

Modified Sailor Moon Combat Rules 2.0

Initiative and Actions

Initiative is determined by rolling 1D20. 20 always go first, 2 is the lowest, and 1 always go last. The maximum number of actions in a battle situation for a character is 7. If a character has more than one action, then the next action a character can do is 3 lower than the roll. For example, a character has two attacks and rolls a 16. The first action goes on 16 and the second action goes on 13. Each action in a battle situation can be combat or non-combat.

Any remaining actions after the Scout Master counts down to 1 are played out called **Actions on 0**. If more than one player has actions to play out, the highest roll on a 1D20 determines who goes first and all remaining actions are played out for each player. If there still are players with remaining actions, repeat the process until all players exhaust their actions for the round. No actions can be saved for the next round. Any actions not used are forfeited. For example, player A rolled an initiative 15 and has one action remaining after 1 and player B rolled an initiative 11 and has two actions remaining after 1. The count is 0. Scout Master begins **Actions on 0**. Player A who rolled a 15 goes first since player A rolled higher than player B. After player A uses his/her action, player B uses his/her action. Since player B has two actions remaining and used one of them after player A, player B can use his/her second action. Player A can't go again because all his/her actions are used.

A player can delay actions. If the player has more than one action and delays, the next action is 3 lower than the roll. For example, a player with two actions rolls a 9. The player delays. The player executes his first action on 5 and the second action goes on 2, 1, or 0. If that player rolls a 12 and the player delays to 10 to execute his first action, then the second action can go on 7, 6, 5, . . . , 0.

Players with same initiative rolls go simultaneously.

Each round lasts 10 seconds. Talking is a free action.

Combat

The attacker rolls (Attack Combat Value)D6. For example, if the attacker has an Attack Combat Value of 8, the attacker rolls 8D6. The minimum to score a hit to an opponent is attack target 4, but the Scout Master may change the minimum due to combat conditions. Any numbers rolled a 4 and greater are scored a success. For example, the attacker rolls 8d6 and three out of eight rolls are 4 or greater. The attacker scored three successes.

The defender rolls (Defense Combat Value)D6. For example, if the defender has an Defense Combat Value of 10, the defender rolls 10D6. The minimum to score a successful defense to an opponent is defense target 4, but the Scout Master may change the minimum due to combat conditions, and the defender must tie or exceed the number of successes from the attacker. Going back to the example above, the defender rolls 10D6 immediately after the attacker and five out of eight rolls are 4 or greater. The attacker scored three successes. The defender scored five successes. The defender succeeds and no damage is delivered. The defender can choose not to defend an attack and suffer damage.

But what if the attacker succeeds, then damage is delivered to the defender.

- When a Knight uses his Knight Attack, it's 1D4+1 for each level used. For example, the Knight succeeded a level 3 attack so the damage is 3D4+3.
- When a Scout uses her Senshi Attack, it's 1D10 damage for level 1, 3D10 damage for level 2, 6D10 damage for level 3, up to 15D10 for level 6 for each successful attack.

- Martial Arts whether using head, hands, legs, etc., the damage is 1D10.

Ability Stat Check

Ability stat check is done by rolling (Stat)D6. Stat check targets are assigned from the Scout Master depending on the situation which range from 2 to 6 and 8 to 12. For example, a player wants to use the computer with Mind Stat 6. Assuming the character does have computer skills, the player rolls (Mind Stat)D6 which is 6D6. The Scout Master gives a target number of 4. The player rolls 6D6 and rolled five out of six dice 4 or greater. The player scored five successes which is really good. Generally, the more successes, the better the outcome the Scout Master gives to the player.

Here is the procedure if the ability stat check is 8 to 12. The player must roll a 6 to have an opportunity to make the ability stat check. For example, the stat check target is 10. The player must roll a 6. If the player succeeds, then the dice that shows a 6 must be rolled again with a 4, 5, or 6 to succeed the stat check target. The player rolls a 4 so the stat check target is succeeded because 6 from the first roll plus 4 from the second roll equals 10. It is important a 6 must be rolled. If there are no 6s, then the stat check target fails automatically. There are no star target checks 7 because when a 6 is rolled, the dice showing a 6 needs a 1, 2, 3, 4, 5, or 6 that is 100% success in a D6.

The stat check target 8 to 12 procedure also applies to combat for attackers and defenders when the combat situation warranted higher target success from the Scout Master.

Miscellaneous Combat Rules

MULTIPLE ATTACKS. Multiple attacks are allowed. To attack two opponents, the minimum to score a successful hit is 5. To attack three or four opponents, the minimum to score a successful hit is 6. To attack five to eight opponents, the minimum to score a successful hit is 8. To attack nine to twelve opponents, the minimum to score a successful hit is 9. Roll the (Attack Combat Value)D6 once which applies to all targets, but each target rolls their (Defense Combat Value)D6 individually.

Rule Changes to Note

ONE ATTACK AND ONE DEFENSE. Characters are permitted to take a maximum of one offensive action and one defensive action each round. The rule is changed to one action plus extra actions per round. An action is needed to commence an attack. An action is needed to commence a defense; however, if the defender does not have any more actions, the defender can still defend like a batter in baseball can foul pitches despite having two strikes.

BONUS FROM THE KNIGHT ATTACK AND THE SENSHI ATTACK. Each level a Knight and Senshi attacks, the opponent defends at a penalty. The rule is changed to a bonus to the attacker for the highest succeeded die rolled.

Here is an extreme example. A Knight uses a level 3 attack with a +3 bonus to the highest die rolled under normal combat conditions. The Knight rolls 7D6 for his Attack Combat Value. The Knight rolls a 4, 2, 3, 2, 1, 2, and a 1. The highest roll is a 4. The +3 bonus is applied to the 4 which increases the roll to a 7. With the bonus, the Knight scored one success. The enemy, very close to zero health points, must defend. If the enemy fails and enough damage is done, the enemy collapses. The Knight succeeded.

THE TABLES IN CHAPTER 3. Use Table 3-2 on page 120 for battle situations and stat checks and Table 3-4 for armor.