

ORDER AND ACTIONS

Advanced Dungeons & Dragons, combining Player's Handbook with Dungeon Master's Guide

SURPRISE

1d6 per side

Default is 1-2 for surprise; a side uses its best chance among the persons

- One side surprised: winning side gains segments equal to the difference in rolls
 - If the difference = 0, no real advantage, or a minor effect for the winning side
 - Individuals' Dexterity bonus mitigates the difference for those characters on both sides
- Both surprised: treat as one side surprised
- Neither surprised: move into combat rounds *[this isn't in the rules, but conceivably the no-surprise results could be treated as the first initiative roll]*

INITIATIVE

1d6 per side

Tied initiative: no one gets taken out before attacking, aside from the quicker action categories below

Un-tied default: everyone on the winning side goes first

- Breath weapons, missile attacks without moving, and similar go "first"
- Most spellcasting and complex actions go "later" if they fit into the round at all
- In either case, if people on both sides are doing the above things, they follow initiative by side within that category

Main modifiers

- Necessary movement does not override initiative but may take up all or most of one's actions, or delay the attack into "later"
 - Related: Haste, Slow, issues of terrain, weapons/space considerations
 - Charging (half or more one's movement, not just scooting an inch or two): timing relies on weapon type and group positioning
- Multiple attacks per round: see ordering in text

Ignore initiative for important single combats, if both opponents can attack

- Timing relies on weapon speed factor and Dexterity comparison, or weapon speed factor and segments for spellcasting
- May result in multiple attacks

ARMOR CLASS

Armor + shield (when applicable) + defensive adjustment + modifiers

Attack matrix by class: d20; roll the listed value or above to hit

- All modifiers apply to armor class; the d20 roll is always unmodified

Attack adjustments by weapon vs. armor type (base armor class)

Dexterity adjustments when unsurprised, aware, against plausible number of opponents

- Reaction/Attacking adjustment applies to missile attacks, Defensive adjustment applies to melee attacks

Situational bonuses

- Most common: flanking and rear attacks, restricted movement, cover/concealment, perception conditions