



Combat in 'the-night.com'

Due to the extreme unrealistic RP accompanying much of the combat in TNC, the staff has designed an initial, temporary set of combat rules. The rules resemble more of a system for establishing hits, misses, and victories in combat more than specific requirements for combat.

Because the new rules will eliminate user-determination for the level of hits they take, the old system of user-determination outcomes will be permitted if ALL USERS INVOLVED AGREE. In other words, if you don't all agree on how to conduct combat, this system and its rules must be observed. If you can't agree how to conduct your combat, you cannot run out of the combat without using this system to get away.

This system is designed to be temporary, but could last for months or longer depending on the time it takes to find a replacement. There is the possibility that this, with modifications, could become a permanent system for determining combat results in TNC.

This explanation will be separated into several sections:

Starting a Fight / Dice Rolling

Getting into an Ongoing Fight

Leaving a Fight

Turn Taking
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Because this system is new, changes will probably be made frequently to fix problems and oversights. This does not, however, give you permission to discard results or ignore the fight.

Starting a Fight

To start a fight, a hostile or imposing move should first be made, followed by a dice roll. This hostile move can be approaching your opponent, pulling a gun or other weapon, or otherwise making known that you intend to instigate hostilities.

Then you must type FIGHT START. If there is already a fight in progress, this will not work. Only one fight may occur per room.

Once the order is decided and announced using the LOOC, the fight commences with the first person in the ranking. No one can make a move until it is their turn, whether it is to attack, defend, leave the room, or PULL A WEAPON (for information on leaving the room and getting items, including weapons, see 'Leaving a Fight' and 'Defense').

Getting into an Ongoing Fight

If a fight is already going, you may not start a second fight in that room. You may, however, join the fight. To do this, you need to type FIGHT JOIN and ask, in LOOC, whose turn it currently is. When it is your turn, you may attack, defend, or otherwise use your turn as is necessary and within the boundaries of these rules.

Leaving a Fight

There are two ways to leave a fight. The first is to roll defense dice and get the necessary levels to make a break for the exits. For more information on this type, see 'Defense'.

The other method is less attractive. You can be defeated. You can either decide ICly that you give up and hope your attacker(s) agree (always get confirmation in OOC). If they were mugging you, you admitting defeat means you must give them whatever they were asking for usually (this would be an IC debate, but they would not have to let you leave the fight if you had not agreed to their demands).

Some people aren't lucky enough to strike a deal with their attackers to lay off the fight. In this case, when you have taken the maximum amount of damage you can (the @DAMAGE utility, mentioned in 'Taking Damage', will tell you when you have reached that mark), your attackers MUST stop. At this point, however, you will either be dead or horribly wounded, depending upon the rules on Lethal Combat.

Turn Taking

Based on the fight order established when a fight breaks out, you may or may not get an attractive position in the turns. This is part of the process and is based on your abilities.

Each turn typically consists of two things: a dice roll and an emote, in that order. When it is your turn, you will type DICE and select either to Attack, Defend, Combination (Attack and Defend), or to Pass. If you Pass, you need not emote because you are agreeing to take no action that turn. This is usually the case when someone in the room is a spectator but was present when the fight broke out, therefore got dragged into it. Whether someone passes or not, they can be attacked if they are in the fight order.

If you decide not to Pass and to either Attack, Defend, or a Combination, you roll that type of dice by selection the appropriate number. A value will be announced to the entire room, including whether you are using a knife, gun, or nothing if it is an attack or combination (blunt objects such as bats can be used, but do not give you an attack stat advantage like knives and guns, and therefore come up as 'nothing').

You then make your emote, including whether you defend, attack, or both, and with what. If you were defending against a previous attack and took damage, you should incur that after your emote (for more information see 'Defense' and 'Taking Damage'). Following your emote and damage taking, it automatically becomes the next person in the queue's turn. If you are the last person, the list starts over with the first person. This continues until all a victor is determined through damage or by being the only remaining person in the room.

If, by using the 'Defense' rules, someone leaves the room and you wish to chase after them (assuming no one else in the room is still in the fight with you, in which case you'd need to follow the 'Defense' rules for exiting a room too), you must start a new FIGHT once you find them.

Attacking

By far my favorite of the actions, attacking is probably the easiest of the options (besides 'Pass') during a fight. When it is your turn, you may choose to 'Attack' if that is what you want to do. Unless you have a weapon already in your hands, you cannot use one (to do an attack with a weapon you don't have out, see 'Combination').

When you make your dice roll to determine your attack value, you will be asked which hand you wish to use. If you have a gun or a knife in one of your hands, you should use it. Your attack stats will be increased. Any other object will not help you and even if you select it, you do not have to use it as your 'weapon'. If you select your knife or gun, though, you MUST use it in the attack emote.

Example:

>dice
Select which type of dice to roll:

1] Initial 2] Attack 3] Defend 4] Combination (Attack & Defend,
Split Dice)

5] Pass (No Move This Turn)

>2

1] Right Hand (fists)

2] Left Hand (a copy of the Straford Herald)

(if using fists, you can select either hand which has no weapon or large object in it, but you may use either in your emote)

Select weapon:

>2

... armor recognized: a vest

[combatTNC] Drew Hopkins - | Attack: 3 Using: nothing

The attack value is 3, based on my weapon (nothing, even though I'm holding a newspaper in that hand, because it isn't a knife or gun -- I could still use it in my emote, but it doesn't give me any stat difference). After this, I would emote my attack:

>emote throws a fist at Maartje, aiming at her chin.

Drew Hopkins throws a fist at Maartje, aiming at her chin.

This is the end of my attack turn, unless someone had attacked me previously. If the people before me had attacked me, because I did not roll any defense value, I must take ALL of their hits at full force since my last turn. Anyone who attacked me was therefore successful and I should have calculated that into my emote:

>emote throws a fist at Maartje, aiming at her chin, as Aimee's cookie cutters slam into his skin and Owen's stench overpowers him.

Drew Hopkins throws a fist at Maartje, aiming at her chin, as Aimee's cookie cutters slam into his skin and Owen's stench overpowers him.

If Aimee's attack value had been 2 and Owen's had been 5, both targetting me, I would have to take 7 damage, because I did not roll any defense values to block or avoid it. For more information on taking damage, see 'Taking Damage'.

Remember, when you are attacking, you must target only ONLY person and may only fire a maximum of one shot per turn for semi-automatic fire or a 3-shot burst for automatic fire.

Please note that in an attack, you may choose not to use all your attack points if desired. If you throw a 10 point attack, in your emote you can specify that you are only actually throwing anywhere from 1 – 10.

This is useful for police who do not wish to be charged for excessive force.

Defense

Defense is a very confusing aspect of the combat rules. Certain actions require your defense rolls to meet a certain criteria in order to be successful, and you may have to make simple calculations in your head to determine your outcome.

Normally, you would roll a defense dice if the users before you had rolled attack values against you. If you are rolling defense to block or avoid damage from attacks coming your way, you simply roll DICE, select Defense, and take the value that is announced, deduct it from the combined forces of all attacks coming your way since your last turn, and the number you have left is the damage you take.

For example, if Aimee and Maartje throw attacks at Drew of 3 and 4 respectively, Drew has 7 points of damage coming his way if he doesn't block them. He may choose to roll Defense on his turn to block them.

[combatTNC] Drew Hopkins - | Defense: 10

Since he got a defense value of 10, he can easily block the 7 points coming at him and have 3 left over. His emote then can reflect that:

>emote easily dodges Aimee and Maartje's attacks, yawning slightly.
Drew Hopkins easily dodges Aimee and Maartje's attacks, yawning slightly.

However, if Drew had gotten only a defense value of 3, he would only have blocked that much of the attack, letting 4 damage points hit him. He would therefore have to take 4 damage points (see 'Taking Damage').

What makes this option so confusing, though, is the actions you can take by spending defense points. If you want to escape or leave the room, pull a weapon out while a fight is going, radio a message for help, or otherwise take an action that will help you in some way during the fight, you must spend defense points.

Most simple actions take 1 defense point (Pulling a weapon, Dropping an Item, Transmitting a message, etc), though leaving the room and blocking an exit costs 2 defense points each, each time it is attempted.

For example, if I was being attacked by Aimee and she threw 5 damage points my way, I could roll Defense, get a 4, spend 1 point getting out a gun, and have 3 left over to defend with. Since she threw 5 damage at me, I could deflect 3, leaving me with 2 damage points I have to take.

If I had wanted, I could have instead spent 2 points of my defense to leave the room. To do this, I would first take the 2 points away from my Defense and calculate damage. Since I would have only 2 points left and she threw 5 at me, I would have to take 3 damage. I would take this damage (see 'Taking Damage'), make my emote of taking the hit and then fleeing the room, and then I could try to exit the room normally.

If an exit is blocked when I try to break through, that is my turn. I cannot leave the room through another exit, because I have been stopped in my attempt. Only ONE exit can be blocked by a person.

If I had rolled a defense value of 8 and Aimee had thrown 5 damage at me, I could either leave the room, pull a weapon, or both and still have enough defense points left over to block her attack entirely.

Combination: Attack and Defend

The most confusing aspect of the entire system, Combination moves combine Attack and Defend. Read the sections pertaining to those moves first.

When making a combination action, you are rolling half your dice for Attack and half for Defense. This could be for any number of reasons. You could have been attacked lightly, which you want to block, and you want to also throw a punch at the same time. You may wish to roll defense specifically so you can pull a weapon to attack with (which you can do, but you will not get any stats perks this turn for your weapon).

To use your turn to make a Combination attack and defend move, you must first roll DICE, select Combination, and find out your values:

[combatTNC] Drew Hopkins - | Attack: 3 (Using: nothing) Defense: 5

If Aimee had thrown an attack of 3 against me, I would be able to easily dodge or block it with my 5 defense. I'd still have 2 left over if I wanted to flee the room after the emote or even block an exit (see 'Defense' for the costs of performing actions during a battle). I could also make an attack move in my emote, because I have sent 3 damage points at whoever I

specify in my emote. If I specify Aimee, she must defend in some way next turn or else automatically must take the damage.

The rules of Combination are the same as attack and defense, but combined.

Taking Damage / Dying

Taking damage is an important part of the combat system. If you are attacked and you don't roll a defense on your turn or your defense isn't high enough to block the entire attack being sent at you, you must take damage.

For example, if Aimee sends 3 damage points my way and Maartje sends 2, I have 5 coming at me total. If I roll defense and get 3, I can block up to 3 of the damage points coming at me (of my choice). That means I must take 2 damage, regardless. To do this, I type @DAMAGE 2.

When I take damage, it begins to affect my ability to fight, defend, and sometimes even to move.

Eventually, each player is given a choice whether their character will be 'Lethal' or 'Non-lethal'. This choice will determine two things: your ability to die and your ability to kill.

If you choose to be 'Non-lethal', your character cannot die, but he or she CAN be wounded in a horrible manner. You also cannot kill, though, no matter who you are fighting. If you choose to be 'Lethal', your character CAN die, whether you agree to it before the fight or not, and you can also kill other 'Lethal' characters.

When taking injuries, you should specify whether the attacker was 'Lethal' or 'Non-lethal' (it will say when the person rolls his or her attack value). If you are being attacked by multiple people, separate each of their damage up. For example, if Aimee is Non-lethal and attacked you with 2, Maartje is Lethal and attacked you with 4, first @DAMAGE 2, select 'Non-lethal' for Aimee, then @DAMAGE 4 and select 'Lethal' for Maartje.

Since you know who is lethal and who is not when the attacks come, it is best to spend any defense points, usually, against the lethal attacker first.

If you are lethal and are attacked by a lethal attacker and your health is completely diminished, when you go to add the @DAMAGE, the game will record your death. This is the end of your character and you should ASSIST for a guide. The guides have logs of all the characters that die and what actions they take after death. Any transfers of money, property, etc, are not permitted and, if they do take place, could be grounds for banishment from the game on a future character.

If you are non-lethal and you attacked past or meeting your limit, the @DAMAGE will automatically announce that you are defeated and cannot be attacked further. This does not mean you cannot be taken hostage, stolen from, etc. It simply means no more attacks can take place against you.

Using @DAMAGE does not add to your @WOUNDS, which you should do manually.

Weapons and Armor

Weapons and Armor play into this new system automatically. When rolling dice, your armor will be detected. Armor may make your attacks weaker due to weight, but will boost your defense. Weapons may make your defense lower (the effects are usually minimal), but will boost your attack. When you make an attack move, you will be asked to select a weapon. When selected, the weapon's stats are added to your attack.

If you are performing a Combination action where you pull a weapon and attack in the same action, your weapon's stats will not be noticed this round, but will the next time you use it. This is intentional.

If your armor is not detected when you roll, contact a guide to get it fixed. A limit is in place on the number of armor points and weapon points that will work into the rolls.

Training

Training is an important element of the combat system. In fact, it may be the MOST important element, because it is how you gain more power to your defense and attacks as well as your hit points.

Any fight, real or training, may be submitted for training review. The catch is that only ONE point may be gained per week. You may submit up to 5 fights per week.

To submit a fight, you must log the fight entirely, either by using a logging option in your client or by copy-and-pasting the fight into an email. The email must include the date and time, approximately, of the fight and include the entire fight, from the outbreak to the conclusion. Then the email must be sent to TNC@devolution.net where guides will review and decide, at the end of the week, whether your character gets a training point or not.

Training points are issued to your dice pool. All characters begin with a dice pool of 10. For every 5 dice you have, your HP goes up one point. Your attacks and defenses gain power for every single dice point you have.

If you wish to train without causing any true, serious injuries, you can use the training verbs in place, instead of their real ones:

@TDICE instead of @DICE
@TDAMAGE instead of @DAMAGE

You should still take @WOUNDS for these fights if real contact is made, but it is assumed that you are not doing serious damage enough to hurt someone seriously. The @TDAMAGE and @TDICE respond exactly as @DICE and @DAMAGE would, but for training damages and dice rolls.

Training fights can be submitted the same way.

Boxing

Boxing is much like a training fight, using @TDICE and @TDAMAGE instead of real fight commands. The only difference, of course, is the lack of armor or weapons, and the rules of boxing preventing anything but fist fighting.

The guides will be hosting boxing matches between players at the Dark Nebula's new Europa Arena. These fights will be for the title of Champion of the particular organization hosting the fights. More information will be available soon.

Healing

Health in TNC regenerates at a specific rate, however doctors and hospitals will be able to assist in this process soon. Doctors will be able to use HEAL <person> to heal some of the wounds, but it will cost doctors a hefty sum and give both users SIGNIFICANT roundtime. Hospitals will be able to do roughly the same, but the roundtime and price will go up.

If a user is healed by the hospital or doctor, even if the wound is completely cleared up from an OOC perspective, if the wound was serious enough to cause them to need a hospital visit, the user should RP the effects for several hours if not days, depending on the level of the injury.

Legal and IC Ramifications

Fighting in-game can lead to criminal charges in the Straford Court system. This could be especially tricky if a criminal comes up to a cop, starts a fight, but the cop gets the first move and shoots the criminal before the criminal gets a chance to attack. In real life, this would, of course, be a problem and the cop would get suspended (unless he was in New York or Los Angeles, in which he would be given a medal). To solve this problem in-game, all fights must begin with a hostile move. Regardless of the quality of this hostile move, because it has started a fight, the person initiating the fight is the only person who can be held responsible for starting the fight and all others can argue self-defense.

However, if someone jumps into the fight in the middle, they cannot argue self-defense effectively. Excessive force can still be argued against police if it seems so, but no one can get in trouble for attacking first if they did not start the fight.

Breaking These Rules

Breaking these rules is a very, very bad thing that will cause you to likely be banned. Don't do it. We will find out. If someone is breaking the rules, such as running out without waiting his turn and rolling appropriate dice, or not taking damage, etc, please report this to a guide immediately. If none are on, email a log to TNC@devolution.net with the subject line '[Name of Person] Violates Combat Rules'.

HP Levels

The levels of your HP is as follows:

These values are just suggested ways to gauge the quality of a wound. If you were shot instead of cut, obviously ignore the example of 'a small cut' or 'a deep cut' or otherwise. The wound would be on a similar level, though.

- 100% You are at perfect health.
- 95% You are barely scratched.
- 90% You have a small cut.
- 85% You have a large bruise.
- 80% You have a deep cut.
- 75% You have several large bruises.
- 70% You have bruised ribs which cause you pain in every action.
- 65% You have broken ribs.
- 60% You have broken bones.
- 55% Your body is covered with large bruises and deep cuts.
- ===
- 50% You have a significant wound which could result in death if not treated.
- 45% You are losing blood from a large wound.
- 40%
- 35% Between 45% and 20%, your wounds grow in seriousness, but you desperately need
- 30% medical attention. Your movements are slow, you may even be unable to move at all.
- 25%
- 20% You are unconscious and very badly wounded.
- 15% You are near mortally wounded.
-
- 10% You are mortally wounded.
- 05% You are in a coma.
- 00% You are deceased.

Anything below 15% may only be inflicted upon and by users who have agreed to lead Lethal lives. This is a decision, signified by @LETHAL, which cannot be changed. If you choose to lead a Lethal life, your character can die from violent acts and can also kill. If you choose to lead a Non-Lethal life, your character cannot die from violent acts (without your permission), but your character cannot kill anyone either. If you are Non-Lethal or your victim is Non-Lethal, you may not inflict damage

below 15%. You may, however, continue the RP in another aspect. Someone wounded at 15% would not be able to escape or move quickly, if at all, and could be kidnapped, left for dead, etc.

Anything below 55% should require a hospital stay of at least a full day. During this time, you must role-play such a condition, whether in a hospital or not.

Violence Tag

With this new system, violence tags are still as important as ever. If someone has no V beside their name on the WHO or when you look at them it says they are refusing violence, you cannot attack them unless you are provoked. They also cannot attack you. If they are in a room where a fight breaks out, they must STILL obey these rules to flee the scene, but no damage can be thrown their way unless they provoked it.

For more information on Violence tags (@VIOLENCE), check the NEWS in-game.

Bodyguards and Bonuses

Some players may seek the assistance of NPC bodyguards, issued by one of the approved dealers. Both government Secret Service agents, soldiers, and private bodyguards function in this capacity and have previously been useless in this combat system. However, this has been changed.

For each bodyguard that a player possesses and is present (please see the section dedicate to spending defense points to find out the cost of calling a bodyguard during a fight), the player may roll one Bonus roll. This is accomplished by typing DICE (or TDICE during training) and selecting the first option, Bonus. Bonus dice rolls are on a scale of 1 – 5 and are completely random with no other factors being calculated in. If you possess three (3) bodyguards who are with you presently, you may roll three bonus rolls per turn as well as your attack, defense, or combination roll. You must roll your bonus rolls after you have already rolled either attack, defense, or combination. Once you have added up your Bonus rolls, you may add that value to either your attack, defense, or combination rolls (you may add as many points to either attack or

defense in the event of a combination roll, assuming the total adds up to your Bonus).

For example, if you have two bodyguards and roll two Bonus rolls, you may come up with this:

[combatTNC] Drew Hopkins - | Attack: 3 (Using: nothing) Defense: 6
(Armored: Yes)
[combatTNC] Drew Hopkins is lethal.

[combatTNC] Drew Hopkins - | Bonus: 1

[combatTNC] Drew Hopkins - | Bonus: 5

This means your total Bonus roll is 6. You could now add the 6 Bonus points to either your 3 Attack points or 6 Defense points or even add a portion to both (only in combination rolls). You could add 3 to Attack (bringing your Attack to 6) and 3 to Defense (bringing your Defense to 9) or any other combination equaling 6 Bonus points.

When adding Bonus points, make sure to note in your emoted action your Bodyguard's actions (how the bodyguard has intercepted some of the damage or how they joined in the attack) as well as the new Attack and/or Defense totals:

- Drew Hopkins swings his fist at his assailant as his bodyguard dives at his feet, blocking the assailant's kick aimed at Drew. (Attack 6, Defense 9).

Fencing

Fencing is the first form of combat that uses a different skill than other fighting. Nothing new needs to be known about the combat except these details: when fencing, you must use a fencing foil, sabre, or epee when fighting. Otherwise, the system will not use the correct skill value.

Fencing may NOT used in normal combat against other weapons using the traditional combat skill values, as typically it is harder to raise your skill in fencing than in normal combat. This may change with time. This is primarily a result of the system being used to judge fencing fights submitted (the process is the same as for regular combat fight submissions). The judges (staff) review the quality of the fencing RP itself as well as the opponent you are going up against and award based

primarily on the differences in skill, even in the event of a loss. Unlike in normal combat, it is possible to lose fencing skill points if you are defeated by a significantly lesser skilled opponent.

When fencing, you simply use the same DICE and TDICE method as any other form, except when you are holding a fencing weapon, you will be asked whether to either select your weapon or to select your method of defense. By selecting the fencing weapon or fencing defense, you will allow the system to calculate your defense or attack utilizing your fencing skill.

When fencing, you may only use the TDICE (or Training Dice) method when you are fully equipped with fencing gear: mask, jacket, glove, and weapon. If you are missing ANY of these items, you must use DICE and take any damage sustained, regardless of where the damage falls. Safety first.

When training fencing or competitive fencing (the two are the same in our system), you should use TDICE. In addition, fencing plays to 'points'. Before you start a match, determine how many points you will play to. A good amount is 5 or 15. Then you will FIGHT START and determine who makes the first move. If you are chosen to make the first move and do not wish to, simply type TDICE and select the Pass option. You and your opponent may pass as many times as you like until one person makes a move.

Once an attack has been made, the opponent should attempt to defend or combination. Each 'point' may be made when an attack hits with at least 5 damage points. For example, if Drew moves first and attacks with 10 and Maartje defends with 7, the Damage Points to Maartje are 3. This is not enough to justify a 'point' and the match continues. No party takes any @TDAMAGE points. If, however, Drew moves first and attacks with 10 and Maartje defends with 3, the Damage Points to Maartje are 7. This is over the 5 requirement and therefore Drew scores 1 point. Maartje should then @TDAMAGE 1 point to keep track. In competitive and training fencing, this damage you sustain does not affect your ability to fight.

Unlike in real fencing, if an opponent decides to attack while they are the target of an incoming attack themselves (either using attack or combination) and the attack they sustain first is over 5 damage points, their attack is canceled.

Following any point being made, both fencers should cease fighting. They should again take their position and this time they should each roll one Bonus roll. The user with the higher Bonus value is allowed to make

the first move if he or she wishes. If he or she does not, selecting Pass in your TDICE options will force the opponent to make a decision. Again, either side may pass as many times as they wish until someone makes a move. If both Bonus rolls are equal, each side should roll another Bonus roll and decide from the higher of those values.

When the predetermined point requirement is met, a winner is declared. At this point, the fight is over and it should be submitted to the staff following the same procedure for combat fights, except the e-mail should be labeled as a fencing match. Unlike normal combat, there is no limit to the number of fencing matches submitted per week.

When fencing a real fight, one that is not competitive or for training, the fighters should utilize the standard method of combat judging, each taking each damage point that reaches them, and the winner is judged when one leaves the scene (by spending defense points), one is incapacitated, or one surrenders and it is accepted by his or her opponent. At this point, the match should also be submitted using the same procedure for combat fights, with the exception of labeling the e-mail as a fencing match. There is also no limit to the number of real fencing matches submitted per week.

All fencing matches submitted will be judged for your fencing skill and NOT your normal combat skill.

Defense Point Spending

Defense Point Spending is what occurs when you need to make any action that is not a defense against an incoming attack or an attack or your own utilizing the elements you have at hand. An example would be if you wanted to run away, get a weapon from your backpack or holster, call for help on the radio, etc. To do these actions during combat, you must roll defense and spend some of the points you roll. If you do this when an attack is coming, you may end up weakening your defense and therefore taking more damage as a result. For more information, see the section on 'Defense'. This section will list various actions that can be taken and the Defense Point Cost (how many defense points you must spend to do this action).

Action -----	Defense Point Cost -----
Getting Item From Area	2
Getting Item From Your Possessions	1
Dropping an Item	1

Putting Item in/on Container	1
Transmitting a Message	1
Calling Someone [Each action requires a separate defense point expense]	
- Dialing on the Phone	2
- Speaking on the Phone (each time)	1
Blocking an Exit	2
Calling a Bodyguard	3
Leaving the Room	2
Calling a Car via Remote	2

This is not a full listing, but it should give you some idea of the costs of an action during a fight.