**TRAVELLER 2020: GUN / MELEE COMBAT OVERVIEW**

The following is a quick synopsis of the personal (non-craft) Combat Rules.

***Using the Core Rulebook, pages 70-75 govern the rules for Combat (non-ship).***

Combat Phase Steps

**Initiative** (Dex or Int): Roll 2 dice and apply DEX or INT modifier to roll

*Ambush: Ambushing side gains +6 to their Initiative roll*

Character performs one Significant Action and one Minor Action OR 3 Minor Actions

**Significant Action:**

Attack Grapple: Opposed Melee (unarmed) check vs target (p75)

Attack Melee: 2D + Weapon Skill + STR or DEX DM (whichever applicable)

Attack Ranged: 2D + Gun Cbt Skill + DEX DM

Attack w/two weapons: DM-2 on both attack rolls

*Apply Combat and Range Modifiers if applicable*

Applying First Aid, Using a Psionic power, Issuing Complex Orders, Calling Ortillery Strike

**Minor Action** (may take place before or after Significant Action):

Aiming, Changing Stance, Drawing/Reloading, Movement, Drive Vehicle, Leadership check

**Free Actions** (may take place before or after any other Actions)

**Reaction (by defender):** Dodge, Dive for Cover, Parry

Dodge: Attacker roll penalized higher of PCs Dex DM or Athletics (Dex) skill. Each Dodge results in DM -1 to PCs next actions.

Dive For Cover (if cover available): Attacker(s) penalized DM-2 on attack roll

Dive For Cover (lying prone): Attacker(s) penalized DM-1 on attack roll

Parry: Attacker roll penalized the PCs best Melee skill

**Range:** Short (1/4 of weapon range score) = attacker gain DM+1 to roll

Long (b/n range and 2x range score) = attacker DM-2 to roll

Extreme (b/n 2x and 4x range score) = attacker DM-4 to roll

**Does Attack Hit? Need modified roll of 8+ to score a hit**

**Determine Damage:** Weapon Damage + Effect level of attack roll

Add STR DM to *melee* damage

**Modify Damage:** Reduce Damage by Armor Rating (if any)

*If Effect of attack 6+, 1 point damage gets thru armor*

*Armor Piercing trait ignores AP score worth of armor*

Reduce Damage by Cover Type (if any); pg74

Destructive weapon damage is x10 roll

**Apply Damage:** Apply damage taken to END trait

Apply excess damage to STR and DEX traits (you choose)

If two traits reduced to 0, character is unconscious

If all three traits reduced to 0, character is dead dead