

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:

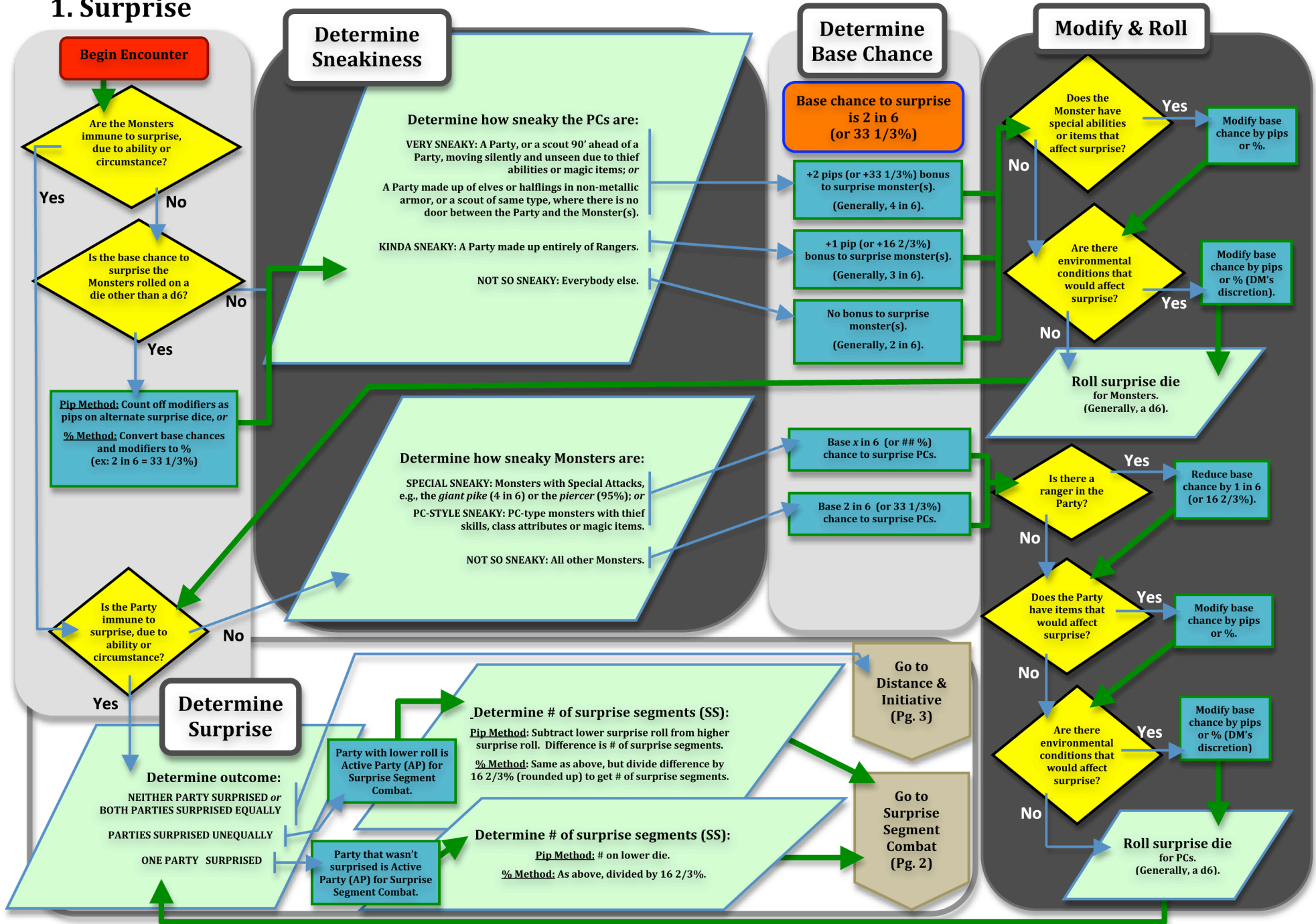
How to play AD&D.

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.

1. Surprise



Begin Encounter

Are the Monsters immune to surprise, due to ability or circumstance?

Yes

No

Is the base chance to surprise the Monsters rolled on a die other than a d6?

Yes

No

Pip Method: Count off modifiers as pips on alternate surprise dice, or
% Method: Convert base chances and modifiers to % (ex: 2 in 6 = 33 1/3%)

Is the Party immune to surprise, due to ability or circumstance?

Yes

No

Determine Surprise

Determine outcome:
 NEITHER PARTY SURPRISED or BOTH PARTIES SURPRISED EQUALLY
 PARTIES SURPRISED UNEQUALLY
 ONE PARTY SURPRISED

Determine Sneakiness

Determine how sneaky the PCs are:
 VERY SNEAKY: A Party, or a scout 90' ahead of a Party, moving silently and unseen due to thief abilities or magic items; or
 A Party made up of elves or halflings in non-metallic armor, or a scout of same type, where there is no door between the Party and the Monster(s).
 KINDA SNEAKY: A Party made up entirely of Rangers.
 NOT SO SNEAKY: Everybody else.

Determine how sneaky Monsters are:
 SPECIAL SNEAKY: Monsters with Special Attacks, e.g., the *giant pike* (4 in 6) or the *piercer* (95%); or
 PC-STYLE SNEAKY: PC-type monsters with thief skills, class attributes or magic items.
 NOT SO SNEAKY: All other Monsters.

Determine Base Chance

Base chance to surprise is 2 in 6 (or 33 1/3%)

+2 pips (or +33 1/3%) bonus to surprise monster(s). (Generally, 4 in 6).

+1 pip (or +16 2/3%) bonus to surprise monster(s). (Generally, 3 in 6).

No bonus to surprise monster(s). (Generally, 2 in 6).

Base x in 6 (or ##%) chance to surprise PCs.

Base 2 in 6 (or 33 1/3%) chance to surprise PCs.

Modify & Roll

Does the Monster have special abilities or items that affect surprise?

Yes

No

Modify base chance by pips or %.

Are there environmental conditions that would affect surprise?

Yes

No

Modify base chance by pips or % (DM's discretion).

Roll surprise die for Monsters. (Generally, a d6).

Is there a ranger in the Party?

Yes

No

Reduce base chance by 1 in 6 (or 16 2/3%).

Does the Party have items that would affect surprise?

Yes

No

Modify base chance by pips or %.

Are there environmental conditions that would affect surprise?

Yes

No

Modify base chance by pips or % (DM's discretion).

Roll surprise die for PCs. (Generally, a d6).

Go to Distance & Initiative (Pg. 3)

Go to Surprise Segment Combat (Pg. 2)

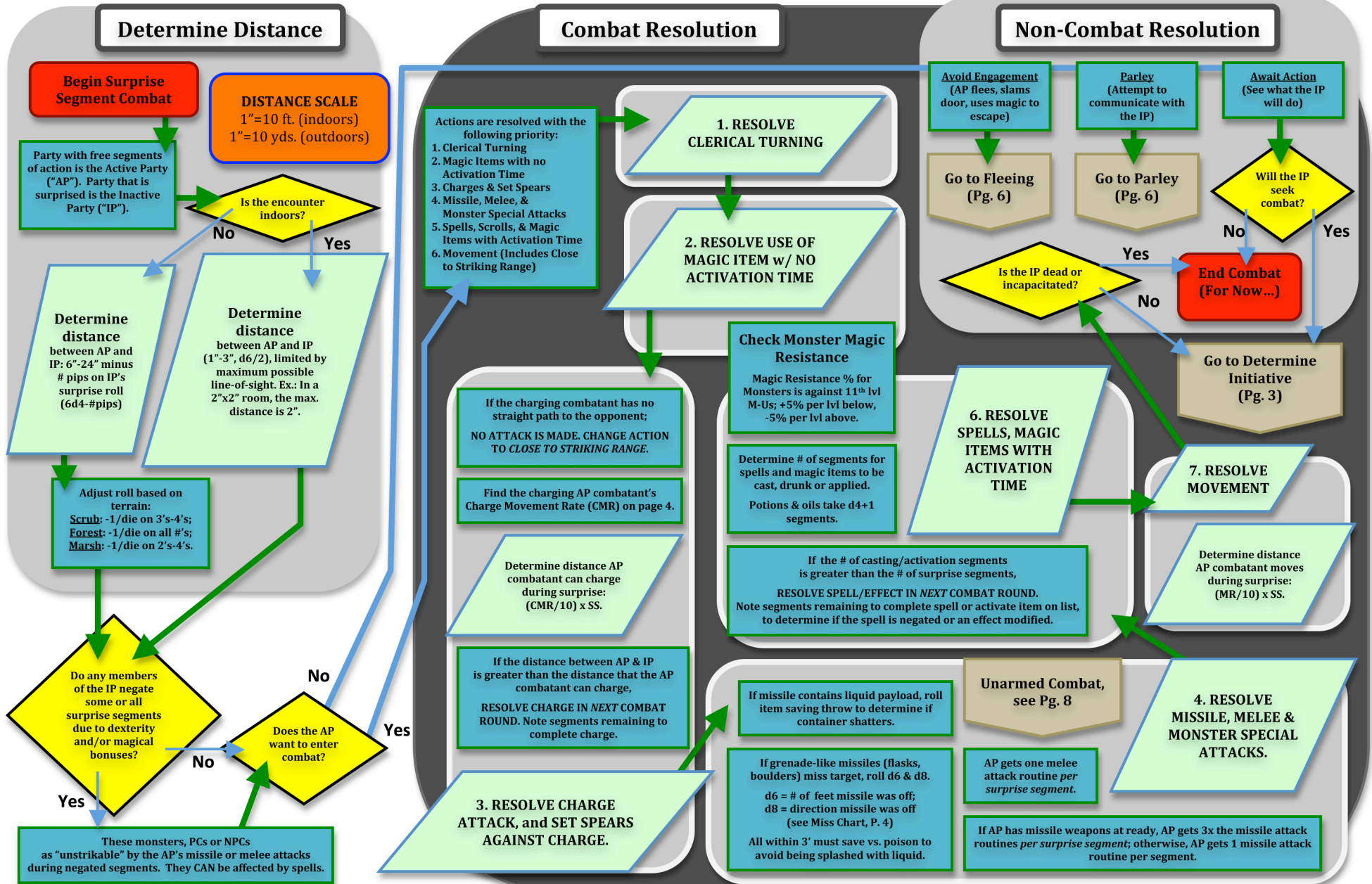
Determine # of surprise segments (SS):
Pip Method: Subtract lower surprise roll from higher surprise roll. Difference is # of surprise segments.
% Method: Same as above, but divide difference by 16 2/3% (rounded up) to get # of surprise segments.

Determine # of surprise segments (SS):
Pip Method: # on lower die.
% Method: As above, divided by 16 2/3%.

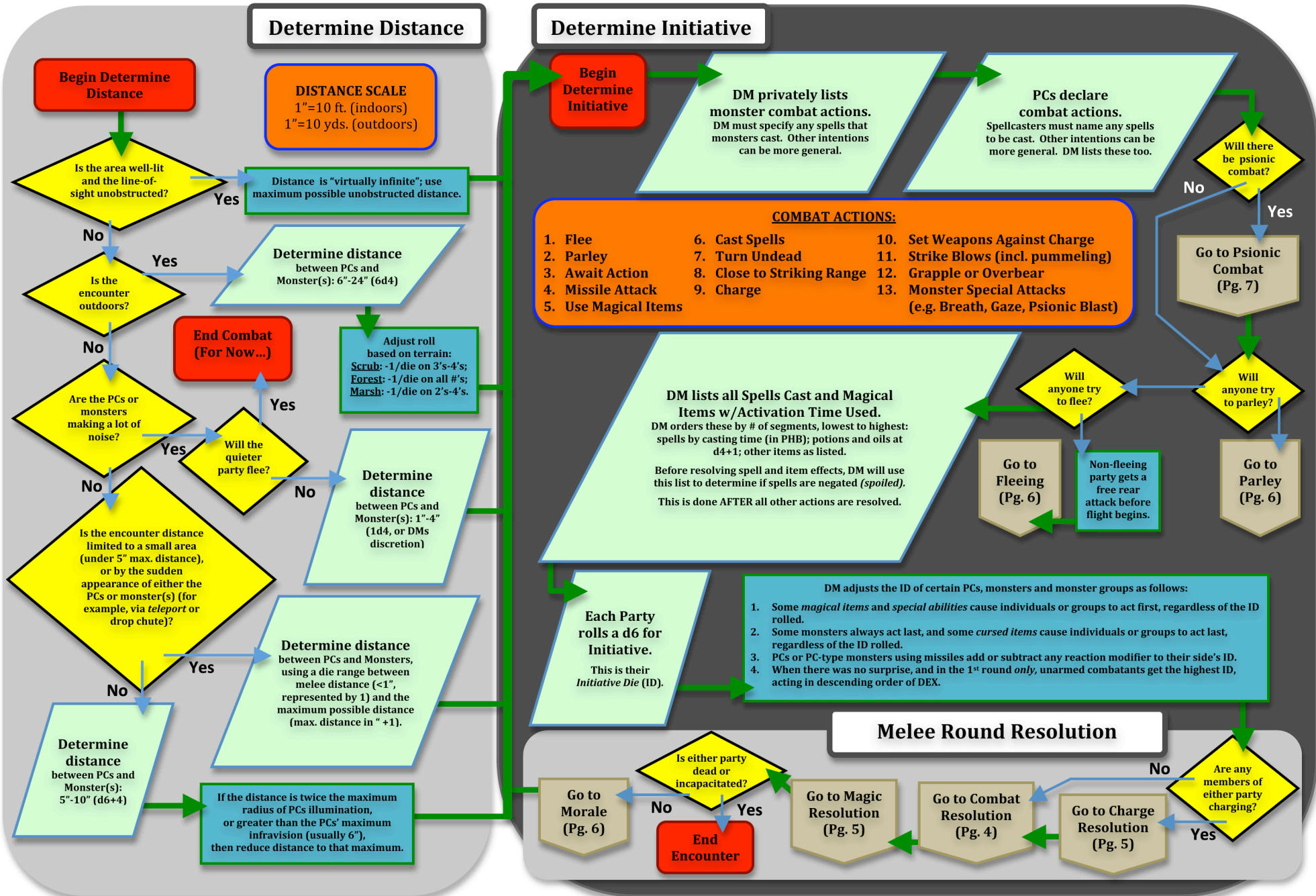
Party with lower roll is Active Party (AP) for Surprise Segment Combat.

Party that wasn't surprised is Active Party (AP) for Surprise Segment Combat.

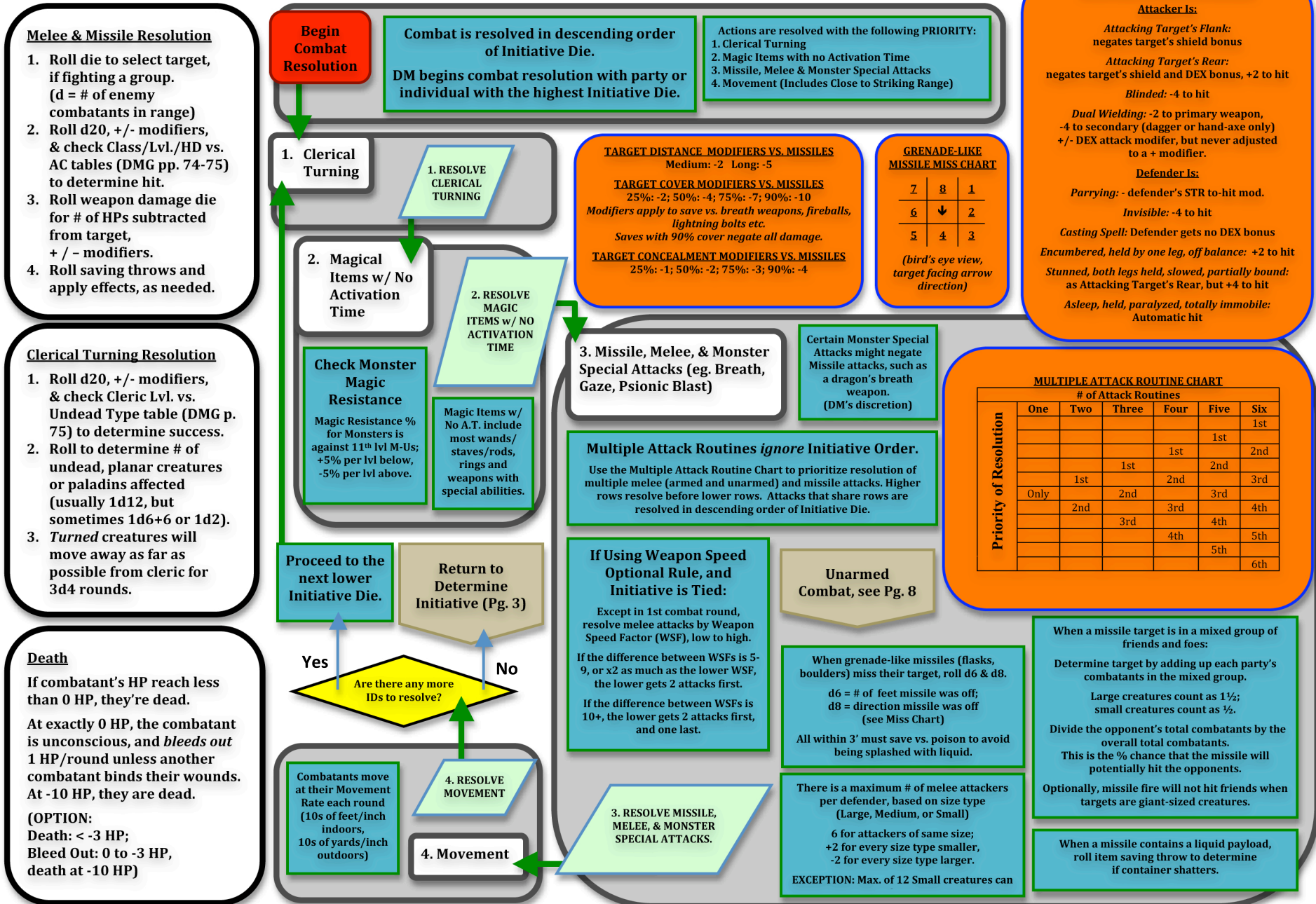
2. Surprise Segment Combat



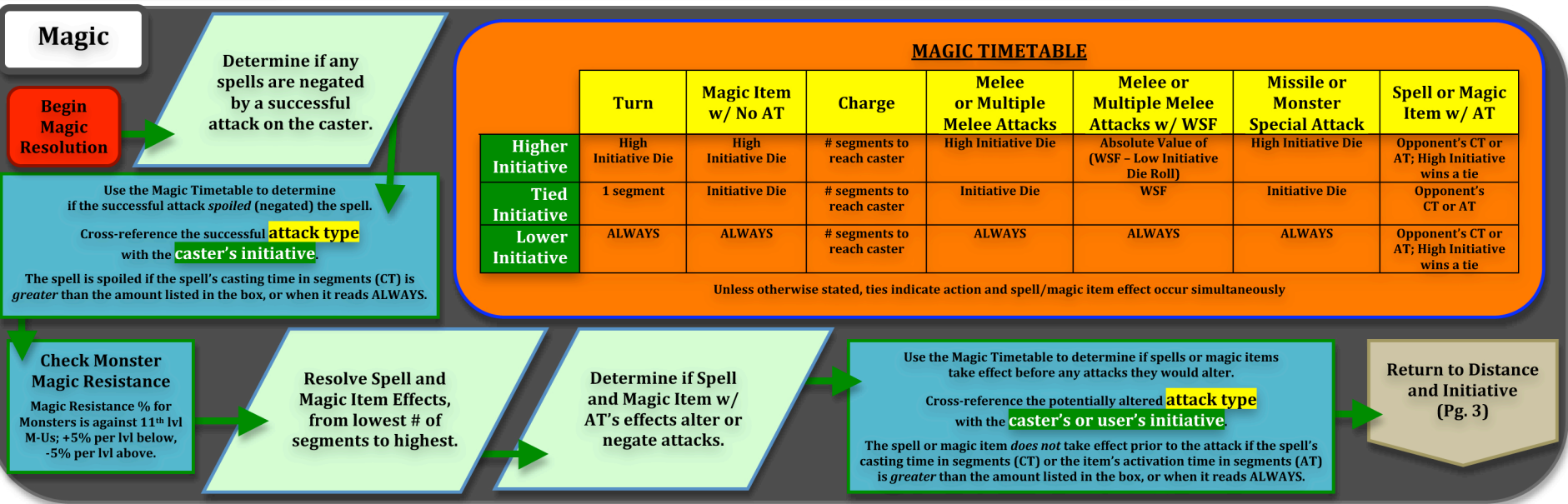
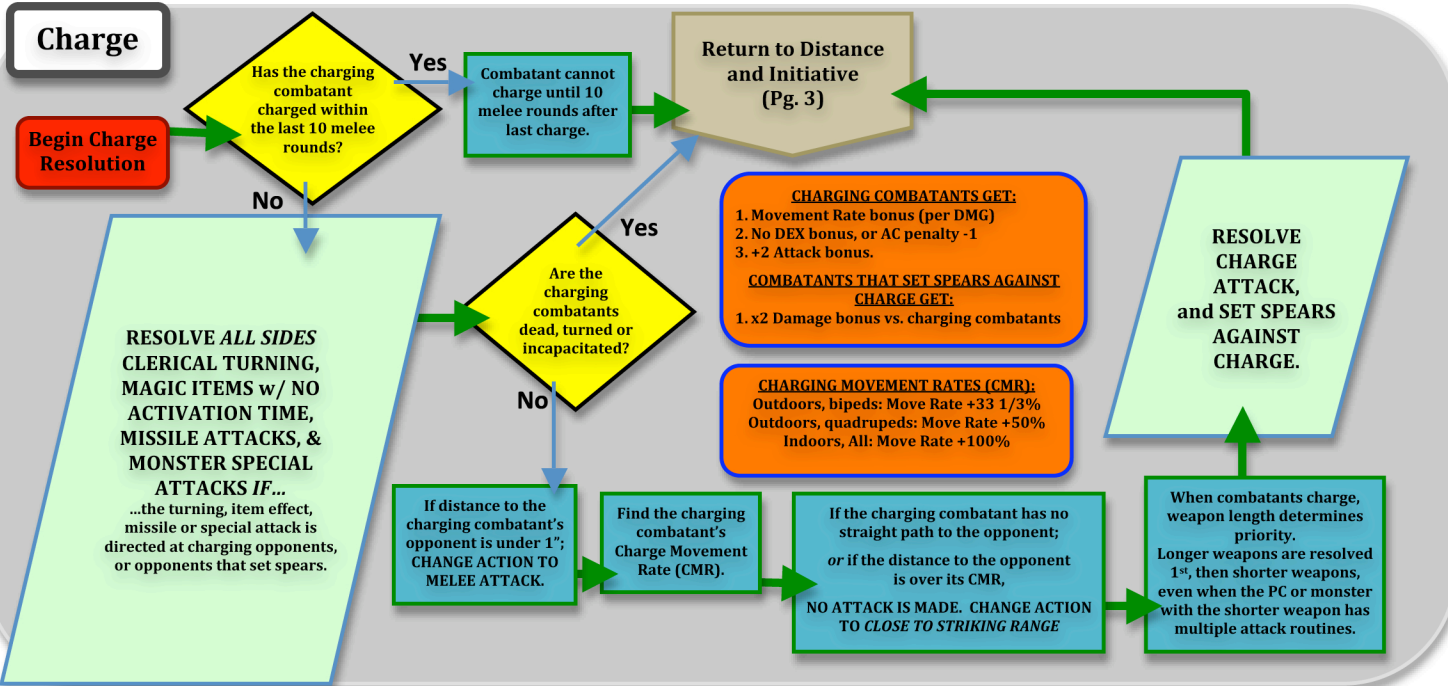
3. Determine Distance & Initiative



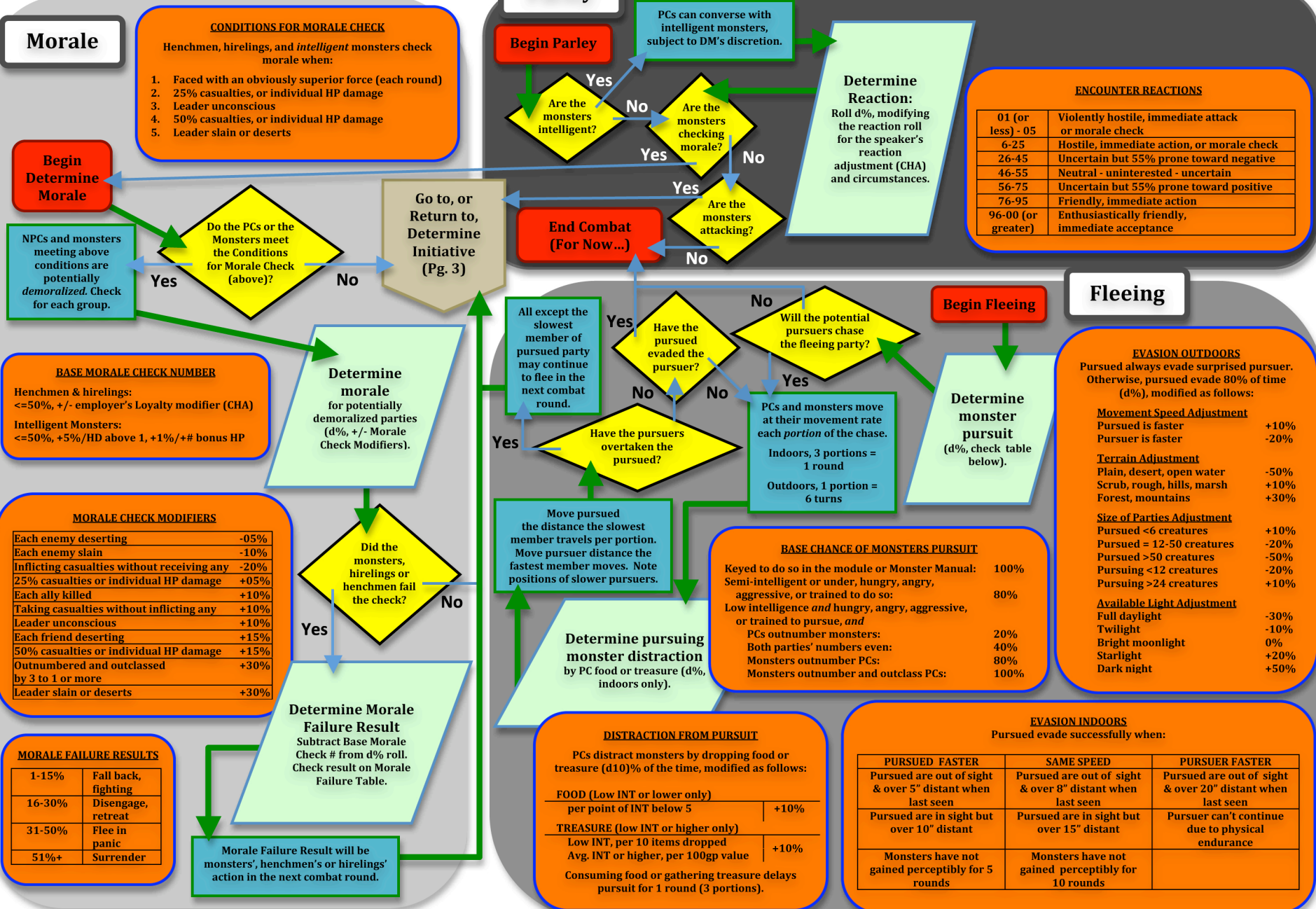
4. Combat Resolution



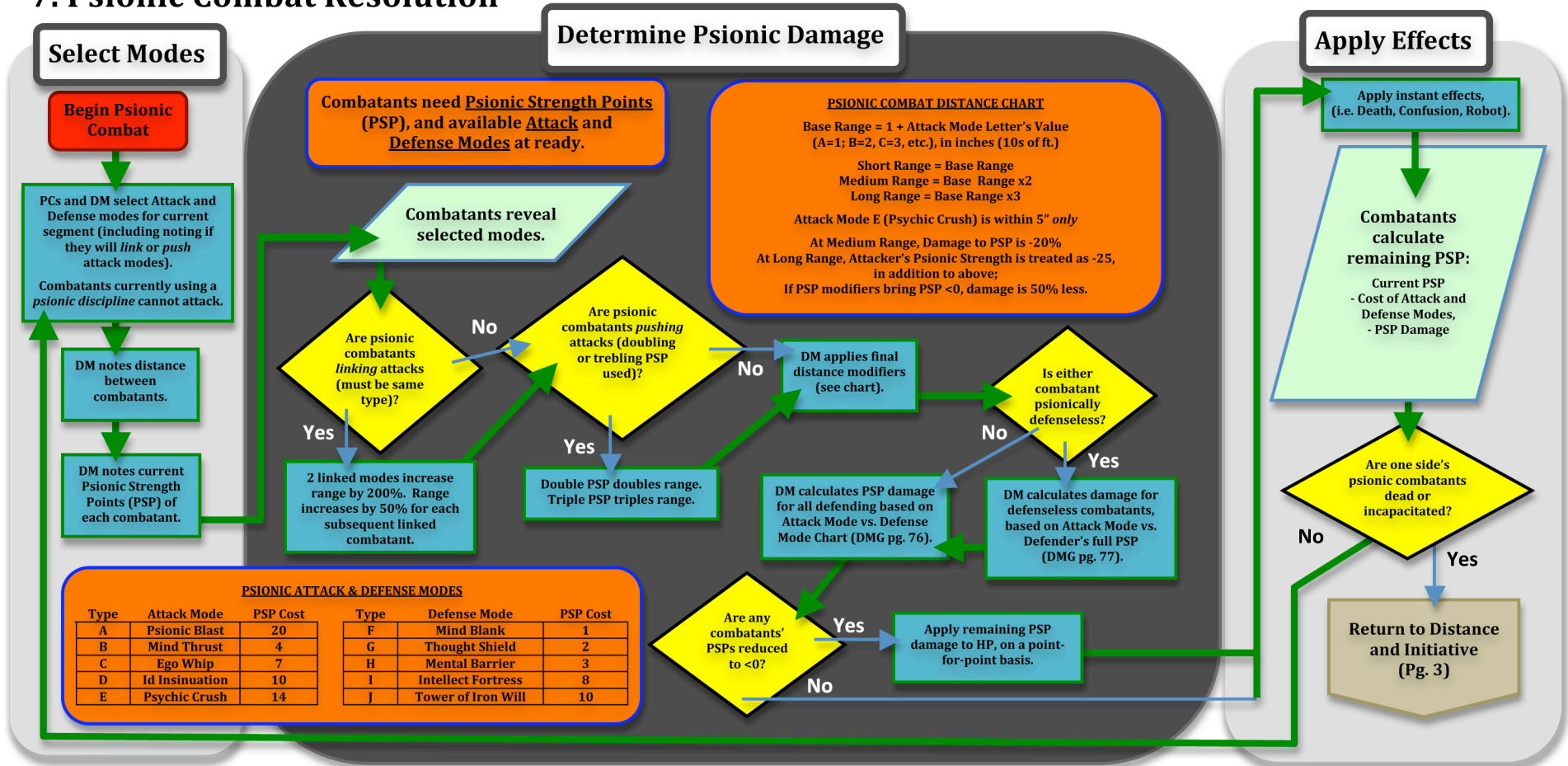
5. Charge & Magic Resolution



6. Morale, Parley & Fleeing



7. Psionic Combat Resolution



8. Unarmed Combat

