

# Advanced Combat

The Advanced Combat rules described hereafter are intended for those who are familiar with Sword World 2.5 and will allow you to reproduce a wide variety of battlefield situations by managing the battlefield in two dimensions while at the same time greatly increasing the warfighting potential of the game.

The rules are the same as those of Simplified Combat (see CR I, p. 118) and Standard Combat (see CR II, p. 48) for those parts of the rules that are not explicitly described as changes or additions.

## Features of the Advanced Combat Rules

### Two-Dimensional Location Management

In Advanced Combat, the characters' positions, referred to as their coordinates, are generally managed in a two-dimensional plane. These rules are designed to use a blank sheet of paper, whiteboard, or other physical representation to define each character's position on the battlefield.

### Dealing With Different Character Sizes Or Altitude Differences

Given that coordinates are only being managed in a two-dimensional place, there is no height difference between the coordinates of characters within the battlefield. Even great differences in height have no bearing on combat unless the GM should choose to rule otherwise. In particular, abilities such as the Lildraken Racial Ability [Sword's Grace/Wings of the Wind] and any [OFlight] Unique Abilities of monsters will only modify numerical values once combat has begun and will not alter the height of the battlefield.

Also, even if a character is massive in size, no matter how large it is relative to other characters, nor how many parts the character has, it will still only occupy one coordinate. Multiple parts of a character are treated as having the same coordinate.

### Identical Coordinates

It is possible to have multiple characters at the same coordinates in Advanced Combat. As a general rule, melee attacks and "Range: Touch" spells and effects will only affect characters (or sections, for that matter) located at the same coordinates.

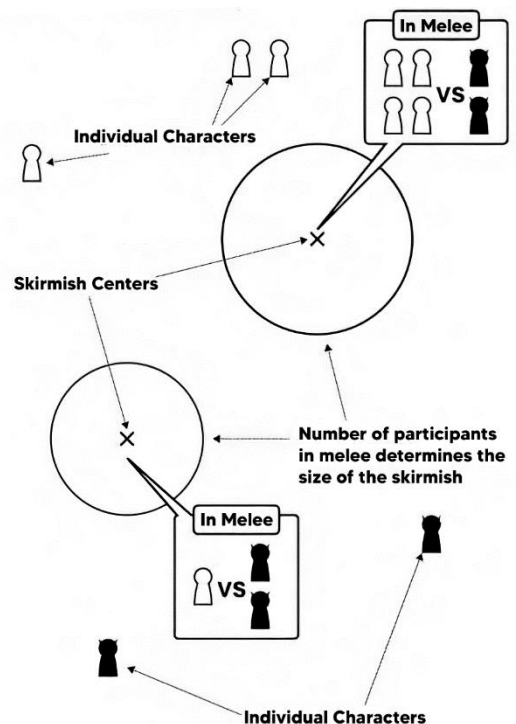
In addition, a character summoned or created by a spell or effect with "Range: Touch" is considered to have the same coordinates as the character who performed the summoning or creation.

### Skirmishes Represented by Dots and Circles

The concept of "Skirmishes" is also used in Advanced Combat. When using Advanced Combat rules, a skirmish is typically formed as a circle between 3m and 6m, depending on the number of participants in the melee. To determine the size of the skirmish, see the Skirmish Range Table under the Standard Rules. Unlike the Standard Rules, though, the skirmish's center coordinates are the first character's coordinates to enter into melee with another, with the skirmish forming around that character.

When the game is being played on paper, the GM draws a circle with the appropriate radius to define the skirmish. Any miniatures, standees, or other such markers that represent the characters involved in the melee are then moved into the skirmish, scattered around the center point. If they get in the way, they can be moved out of the way until everything is finished. The only thing that matters for game processing is that the characters are involved in the skirmish. In other words, the skirmish drawn on a piece of paper or a whiteboard in Advanced Combat is a mixture of dots representing individual characters who are not engaged in melee and circles representing the skirmish area.

Figure 1: Advanced Combat Concepts



### GM Guide: Illustrate the Battlefield as Much as Possible

In Advanced Combat, you need to keep track of the coordinates of each character and, if a skirmish is to be formed, how large it needs to be. These are difficult to explain and manage in words alone but can be easily grasped with a diagram.

When illustrating the battlefield, as shown in "Figure 1: Advanced Combat Concepts", note the coordinates of a single character with a small mark, then circle the character to make

the skirmish, to make it easier to understand. If you have a large desk, you can use pawns or character figures and represent skirmishes with coasters or paper plates. In a conference room, a magnet and a whiteboard may be useful. Anything that can represent "characters" and "circles" is fine, so try to visualize the battlefield as much as possible.

### Be Flexible, Not Overwhelming

The Advanced Combat rules have the advantage of representing a variety of battlefield situations, as well as greatly increasing tactical capabilities. However, it also means that it is a more "crunchy" set of rules in that there are a lot of rules in place to guide the GM rather than relying significantly on improvisation. It is not recommended to try and apply all of the rules here strictly from start to finish.

Initially, start with simple movement and coordinate the management, such as moving a few meters sideways from the hypothetical straight line of Standard Combat until the players

can fully grasp that. It is then that the GM should gradually expand the scope, referring to the rules and annotations as necessary until everyone has become used to such changes.

What is important in a TTRPG is not to follow the rules strictly but to have the game move on smoothly, with the participants in agreement. Please recognize that the rules are only a tool to assist the game rather than the entire game itself.

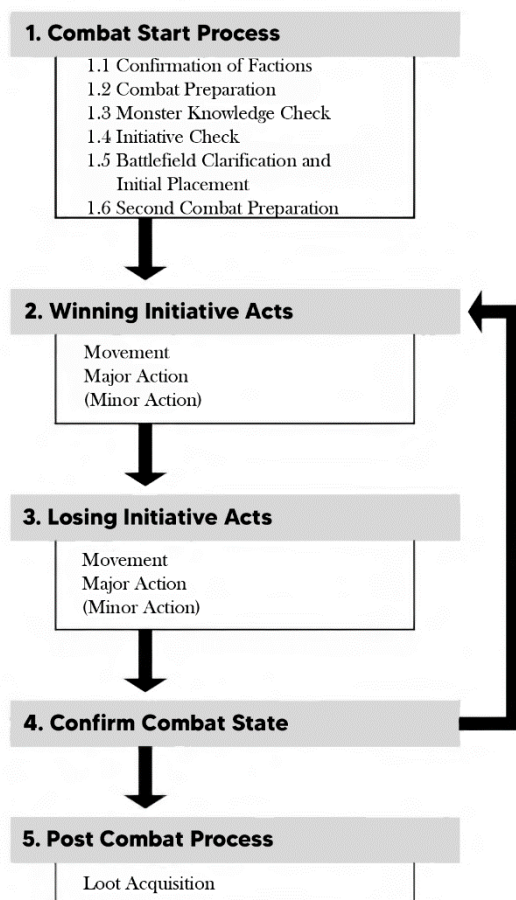
### GM Guide: Approximation Recommendation

Trying to define the positional relationship too strictly will bog down the flow of the game and drag combat out much longer than necessary. Keep in mind a general sense of distance in meters, and judge whether it is reachable by movement or within range. Moves that require management in units of less than 1m should be discouraged, and players trying to take advantage of such moves should be warned. However, there may be situations where one may end up with fractions of a meter, and in such cases, those fractions should be rounded up to the nearest whole meter.

## The Flow of Advanced Combat

The Advanced Combat progression follows the combat procedure chart below. It is almost the same as Simplified Combat and Standard Combat.

### Combat Procedure Chart



### 1. Combat Start Process

Once the PCs and enemies have met, and it is inevitable combat will break out, the GM begins setting the stage for combat.

#### 1.1 Confirmation of Fractions - 1.4 Initiative Check

##### 1.1 Confirmation of Fractions

##### 1.2 Combat Preparation

##### 1.3 Monster Knowledge Check

##### 1.4 Initiative Check

These are all the same as Simplified Combat (see CR I, p. 121).

##### 1.5 Battlefield Clarification and Initial Placement

The GM specifies the battlefield and the initial position of each faction. Players will see the battlefield and enemy faction positions at the same time during initial placement.

#### Battlefield Clarification

The GM should reveal to the players the battlefield where combat will occur. As mentioned above, the use of a blank sheet of paper, a whiteboard, or other physical representation is recommended. If the battlefield has special terrain or obstacles, the GM should make them known in advance, though it could also just be a plain battlefield with nothing on it.

The GM should limit the overall size of the battlefield as appropriate. For example, if the encounter happens as the party is entering a room, only the room where the party is and the room being entered need to be represented on the map.

#### Initial Placement

When an encounter occurs, the GM determines the distance between factions to be between 5 and 30 meters, in principle. The guideline is based on the "Combat Opening Recommended Distances Guide" (this table is the same as the one for Standard Combat), but if the size of the battlefield is limited, it will determine the upper limit.

The first character from each faction should be chosen and placed at this distance. Then, place the remaining characters at the same coordinates. How the characters are placed is determined by the players and the GM's ruling based on the situation at the time of the encounter. But no closer than the distance between factions.

#### Combat Opening Recommended Distances Guide

Situation	Distance (m)
Enclosed space	5m
Relatively large space	10m
Crowded space, such as a forest	10m
Open space, such as flat plains	20m
Moving, such as on horseback	+10 - 20m
Fighting a large monster	+5 - 10m

#### GM Guide: Grouping Characters

Typically, the initial placement of characters in a combat situation will be determined by how the party was moving through the area before the combat had begun. Without prior knowledge of another party or group of monsters, any sort of rearranging depending upon the other party's placement should be disallowed.

For example, if the PCs were in a tight formation while moving through a small room, their placement should reflect that as best as possible. However, if there was a more loose arrangement, divided more simply into a frontline and a rearguard, the party's position would reflect that as well, though there would likely be some distance between the frontline and the rearguard. This latter method is recommended if the players don't wish to worry about a complex party formation but still wish to follow the Advanced Combat rules.

#### 1.6 Second Combat Preparation

The same as in "1.2 Combat Preparation". Anything that can be used only once can be used only in one of these Combat Preparations. For example, declaring an active combat feat, using Evocation, using Technique [Dragon Tail], etc., can be done only once during either 1.2 or 1.6 steps.

#### GM Guide: Why Do We Need Second Combat Preparation

The more you play Advanced Combat, the more you become accustomed to the game, the more variations of the enemies, and the more PCs use their skills. Therefore, PCs better know with who they are dealing. If PCs know that an enemy is a group of Giant Gadflies (see CR I, p. 410), they will not set up the use of Glass Buckler (see p. XXX).

In light of this, a second Combat Preparation was introduced for Advanced Combat.

The GM may allow this for Simplified Combat and Standard Combat as well.

## 2. Winning Initiative Acts - 5. Post Combat Process

Once the initial placement is done, the characters are moved in order from the first faction to the second, one by one, and no other character's actions can be interrupted during the turn, exactly as in Simplified Combat and Standard Combat.

When the first faction finishes its action, it is the turn of the second faction. After that, the faction decides whether to continue or end the combat as appropriate and if the combat is over, the Post Combat Process will commence, the same as in Simplified Combat and Standard Combat.

## Character's Turn and Movement

We will describe what the character can do. However, the only difference between Simplified Combat and Standard Combat is mainly in the movement.

### Turn Basics

The character's turn consists of three elements: Movement, Major Action, and Minor Action, Major Action is performed after Movement, and the timing of Minor Action is, in principle, arbitrary. In principle, what can be done with Major Action and Minor Action is also the same in Advanced Combat.

### Movement

The rules for character movement follow those of Standard Combat, but there are some differences due to the expansion of the battlefield into two dimensions.

#### Three Methods Of Movement (Same As "Standard Combat")

There are three methods of movement for characters: Full Move, Normal Move, and Limited Move. When moving during their turn, each character can take one of those

different moves, affecting how far they move on the battlefield and what actions they can perform during their turn. As with Standard Combat, characters taking Full Moves will receive a -4 penalty to their Evasion for the round.

#### Type of Movement and Distance to Travel

Movement Type	Distance to Travel
Full Move	Movement x 3m
Normal Move	Movement m
Limited Move	3m (if movement is less than 3m, then movement m)

#### Specify The Movement Path

In Advanced Combat, characters need to let the GM know which kind of move they're taking and show the path they're taking through the battlefield. This path can be curved or crooked, though such twists and turns do not affect the total distance traveled.

The change of direction does not reduce the distance traveled, and only the length of the line of the path matters. For example, a character with movement 20 can "move forward 10m, turn at right angles, and move forward 10m" with Normal Move.

The travel route need not be too strictly specified. However, both the GM and players need to know the rough distance traveled, and it should be clear to both sides when a character moves through an area where movement can be blocked by opponents or skirmishes.

### Minor Actions During Movement

With Advanced Combat, a character can take Minor Actions during their movement. When they do so, the player needs to show at which coordinates the character performed the Minor Action. This allows that character to target another character with a Minor Action with "Range: Touch" while moving through the coordinates of another friendly character.

However, if you do this to an enemy character, a skirmish is immediately created, and no further movement is possible.

### Blocking Movement by Enemy Characters and Melee

If a hostile character or skirmish exists in the middle of a move, the move may be forcibly stopped regardless of the movement (see p. XXX).

### When The Character Cannot Move

As a rule, a character cannot move when a melee. Additionally, movement may be restricted due to various magical effects. In such situations, the character can make Major and Minor Actions as it was moving with Limited Move.

## Melee and Skirmishes

In Sword World 2.5, the concept of melee is of great significance. A melee is a situation in which enemies and allies are fighting each other, attacking each other with melee weapons or similar methods.

The characters that are attacking and being attacked by each other are "in a state of melee" or "in melee," and the area where the melee is taking place is called "skirmish" (see below).

The treatment of melee and skirmish in Advanced Combat is almost the same as in Standard Combat, except that it is expanded into two dimensions.

### Forming a Skirmish

If two hostile characters are at the same coordinates and one is using a melee attack, a casting spell with "Range: Touch" or unique skills on the other, both characters will be in a state of melee, where skirmish occurs automatically.

However, if either character is already in a melee situation, no new occurrence will be made. In that case, it is handled according to "Skirmishes and Characters" on the next page.

### Center of Skirmish

The skirmish spreads in a circle, with its center at the point of origin.

### Skirmish Size

The skirmish range is determined by the number of characters participating in the skirmish. Please follow the "Skirmish Range Table."

The skirmish range immediately after the attack is determined by the sum of the number of characters (sections) that have made a melee attack, etc., and the number of characters (sections) that have been hit by the melee attack.

In the case of an indoor space where the size of the space is limited first, the number of characters that can participate in skirmish will also be limited. This process is described in a separate section (see page 86, "Overcrowded Skirmish").

Coordinates on the boundary are considered to be within the skirmish. For example, a character located exactly 3 meters from the center point of the skirmish is considered to be within the skirmish with a radius of 3 meters.

As in Standard Combat, the total number of characters (sections) that can exist in a skirmish is limited to 20.

Skirmish Range Table

Number of Participants	Outdoor Size (radius m)	Indoor Size (m)
2 - 5	3	5 x 5
6 - 10	4	7 x 7
11 - 15	5	8 x 8
16 - 20	6	10 x 10

## Skirmishes and Characters

If a skirmish already exists on the battlefield and is involved a character, it is handled as follows. This process is almost the same as in Standard Combat. Only in the case of a "Caution" in the heading is there a difference in processing.

### New Participant in Melee

A character can join an already existing melee by moving to the center of the ongoing skirmish and declaring their intent to join in on it. This can cause a skirmish to increase in size, depending on the number of participants (p. 82).

### In Melee and Independent States

It is the same as in Standard Combat, where a character participating in melee combat is said to be "in melee," and a character in a skirmish but not in a melee state is called an independent character. They have their own coordinates, while characters in melee are all in the center of the skirmish.

A character in a melee can perform a melee attack or perform a "Range: touch" spell or effect on a character in the skirmish, using the center of the skirmish as their target.

### Interference From Characters In Melee To Independent Characters

A character in melee can make melee attacks and cast "Range: Touch" spells and effects on other independent characters in the skirmish without regard to coordinate differences. However, suppose a hostile character in the melee attacks an independent character. In that case, the independent character is inadvertently added to the melee, and their coordinates are adjusted to be in the center of the skirmish.

### Independent Characters Transition To Melee (Caution)

Conscious characters will transition from being independent characters to being in melee in one of a few ways:

1. Move to the skirmish center point and declare their intention to join the melee.
2. The coordinates are matched with the independent hostile character, and a melee attack or "Range: Touch" spell or effect was made on them (this is an action that creates a new skirmish and results in an immediate "Combining Skirmishes" (see p. 82)).
3. The move is blocked by an enemy character when an independent character attempts to move.
4. Independent character blocks the move of an enemy character.
5. Independent character attacks with a melee attack or "Range: Touch" spell or effect an enemy character (only if the enemy character can act of its own volition, i.e., if the enemy character is stunned or otherwise unable to act of its own volition, it will remain independent and its coordinates will not change).

### Note: No Automatic Pull In Melee at the Beginning of the Turn

In Standard Combat, a character in the independent state automatically is pulled in melee at the start of their own turn.

In Advanced Combat, however, that rule does not exist. Independent characters start their turn as independent.

### GM Guide: Proactively Eliminate Independent Characters

The presence of an independent character can be "taxing" on the game flow. Worst case, it may cause the game to stall. The best way to avoid this is to proactively eliminate independent characters. This is also the reason why "Standard Combat" has independent characters automatically joining the melee at the beginning of their next turn.

GMs should actively try to resolve independent characters with the actions of their characters.

### Characters In Melee Becoming Independent

Characters who cannot act on their own, such as those who've fallen unconscious or been put to sleep, will be removed from melee and become independent characters. However, their coordinates are still considered to be in the center of the skirmish.

If the coordinates of the skirmish's center point are changed while the character is immobile in a melee situation, the character will become independent. The character's own coordinates will not change, but the center point of the skirmish will move.

### Leaving the Melee - Escape

In principle, a character in a melee cannot move. However, a character that has made preparations to leave the melee on their previous turn may move in any way they wish.

If the number of characters in the skirmish (the number of sections) in the melee state of the player's own faction is more than twice the number of characters in the skirmish of the enemy faction (regardless of the "in melee" or "independent" state), the character can leave the skirmish immediately by moving out of the skirmish.

Independent characters may attempt to escape from the skirmish by their own movement, but they may be blocked by hostile characters. However, if the total number of allied characters in the skirmish is more than twice the number of hostile characters in the skirmish (regardless of the "in melee" or "independent" state), an independent character can escape from the skirmish without being blocked.

### Range and Area, Misfire and Shielding

In Advanced Combat, the treatment of spells and effects that affect an area is basically the same as in Standard Combat. However, there are some new rules due to the two-dimensional nature of the battlefield. The effect on a large area is circular, and the area of effect of "Area: Line" and "Area: Breakthrough" is a rectangle of 2m in width.

In addition, although the rules are the same for the management of shielding, the battlefield extends two-dimensionally, so the effect of positioning becomes more significant.

### Range

In Advanced Combat, the distances for ranged attacks, spells, and effects are handled in meters. Generally, the range is expressed as "Range: X (Ym)." In Advanced Combat, however, the "Ym" part is referred to.

### Wide-Area Effects

Spells and effects that affect a large area are described as "Target: X area (Ym radius)/-." In Advanced Combat, the "Radius: Ym" determines the area of effect. The area of effect is within and on the circumference of the circle of the radius.

The part after the "/" ("Space," "All," or the number of targets from "5" to "20") is applied in the same way as in Simplified Combat and Standard Combat.

### Characters in Skirmish

If a wide-area effect is used, includes a skirmish **Each character in a melee** will be the target if the skirmish center point is included in the range. **Each independent character** is determined by whether or not its unique coordinates are within range.

### Line and Breakthrough

The effects with "Area: Line" and "Area: Breakthrough" are certain to affect the direct target character, and at the same, can affect all the characters in the direction of the effect and within its area of effect will be affected with a 50% probability (1-3 on 1d roll for each). The effect is applied to all characters in the area of effect.

Breakthrough and Line in Advanced Combat have an area of effect of 1m on each side of a straight line connecting the starting point and the target to the end point, for a total width of 2m. The character with coordinates in this elongated rectangle can be caught in the effect.

### Misfire

When targeting a character in the skirmish from outside with a Ranged Attack or "Area: Shot" spell or effect, a misfire will occur if there are other characters at the same coordinates. The target must be selected at random from the relevant characters (all at the same coordinates in the skirmish).

## Shielding

In order to use a ranged attack, spell, or effect, the line of sight to the target cannot be blocked. Skirmishes and hostile characters will shield any targets behind them, preventing line of sight from being drawn beyond the shielding character(s).

### Shielded by a Skirmish

For characters outside of a skirmish, the skirmish will shield any characters beyond. In order to shoot through a skirmish, the Combat Feat [Hawk Eye] is needed. However, shooting directly at the skirmish does not require any Combat Feats.

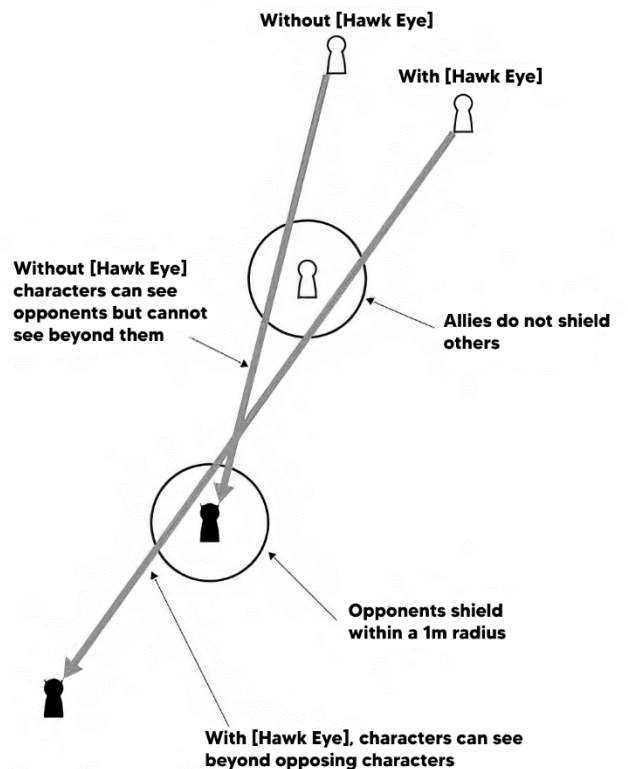
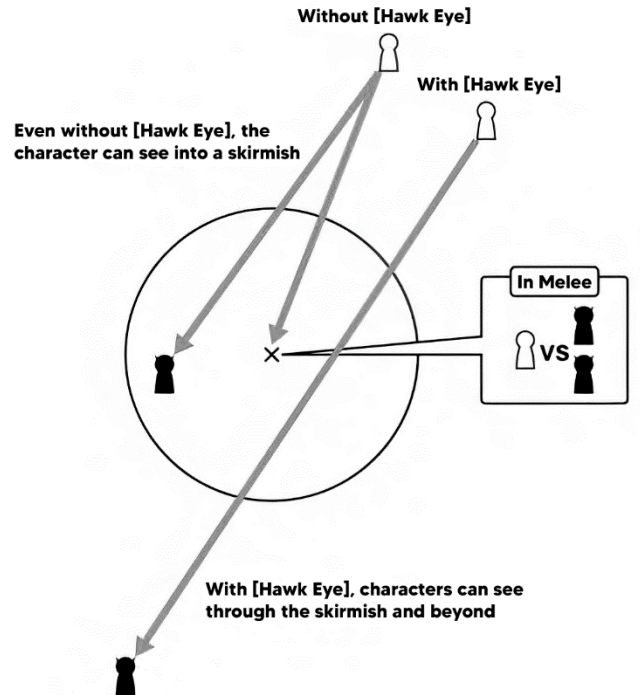
Whether or not shielding occurs is determined by drawing a straight line from the character to the target or across the battlefield. If the line is just touching the radius of the skirmish, it is treated as if shielding has been established.

If a character is shooting from inside of a skirmish, other characters are not shielded by this skirmish.

### Shielded by a Character Outside the Battlefield

A character outside of a skirmish creates a 1m radius shield around itself only against hostile characters. Characters inside a skirmish do not have this form of shielding, regardless of whether they are in a melee or independent state.

## Shielding Diagram





## Blocking Movement

When a character tries to move, if there is a hostile character or skirmish in its path, it may be interfered with and may not be able to complete the desired move.

### Note on the Blocked Characters

Movement blocking, as the name implies, is an action that prevents the active character from moving and completing the desired move. Therefore, a character whose move is blocked can only move a shorter distance than expected in most cases. In cases where distance is an issue, this changed distance is used in calculations and decisions. For example, if the movement blocking reduces the distance to 9m or less, the combat feat [Flying Kick] (see CR II, p. 201) will no longer be possible to execute.

On the other hand, the type of move itself follows the initial choice: a character that attempted to move 10 m with Normal Move but could only move 2 m due to movement interference will be considered as if they had moved Normal.

### Blocking by Non-skirmish Characters

The same is true in Advanced Combat, as a hostile character can stop a moving character in mid-move by blocking its move.

#### Coordinates for Blocking Movement

It can be blocked within the Limited Move distance of the blocking character when blocking a move. If a move is interfered with, the move of the active character ends at the point selected by the blocking character within the Limited Move distance. Both characters move to that coordinate.

#### Outside of Skirmish

Characters outside of the skirmish looking to block a character's movement cannot specify coordinates in a skirmish as a blocking point.

#### Multi-Section Monsters

A character can block a monster's movement with up to twice as many sections, but not more. However, multiple characters can succeed, whereas a single one cannot.

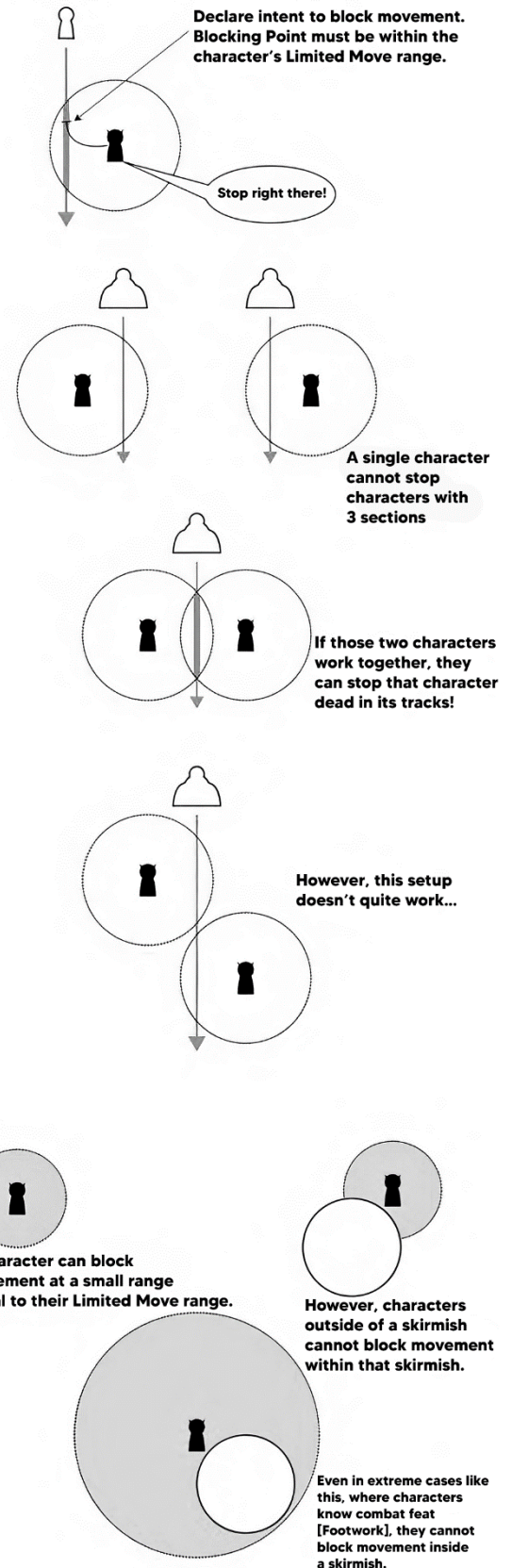
If there are enough characters to bring the characters-to-sections ratio to 1:2 or better (i.e., if there are at least half as many characters as sections or more), and all of the impending characters can reach the coordinates they wish to stop the multi-section monster at using only a Limited Move, then the monster's movement can be blocked.

A character outside the skirmish cannot specify a location in the skirmish as a blocking point and, therefore, cannot block together with a character in the skirmish.

#### Skirmish Occurrence

If a character is blocked, the skirmish is usually formed by a melee attack or other action by the active character. However, even if there is no action, including melee attacks, is taken, the skirmish is automatically generated at the end of the active character's turn, and both the active character and the blocking character will be in the melee.

### Movement Blocking with Characters Outside the Skirmish



## Blocking in Skirmish

A character in a skirmish can block a hostile character who tries to move through the skirmish or who is independent in the skirmish and tries to move out of the skirmish. In this case, the active character is moved to the center point of the skirmish, and becomes in a melee.

In the case of movement disturbance involving skirmish, the range of possible movement blocking by independent characters is different from that of Standard Combat.

### Blocking Possibilities via Faction Comparison

If a character tries to move through a skirmish, determine which side of the conflict they are on. If that side (whether in a melee or independent) is more than double the opposing side, then the moving character's movement cannot be blocked. For example, in melee, there are 3 characters from Party A and 2 from Party B. Two more characters from Party A wish to move through a section of the skirmish, and Party B wants to stop them. However, in this case, that would mean that Party A would have 5 characters to Faction B's 2, and so Party B cannot block those characters' movement.

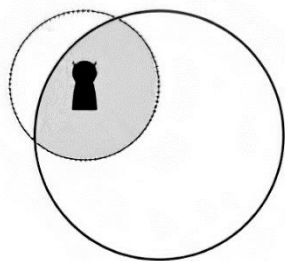
### Blocking by an Independent Character (Caution)

A character in the independent state can only block within its own Limited move range and within the skirmish. Once a move is blocked by a character in the independent state, the coordinates of the blocking point become the starting point of a new skirmish and result in an immediate "Combining Skirmishes" (see p. 82).

Characters in melee can also jointly interfere with the movement of an independent character. In this case, no new skirmish is created, and the independent character changes coordinates to the existing skirmish center point, where it enters into a melee. There is a possibility of skirmish expansion due to an increase in the number of people in the melee.

### Independent Characters Blocking Movement

**An independent character may only block movement within their Limited Move range and the skirmish.**



### Blocking Restrictions

A character in the skirmish cannot interfere with the movement of a character who has prepared to leave the melee in the previous turn.

If a character wants to move out of a melee and the number of enemies in the melee (excluding the character who wants to move) is more than twice the number of participants

in the skirmish (whether melee or independent) who want to interfere, the character cannot move.

A character in the independent state can still make "Area: Breakthrough" spells and effects. In this case, their movement cannot be blocked.

### GM Guide: Passing Skirmish, Retreat, and Departure

In Advanced Combat, there are three types of movements that involve a path from inside the skirmish to the outside (without preparation for leaving): "passage," "retreat as an independent," and "departure from a melee." "Passage" is a movement that starts from outside the skirmish, enters the skirmish, and then exits to the opposite side. "Retreat as an independent" is an action in which a character who started its turn in the skirmish in the independent state tries to move out of the skirmish in the move, and "Departure from a melee" is a move in which a character in the melee leaves the skirmish and moves out of the melee area. (Note: "Retreat as an independent" is a new case, appearing only in Advanced Combat).

In both cases, the difference is whether or not the moving side can be blocked by a character in the melee area if the moving faction is more than twice as many as the other faction in terms of the number of people (the number of sections).

In the case of "Passage" and "Retreat as an independent," a person moving should be counted, while "Departure from a melee" counts only other characters besides an active character trying to depart.

This means that it is important to get into a melee first to stop a large monster with many sections. If such a monster moves first, it will be difficult to stop it (since you will not gain the 2:1 rule while not in melee).

It is also important to note the difference that only the number of characters in the melee state is counted by the faction of the party wishing to move, while the blocking faction counts both in melee and independent characters.

The table below summarizes the above. Whether the active character is in melee or not is the deciding factor.

### Number of People Accounted for Blocking in Skirmish

	Moving Faction			Blocking Faction	
	Themselves	In Melee	Independent	In Melee	Independent
Passage, Retreat	O	O	X	O	O
Departure	X	O	X	O	O

※If the moving faction is more than twice as many as the blocking faction, then the moving faction cannot be obstructed.



## Managing Skirmish

This section describes the rules for handling the expansion, contraction, merging, and disappearance of skirmishes.

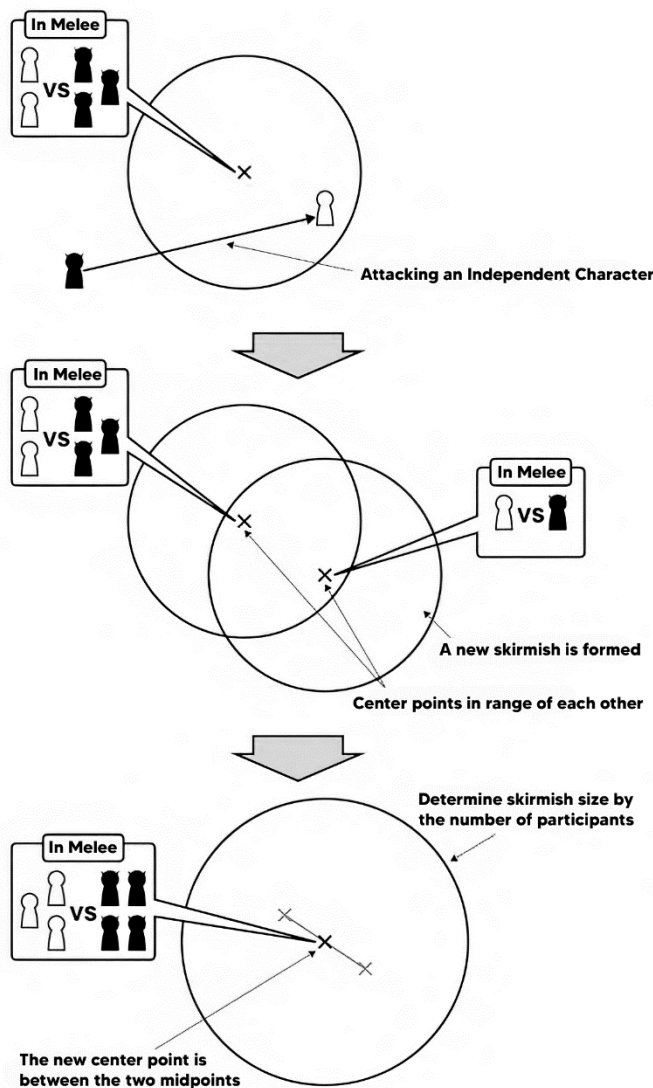
### Skirmish Expansion and Contraction

The size of the skirmish depends on the number of participating characters (sections) according to the "Skirmish Range Table" (see p. 77). The number of characters (sections) is counted only for those who are in melee (the number of independent characters is not counted in the determination of the size).

If a new character joins the melee, the number of characters (sections) will increase, and the skirmish may expand (see p. 82). In addition, independent characters blocked by hostile characters in a melee shift to a melee state, which may expand the skirmish.

On the other hand, a character that leaves the melee area or is knocked down by an attack skirmish may contract.

In any case, the expansion or contraction of the skirmish is done only after the character's movement or action that led to that.



### Elimination of Skirmish

A melee is only possible when two characters in the two factions fight each other. If one of the characters is knocked down, unconscious, or unable to act of its own volition due to an attack, the skirmish vanishes.

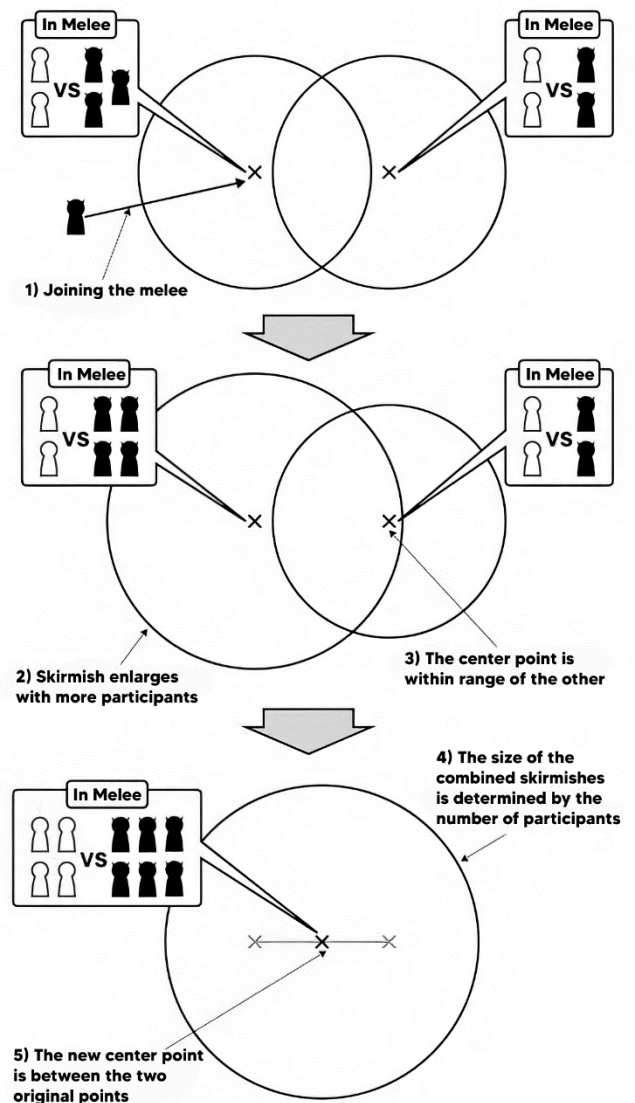
### Combining Skirmishes

If the center point of one skirmish is contained in another skirmish, the two skirmishes are combined into one.

The center point of the combined skirmish is the midpoint of the two center points before the merge. However, if GM feels inconvenient to manage in meters, it can be any coordinates within 1-meter square (see "Approximation Recommendation," p. 75).

The range of skirmish after the merger is determined by re-calculating the total number of characters in the melee state in the skirmishes.

The merge of skirmish must be preceded by the expansion or occurrence of a skirmish. The merge is processed immediately after this occurrence or expansion.



### Continuation of Melee State

All the characters that were previously in a state of melee in each skirmish are now in a state of melee in the new skirmish. Their coordinates become the center point of the combined skirmish.

### Continuation of Independent State

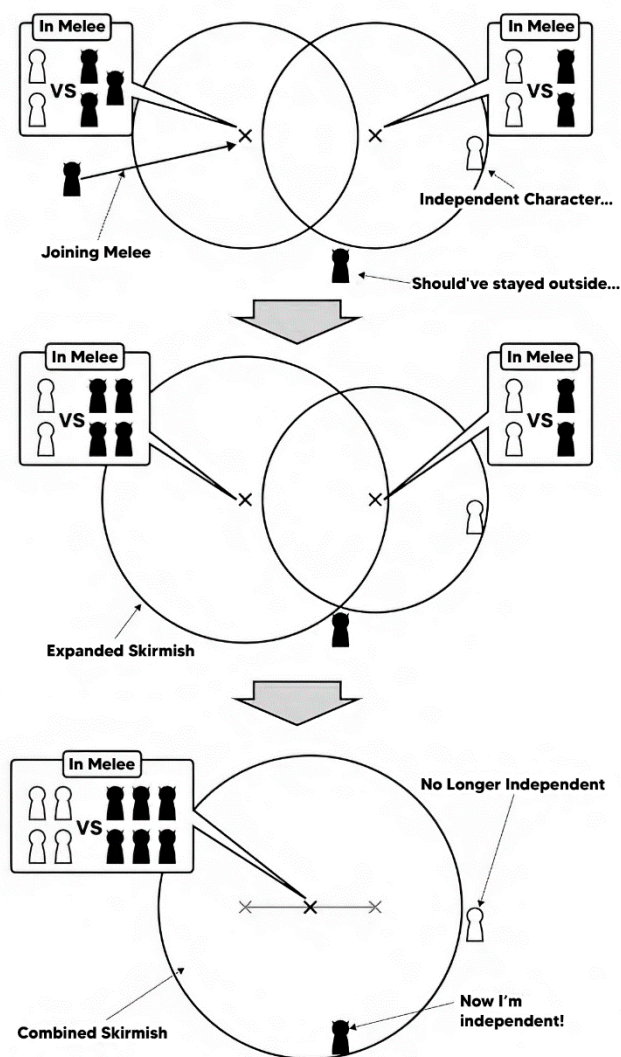
When skirmish merging occurs, independent characters remain independent and maintain their original coordinates. They do not become engaged in melee, not characters that were in melee become independent (all remain the same).

### Becoming Independent or Moving Out of Skirmish

When skirmishes are merged, the center point or size of the skirmish may be changed, and a previously independent character may be moved out of the skirmish. Conversely, a character that was previously outside the skirmish may become independent.

## Simple Overlap of Skirmishes

If multiple skirmishes overlap but are not within range of each other up to the center point, they are handled as follows.



### No Merge Occurs

Skirmishes will not combine and will remain in their original form.

### No Shielding When Inside

There is no shielding for those in either skirmish, regardless of which skirmish they are looking in.

### Direct Interference is Not Possible Between Warring Factions

While in melee, characters of one faction cannot directly interfere (e.g., melee attack) with another character in another skirmish. They still can be a target of ranged magic or effects (assuming it can reach them, of course).

### Independent Characters Belong to One Skirmish Only

Whether or not a character in a melee can directly interfere with a character in an independent state is determined by whether or not the character in a melee is in a skirmish in which the independent character is.

Independent characters with overlapping coordinates can be directly interfered with by characters in both skirmishes.

### Independent Characters Can Be Pulled Into The Either Melee

Independent characters in overlapping locations may be drawn into either melee.

If a melee attack is received from a character in a melee, the independent character's coordinates are moved to the skirmish center point of the character in a melee state at that time, and the character enters a melee state.

If a character in a melee blocks a move of the independent character on their turn, the independent character is drawn into the melee in which the character who blocks with the move was participating. The opposing faction that blocked a move chooses and makes it clear which of the two melees it wants to pull into by specifying the character that blocks the move. If two characters in a melee with different skirmishes jointly block movement, they can choose which side they want to pull into an independent character.

### When Leaving Overlapping Areas, You Can Leave Both

If a character in the independent state with overlapping skirmish coordinates prepares to leave, it can move out of either skirmish on its next move. It can also move out of one skirmish and remain in the other (remain independent).

If they wish, they can leave one side, move to the center point of the other side, and join the melee if they wish.

### Can be Blocked By One Side You Weren't In

Whether independent or in melee, if a character with coordinates only in one skirmish prepares to leave the skirmish, they only have the right to leave that skirmish on their next move. Therefore, the move may be blocked if the move attempts to enter or pass through the other skirmish.

## Notes About Advanced Combat

### Special Circumstances

The rules for cases involving invisible characters, reduced efficiency in blocking movement underwater, and the inability to block movement against "Area: Breakthrough" are the same as those in Standard Combat.

#### Invisible Characters

The process for invisible characters is the same as in Standard Combat.

#### Cannot Be Blocked

Invisible characters can move without being blocked. However, if invisibility is supposed to be canceled by moving, invisibility is canceled first, and the character can become blocked.

#### Invisible Characters Can Block Movement, but Skirmishes Occurs Automatically

An invisible character can block the movement of another character. In this case, skirmish occurs immediately without waiting for the end of the turn.

#### Underwater Combat

In underwater combat, as in Standard Combat, the condition of whether or not the blocking of movement is allowed or not is changed from "2:1" to "1:1".

#### Area: Breakthrough

##### Range of Effect

In Advanced Combat, "Area: Breakthrough" has a 2m wide rectangle as its area of effect (see p. 78).

The same as Standard Combat, "Area: Breakthrough" can be executed either "to the target, in the direction of the target" or "to the target, ending on the target". The area of effect has a width of 1 meter on each side of the line.

#### Cannot Be Blocked

"Area: Breakthrough" cannot be blocked.

#### Breakthrough from Independent State

In Advanced Combat, characters remain independent while in a skirmish at the start of their turn. And if it is independent, it can use "Area: Breakthrough". As mentioned in the previous section, it cannot be blocked and can escape the skirmish.

If "Area: Breakthrough" is used in the independent state, "Exclusion Near Starting Position" (see CR III, p. 116) cannot be used.

#### Other Situations Follow Standard Combat

Various conditions and treatments related to "Area: Breakthrough", such as obstruction by walls, breakthrough while mounted, etc., are the same as those in Standard Combat. Please refer to Core Rulebook, pages 114 onwards.

### Exclusion From Battlefield

A character who is incapacitated by being unconscious or other causes and is not expected to recover from such incapacitation is excluded from the battlefield.

#### Exclusion Basics

Exclusion from the battlefield means that the character is completely removed from the battle. A character that is removed for any reason will never return to the battlefield.

Conversely, a character must not be excluded from the battlefield as long as there is a possibility of recovery. To take an extreme example, if [Quick Resurrection] (see CR III, p. 143) is cast, and there is a possibility of receiving its effect, even a dead character cannot be excluded from the battlefield.

A character excluded from the battlefield is treated as completely absent. They do not interfere with the battle, nor are they affected by it in any way. They are not taken into account when counting the number of characters (sections).

If the character survives on the battlefield, the winner's faction will decide what to do with the character after the battle. They will be healed or carried to a safe place if they are allies. If they are enemies, it is completely up to their faction to decide whether to take them as captives, kill them, or leave them there.

#### Exclusion of Monsters and NPCs

The decision to exclude a monster or NPC is left to the GM. If not, the players must consider the possibility that the monster or NPC will return to the battlefield. For example, if a monster with the "Area: Breakthrough" ability falls unconscious but remains on the battlefield, it is quite dangerous for it to recover from the unconsciousness. The reason is that the monster is in an unconscious state (see p. XX), and after it recovers from fainting, it may suddenly use its "Area: Breakthrough" ability. To avoid this risk, it may be necessary to further attack the monster to reduce its HP and ensure its death by making it fail a Death Check.

GMs should avoid putting unnecessary stress on players. Unless there is a special monster as in the previous example (and unless GM wants to spice up the combat), the GM should treat the monster as dead automatically when its HP reaches 0 and remove it from the battlefield to ensure smooth game progress. In TTRPG, combat is not a game between GM and players. GM should provide the fun of thinking about tactics but refrain from overstepping the bounds of the fun.

#### Exclusion of PCs

If a PC is unconscious and the player does not expect to be able to recover from it, the player may ask the GM to remove the PC from the battlefield.

If a PC is excluded from the battlefield, for whatever reason, and no matter how the situation develops, it cannot return to the battle. Before making an offer, the players should discuss it carefully and confirm whether there is really no possibility of returning to the battlefield.

The GM may reject this offer if there is a possibility of recovery in the subsequent combat based on information that

the player does not know. However, this is for the purpose of recovering the PCs. Refusing to do so in order to finish the game as quick as possible will only damage the relationship of trust between the GM and the players and should not be done at all.

### Immobile Characters

In the skirmish, immobile characters are treated in a special way.

#### Sleeping, Unconscious, Dead in Skirmish

If a character falls asleep, unconscious, or dead in the skirmish and cannot move of its own will, it collapses on the spot and becomes independent. If the character is in a melee state, its coordinates remain at the center of the skirmish, and the character becomes independent. In this case, the size of the skirmish may be reduced.

Even an unconscious character is within "Range: Touch" from a character in a melee and may be attacked. In this case, the coordinates of the character will not be moved (i.e., the character will not be pulled to the center point), and the character will remain independent.

If the situation is such that the character cannot return to the battlefield, they will be excluded from the battlefield (see the previous page).

#### Completely Stranded

A character who has been trapped by a trap, like [Lightning Bind] (see CR III, p. 136), or by any other effect that keeps the character completely in place is immobile. In this case, if the character is already in the melee area, it remains in the melee unless the center point of the skirmish area changes. However, a melee attack or a "Range: Touch" effect from characters in melee cannot be applied to a character that is independent at coordinates other than the center point of the melee area.

If the center point differs from its own coordinates due to combining skirmishes, etc. (and is still within the skirmish), characters will immediately become independent. In this state, the character is within "Range: Touch" from a character in a melee and may be attacked. The coordinates of the character will not be moved (i.e., the character will not be pulled to the center point), and the character will remain independent.

And also, independent and immobile characters that are not in the center of the (new) skirmish center point cannot perform melee attacks, etc.

#### Dependent Stranding Effect

If a character is rendered immobile by some monster, such as an entanglement or an entangling attack, the character will not be able to move voluntarily. In this case, the following rules are applied. If both characters are subjected to these effects, they will be "Completely Stranded," described in the previous section, and the previous section takes precedence.

#### Terms: Dominant and Dependent Characters

The terms "dominant character" and "dependent character" are used in the following explanations. A "dependent character" is a character that is the focus of this

section and is subject to the stranding effect, i.e., a character that is being entangled or constricted.

A "dominant character" is a character whose effect is given to a dependent character.

#### In Melee and Independent States Changes

The dependent character will continue to be in a state of melee even if it is affected by an effect such as entanglement. However, the dependent character cannot use a melee attack or a "Range: Touch" to characters that are independent at coordinates other than the skirmish center point.

If the coordinates of the center point are changed, for example, by combining skirmish, the dominant and dependent characters move to the new coordinates at the same time, and the melee state is maintained.

If, by some chance, the dominant character becomes independent, the dependent character also becomes independent. In this case, the dependent character can make melee attacks on the dominant character because they share the same coordinates. If the dominant character is mobile, then both characters enter a melee, and a skirmish occurs. And it may lead immediately lead to combining skirmishes (see p. 82). If the dominant character is immobile (i.e., becomes "Completely Stranded" as described above), both characters are treated as independent. And the melee attack from a dominant character to a dependent character is handled in the same way.

#### Movement Blocked While Independent

If a dominant or dependent character is blocked by a character in melee when it is independent, both the dominant and dependent character will be drawn into the melee (their coordinates become the skirmish center point).

However, when a character, whether dominant or dependent, is completely immobile (i.e., is "Completely Stranded" described above), no movement of coordinates occurs, even if a melee attack is made by a character in a melee.

### Surprised by PCs

This rule allows PCs to attempt a surprise attack and may be introduced in Standard Combat if the GM wishes (but not in Simplified Combat).

If the PCs want to surprise the opponent, they must make a Hide check (see CR I, p. 104) and the Danger Sense check (see CR I, p. 106) on the enemy side and compare their success values. If the enemy is a monster, then for their Danger Sense, roll 2d + Monster Level.

A surprise attack is successful if the success value of all PCs is greater than that of all opponents. Failure occurs if there is a tie or if the enemy has a higher success value than the PCs.

Hide checks and Danger Sense checks should be made when one of the PCs is within 30 meters of the closest enemy. After that, time management is done in rounds, and another check is done after each round when both sides have completed all their movements. The PCs may continue to move (or wait) for a better starting distance, but of course, Hide checks and Danger Sense checks are made each round, and any failure will result in a missed opportunity for a surprise attack.

This process is also used when enemies that have PC-like character sheets want to surprise the PCs.

In the next table, you can find bonuses and penalties for the Hide check of the faction attempting to surprise and the Danger Sense check of the second faction. The bonus to the Danger Sense check is added separately for each combination. For example, if there are two characters at 5m and 25m from the enemy, the Danger Sense check is increased by +4 because the closest enemy is within 10m.

If the surprise attack fails, the process immediately moves to the normal combat initiation process (including Initiative checks).

#### Bonuses And Penalties for Surprises

Condition	Modification
Within 10m	Danger Sense +2
11 - 20m	Danger Sense +2
21 - 30m	No changes
More than 31m	Danger Sense -2
Wide field of view	Hide check -2
Poor footing, easy to make noise	Hide check -2
Full Move	Check Done By Moving Faction -4 (Whatever it is)
Normal Move	No changes
Limited Move / No Move	Hide check +2 Made By Moving Faction

#### Overcrowded Skirmish

These rules are used to limit the number of participants (number of sections) when the battlefield is small, and the characters create a skirmish there.

These rules are not recommended in situations where Advanced Combat is not fully understood. It is not necessary to use it at all if the battlefield is broadly defined and scenarios are prepared in advance so that each expected combat can be adequately handled.

Advanced Combat should be used only when you fully understand the combat and dare to set up a small room or on a bridge to give some tactical edge and obstacles to the combat.

#### Skirmish With A Limited Number of People

A skirmish is defined as a melee in which the characters participating are moving around with each other. Therefore, the size of the skirmish is defined by the number of people involved. This is to reproduce the fact that the more people are participating, the more space they will need.

It also means that the number of characters will not be able to exceed a certain number if the size of the skirmish is physically limited, such as on a narrow bridge or indoors.

#### Number of Participants

When limiting the number of people (number of sections) that can exist in a skirmish, do not make any distinction between melee and independent, but count "all characters existing in the skirmish".

For example, if the number of skirmish participants is set to 7, it will be impossible to have more than 7 participants, including all the characters in the melee and independent states.

The number of participants should be determined by the GM in the range from 2 to 20, based on the size of the battlefield and referring to the "Skirmish Range Table" (see p. 77).

If a character is removed from the battlefield (see p. 84), they are also removed from the headcount. As a result, a new character can join the skirmish if the number of players is at the limit.

#### No Entry Principle

A character outside the overcrowded skirmish could not move through the skirmish as that would cause it to exceed the number limit if it were to enter. For example, if the number of participants in a skirmish is 7 and 6 characters are already in the skirmish, the characters with 2 sections cannot enter (or pass through) the skirmish.

This restriction also applies to characters who have mastered the combat feat [Shadow Sneak], characters who are completely invisible or hidden from others, and characters who attempt to use the "Area: Breakthrough" effect.

#### Exceptions

As mentioned above, as long as characters move normally (including flying, Sword World 2.5 combat rules basically do not take height differences into account), you cannot move into skirmish areas that exceed the participant's limit. However, it is possible that the number of participants in a melee may exceed the limit as a result of some moves or actions.

If you are using these optional rules, movements, and actions that are exceptions, include the following.

**1. Shapeshift and Transformation That Increase Number of Sections:** Some monsters have the ability to perform a shapeshift with an increasing number of sections. These can be performed without taking into account the number of participants.

**2. [Teleport] (see CR III, p. 136) and similar effects:** If the movement is made with a spell and unaffected by shielding or blocking, it is possible to enter skirmish beyond the participant's limit.

**3. Summoning:** The effects of summoning characters, such as the various [Summon Fairy] spells (see CR II, p. 160), can summon targets within the skirmish beyond the number of participants.

**4. Forced Movement:** If a character is forced to move another character and the end point of the move is in a skirmish, the character will be forced to enter the skirmish beyond the number of participants.

As a result, a skirmish in which the number of participants exceeds the limit will be considered an "Overcrowded Skirmish". Please refer to the next section for more information on Overcrowded Skirmishes.

#### Overcrowded Skirmish

An Overcrowded Skirmish refers to a skirmish where the number of people in the area exceeds its limit.

#### Examples of Appearing Overcrowded Skirmishes

Overcrowded Skirmishes can appear in the game in the following cases.



1. **Excess Number of People Due to Exceptions:** As explained in the previous section ("Exceptions").

2. **Newly Formed:** Even on the battlefield where the GM has set a limit on the number of participants in skirmishes, it does not apply when the skirmish is first formed. If one of the characters formed has multiple sections, they still will be pulled into skirmish regardless of if it would limit to exceeding the limit.

3. **Combining Skirmishes:** Overcrowded skirmishes can be formed by combining skirmishes. This can happen even if the skirmish to be combined already contains an overcrowded skirmish.

#### **In Overcrowded Skirmish, Everyone Are Pulled into Melee**

If a character in Overcrowded Skirmish can perform any action, they are placed in a melee state if they were independent at the beginning of their turn.

They are left in an independent state if they are unconscious or otherwise unable to act.

#### **Action Within Overcrowded Skirmish**

In Overcrowded Skirmish, there are basically no restrictions on actions other than movement. Characters can take the same Major and Minor Actions as in a normal skirmish. However, they cannot "Prepare to Leave the Skirmish".

#### **Can Always Leave Overcrowded Skirmishes with Full Move**

When a character (whether in melee or independent) leaves an overcrowded skirmish, they can leave the skirmish without having to prepare for it with an action. However, they can leave only with Full Move. No preparation to leave is required, and the move can be made immediately.

This does not depend on the number of characters of the two factions. Even the side with a small number of characters (number of sections) has the ability to leave the overcrowded skirmish immediately (with Full Move). On the other hand, even if the number of characters in the overcrowded group is more than 2:1, they must leave the overcrowded group with Full Move only.

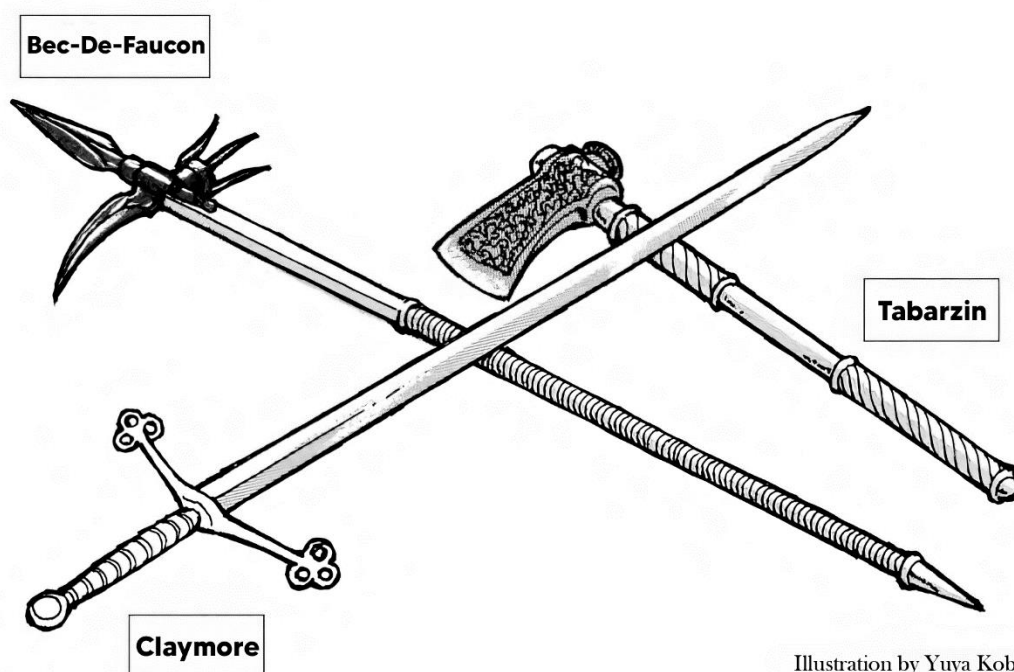


Illustration by Yuya Kobayashi