

Battle Example (BE)

The following is a **Battle Example (BE)** so you better understand the dynamics of the Basic Battle System of Apotheum Colluseum which is also applied to The Free Show.

Optional: As in the last example, for the sake of simplicity, like don't make my Kid ball his eyes out, you can limit the EF's to the 4 Basic Element's: Earth, Water, Air and Fire.

Note: If you thought the last descriptions were too complicated that is because you forgot to ask your Parent's if you are allowed to play this or not. Such acronyms and dynamics are meant for AWE, not the Partier. Are you older then 8-12 years old? No, then ask Daddy or Mommy, you little brat, if you're allowed to read this and/or play Apotheum Colluseum, or not.

Battle Scenario:

Ambush in forest along path to Village where the GAP's need info and supplies and meet up with their other two Partier's.

Partier's: Two 90LB DOORKNOB GAP's suddenly stumble upon...

Opponent's (OPP's): Two Group's of two BABOON OPP's, a total of 4 Forest Demi-Human's, react near-instantaneously jumping out from both sides of the path...

Purpose Of Scenario (POS): This BS is to test the cleverness of the Partier's since they are quite strongly outgunned and outnumbered.

This is a low-level primarily Fantasy BS, however Apotheum Colluseum is Science Fiction/Fantasy/Techno-Thriller. The Free Show is Science Fiction/Fantasy and not so much Techno-Thriller. Both utilize at a min of Horror Element's. Blood and gore and monster bashing and violence is not the point, Role-Playing = InterActing™ is what it is all about. Both utilize a lot of Humor, too. Technically, AC and TFS allow for all possibilities but it is not in the spirit of the game and genre.

Battle Example 01:

One of the GAP's shouts out, "OL! Hey! Yo there, get those BABOONS!!!"

Partier's:

CAP's:

Doug, Iron Smith Warrior - 90LB DOORKNOB 01:

Hammer Of Smiting - E10

Long Sword Of Burning - F10

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Shield Of Bashing And Smashing - E8

Armor Of Strong Steel - E7

Ring Of Honor - F6

Helmet Of Far Sight - A6

Boots Of Water Resistance - W6

Cloak Of Cold Protection - A5

Psychic Splash - W3

Silvestria, Mage Priestess - 90LB DOORKNOB 02:

Wand Of Fire Ball's - F10

Rod Of Fire Protection - F10

Ring Of Regeneration - F9

Psychic Pyrotechnics - A9

Robe Of Speed And Agility - A8

Staff Of Fire Hardened Silver Hard Wood - F6

Long Boots Of Endurance - E6

Belt Of Charm - E4

Gloves Of Suppleness - W4

Water Wave Spell - W3

Optional: GAP's, Natural Creatures and Elemental's can have innate EF's not attached to a CAP. This applies to all creatures who do not use M/P/T/S of any kind. Read further for more details.

In this case these Forest Demi-Human's being native to the region have both.

OPP's:

EF's and CAP's:

Group 1 - 02 Forest Demi-Human's:

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EF's:

Earth Elemental Force (EF) - E34
Water Elemental Force (EF) - W25
Air Elemental Force (EF) - A15
Fire Elemental Force (EF) - F36

CAP's:

Hyper Sonic Screaming - A40
Large Clubs Of Walloping - W36
Shields Of Fire Wood - F30
Biting Rain Spell - W30
Strong Legs Of Stomping - E28
Ropes Of Whirling - A27
Fists Of Smashing - E23
Armor Of Tree Bark - E20
Psychical Eyes Of Blinding Fire - F15
Bags Of Capturing - W12

Group 1 - 02 Forest Demi-Human's:

EF's:

Earth Elemental Force (EF) - E22
Water Elemental Force (EF) - W38
Air Elemental Force (EF) - A15
Fire Elemental Force (EF) - F28

CAP's:

Shields Of Fire Wood - F37
Strong Legs Of Stomping - E34
Large Clubs Of Walloping - W32
Biting Rain Spell - W30

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Ropes Of Whirling - A29

Bags Of Capturing - W23

Fists Of Smashing - E22

Hyper Sonic Screaming - A20

Armor Of Tree Bark - E16

Psychical Eyes Of Blinding Fire - F10

Note: Because these two groups work together but trained differently and had different experiences they have the same CAP's with different proficiencies. There is, of course, nothing wrong with coincidentally the Biting Rain Spell being the same which they might have purposely trained together in a shamanic ritual.

Battle Action Procedure (BAP)

The best way to deal with BS's is step by step. The AWE writes this down, try not to do too much on the fly improv, otherwise if something goes wrong you have no proof to show your GAP's and they by democracy ruling Vote you out.

Group and/or Individual: In Apotheum Colluseum, depending on the complexity and Degree Of Difficulty you want to put into BS's, GAP's and OPP's can Act™ as a Group = Gru and/or Independant = Individual.

Description of Concepts Of Battle Action Procedure (BAP)

1. Each side **Pressure Roll's (PR's)**, PR being 1 type of HIT of FOE, a BA, once per BC regardless of how many are in each Group. NBA's are not dealt with here. See previous chapters.
2. GAP's FOE or HIT BABOON's EF's or CAP's with GAP's EF's or CAP's.

Remember: BC's occur simultaneously.

Optional: If you want to use this Optional Mod (OM): OPP's can only HIT GAP's CAP's and not there EF's since the primarily Human and Demi-Human based Character Classes is extremely intuitive within Roleplaying games. The opposite does not apply since I, a GAP = Character Class, can choose to use what I want.

Optional Note: Technically, though, within AC and TFS there is no problem Acting™ as a huge Fire Elemental. How you go to the bar though, I have no clue except that you polymorph to a more suitable Form which fits in and doesn't burn the whole place down to the ground... do all Fire Elementals know how to polymorph though... pfff... it's a Rule.

3. BABOON's HIT GAP's CAP's with BABOON's EF's or CAP's.

"Acronym's are great fun... exceptions are not..." says Mr. Newbie, Rules Lawyer.

4. **Plane Modifier (Plane Mod)** adjusts the result by X Bonusses (XB's) or -X Penalty's (XP's)/Plane (see Charts).

This is 1D10 for 90LB DOORKNOB's

5. The OPP BABOON's, in this BS, being Forest Demi-Human mindless thugs Act only as a Group.

BABOONS HIT once per BC per Group: 4D10.

Note: This is also the easiest way to go about playing with your 8-Year Old Kid.

ND Rules: GAP's Act™ Individual or as a Group, HIT once or twice. Choose best B to use.

Battle Modifier (BM) is applied as a 1B or 1P on one Group between 2 OPP'osed Groups depending on the EF. See EF Chart in later chapter.

Optional: There may be one Leader per Group who Acts as a HOMO SAPIEN (5D10), is considered to be an OPP GAP, with Free Will, and may Act™ independantly. Basically, the AWE decides what he/she does dependant on his/her IQ Level. See The Free Show.

Remember: In AC and TFS you can play the Enemy.

Optional: Whereas HIT'ing is PR'ed once, **Battle Modifier's** can be calculated on an individual basis.

Challenge: Within Battle to use every single existing Chart and those to come.

The next part will focus on how the GAP's EF's or CAP's function individually with the OPP's EF's or CAP's. As you can surmise, one BC can be quite lengthy if you don't K.I.S.S. Some may consider this more fun though as you wear, tear and blast each others EF's and CAP's down at 10 per BC on each side!

Battle Example 02:

This is another basic way of doing Battle.

Partier's: Two BABOON GAP's enter a hi-tech room with servers humming...

Opponent's (OPP's): 7 90LB DOORKNOB **Intelligent Form (IF)** Robot's roll awkwardly and clumsily, like stupid bots, out of the shadows...

Purpose Of Scenario (POS): The IF Robot's have to be overcome quickly and quietly without causing damage to the servers so the Partier's can get the intel.

1. 2 BABOON GAP's Acting as 1 Group HIT 4D10 once each.
2. 7 90LB DOORKNOB IF Robots Acting as 1 Group HIT 1D10 once each.
3. GAP HIT's: 7, 29. Choose Best B. **Best Balance (BB)** = 29.
4. IF HITs: 9, 8, 7, 6, 5, 4, 3.

Average HIT's for B. BB = 6.

5. Battle Modifiers: Use EC Chart V and compare the EF's and CAP's on an individual or averaged Group basis.

6. This is the Basic APOTHEUM Rules. To become more complex, after you know the Rules, bring in the other EC Charts and as described above target each CAP or EF individually for longer more exciting Battles.

7. To K.I.S.S.: One BABOON GAP, Silvestria, Mage/Priestess has:

CAP's:

Wave Splash Spell - W40

Psychic Enveloping - W36

Wand Of Tidal Flood - W34

Ring Of Air Warping - A27

Ring Of Aerial Gusts - A25

Armor Of Absorption - E25

Helmet Of Absorption - E22

Fire Burst Spell - F15

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Power Of Will - E15

Dagger Of Flurious Stabbing - F10

Optional: In Battle GAP's use only CAP's.

8. To To K.I.S.S.: All the 90LB DOORKNOB Robot **Intelligent Form's (IF's)** have EF's: E9 W5 F6 F9 A8. See later chapter for IF's and NIT's.

Optional: You can decide how many EF's a type of OPP has and in Battle OPP's use only EF's. Robots have 5 EF's in this BS.

Both AWE for the OPP's and the Partier GAP's have to decide at the same time what the HIT will be. You can say this at the same time or write it down. PR'ing is simultaneous, otherwise you can choose the advantage. Sometimes it's obvious, like an Earth Monster. Also obviously, in the fully functioning 3D online version in the future which time, money, resources and people programmers are needed to develop to, you just lunge at each other with 3D puppets. Apotheum Colluseum is therefore, unlike many other 3D games, good for people who are computer newbies = computer illiterate.

9. In one BC the OPP's HIT and the GAP's FOE or HIT. She PR's 4D10, using her W36 Psychic Enveloping.

She HIT's: 33.

10. IF's now PR 1D10 to HIT the GAP's.

The IF HIT's 7 using its F9 Rotating Hand Blaster.

11. OPP has a Modifier of 5P: $36 - 9 = 27$. $27 / 5$ KP's higher = 5.

IF is FIRE vs WATER on EC Chart V. So you the GAP's gets 1B/Plane for every 5 KP's Lower or 1P for every 5KP's Higher for the OPP Robots. See EC Chart V in a later Chapter.

12. Who actually HIT's reducing the OPP'osing GAP or Group's KP's of one CAP or one EF is who HIT's their B better than the other!

In this case the GAP BABOON Succeeds!

GAP: $W36 - 33 = 3$ OB.

IF: $F9 - 7 = 2 + 5P = 7$ OB.

12. IF's EF's KP's are reduced by GAP's PR / GAP's Plane + BM = $33 / 4 + 5 = 12$.

The F9 Rotating Hand Blaster is effectively silenced and destroyed: $9 - 12 = -3$.

13. **ND RULES:** Take CAP KP's / GAP's Plane for the HIT. There is then no PR.

14. **BC Result:** Repeat this for each GAP and OPP. Thus, in total for one BC, the GAP's get to Act twice and the OPP's get to Act 7 times. Since that is an extra 5 times for the OPP's, simply use the same PR and CAP for the GAP's.

Optional: The energies intermix and Kaboom all the Server's blow up... this can be a CM and/or BM in the BS to see if the GAP's = Character Classes make the right choice of Item's in a server room.

Challenge: Make the GAP's CAP's and the OPP IF's EF's in a mysql database or on paper and play the whole scenario with your Friends.

See Battle Example 03 in a later chapter.

