scores a natural 15, exactly, regardless of whether it is a hit, it will push the target back 1". If this would result in the warrior falling or some other dangerous situation, he gets a Dex check to avoid the danger. The knock-back can only affect targets of an equal or smaller size code.

Knock-Down: if a hit in melee against an equal or smaller target with a weapon that rolls a d6 or higher rolls maximum damage, the target is knocked prone.