

COMBAT PROCEDURE

Generalized Sequence

- Pre-combat set up
 - Combatant takes an action
 - o Attack, Maneuver, or Use Item
 - After action checks
 - o Win/Loss, Action counter/Turn swapper
 - Will need to make some corrections/changes as game develops
 - Some tweaks (specifically to Roll() numbers) for balancing
 - Written to resemble code
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Notes on formatting

- Roll(f,n,b)
 - o f = # of faces on die
 - o n = # of die rolled
 - o b = modifier (bonus) to roll
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Combat Sequence

- 1) Initial Setup
 - a. Turn order determination
 - i. Player roll(20,1,b) → P
 - ii. Game roll(20,1,b) → G
 - iii. If (P > G)
 1. Then (T → 0, Goto [Action Menu])
 2. Else (T → 2, Goto [Game Actions])
 - b. Encounter distance
 - i. D → 3
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2) Actions Menu

- a. Attack
 - i. Cannon shot – Goto [Attacks (a)]
 - ii. Rifle shot – Goto [Attacks (b)]
 - iii. Boarding Party – Goto [Attacks (c)]
 - b. Maneuver
 - i. Close – Goto [Moves (a)]
 - ii. Gain – Goto [Moves (b)]
 - iii. Brace – Goto [Moves (c)]
 - c. Use Item
 - i. Shoring – Goto [Items (a)]
 - ii. Dressing – Goto [Items (b)]
 - iii. Switch Ammo – Goto [Items (c)]
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3) After Action

- a. Distance
 - i. If (D = 6)
 1. Goto [End States (a)]

NOTES

This is a variation on dice notation. For example: 1d20+2, one 20-sided die is rolled and 2 is added to the result.

Is rolling for initiative in D&D
Bonus tied to some undefined attribute, currently is 0
Bigger value goes first
T is turn tracker, see Turn Check notes

Sets initial distance to 3

Enabled when D > 0
Long range, enabled at D > 1
Enabled at D = 0

D reduces by 1
D increases by 1
Reduced crew casualties

Recovers some Ship HP
Recovers some crew
Changes ammo type in Cannon

When D = 6, flee from battle

- b. Player Win checks
 - i. Or ($GH < 1$, $GC < 1$)
 - 1. Goto [End States (b)]

GH = Game HP, GC = Game crew

- c. Player Loss checks
 - i. Or ($PH < 1$, $PC < 1$)
 - 1. Goto [End States (c)]

PH = Player HP, PC = Player crew

- d. Turn Check
 - i. $1 + T \rightarrow T$
 - ii. If ($T = 4$)
 - 1. Then ($T \rightarrow 0$)
 - iii. If ($T < 2$)
 - 1. Then (Goto [Action Menu])
 - 2. Else (Goto [Game Actions])

Ticks up turn tracker

Tracker reset

Player's turn if $T = 0$ or 1
Game's turn if $T = 2$ or 3

4) End States

- a. Flee from battle
 - i. Display "You lose sight of them"
 - ii. Return to [Travel Screen]
- b. Win battle
 - i. Display "Success! You gained:"
 - ii. Display [loot gained]
 - iii. Return to [Travel Screen]
- c. Lose battle
 - i. Display "You've been Sunk!"
 - ii. Display "GAME OVER"
 - iii. Return to [Title Screen]

Default when out of battle

Loot specific to enemy, need
loot tables

Restart or quit

5) Attacks

- a. Cannon
 - i. Distance Check
 - 1. If ($D < 1$)
 - a. Then (Display "Too close")
 - ii. Ammo Check
 - 1. And ($AT = 1$, $A1 > 0$)
 - a. Then (Display "Out of shot",
Goto [Attack Menu])
 - 2. And ($AT = 2$, $A2 > 0$)
 - a. Then (Display "Out of chain",
Goto [Attack Menu])
 - iii. Damage Roll
 - 1. If ($AT = 1$)
 - a. Then (...)
 - i. $GH - \text{Roll}(10, 2, -D) \rightarrow GH$
 - ii. $GC - \text{Roll}(6, 1, -D) \rightarrow GC$
 - iii. $A1 - 1 \rightarrow A1$
 - 2. If ($AT = 2$)
 - a. Then (...)
 - i. $GH - \text{Roll}(6, 1, -D) \rightarrow GH$

Can't use cannon if ship is next
to the other ship

AT is for ammo type
A1 tracks ammo type one:
'standard balls'
A2 tracks ammo type two:
'grape shot'

Normal shot damages the ship
mostly with some loss of crew
Distance impacts effectiveness

Decrement's ammo
Grape shot mostly kills crew,
doing little damage to ship

- ii. GC – Roll(8,1,-D) → GC
 - iii. A2 – 1 → A2
 - iv. Goto [After Action]
 - b. Rifle
 - i. Distance Check
 - 1. If (D < 1)
 - a. Then (“Too close to shoot”, Goto [Attack Menu])
 - ii. Ammo Check
 - 1. If (A3 < 1)
 - a. Then (“Out of ammo!”, Goto [Attack Menu])
 - iii. Damage Roll
 - 1. GH – Roll(10,1,-D) → GH
 - 2. GC – Roll(4,1,0) → GC
 - 3. A3 – 1 → A3
 - iv. Goto [After Action]
 - c. Boarding Party
 - i. Distance Check
 - 1. If (D ≠ 0)
 - a. Then (“Out of range!”, Goto [Attack Menu])
 - ii. Damage Roll
 - 1. GC – Roll(PC,1,b) → GC
 - 2. PC – Roll(20,1,b) → PC
 - iii. Goto [After Action]

Rifles are for long range accuracy at the expense of damage

Boarding relies on crew numbers to deal damage

Will need to be modified for combat without enemy crews

Damage based on crew pop. Some casualties occur

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- 6) Moves
 - a. Close
 - i. D – 1 → D
 - ii. Goto [After Action]
 - b. Gain
 - i. D + 1 → D
 - ii. Goto [After Action]
 - c. Brace
 - i. [This is to be temporary bonus to reduce crew loss during the game’s next turn]
 - ii. Goto [After Action]

Probably implemented with a negative bonus on Game’s attack

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- 7) Items
 - a. Shoring
 - i. If (IS > 0) (Shoring Inventory)
 - 1. Then (Roll(8,3,b) + PH → PH
 - 2. Else (“None left to use!”)
 - ii. Goto [After Action]
 - b. Dressings
 - i. If (ID > 0) (Dressing Inventory)
 - 1. Then (Roll(10,1,b) + PC → PC

Shoring is wooden bracing and looks like the inside of a mine shaft when implemented

Dressing as in wound dressings

1. Else ("None left to use!")
- ii. Goto [After Action]
- b. Switch Ammo
 - ii. If (AT = 1)
 1. Then (AT → 2)
 2. Else (AT → 1)
 - iii. Goto [After Action]

8) Game Actions

- a. [Game actions will be similar to how Player actions work, but need to be written to specific enemies. A pirate ship for example will have access to the same attacks, items and maneuvers. But a sea monster will have very different options to combat the player, such as tentacle attacks, etc.]
- b. Goto [After Action]

List of Variables needed

Full Name	Abbr.	Description
Player Initiative	P	Used to determine turn order
Game Initiative	G	Used to determine turn order
Turn Tracker	T	For turn order. 1,2 is for player's turn and 3,4 is for game's turn
Ship Distance	D	Engagement distance. Some combat mechanics use distance
Game HP	GH	Game 'ship' hit points. Also for sea monster hit points
Player HP	PH	Player's ship's hit points
Game Crew	GC	Need crew to man ship. May need modification for sea monsters
Player Crew	PC	Player's crew count
Ammo tracker	AT	Used in code to determine how to calculate damage
Ammo count Ball	A1	Normal canon shot. High hull damage, low crew damage
Ammo count Grape	A2	Alternate canon shot. Low hull damage, high crew damage
Ammo count Rifle	A3	Long range, low damage
Shoring Inventory	IS	Restores some ship HP
Dressing Inventory	ID	Restores some crew