

Nightshift

Champions Combat

I'm writing this for three reasons: So I can remember some of the rules, so I can rephrase them in as few words as possible, and so I can insert any campaign specific rules we're using. *Anything in italics is a house rule*, in some cases made up and in other, adopted from one of the Advanced Players Guides.

Combat Order

Combat always begins on Segment 12. So everyone except someone with a SPD 1 gets to act.

The order of action is by either DEX or EGO, depending on which you will be primarily performing. If you have a high EGO but will be doing mostly physical actions, you should use DEX.

If there's a tie we go to a secondary stat (decided by the GM) based on the situation. It will typically be PRE, INT, or the other of EGO/DEX not already used.

Post segment 12 recovery happens for everyone whether you're stunned unconscious, or up and kicking, with the exception of someone at a distant negative of STUN. There's a chart for that.

Holding an Action

You can hold your action on a contingency such as "I'm going to wait and see if he attacks" or "If he appears on the window I'm going to yell 'NOW'." If you have a held action and you need to do something defensive you can use the full action, whereas with aborting (see below) you can only take a half action. When you hold an action for a contingency ("I'll blast her if she reaches for her wand"), and the contingency actually occurs, even though you're holding for the other person to act it doesn't mean you're first to act. In this example, the person holding will get first shot automatically because drawing a weapon (a focus) takes an action and the person holding was ready to unleash hell. However, if the other person has fastdraw, which makes it a zero-phase action to draw, then they settle it with a DEX roll-off to see who acts first. The person who makes their roll by more (or fails by less) acts first.

You can't save half an action. "I run to the doorway and if someone comes out I punch them" can not happen because you moved first and can't hold the punch. However, you could hold your full action then if someone comes out of the door you can run up and punch them. And also, attacking ends your action phase; there's no move actions after your attack. To do some kind of attack as part of the movement, see Move By, Move Through, and Grab By maneuvers.

Since you can only act once in a segment, your held action is lost if you reach your next combat phase without using it.

Aborting to Defense

Let's say you go before your enemies on segment 12. You act. After your action is done, your opponents now decide to concentrate all their gunfire on YOU. It would be nice to abort to defense, however, if you've already acted this segment, you're screwed. *If you've acted in a segment, the earliest you can act again (even to Abort) is the next segment.* This makes it worthwhile sometimes to hold your action if you don't know what's coming next. Better hope one of your friends who hasn't acted this segment aborts to defense to help you, which they CAN do.

A defensive action can be anything from aborting to a dodge maneuver (Dodge, Martial Dodge, etc.), diving for cover from an explosion, turning on a force field, leaping in front of a hail of bullets to protect someone else. Running is not a defensive action. Moving as part of a dive-for-cover action IS. These are the rules for aborting to defense:

- The action can only be defensive. Anything vaguely offensive will be disallowed.
- You can't have already acted this segment.
- That defensive action stays in effect until your next action phase comes up, and possibly beyond. Let's say you act on segments 3, 5, and 8. You took an action on 3. If it's still segment 3 you can't abort to defense because, as noted, you've already acted in 3. If it's segment 4, you can abort phase 5 and do a defense now. That defense stays up until phase 5, and if you don't choose to abort to ANOTHER defense of some sort it will remain in effect beyond that all the way to segment 8 when your next action phase begins.
- You can only take a half phase action. If there were multiple zero-phase actions you could take then you could do them all, such as activating your forcefield.

Coordinating Attacks

Teamwork skill can help you time attacks for most effect. To do this you have to act at the same DEX/EGO in the same segment, and succeed on your individual teamwork rolls. For everyone who succeeds, you drop the opponent's DCV by 1 (to a minimum of half DCV). Additionally, all the STUN that gets through their defenses from these attacks is added together for the purposes of seeing whether the target's CON is exceeded. Remember, if you do more STUN to someone with a hit you "stun" them, meaning their defenses drop to half DCV and they can't act until they overcome the stunning effect (which is on their next action phase). So a good coordinated attack can make someone easier to hit and possibly even stun them.

They do not have to be the same type of attack to coordinate, just happen simultaneously. Anyone who fails their teamwork roll is not included in the coordination for DCV degradation or stunning purposes. They still act at the same time though.

If someone is being coordinated on and they want to ignore most of the foes and concentrate on one foe that seems more dangerous, they can opt to get full DCV against the one foe and accept half DCV against the others.

Improvised Weapons

Of course Trollboy wants to pick up that fencepost/mailbox/other character, and hit someone. The GM rules that the fencepost is 3 DEF/ 3 BODY, the Mailbox is 4 DEF/ 5 BODY, and the other character is another character. Trollboy has a 40 STR.

- Fencepost PD+BODY = 6. This means it can do 6D6 and that it will shatter upon successful hit with his 40 STR. Might as well only use 30 STR, save yourself the 1 extra END.
- Mailbox PD+BODY= 9. That would be up to 9D6 damage normally, but he only has 8D6 with his STR so that's all he does. He could push his STR though and do the full 9D6. Here's where it gets tricky. If the object had been, say, 5PD and 5 BODY, total of 10, and Trollboy has a 40 STR (which is 8 Damage Classes), he can do an additional 1D6 of damage for every 2pts the object is beyond the DCs being done.
- Swinging a character at another character does STR damage to both target and weapon, no additional bonuses. Friends don't let friends swing other friends.
- Damage from throwing an improvised weapon is determined based on 1) its aerodynamics, 2) how heavy it is, 3) Your STR. Distance is determined by the same factors.

Hit Locations

In a champions game I don't use hit locations. The comics are full of people hitting each other in the stomach, head, etc. with no different effect. Location is just a special effect. If you want to entertain yourself by rolling a hit location from the chart, you can, but there will be no additional effects.

However, there are circumstances where targeting something specific may be warranted by the scenario. Shooting someone in the hand to make them drop a weapon would be fine. Damage would be the same, but you'd take the targeting penalty for being so precise, with the benefit of a successful hit being that the opponent would likely have to roll to retain his weapon assuming it's an accessible focus. His roll would likely be STR or DEX based with a penalty for damage done.

There are other reasons to target a hit location based on the scenario. Hitting the soft underbelly of the dragon where the scales are missing or targeting the pirate's one good eye in order to make him fearful of being blind might be examples.

Missing your target

Most of the time if you miss someone, you just miss them: There are no serious repercussions.

However, here are some situations where missing may be held against you:

- Firing into a crowd of NPCs. You're a good guy. Have some common sense.
- Stray shots can be a problem in a place where a miss can cause serious collateral damage, like a glass shop, a lab full of dangerous chemicals, or beneath the cooling station of a nuclear power plant on a distant planet while being attacked by xenomorphs.

- Autofire attacks with unintended targets in the way (NPCs or Heroes). Single fire is one thing, but a swarm of meteors peppering an area is another thing.
- Explosives. If you miss the hex you targeted we definitely need to see where that lands and who is in the area.
- A botch by any shot. An 18 definitely puts it on another friendly target, who may not even need to be very close by. You were just that bad at your shot.

This is how a miss is figured out: Attacker's OCV – 3 vs. the defender's DCV. This means the unintended target may still be getting out of the way. And autofire could hit a friendly multiple times. Area of effect misses have their own calculation (They're 1 hex distant for every point by which you missed, in a random direction: Roll 1D6 with "1" being the 1:00 position and continue clockwise).

Character Status

- Non-Combat – You're at zero DCV because you're not expecting a fight to break out. You can do non-combat movement (typically 2x normal movement, more if you've bought it up higher).
- Surprised – In non-combat, surprise leaves you at 0 DCV. Exceptions exist for people who are prepared (Such as a soldier stalking through the jungle or a security guard active at his post). These exceptions, as well as people who are surprised while in combat (for example, being attacked by someone you didn't even know was there during a fight) are at half DCV.
- Holding – You've got a full action at the ready. Full DCV.
- Stunned – You've taken more STUN from a single hit (or a group of coordinated attacks) than you have CON. You will lose your next action phase when it comes up. Until then you're at half DCV and unable to act or abort.
- Unconscious – You're below Zero STUN from accumulated damage. The more negative, the longer the duration between recoveries.
- Dead – Your BODY has been reduced to negative its positive level. So if you have 15 BODY you've got to get to -15 BODY to die.

Reading Damage Dice

Reading Half dice: 1-2 is 1 pt, 3-4 is 2pts, 5-6 is 3pts.

Standard Attack (Every attack except Killing Attacks): Roll the dice and total the points. For regular damaging attacks (Blasts, Strength, etc.) this is the STUN damage. For drains, transforms, dispels, etc. this is the number of points of effect.

For BODY damage, dice that have a "1" are worth 0 BODY. Dice with 2, 3, 4, or 5, are worth 1 BODY. Dice with a 6 are worth 2 BODY.

Example: 8D6 attack, results in 1, 2, 2, 4, 4, 5, 6, 6. That totals 30 STUN and 9 BODY.

Killing Attacks: Total the dice like you do with standard attacks, but their total is the amount of BODY damage. Because killing attacks are designed to kill, not stun, they do less STUN damage. To calculate

STUN, roll 1D6 and divide it in half. Multiply this by the BODY and you have the total STUN done. This gives you an even chance of doing 1x, 2x, or 3x the STUN.

Example: 3D6K attack, results in 3, 5, 6. That's 14 BODY. The Stun multiplier die is a 3, which when halved is 2. That's 28 STUN.

Effects of Damage: If you take more STUN from a single hit, or from a group of coordinated attacks, than the target has CON, he's stunned. He's conscious, he's just unable to act on his next action phase, and is at half DCV.

If his STUN goes below 0, he's unconscious. At 0 exactly I'll let him take minor actions (Moan for help, crawl 1 meter, etc. At 0 STUN, your END drops to 0, so unless you're powering something from a reserve or it's got the "uncontrolled" advantage, your ongoing powers drop. Bringing one up while you're at 0 END will do damage to you and knock you unconscious.

At 0 BODY I will let you do a half phase action, but if you do something strenuous (anything that costs END or takes a concerted effort), you may take yourself to -1 BODY and start bleeding.

Knockback

Attacks that do BODY do knockback, as do any attacks bought with "Does Knockback" advantage. You are considered to exit the opposite side of the hex from where the attack entered. When an attack is made. Some it's not the attack that KO's you, it's the knockback.

On a successful hit, resolve the damage. Then, roll 2D6 (modified by the modifiers below) and subtract that from the amount of BODY damage you had rolled. The result doubled (x2) is the number of meters the person flew. If they impact an object in that trajectory, they take damage and either stop, or if the object breaks, continue through it.

Knockback Modifiers to the 2D6 roll			
Target is in the air	-1D6	Target Underwater	+1D6
Target rolled with punch	-1D6	Target using Clinging	+1D6
Target in Zero gravity	-1D6	Attack was Killing Attack	+1D6
		Attack was Martial Manuever	+1D6

Example: Brigand fires a musketball at Titania, who is flying around. He rolls his damage and they resolve it. 11 BODY was done by the attack (before Defense). The roll is 2D6, +1D6 because It's a killing attac, -1D6 because she's flying = 2D6. Snakeyes! He rolls 2 and she takes $9 \times 2 = 18\text{m}$ of knockback. Six meters behind her is a stop sign. The GM decides it's 4 DEF, 3 BODY. This means she can take up to 7D6 of damage from hitting it. She could have taken up to 9D6 from the 18m of knockback, but the object wasn't strong enough to sustain that. She'd destroy it and end up 4m beyond it. What's worse... she was KO'd by the initial shot! An unconscious person takes double damage from knockback! She'll sustain the equivalent of 14D6 from the impact.