

Go Time -- Combat Arrives. The Combat Guidelines.

Combat is controlled chaos in the Dragon Storm Universal RPG system. The combat round is about 30 seconds in duration. It is divided loosely into three Segments. Preparation, Initiative, And Go Time. In this description I will be straying from the point quite often and covering a lot of ground as I know many people will only read the combat rules and start playing. Some will not even read that much.

Preparation Segment:

The Preparation Segment is where you activate Powers, Abilities, Skills or Spells that last throughout the combat round. For simplicity's sake we will call all ongoing "stuff" Events. During the Preparation phase you also deal with all ongoing Events. This includes dealing with Poison Damage, effects of Stun, expending Actions to maintain continuing Events, and anything else the Gamemaster deems worthy.

Cards designed for the Preparation Segment are generally defensive, combat preparation or awareness type Events.

Initiative Segment:

Initiative determines in what order the Characters and Gamemaster perform Events during the actual Go Time segment. To do this everyone rolls 2D6, adds their Initiative Characteristic, and gets a number. The highest Initiative roll goes first and the GM will count down from there to Zero. At zero the combat round ends. (Yes, you may Streak during Initiative, however you can also encounter a Terrible Two here as well.)

Group Initiative. In some situations it will make sense for the characters to act as a group. (Like who enters a door first, second etc.) to do this the characters who want to act as a team only have one person roll for Initiative. That would be the character that they want to perform Go Time actions first. The other characters would go on the next lower Initiative number. (The group leader has an Initiative score of 8. The rest of the group would take turns acting on an Initiative of 7.) Gamemasters frequently use the group method rather than rolling for each Cast member, and they may choose to have them all act at once, if they want. Freedom to the GM!

Go Time Segment:

Go time is where everyone takes a turn based on their Initiative order. What you can do during Go Time causes confusion and consternation, but then again, it is combat. Go Time cards are generally offensive in nature.

Taking your turn. When it is your turn you can use your Actions to Move, Argue with the GM, Play a card, or do something else.

Moving. Each character has a Move Characteristic. That number is equal to 10 feet each or one inch on a tabletop with miniatures. That means a Move of 6 equals 60 feet or 6 inches. You may expend an Action to Move. You may move twice by expending two actions. You get the idea.

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Attacking. Yes, you can use an action to attack someone. If you do this without using a card your attack roll is 2D6+weapon bonus. If you use a card you will get an additional bonus from that card. The opponent you strike will React with a defense roll. (Covered in the Reaction Section below.) Attacks may be either Melee with a hand weapon or ranged with a ranged weapon. On ranged weapons you will need to check the range.

Other Events. You may also expend Actions to perform other Events, such as casting a spell or using Powers and Abilities. Check the cards for what you can do.

Reactions:

There are a number of Actions which are performed in defense during Go Time. These actions are defensive in nature. Dodging, Parrying, and Recovering from Stun. We also want to cover the Defense Roll that everyone gets every time they take damage.

Basic Defensive Reaction:

The basic defensive roll is 2D6. This Basic Defensive roll does not cost an Action to perform. The result of this roll is subtracted from your opponents Attack roll total. If the result is negative (Your Defense is greater than your attackers you take no damage, they failed to do any damage.) If the result is positive you take damage, record the damage. Your Toughness is how much damage you can take before dying. As with other rolls you can Streak in defense.

You can use an Action to perform a Parry. Your characters Parry Number is equal to the Parry Value of the items your character is wearing. The Parry Value is added to a Defensive Roll for extra protection against an opponents strike. Parry cards, if you have one to play, add additional bonuses.

Armoring Up requires an Action to be spent during the Preparation segment of the combat round and is added to each of your Defensive Rolls during the combat round that you are using the armor. Your Armor Number is equal to the Armor Values of your items. If you expend one Action you can use from one to five points of your armor. If you spend two Actions on Armoring Up, you may use one to ten points of your armor. If you use the Armor Up Ace card you will get additional bonuses.

Dodging requires an Action. Many people keep an Action "saved" to use to Dodge, even though they could end up "loosing" an action because they did not need to Dodge. (So they want to be attacked rather than being ignored? Interesting...)

You may Dodge multiple opponents. The first opponent is resolved using your 2D6 roll versus the GM's 2D6. The second sees you rolling 2D6-2, it is getting harder. Each additional opponent you want to dodge has a further minus 2 applied to your roll. If you play a card that improves your dodge roll, that bonus is added to your basic starting 2D6, and all of the subsequent rolls as well.

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After Dodging, whether you succeed or not, you make a full move away from the attackers. Please do not make the GM sad by trying to use your escape move to get into an attack position. There is no rule against it, but good manners do count, so do bad manners.