

A Predictive Combat Rating

This rating is more complicated than the Combat Rating given in the SWD, but it can approximately predict the chances of success in combat! With it you can tell if it's going to be a more-or-less even fight, or if it strongly favors one side or the other. I call it "Threat Rating" to differentiate it from the SWD's rating. It was created by statistically analyzing the results of many combat simulations.

A creature's Threat Rating is its :

(Attack die) + 2*(Attack bonus) + 2*Parry + (average Damage dice) + (Damage bonus) + (total Toughness)
Subtract 6 if the creature is an Extra

The "average Damage dice" means if the two dice are the same, use that number. Otherwise average the two (or more) die values together : 2d6 → Damage=6, 2d10 → 10, d4+d6 → 5, d8+d10 → 9

Powers : Bolt does 3*2d6 max damage per round, and if it can last as long as the battle, damage is 3*6 → 18.

Used more conservatively to last the entire battle (one Bolt per round), its Damage is just 6.

Examples - I've read on forums that Goblins should be "easy" for Novice PC's, Orcs should be "challenging", and Ogres and Trolls should be "impossible". Their Threat Ratings as Wild Cards are

Goblin (Attack=d6, Parry=5, Damage=2d4, Tough=4) : $6 + 2*5 + 4 + 4 = 24$

Orc (Attack=d6, Parry=5, Damage=2d8, Tough=9) : $6 + 2*5 + 8 + 9 = 33$

Ogre (Attack=d8, Parry=6, Damage=d12+3+d8, Tough=13) : $8 + 2*6 + 10 + 3 + 13 = 46$

Troll (Attack=d8, Parry=6, Damage=d12+2+d8, Tough=11) : $8 + 2*6 + 10 + 2 + 13 = 45$

How do they stack up against some Novice PC's?

PC#1 (Attack=d6, Parry=5, Damage=2d6, Tough=5) : Threat Rating = $6 + 2*5 + 6 + 5 = 27$

PC#2 (Attack=d8, Parry=6, Damage=2d8, Tough=7) : Threat Rating = $8 + 2*6 + 8 + 7 = 35$

Sure enough, the Goblin is lower, the Orc about the same, and the Ogre and Troll much higher. Even as Extras (-6), Ogres and Trolls are more powerful than the PC's.

Edges that simply permanently alter one of these 4 combat values can be easily incorporated into this Rating by altering the value before calculating the Rating. So a PC with Brawler would have a Rating +2 higher (assuming he uses his fists for the entire fight).

For other Edges, see [Zadmar's Edge ratings](#) : *roughly* speaking, double his average rating, so his +1 turns into a +2 here (and his +0 generally turns into +1 here).

The approximate chances of the creature with the *higher* Threat Rating winning is :

$50\% + 5*(\text{higher Rating} - \text{lower Rating})$

So PC#1 up against a Goblin leader (Wild Card) should have about a $50+5*(27-24) = 65\%$ chance of winning. Pretty good, but not guaranteed. But PC#2, just a little bit better, should have about a $50+5*(35-24)=100\%$ chance of winning. But you can ignore the above formula and just remember :

Once the difference between Threat Ratings gets to be more than about 8, it's probably a sure thing.

For groups, just add up their Threat Ratings. A party of 4 PC's like the ones above would have a total TR of about 124 or so. To throw Orc Extras against them (TR=33-6=27), you'd want about 4 to 5 of them ($124/27 = 4.5$) for an *even* fight (only 50/50 odds of the PC's winning). Then you can vary from there as you like, but a good rule-of-thumb would be :

Depending on how deadly you want your combats to be, you probably want to shoot for the bad guys' TR to be about 3-5 points lower than the PC's TR.