

# Attacking

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## Overview

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- Attacking is one method of spending your [Energy](#), when attacking, if successful you will mug your opponent, and cause them to be hospitalised for some time. If you lose, you will be placed into the hospital. [Attacking](#) costs 25 energy at a time, meaning [Donators](#) can attacking 6 times in a row, and non-donators can attack 4 times in a row. You can increase the amount of attacks you can perform by using the [Drug](#) Xanax. It will increase your energy by 250, allowing for 10 additional attacks.
- Attacking someone with higher [Battle Stats](#) will result in a better XP gain, meaning you level up faster. Attacking new players will result in a much lower XP gain, and sometimes even 0 XP.

## Commands

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The commands for this section can be found [here](#)

# Equipment

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Equipment in attacks is very important. Players can purchase [Armour](#) and [Weapons](#) from the [Auction House](#), or from other countries to be used in attacks to provide an advantage. [Armour](#) protects specific parts of the body. When attacking there are 10 possible hit locations, some with a higher modifier than others, 5 of these areas can be protected with armour.

Players can also purchase Temporary weapons from various locations which can provide an advantage by applying a debuff to the enemy if successful.

## Possible Hit Locations

1. Head - 1.5x Damage Multiplier
2. Neck - 1.4x Damage Multiplier
3. Eye - 1.3x Damage Multiplier
4. Chest - 1.2x Damage Multiplier
5. Groin - 1.15x Damage Multiplier
6. Leg - 0.9x Damage Multiplier
7. Arm - 0.8x Damage Multiplier
8. Hand - 0.6x Damage Multiplier
9. Foot - 0.4x Damage Multiplier
10. Toe - 0.3x Damage Multiplier

# Outcomes

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## Winning

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There are 3 possible results from an attack, assuming you defeat them:

- **Leaving**

Leaving an opponent provides you with the most experience and respect of any option, and gives the defender the shortest hospital time.

- **Mugging**

Mugging an opponent allows you to steal a percentage of the players money on their character, between 5-15%. A mug provides the attacker with less experience and respect compared to leaving an opponent. Mugging someone gives a hospital time of 30 minutes.

- **Hospitalising**

Hospitalising an opponent puts them into hospital for the most amount of time, starting at 2 hours. This can be increased with merits. Hospitalising a target will also allow the attacker to collect any bounties on the player.

## Loss

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- When losing an attack, no money is lost, and no XP is gained.
- The attacking player is sent to the hospital
- The opponent is notified of your failed attack

## Escape

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- When escaping an attack, no gold is lost or gained, and no XP is gained or lost
- Neither the attacker or defender is sent to the hospital
- The opponent is notified of the failed attack

## Stalemate

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- A stalemate occurs when both sides remain standing after 25 turns
- Neither player is victorious
- Neither player is sent to the hospital
- No money or XP is awarded

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