AD&D BtB Combat Flowchart

v. 1.2 by skidoo

Hi.

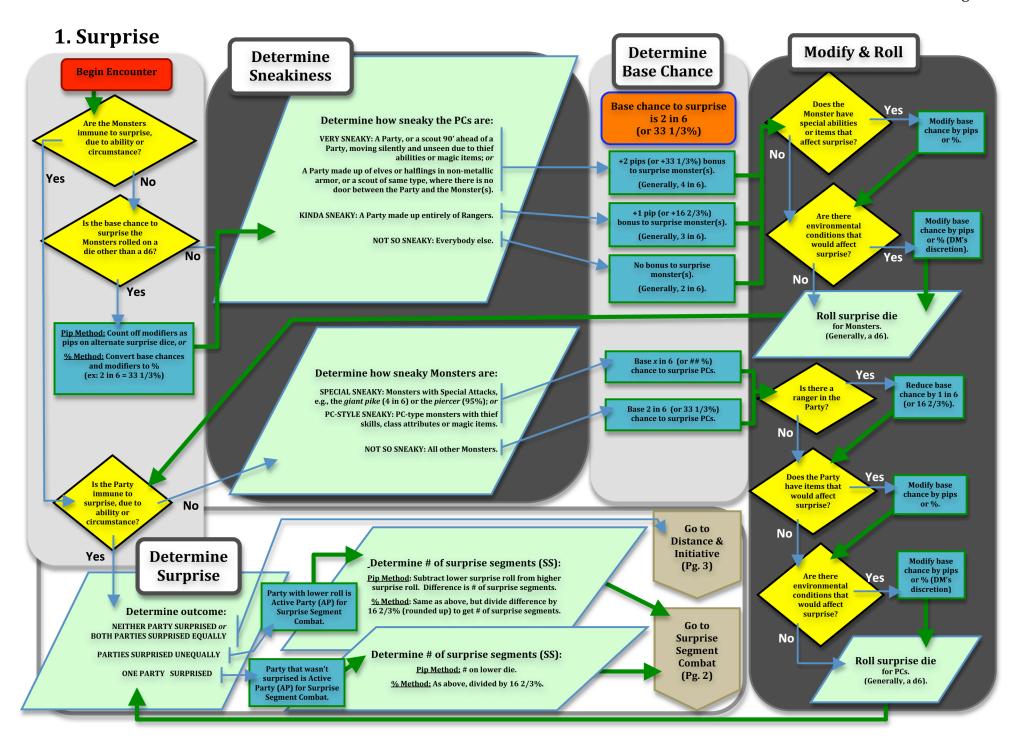
This is a combat flowchart for AD&D 1st Edition, by the book. It attempts to include all the rules in the three core rule books (PHB, DMG, MM).

I think everybody ignores some of these rules in their AD&D game. I wondered if it was possible to *include* all of them in a game, when I joined a campaign that attempted to play AD&D strictly by-the-book. I created this flowchart to see how all the combat rules fit together, to see if it's possible to play through combat with all the rules, and what that might look like.

I admit it looks nuts.

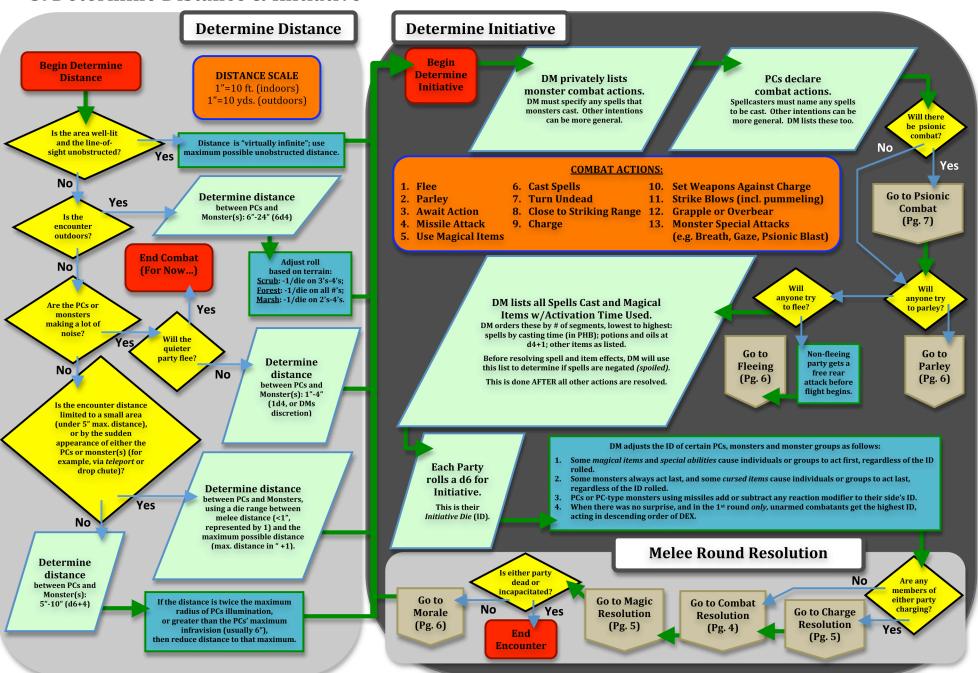
This is not:
How to play AD&D.
How I play AD&D.
How you must play AD&D to play it right.

Special thanks to DM Prata for his ADDICT document, to which this project owes a lot, especially the chart illustrating how multiple attack routines work.



2. Surprise Segment Combat **Determine Distance Combat Resolution Non-Combat Resolution Avoid Engagement Await Action Parley Begin Surprise** (AP flees, slams (Attempt to (See what the IP **Segment Combat DISTANCE SCALE** door, uses magic to communicate with will do) 1"=10 ft. (indoors) escape) the IP) Actions are resolved with the 1. RESOLVE 1"=10 yds. (outdoors) following priority: **CLERICAL TURNING** 1. Clerical Turning Party with free segments 2. Magic Items with no of action is the Active Party **Activation Time** Will the IP Go to Fleeing Go to Parley ("AP"). Party that is 3. Charges & Set Spears seek surprised is the Inactive (Pg. 6) (Pg. 6) . Missile, Melee, & Is the encounter combat? Party ("IP"). **Monster Special Attacks** indoors? . Spells, Scrolls, & Magic Yes No **Items with Activation Time** 2. RESOLVE USE OF Yes . Movement (Includes Close Yes MAGIC ITEM w/NO to Striking Range) Is the IP dead or **End Combat ACTIVATION TIME** incapacitated? (For Now...) No Determine Determine distance distance **Check Monster Magic** between AP and IP between AP and Resistance (1"-3", d6/2), limited by Go to Determine IP: 6"-24" minus maximum possible # pips on IP's Magic Resistance % for Initiative line-of-sight. Ex.: In a surprise roll Monsters is against 11th lvl (Pg. 3) 2"x2" room, the max. If the charging combatant has no (6d4-#pips) M-Us; +5% per lvl below, distance is 2". straight path to the opponent; 6. RESOLVE -5% per lvl above. SPELLS, MAGIC NO ATTACK IS MADE. CHANGE ACTION TO CLOSE TO STRIKING RANGE. **ITEMS WITH** Determine # of segments for **ACTIVATION** 7. RESOLVE spells and magic items to be cast, drunk or applied. TIME MOVEMENT Adjust roll based on Find the charging AP combatant's Charge Movement Rate (CMR) on page 4 Potions & oils take d4+1 terrain: Scrub: -1/die on 3's-4's; Forest: -1/die on all #'s; Marsh: -1/die on 2's-4's. Determine distance If the # of casting/activation segments Determine distance AP AP combatant moves is greater than the # of surprise segments, combatant can charge during surprise: during surprise: RESOLVE SPELL/EFFECT IN NEXT COMBAT ROUND. (MR/10) x SS. (CMR/10) x SS. Note segments remaining to complete spell or activate item on list, to determine if the spell is negated or an effect modified. If the distance between AP & IP Do any members No is greater than the distance that the AP **Unarmed Combat,** combatant can charge, of the IP negate If missile contains liquid payload, roll 4. RESOLVE see Pg. 8 some or all RESOLVE CHARGE IN NEXT COMBAT item saving throw to determine if surprise segments MISSILE, MELEE & ROUND. Note segments remaining to container shatters. due to dexterity Yes Does the AP complete charge. MONSTER SPECIAL and/or magical want to enter ATTACKS. bonuses? combat? No If grenade-like missiles (flasks, AP gets one melee boulders) miss target, roll d6 & d8 attack routine per surprise segment. d6 = # of feet missile was off; Yes 3. RESOLVE CHARGE d8 = direction missile was off ATTACK, and SET SPEARS (see Miss Chart, P. 4) If AP has missile weapons at ready, AP gets 3x the missile attack AGAINST CHARGE. All within 3' must save vs. poison to These monsters, PCs or NPCs routines per surprise segment; otherwise, AP gets 1 missile attack as "unstrikable" by the AP's missile or melee attacks avoid being splashed with liquid. routine per segment. during negated segments. They CAN be affected by spells.

3. Determine Distance & Initiative



4. Combat Resolution

Melee & Missile Resolution

- 1. Roll die to select target, if fighting a group. (d = # of enemy)combatants in range)
- 2. Roll d20, +/- modifiers, & check Class/Lvl./HD vs. AC tables (DMG pp. 74-75) to determine hit.
- 3. Roll weapon damage die for # of HPs subtracted from target,
 - + / modifiers.
- 4. Roll saving throws and apply effects, as needed.

Clerical Turning Resolution

- 1. Roll d20, +/- modifiers, & check Cleric Lvl. vs. Undead Type table (DMG p. 75) to determine success.
- 2. Roll to determine # of undead, planar creatures or paladins affected (usually 1d12, but sometimes 1d6+6 or 1d2).
- 3. Turned creatures will move away as far as possible from cleric for 3d4 rounds.

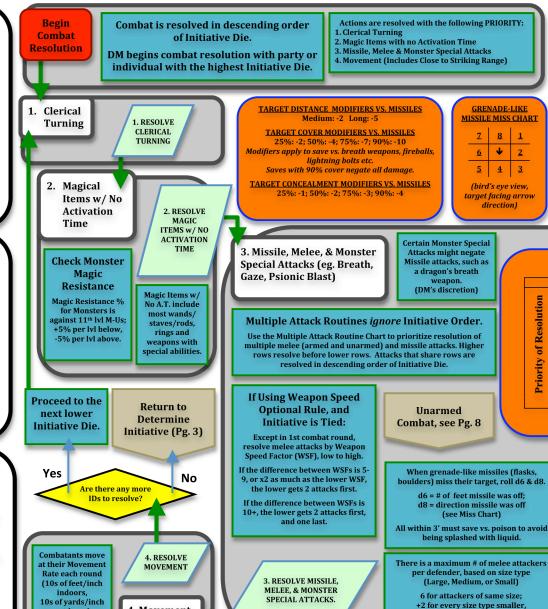
Death

If combatant's HP reach less than 0 HP, they're dead.

At exactly 0 HP, the combatant is unconscious, and bleeds out 1 HP/round unless another combatant binds their wounds. At -10 HP, they are dead.

(OPTION:

Death: < -3 HP; Bleed Out: 0 to -3 HP. death at -10 HP)



4. Movement

outdoors)

MODIFIERS VS. MELEE & MISSILES

Attacker Is:

Attacking Target's Flank: negates target's shield bonus

Attacking Target's Rear: negates target's shield and DEX bonus, +2 to hit

Blinded: -4 to hit

Dual Wielding: -2 to primary weapon, -4 to secondary (dagger or hand-axe only) +/- DEX attack modifer, but never adjusted to a + modifier.

Defender Is:

GRENADE-LIKE

(bird's eye view,

target facing arrow

direction)

-2 for every size type larger.

EXCEPTION: Max. of 12 Small creatures can

Parryina: - defender's STR to-hit mod.

Invisible: -4 to hit

Casting Spell: Defender gets no DEX bonus

Encumbered, held by one leg, off balance: +2 to hit

Stunned, both legs held, slowed, partially bound: as Attacking Target's Rear, but +4 to hit

Asleep, held, paralyzed, totally immobile: Automatic hit

MULTIPLE ATTACK ROUTINE CHART

# of Attack Routines						
1	One	Two	Three	Four	Five	Six
Priority of Resolution						1st
					1st	
				1st		2nd
			1st		2nd	
		1st		2nd		3rd
	Only		2nd		3rd	
		2nd		3rd		4th
			3rd		4th	
				4th		5th
					5th	
						6th

When a missile target is in a mixed group of friends and foes:

Determine target by adding up each party's combatants in the mixed group.

> Large creatures count as 11/2; small creatures count as 1/2.

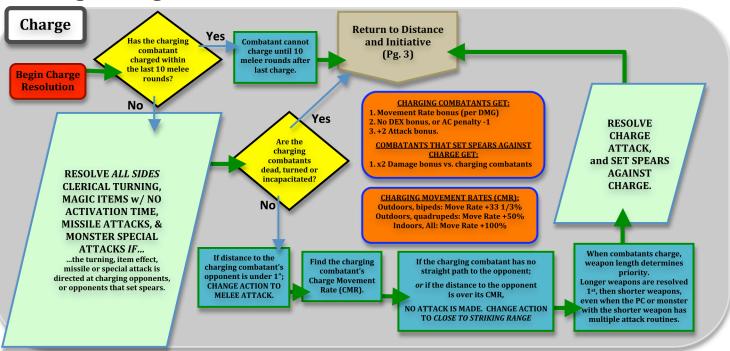
Divide the opponent's total combatants by the overall total combatants. This is the % chance that the missile will

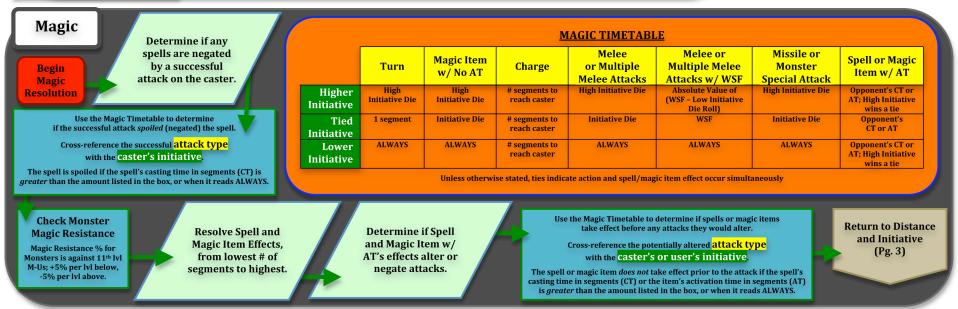
potentially hit the opponents. Optionally, missile fire will not hit friends when targets are giant-sized creatures.

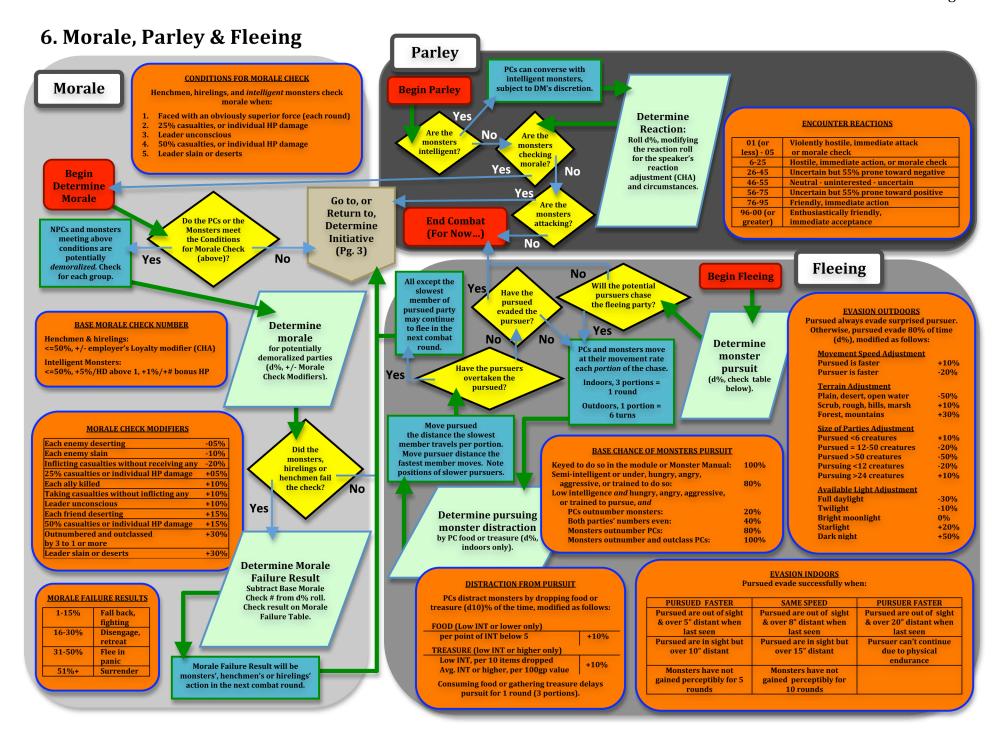
roll item saving throw to determine

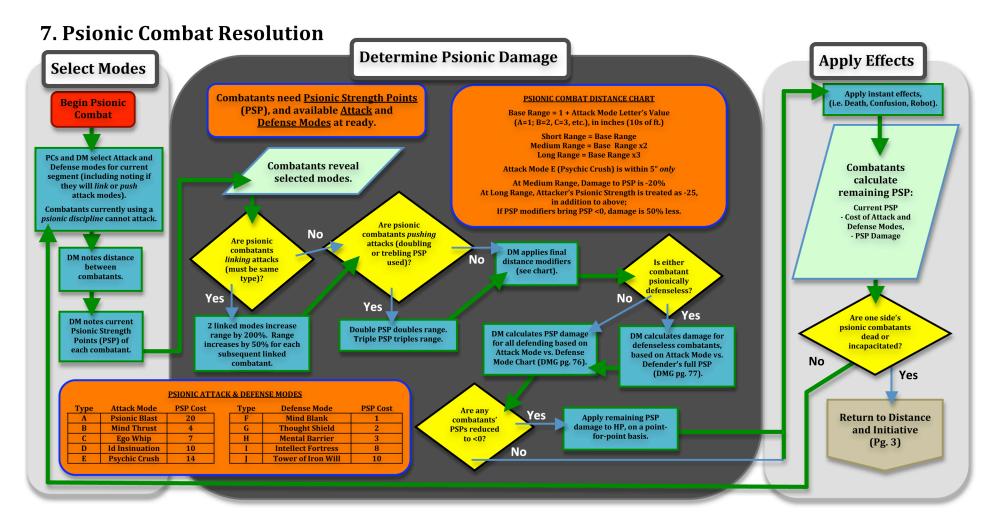
When a missile contains a liquid payload, if container shatters.

5. Charge & Magic Resolution









8. Unarmed Combat **HP Damage:** A percentage of all damage from unarmed combat damage **SIMPLY PUT** is healed at 1 HP/round. FILL IN THE DANG UNARMED PUMMELING is PUNCHING; **COMBAT MODIFIERS ON THE CS! Return to Combat** Pummel, Grapple: 75% **GRAPPLING** is WRESTLING; Overbear: 50% Otherwise this system slows to crawl. Resolution (Pg. 4) OVERBEARING is TACKLING. At 0 HP or lower, the combatant falls unconscious. Unconsciousness lasts for 1 round, +1/HP below 0. **Begin Unarmed** Does the **Combat** defender have Damage Results - Pummeling: Base Chance To-Hit - Pummeling a weapon? Attacker rolls Attacker rolls d% = Absolute Value of Defender's AC x10, 2 HP per 20 (+ STR bonus), plus: No d% to-hit. d% damage. + Attacker's Attack Adjustment, <01: BLOW MISSES. +/- the following modifiers: (+ immediate free attack for defender) Yes **INEFFECTIVE BLOW** Defender slowed: +10% (+ immediate free follow-up pummel) Defender stunned: +20% GLANCING BLOW Defender helpless, or prone and w/o Yes Damage - Pummeling Does the GLANCING BLOW Did the shield or weapon: Automatic d%, + Attacker's Damage Adjustment, defender Defender move > 12": -5% (+ immediate free follow-up) defender Defender's Defense Adjustment Determine if get a free **SOLID BLOW** fend off Defender hasted: -10% +/- the following modifiers attack? SOLID BLOW defender fends 81-00: the Defender slowed: +10% (+ immediate free follow up) off attack. attack? Defender stunned: +20% CRUSHING BLOW No Yes Defender rolls to-hit. Defender helpless: +30% (Defender is stunned.) If successful, the unarmed attack is Base Chance To-Hit - Grappling cancelled. No d% = Absolute Value of Attacker's AC x10, + Attacker's Attack Adjustment, **Damage Results - Grappling:** Attacker rolls Attacker rolls (Shown as ATTACK // COUNTERATTACK) +/- the following modifiers: d% to-hit. d% damage. WAIST CLINCH Defender slowed or stunned: +20% No Defender move < 3": -10% per 3" (+ immediate free attack for defender) ARM LOCK // FOREARM or ELBOW SMASH **Unarmed Combat Bonus** Defender hasted: -20% In unarmed combat, both attacker and defender (1HP + STR bonus) get a modifier, which they can apply for or HAND or FINGER LOCK // BITE Damage - Grappling against the attacker's to-hit or damage roll. (2HP + STR bon.) d%, + Attacker's Damage Adjustment, Does the BEAR HUG // TRIP PCs and DM must decide how to apply the bonus - Defender's Defense Adjustment A successful grapple continues to do attacker (3 HP + STR bon.) (to-hit or damage) prior to each attack. +/- the following modifiers damage each round, until the hold is get a HEADLOCK // FLIP or THROW broken by a higher grapple result by the follow-Per 10% weight diff. (attacker): +/-5% (5HP + STR bon.) Per 10% height diff. (attacker)*: +/-5% up STRANGLE HOLD // HEAD BUTT attack? Defender slowed: +10% (6HP + STR bon.) Defender can still damage attacker on Defender stunned: +20% KICK, KNEE or GOUGE lower result. These attacks are Defender helpless: +30% (8HP + STR bon. + immediate free attack, indicated after the double-slash (//). Yes Defender is stunned.) * halved if attacker is prone **Determine HtH Bonus:** Attackers roll d6, Defenders roll d4, and add: Damage - Overbearing Base Chance To-Hit - Overbearing Magic-User Types: (LVL/5) d%, + Attacker's Damage Adjustment, Damage Results - Overbearing: d%, Absolute Value of Attacker's AC x10, - Defender's Defense Adjustment Thief Types: (LVL/4) BOUNCE OFF or AVOIDED + Attacker's Attack Adjustment. Clerics Types & Monks: (LVL/3) +/- the following modifiers (+ immediate free attack for defender) +/- the following modifiers: Fighter Types: (LVL/2)+1 Attacker rushes or leaps to attack: +15% SLIP DOWN AND GRAB LEG Defender slowed or stunned: +20% Round up all fractions and Per 10% weight diff. (attacker): +/-10% DEFENDER STAGGERED Defender move < 3": -10% per 3" remainders. Per 10% height diff. (attacker)*: +/-5% (1HP + STR bonus, free follow-up attack) Defender hasted: -20% Defender slowed, or 1 foot held: +10% DEFENDER KNOCKED TO KNEES Defender stunned, or both feet held: +20% (1 HP + STR bon.) 81-100: DEFENDER KNOCKED TO HANDS & KNEES Defender braced: -10% (2HP + STR bon.) DEFENDER KNOCKED FLAT >100: If an overbearing attack succeeds, (4HP + STR bon., Defender is the attacker cannot overbear again in the prone & stunned.) next round. Attacker rolls Attacker rolls Attacker must select one of three unarmed attack forms: PUMMELING, d% to-hit. d% damage. GRAPPLING, or OVERBEARING.