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

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

***Using the Core Rulebook, pages 70-73 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*

**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

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

 Add STR DM to melee damage

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

 Reduce Damage by Cover Type (if any)

**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