

# PENANCE

Combat & Damage System (GKR +  
KDM Hybrid)

Absolution Through Steel

Generated combat-system

# Combat & Damage System (GKR + KDM Hybrid)

## Penance: Absolution Through Steel

**Version:** 2.0 (GKR-Style Redesign) **Last Updated:** October 10, 2025

## Core Concept: Dual-Layer Damage

Inspired by **GKR: Heavy Hitters** (deck-as-HP) + **Kingdom Death: Monster** (brutal consequences)

**Two Separate Systems:** 1. **Casket HP Deck** (30 cards) - Your mech's structural integrity 2. **Pilot Wound Deck** (10 cards) - Your pilot's physical/mental state

When **Casket HP Deck runs out** → Casket is destroyed (pilot may survive) When **Pilot Wound Deck runs out** → Pilot dies (Casket becomes inert)

## 1. Casket HP Deck (30 Cards)

### Deck Composition (GKR-Style)

Your 30-card deck represents your Casket's HP. Every card you discard = damage taken.

**Breakdown:** - **10 Universal Cards** (mandatory, everyone has these) - **12 Primary Weapon Cards** (faction-specific, your main identity) - **6 Secondary Weapon/Equipment Cards** (customizable gear) - **2 Faction Tactic Cards** (chosen from 5 available, pick 2 before battle)

**Total: 30 cards**

## Universal Core (10 Cards)

Everyone has these 10 cards (basic movement, defense, utility):

Card Name	Type	SP Cost	Effect
<b>Desperate Lunge</b>	Movement	1	Move up to 2 hexes
<b>Brace for Impact</b>	Defense (Reactive)	0	Reduce next damage by 2
<b>Emergency Vent</b>	Heat Management	2	Remove 3 Heat
<b>Sensor Sweep</b>	Utility	1	Reveal 1 enemy card in hand
<b>Overextend</b>	Movement	1	Move 3 hexes, gain 1 Heat
<b>Rally Cry</b>	Support	2	Ally within 3 hexes draws 1 card
<b>Survey the Field</b>	Utility	1	Draw 1 card
<b>Feint</b>	Combat	1	Next attack this turn: +1 damage
<b>Retreat</b>	Movement	2	Move 4 hexes, cannot attack this turn
<b>Breathe the Core</b>	Heat Management	1	Remove 1 Heat, draw 1 card

## Primary Weapon Cards (12 Cards)

**Faction-specific, defines your playstyle.**

This is your **main weapon system** built into the Casket. Cannot be changed mid-campaign (it's part of the Casket chassis).

**Example: Church Confessor - "Penitent Blades" (12 cards)**

Card Name	SP Cost	Effect
<b>Blood Offering</b> × 2	0	Discard 2 cards (self-harm). Next attack: +3 damage, ignore 1 Armor
<b>Faithful Thrust</b> × 3	2	Deal 4 damage. Rear attack: +2 damage
<b>Righteous Cleave</b> × 2	3	Deal 5 damage to primary target, 2 damage to adjacent enemy
<b>Martyrdom Protocol</b> × 2	1	Redirect 1 attack targeting ally to yourself this round
<b>Divine Judgment</b> × 2	4	If target has 10 or fewer cards in deck, deal 8 damage
<b>Consecrated Ground</b> × 1	3	Create healing zone (3-hex radius). Allies recover 2 cards/turn

**Design Notes:** - Some cards have **multiple copies** (Faithful Thrust × 3 = you can draw it more often) - Mix of offense, utility, and self-sacrifice - Total: 12 cards

## Secondary Weapon/Equipment Cards (6 Cards)

**Customizable loadout** chosen during deck construction.

Choose ONE of the following equipment sets (each adds 6 cards):

**Option A: Buckler Shield** - Deflect × 2 (Reactive, 0 SP: Reduce damage by 1) - Bash × 2 (1 SP: Deal 2 damage, push 1 hex) - Hunker Down × 2 (2 SP: +2 Defense this round)

**Option B: Tower Shield** - Wall of Iron × 2 (Reactive, 0 SP: Reduce damage by 3, gain 1 Heat) - Shield Wall × 2 (3 SP: Allies behind you get +2 Defense) - Advance × 2 (2 SP: Move 2 hexes, Defense +1 this turn)

**Option C: Repair Kit (Relic)** - Emergency Repair × 2 (2 SP: Recover 3 cards from discard) - Scrap Armor × 2 (1 SP: Gain 1 Armor until damaged) - Jury-Rig × 2 (3 SP: Shuffle discard into deck, do not add Damage card)

**Option D: Secondary Weapon (Pistol)** - Quick Shot × 3 (1 SP: Deal 2 damage, Range 3) - Dual Wield × 2 (2 SP: Deal 3 damage, then discard 1 card) - Suppressing Fire × 1 (3 SP: Deal 2 damage to up to 3 targets)

## Faction Tactic Cards (2 Cards)

**Choose 2 from 5 available before each battle** (GKR-style deck customization).

### Example: Church of Absolution Tactics

Available pool (choose 2): 1. **Blood Offering** (already in Primary, don't duplicate) 2. **Righteous Fury** (Passive: Each enemy killed this mission: +1 permanent damage) 3. **Martyrdom Protocol** (already in Primary, don't duplicate) 4. **Divine Judgment** (already in Primary, don't duplicate) 5. **Flagellant's Zeal** (Once per mission: Discard 5 cards, gain 5 SP immediately)

Wait, this creates duplication issues. Let me revise:

**Faction Tactics are UNIQUE cards not in Primary weapon.**

**Church Tactics** (choose 2 from 5): 1. **Righteous Fury** (Passive: Each kill: +1 damage to all attacks permanently this mission) 2. **Flagellant's Zeal** (4 SP: Discard 5 cards, gain 5 SP immediately) 3. **Last Rites** (0 SP, Reactive: When ally is defeated, recover 5 cards) 4. **Absolution** (5 SP: Remove all Heat, recover 3 cards, gain 1 Taint) 5. **Crusader's Vow** (Passive: While above 20 cards in deck, -1 SP to all attacks)

## 2. Attack Resolution (To-Hit System)

### Step 1: Declare Attack

**Attacker declares:** 1. Target enemy 2. Which attack card to play (sets base damage) 3. Which component to target (Right Arm, Left Arm, Legs, Head, Chassis, or Random) 4. Range and facing

## Step 2: Calculate To-Hit Number

**Base To-Hit: 5+** (roll 2d6 Attack Dice, need 5+ total)

**Apply ALL applicable modifiers:**

### Range Modifiers

- **Short Range (0-3 hexes):** +0
- **Medium Range (4-6 hexes):** +1 to target number (need 6+)
- **Long Range (7-10 hexes):** +2 to target number (need 7+)
- **Extreme Range (11+ hexes):** +3 to target number (need 8+)

### Attacker Movement (This Turn)

- **Stationary (0 hexes moved):** +0
- **Moved 1-3 hexes:** +1
- **Moved 4-6 hexes:** +2
- **Sprinted (7+ hexes):** +3

### Defender Movement (Last Turn)

- **Stationary:** +0
- **Moved 1-3 hexes:** +1
- **Moved 4-6 hexes:** +2
- **Sprinted (7+ hexes):** +3

### Hex-Side Facing

- **Front Arc (Hex 1):** +0
- **Weapon-Side (Hex 2):** +0 (but +1 damage if hit)
- **Flanks (Hex 3, 5):** -1 (easier, need 4+)
- **Rear (Hex 4):** -2 (easier, need 3+)
- **Shield-Side (Hex 6):** +1 (harder, need 6+)

## Terrain Modifiers

- **Light Cover** (rubble, low walls): +1
- **Heavy Cover** (fortress walls, forest): +2
- **Obscured** (smoke, darkness): +2
- **Elevated** (attacker on high ground): -1 (easier)

**Example:** - Base: 5+ - Medium range: +1 (need 6+) - Attacker moved 4 hexes: +1 (need 7+) - Defender moved 2 hexes: +1 (need 8+) - Shield-side facing: +1 (need **9+**)

## Step 3: Roll Attack Dice

**Roll 2d6 Attack Dice** (custom dice with symbols):

### Attack Die Faces

Symbol	Value	Name
×	3	STRIKE
×	4	DOUBLE STRIKE
	5	DEATH BLOW
	1	GLANCE
⚙	0	JAM
	2	BLOOD

**Add both dice results, compare to target number:**

### Hit Results

- **5-6 total = Hit** (standard damage)
- **7-8 total = Strong Hit** (standard damage +1)
- **9-10 total = Critical Hit** (standard damage +2, bypass 1 Defense)

- **10 (double ) = EXECUTION** (auto-destroy 1 Component, bypass ALL Defense)

## Miss Results

- **Below target number = MISS** (no damage, attack wasted)
- **2 (double ⚙) = CATASTROPHIC FAILURE:**
  - Weapon jams (discard all Primary Weapon cards from hand)
  - +2 Heat (weapon overload)
  - Next attack -2 damage (weapon damaged)

## Step 4: Roll Defense Dice (If Hit)

If attack hits, Defender rolls Defense Dice:

Roll 1d6 Defense Die per damage point

### Defense Die Faces

Symbol	Effect
<b>SHIELD</b>	Block 1 damage
⚙ <b>ABSORB</b>	Block 1 damage
<b>FLESH WOUND</b>	Take damage (discard 1 card)
<b>CRITICAL</b>	Take damage + 1 Component Damage
✕ <b>PIERCE</b>	Take damage, cannot use reactive cards
<b>HEAT</b>	Take damage + 1 Heat

**Count results:** 1. Count **SHIELD** ( ) and **ABSORB** (⚙) symbols → Reduce damage by this amount 2. Apply special effects from **CRITICAL** ( ), **PIERCE** (✕), **HEAT** ( ) 3. Final damage = Original damage - Blocks



**Example:** Take 6 damage → Roll 6 Defense Dice - Result: ✕ - **2 blocks** = Reduce to 4 damage - **1 Critical** ( ) = +1 Component Damage - **1 Heat** ( ) = +1 Heat - **1 Pierce** (✕) = Cannot use reactive defense cards - **Final:** Discard 4 cards + 1 Component Damage + 1 Heat

## Step 5: Apply Damage (GKR-Style Choice)

**Defender chooses how to discard cards:**

- **From Hand:** Lose tactical options but control what's lost
- **From Deck:** Keep hand intact but risk losing key cards randomly
- **Mixed:** Discard some from hand, some from deck

**Example:** Take 5 damage → Discard 3 from hand + 2 from deck top

**Strategic Depth:** Do you burn your hand to avoid Component Damage? Or keep cards and risk it?

## Step 6: Check for Component Damage

**If you discarded any Primary Weapon cards:** - Mark 1 Component Damage per Primary Weapon card to targeted component - Track separately: Right Arm, Left Arm, Legs, Head, Chassis - **3 Component Damage = Component DESTROYED**

**If Defense Dice showed CRITICAL symbols ( ):** - Add +1 Component Damage per symbol to targeted component

## 3. Component Damage (KDM-Style Brutality)

### Tracking Component Damage

**5 Component Locations:** - **Right Arm** (Primary Weapon) - **Left Arm** (Secondary Equipment) - **Legs** (Movement) - **Head** (Sensors) - **Chassis** (Core)

**How it accumulates:** 1. Attacker declares which component to target (or roll 1d6 if random) 2. When Primary Weapon cards are discarded from damage → 1 Component Damage per card 3. When Defense Dice show CRITICAL → +1 Component Damage 4. **3 Component Damage to same location = Component DESTROYED**

**Example:** - Enemy attacks your Right Arm for 6 damage - Roll 6 Defense Dice: - **2 Shield blocks** = Reduce to 4 damage - **2 Critical symbols** = +2 Component Damage to Right Arm - You choose to discard 2 from hand (both Primary Weapon cards) + 2 from deck - **Total:** 2 Component Damage (from discarded Primary cards) + 2 (from symbols) = **4 Component Damage** - Right Arm has **EXCEEDED 3** → **Right Arm DESTROYED**

### Component Destroyed Effects

**Right Arm Destroyed:** - Discard all Primary Weapon cards from hand immediately - Cannot play Primary Weapon cards for rest of battle - Must rely on Universal Core + Secondary Equipment only

**Left Arm Destroyed:** - Discard all Secondary Equipment cards from hand - Cannot use shield reactive cards or offhand weapons

**Legs Destroyed:** - Movement costs **+1 SP per hex** - Cannot Sprint (max 3 hexes/turn even with Sprint cards)

**Head Destroyed:** - Cannot use Sensor Sweep or targeting cards - **-1 to all ranged attacks** (penalties stack with to-hit modifiers)

**Chassis Destroyed:** - **Permanent -1 SP maximum** (Light 6 → 5, Heavy 4 → 3, etc.) - -1 Defense against all attacks

## 4. Deck Depletion (Running Out of HP)

**When your deck runs out mid-turn:** - Continue taking damage by discarding from **discard pile** - If discard pile is empty, you're **Defeated**

**When you would draw a card but deck is empty:** - **Reshuffle Trigger** (like GKR, but with KDM twist) - Shuffle discard pile into new deck - **Add 1 "Damage" card** to the deck (permanent degradation) - Draw normally

**Damage Cards** (KDM-Style): - Dead draws (do nothing when played) - Dilute your deck over time - Make it harder to draw useful cards - After 3-4 reshuffles, deck is 30% Damage cards → death spiral

## 5. Pilot Wound Deck (10 Cards)

### Separate from Casket HP

**The Pilot has their own 10-card Wound Deck.**

This represents pilot physical/mental state inside the capsule.

**Starting Wound Deck** (10 cards, all face-down):

Card	Quantity	Type
Minor Injury	5	Recoverable
Severe Injury	3	Permanent effect
Trauma	2	Mental breakdown

## When Pilot Takes Damage

**Pilots take damage separately from Casket in these situations:**

1. **Capsule Breach** (enemy specifically targets capsule, rare)
2. **Neural Feedback** (when 5+ Component Damage accumulated)
3. **Thread Snap** (when Hand Threads break from damage)
4. **Taint Overload** (when Taint reaches 10)
5. **Casket Destruction** (when Casket HP deck runs out, pilot must save)

**When Pilot takes damage:** - Flip 1 Wound Card face-up per damage - Read effect immediately - Card remains face-up (permanent)

## Wound Card Effects

**Minor Injury** (5 cards): 1. **Concussion:** -1 to all SP until end of mission 2. **Broken Finger:** Cannot use 1 specific card type (roll d10 for which finger/thread) 3. **Internal Bleeding:** At start of each round, discard 1 card from Casket deck 4. **Dislocated Shoulder:** -2 damage to all attacks until end of mission 5. **Cracked Rib:** Each time you gain Heat, gain +1 additional Heat

**Severe Injury** (3 cards): 1. **Shattered Hand:** Permanently lose 2 Neural Threads. -2 SP maximum (PERMANENT, even after mission) 2. **Spinal Trauma:** Movement costs +1 SP per hex (PERMANENT) 3. **Ruptured Organ:** Start each mission at -5 Casket HP (discard 5 cards at deployment)

**Trauma** (2 cards): 1. **PTSD:** Cannot attack enemies from behind (triggers panic) 2. **Dissociation:** At start of each turn, roll 1d6. On 1-2, lose 1 SP this turn (pilot zones out)

## Pilot Death

**If all 10 Wound Cards are face-up → Pilot Dies**

- Casket becomes inert (stops moving)

- Pilot must be extracted (if allies present)
- Campaign: Pilot is dead, roll new character
- Arena: Match loss

## 6. Suffering Dice (Church & Event System)

For Church of Absolution and brutal campaign events, use **Suffering Dice (d6)** for self-harm mechanics:

### Suffering Die Faces

Symbol	Effect
<b>BLOOD PRICE</b>	Discard 2 cards (self-harm)
<b>MARTYRDOM</b>	Discard 3 cards, +3 damage to next attack
✕ <b>ZEALOT'S FURY</b>	Discard 1 card, +1 damage to all attacks this turn
<b>DIVINE MERCY</b>	No self-harm
<b>PENANCE</b>	Discard 1 card, +1 Heat, +2 damage next attack
⚙ <b>ABSOLUTION</b>	Discard 1 card, recover 1 card from discard

### When to Roll Suffering Dice

**Church Faction Abilities:** - **BLOOD OFFERING** card: Instead of auto-discarding 2 cards, roll 1 Suffering Die - **Flagellant's Zeal** Tactic: Roll 2 Suffering Dice, apply both effects - **Martyrdom Protocol**: When redirecting damage, roll 1 Suffering Die per 3 damage redirected

**Campaign Events:** - **Penance Rituals** (settlement events) - **Taint Purging** (when Taint reaches 8+) - **Soul Bargains** (desperate deals with Bonelord Thresh)

## 7. SP Economy (Energy System)

### SP by Frame Type

Following GKR's energy economy, but adapted to Penance's weight classes:

Casket Type	SP Maximum	Deck Size	Philosophy
<b>Light</b>	6 SP	30 cards	Speed & efficiency
<b>Medium</b>	5 SP	30 cards	Balanced
<b>Heavy</b>	4 SP	30 cards	Endurance
<b>Assault</b>	3 SP	30 cards	Power over finesse

**Why decreasing SP for heavier frames?** - Heavy Caskets are slower, less energy-efficient - Forces different playstyles (Light = many small actions, Assault = few powerful actions) - Balances high armor/HP with lower action economy

### SP Refresh

**At start of your turn:** - Restore SP to maximum - Exception: If in **Danger Zone** (5+ Heat), roll Strain first

**SP costs examples:** - Movement: 1 SP per hex - Attacks: 1-5 SP (varies by card) - Reactive defense: 0 SP (interrupt opponent's turn) - Utility: 1-3 SP

### Heat System (Limits SP)

**Heat replaces GKR's "Energy drain" mechanic.**

**Heat Zones:** - **Safe Zone** (0-4 Heat): No penalties - **Danger Zone** (5+ Heat): Roll Strain at start of turn - **Critical** (10+ Heat): Automatic system failures

**Strain Roll** (1d6 + Heat): - 1-5: Gain 1 Heat - 6-8: Lose 1 SP this turn - 9-11: Take 2 damage (discard 2 cards) - 12+: Component malfunction (lose 1 random Component)

**Heat Management:** - Vent actively (Emergency Vent card, Breathe the Core) - Stand in water hexes (remove 2 Heat/turn) - Pass your turn (remove 1 Heat)

## 8. Card Draw & Hand Management

### Starting Hand: 6 Cards

**At start of battle:** - Shuffle 30-card deck - Draw 6 cards - Mulligan: May shuffle hand back and draw 6 new cards (once)

### Drawing Cards

**Draw Phase** (end of your turn): - Draw until hand = 6 cards - If deck empty, trigger Reshuffle (add 1 Damage card)

**Mid-Turn Draw:** - Some cards have “Draw 1 card” effect - Draw immediately from deck

## 9. Victory Conditions

### Arena/Skirmish

**Win by:** - Reducing enemy Casket to 0 HP (deck empty + discard empty) - Killing enemy pilot (10 Wounds) - Enemy surrenders

**Defeat:** - Your Casket destroyed - Your pilot dies - You surrender

### Campaign

**Mission Success:** - Achieve primary objective - At least 1 pilot survives

**Partial Success:** - Primary objective failed - But pilots survived (can retreat)

**Mission Failure:** - All pilots dead or captured

## 10. Deck Construction Summary

### Template: Church Confessor (Light Casket)

**Total Deck: 30 cards**

1. **Universal Core** (10 cards) - MANDATORY - Desperate Lunge, Brace for Impact, Emergency Vent, Sensor Sweep, Overextend, Rally Cry, Survey the Field, Feint, Retreat, Breathe the Core
2. **Primary Weapon: Penitent Blades** (12 cards) - FACTION-SPECIFIC - Blood Offering × 2 - Faithful Thrust × 3 - Righteous Cleave × 2 - Martyrdom Protocol × 2 - Divine Judgment × 2 - Consecrated Ground × 1
3. **Secondary Equipment: Buckler Shield** (6 cards) - PLAYER CHOICE - Deflect × 2 - Bash × 2 - Hunker Down × 2
4. **Faction Tactics** (2 cards) - CHOOSE 2 FROM 5 - Righteous Fury - Flagellant's Zeal

**SP Maximum:** 6 (Light Casket) **Pilot Wound Deck:** 10 cards (separate)

## 11. Differences from Standard Deck-Builders

### Like GKR:

- Deck = HP (discard cards when damaged)
- Energy/SP refresh each turn
- Primary vs Secondary weapon split
- Deck is fixed 30 cards (no mid-game deck-building)



- Hand size fixed at 6

## Like KDM:

- Component damage tracking (arms, legs, head destroyed)
- Permanent injuries (Pilot Wound deck)
- Death spiral (Damage cards added to deck on reshuffle)
- Brutal consequences (losing Primary Weapon cards = component damage)

## Unique to Penance:

- Heat system (risk/reward pushing into Danger Zone)
- Pilot Wound deck (separate from Casket HP)
- Neural Thread damage (pilot takes damage when components destroyed)
- ⚙ Asymmetric factions (Primary Weapon cards completely different per faction)

# 12. Example Combat Sequence (With Dice)

## Setup:

- **Player A:** Church Confessor (30 HP, 6 SP, 6 cards in hand)
- **Player B:** Dwarven Ironclad (30 HP, 4 SP, 6 cards in hand)

## Round 1

**Player A Turn** (Confessor): 1. Refresh to 6 SP 2. Play **Desperate Lunge** (1 SP) → Move 2 hexes toward enemy (total moved: 2 hexes) 3. Play **Faithful Thrust** (2 SP) → Declare attack for 4 damage, Range: Melee - **To-Hit Calculation:** Base 5+ | Moved 2 hexes +1 | Front arc +0 = **Need 6+** - **Attack Roll:** ✕ (3) + ✕✕ (4) = **7 total** → **STRONG HIT** (+1 damage) - Final damage: 4 base + 1 (Strong Hit) = **5 damage** 4. Player B rolls **5 Defense Dice:** - **1 Shield block** → Reduce to 4 damage - **1 Critical ( )** → +1

Component Damage to Right Arm - **1 Heat ( )** → +1 Heat 5. Player B discards 4 cards (chooses: 2 from hand, 2 from deck) - Discarded from hand: 1× Primary Weapon card → +1 Component Damage - **Total Component Damage to Right Arm: 2** (1 from , 1 from Primary card) 6. Player A has 3 SP remaining → Passes 7. Draw Phase: Draw 2 cards (hand back to 6)

**Player B Turn** (Ironclad): 1. Refresh to 4 SP, currently at 1 Heat (safe) 2. Play **Advance** (2 SP) → Move 2 hexes toward enemy 3. Play **Hammer Strike** (3 SP) → Declare attack for 6 damage, ignore 1 Armor - **To-Hit Calculation:** Base 5+ | Moved 2 hexes +1 | Attacking front +0 = **Need 6+** - **Attack Roll:** (5) + ✕ (3) = **8 total** → **STRONG HIT** (+1 damage) - Final damage: 6 base + 1 (Strong Hit) = **7 damage** 4. Player A rolls **7 Defense Dice:** ✕ - **1 Shield block** → Reduce to 6 damage - **2 Critical ( )** → +2 Component Damage to Right Arm - **1 Heat ( )** → +1 Heat - **1 Pierce (✕)** → Cannot use reactive defense cards 5. Player A discards 6 cards (chooses: 3 from hand, 3 from deck) - Discarded from hand: 2× Primary Weapon (Penitent Blades) → +2 Component Damage - **Total Component Damage to Right Arm: 2** (from ) + 2 (from Primary cards) = **4 Component Damage** - Right Arm has **EXCEEDED 3** → **RIGHT ARM DESTROYED!** - Player A discards all remaining Penitent Blade cards from hand (cannot use Primary Weapon) 6. Player B has 0 SP → Turn ends 7. Draw Phase: Draw 3 cards

## Round 2

**Player A Turn:** - Now has NO Primary Weapon cards in hand (all discarded) - Must rely on Universal cards + Secondary Equipment (Buckler) - Desperate situation → Might use **Blood Offering** (discard 2 cards for +3 damage boost)

This creates **brutal, desperate combat** where Component Damage matters and losing your Primary Weapon mid-fight is catastrophic.

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“Your deck is your life. Every card you lose brings you closer to death. When your Primary Weapon cards are gone, you’re just a broken puppet swinging fists in the dark.”