

## Melee Combat Steps

### Step 1: Determine Initiative

- Whoever rolls highest has initiative for the Melee Round (15 seconds)
- Re-roll in case of tie
- Initiative is re-rolled each melee round.

### Step 2: Attacker rolls to strike

- Roll a 20 sided die, add strike modifiers
- Roll 5 or above to hit after adding +Strike bonus
- If it is a hit opponent has the opportunity to Parry or Dodge
- Roll of Natural 20 is always a hit and a critical strike (double damage)
- Roll of Natural 1 is always a **miss** regardless of modifiers.
- If defender also rolls a natural 20 on a parry or dodge then defender wins.
- Defender always wins ties.

### Step 3: Defender May Parry, Dodge or Entangle or Strike Simultaneously

- Characters receive *Automatic Parry* with any h2h Combat Skill and can attempt a Parry roll without using up a melee attack.
- Roll your parry and add parry modifiers opposed by attackers initial strike roll.
- Parry blocks melee attack and prevents damage.
- Parrying bare-handed is done without parry bonus
- Defending by Dodging or Entangling consumes your next melee attack.
- Entangle means the character pins or ensnares opponents weapons or arms.
- Characters with *Automatic Dodge* can attempt a dodge roll without using up a melee attack.
- You can only defend against attacks within line of vision.
- A *Simultaneous Strike* can only be done if the defender has an action free this melee. The defender gives up his chance at defense and instead attacks the attacker back at the same time depriving him of his defenses as well. This costs your next melee action.

### Step 4: Attacker Rolls Damage

- If strike was successful then roll damage and add modifiers from Hand 2 Hand, Physical Skills and high P.S.
- All bonuses are cumulative
- Critical strikes do double damage, combined critical strikes like a Nat 20 & a Jump Kick so triple damage.

### Step 5: Defender May Roll With Impact

- If the attack is physical then the defender may choose to roll with the impact to half the damage.
- 1d20 and match the attackers strike roll.
- This cost a melee attack action.

## Ranged Combat Steps

### Step 1: Determine Initiative

- Whoever rolls highest has initiative for the Melee Round (15 seconds)
- Re-roll in case of tie
- Initiative is re-rolled each melee round.

### Step 2a: Attacker rolls to strike

- Roll a 20 sided die, add strike modifiers
- Roll of an 8 or higher is needed to hit
- Roll of Natural 20 is always a hit and a critical strike (double damage)
- Roll of Natural 1 is always a miss regardless of modifiers.
- If defender also rolls a natural 20 on dodge then defender wins.
- Defender always wins ties.

### Step2b: Bonus Modifiers (Only these modifiers are applied for ranged combat)

- *W.P. Bonus* (p360 RUE)
- *Aimed Shot*: +2 to strike, takes 2 melee actions, cannot be done with a burst or shooting wild.
- *Called Shot*: Must announce target, takes 2 melee actions, -3 or -4 to strike due to size of target, cannot be done with burst or shooting wild.
- *Called Aimed Shot*: Takes 3 melee actions, +2 to strike, -3/-4 to strike due to size of target
- *Rapid Fire Pulse*: 3-4 rapid blast counts as one large blast. One melee action. On an aimed or called shot the strike bonus is reduced by half.
- *Dual, Double, Twin Blasts*: One Melee action, usually from double barrel guns or combat vehicle/robot.

### Step 2c: Penalty modifiers

- *Shooting Blind*: -10 Strike
- *Shooting Bursts*: Reduce W.P. Bonus by half. If no W.P. Bonus then -3.
- *Shooting Wild*: -6 to strike when terrified, angry, enraged, panicked, drunk shooting from moving vehicle, running, dodging, falling, hanging upside down, ect.
- *Shooting at a moving Target*: -1 to strike for under 32km/h and -1 for each additional 80km/h, additional -1 if target taking evasive action.
- *Shooting behind cover*: If partially seen or periodically appearing then a Called shot is needed. If completely concealed or covered then no attack possible,
- *Shooting beyond Effective Range*: Up to 30% beyond max range at -5 strike.
- P.P. Bonus not applied to shooting a gun

### Step 3: Defender May Dodge

- Defending by Dodging consumes your next melee attack.
- Characters with *Automatic Dodge* can attempt a dodge roll without using up a melee attack.
- You can only defend against attacks within line of vision.
- Dodge made at a -10 for being with 10' of shooter
- Dodge made at -5 if within 50' of shooter

## Missile Combat

**To-Hit:** Any roll above a 4 hits unless dodged or the missile is shot down. Very few things provide strike bonus.

**W.P. Heavy Mega-Damage Weapon:** Provides strike bonus to mini-missiles.

**Direct Hits:** Does *full damage*, a volley of direct hits each do full damage

**Blast Radius or Near Miss:** *Half damage*, can be reduced by *half again* if player makes his *roll with impact*.

**All missiles always strike the main body.**

**Natural Twenty:** Always hits and does double damage (triple for armor piercing)

**Missile Volley:** Counts at one melee actions, one strike roll. A near miss may do blast radius damage.

## Avoiding Damage

**Dodge:** Can dodge 1-3 missiles, but not volleys of 4 or more simultaneously. Small blast radius can be dodged with a single dodge action (under 12 feet). To dodge higher blast radius's and NOT take damage GM can either make them roll successful dodge rolls or one dodge roll as 2 melee actions.

**Roll with impact to reduce damage:** May be attempted whenever struck with impact or explosive. Meet or better attack roll or get a 14 or higher on non-attack rolls.

**Can Sacrifice Bionic or Robotic arm:** Can choose to block with a M.D.C. Arm to block damage from main body, if arm is not destroyed roll on the *Optional Critical Damage Table* for arms.

**Shooting Missiles:** Must have an attack available that melee round. Can only shoot one or two missiles (GM Discretion and each used a melee attack action up)

If one missile in a volley is destroyed:

- **01-30%** - Takes another missile with it.
- **31-60%** - Half the missiles are destroyed, if only two then both are.
- **61-100%** - All missiles in the volley explode before impact. No damage.

## Missile Types

**Armor Piercing Explosives:** 3-10' radius. Inflict *double damage* on a strike roll is 18, 19 or 20 including bonuses. *Triple damage* is done on a *natural 20*. Blast radius damage is not multiplied.

**Fire retardant missiles:** Chemical foam that puts out fires, 20-100' radius.

**Fragmentation explosives:** Less damage, but larger blast radius.

**High explosive:** High damage, low blast radius.

**Plasma & M.D. Fire:** Flash-burns plant matter. Hit-point and S.D.C. Creatures are incinerated. Does not start fires, heat too intense.

**Smoke:** Used for cover or to mark zones.

**Mini-Missiles:** Not guided. Needs a strike roll and all either directly strike or miss.

## Saving Throws

<b>Saving Throw</b>	<b>Target</b>	<b>Added bonus</b>	<b>Note</b>
Coma/Death	Under character coma %	P.E. vs Magic	
Drugs/Toxins	15	P.E. vs Magic	
Non-lethal Poison	16	P.E. vs Magic	
Lethal Poison	14	P.E. vs Magic	
Curses	15	P.E. vs Magic	
Magic	12	P.E. vs Magic	
Ritual Magic	16	P.E. vs Magic	
Magic Circles	13	P.E. vs Magic	
Magic Wards	13	P.E. vs Magic	
Magic Fumes	14	P.E. vs Magic	
Faerie Magic	16	P.E. vs Magic	
Insanity	12	M.E. vs Insanity	
Psionics	15	M.E. Vs Psionic Attack	For Non-psions
Psionics	12	M.E. Vs Psionic Attack	For Minor-psions
Psionics	10	M.E. Vs Psionic Attack	For Major-psions
Psionics	6	M.E. Vs Psionic Attack	For Psi-Stalkers
Horror Factor	vs Horror or Awe factor		
Mind Control	Use appropriate save and add this bonus, be it Psionic, Magic ect		
Possession	vs Possessing roll		
Disease	Based on which disease		
Pain	14		p132 N&S