

## COMBAT PROCEDURE PROTOCOL

<b>O F F E N S E</b>	<ol style="list-style-type: none"> <li>Determine Turn Frequency of combatant  <math>r.o.f. + [(100-N).01] * 2</math></li> <li>Determine % Chance of Hitting  <math>(ACC * 3) + (F / 6) + \text{Range Bonus}</math>                      Range bonuses:                      If <math>\Delta\text{distance} &lt; 1/6 \text{ RNG}</math> then +5%                      If <math>\Delta\text{distance} &lt; 2/6</math> and <math>&gt; 1/6 \text{ RNG}</math> then +4%                      If <math>\Delta\text{distance} &lt; 3/6</math> and <math>&gt; 2/6 \text{ RNG}</math> then +3%                      If <math>\Delta\text{distance} &lt; 4/6</math> and <math>&gt; 3/6 \text{ RNG}</math> then +2%                      If <math>\Delta\text{distance} &lt; 5/6</math> and <math>&gt; 4/6 \text{ RNG}</math> then +1%                      If <math>\Delta\text{distance} &gt; 5/6 \text{ RNG}</math> then no bonus                      If combatant is moving then no bonus</li> <li>Determine Hit/Miss</li> <li>If Hit, Determine Amount of Damage                      Random # <math>&gt;</math> min DMG and <math>&lt;</math> max DMG of weapon</li> </ol>																						
<b>D E F E N S E</b>	<ol style="list-style-type: none"> <li>Determine % Chance to Dodge  <math>(N / 3) - 5 (+ K)</math></li> <li>If Hit, Determine amount of damage Taken to HP  <math>DMG_{\text{taken}} - [ [ (DEF / 2) * .01 ] * DMG_{\text{inflicted}} ]</math></li> <li>Determine amount of damage Absorbed by armor  <math>[ (DEF / 2) * .01 ] * DMG_{\text{inflicted}}</math></li> <li>Update Armor Wear &amp; Tear  <math>\text{Armor Wear} - DMG_{\text{absorbed}} / 4</math></li> <li>Determine Chance to Counter Attack  <math>(F / 3) \%</math></li> </ol>																						
<b>K E Y</b>	<table> <tr> <td><b>r.o.f.</b></td> <td>- rate of fire: weapon statistic</td> </tr> <tr> <td><b>N</b></td> <td>- Nimbleness: Player Statistic</td> </tr> <tr> <td><b>ACC</b></td> <td>- Accuracy: Weapon Statistic</td> </tr> <tr> <td><b>F</b></td> <td>- Focus: Player Statistic</td> </tr> <tr> <td><b><math>\Delta\text{distance}</math></b></td> <td>- Total distance from target: Environmental Statistic</td> </tr> <tr> <td><b>RNG</b></td> <td>- Range: Weapon Statistic</td> </tr> <tr> <td><b>K</b></td> <td>- Karma: Player Statistic</td> </tr> <tr> <td><b>HP</b></td> <td>- Hit Points: Player Statistic</td> </tr> <tr> <td><b><math>DMG_{\text{inflicted}}</math></b></td> <td>- Total Damage directed at defender</td> </tr> <tr> <td><b><math>DMG_{\text{taken}}</math></b></td> <td>- Portion of Damage done to Defender</td> </tr> <tr> <td><b><math>DMG_{\text{absorbed}}</math></b></td> <td>- Portion of Damage done to Defender's Armor</td> </tr> </table>	<b>r.o.f.</b>	- rate of fire: weapon statistic	<b>N</b>	- Nimbleness: Player Statistic	<b>ACC</b>	- Accuracy: Weapon Statistic	<b>F</b>	- Focus: Player Statistic	<b><math>\Delta\text{distance}</math></b>	- Total distance from target: Environmental Statistic	<b>RNG</b>	- Range: Weapon Statistic	<b>K</b>	- Karma: Player Statistic	<b>HP</b>	- Hit Points: Player Statistic	<b><math>DMG_{\text{inflicted}}</math></b>	- Total Damage directed at defender	<b><math>DMG_{\text{taken}}</math></b>	- Portion of Damage done to Defender	<b><math>DMG_{\text{absorbed}}</math></b>	- Portion of Damage done to Defender's Armor
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