

## RANGED COMBAT

When firing a ranged weapon, roll 1D6 with reference to the Attacker's Dexterity as shown on the following table. Roll under the listed target number to hit. An unmodified 1 is always a hit.

**HIT PROBABILITY TABLE**

DEXTERITY	POINT BLANK	RANGE				<b>MODIFIERS TO DIE ROLL</b> 1. Attacker moving +2 2. Defender moving +3 3. Defender partially hidden +4 4. Darkness +6 5. Attacker being fired at +2
		CLOSE	MEDIUM	LONG	EXTREME	
	1	2-15	16-60	61-150	151+	
1-3	2	1	MISS	MISS	MISS	
4-6	3	2	1	MISS	MISS	
7-9	4	3	2	1	MISS	
10-12	5	4	3	2	1	
13-15	6	5	4	3	2	
16-18	7	6	5	4	3	
19+	8	7	6	5	4	

Next, drain your weapon's energy and roll for damage (if hit was successful) as shown:

**WEAPONS TABLE**

WEAPON	ENERGY / ROUNDS	MAXIMUM RANGE	POINT BLANK	RANGE/DICE			
				CLOSE	MEDIUM	LONG	EXTREME
LASER RIFLE	8	200	6D6	5D6	4D6	3D6	1D6
PHASER I	9*						
STUN	2	30	3D6	2D6	1D6	-	-
DISRUPT	3	20	4D6	3D6	2D6	-	-
DEMATERIALIZER	8	10	5D6	3D6	-	-	-
HEAT	1	1	2D6	-	-	-	-
PHASER II	24*						
STUN	2	90	4D6	3D6	2D6	1D6	-
DISRUPT	4	60	4D6	3D6	2D6	-	-
DEMATERIALIZER	12	30	5D6	4D6	3D6	-	-
HEAT	2	2	4D6	-	-	-	-
DISRUPTOR	6	100	5D6	4D6	4D6	3D6	-
SONIC DISRUPTOR	6	60	4D6	3D6	2D6	-	-

\*This is the amount of energy the weapon carries in its power pack. When a particular effect is used, the appropriate amount of energy is removed from the pack.

Defender rolls 1D6 and adds  
- Luck modifier

If Attacker's result is higher, the difference is applied as damage to Defender's Constitution.

STUN: When a weapon is set on stun effect, the damage point caused must be at least one half of the character's Constitution in order to stun him. However, half of damage points caused by a stun fire, when stun is not effected, are taken against the defender's Constitution.

### **HAND-TO-HAND (H-H) COMBAT**

Attacker rolls 1D6 and adds  
- H-H Class  
- Strength modifier  
- Dexterity modifier

Defender rolls 1D6 and adds  
- H-H Class  
- Luck modifier

If Attacker's result is higher, the difference is applied as damage to Defender's Constitution.

If weapons are employed by Defender or Attacker, instead of 1D6 use the following dice:

<b>WEAPON</b>	<b>DEFENSE MODIFIER</b>	<b>DAMAGE DICE</b>
Agonizer	-	4
Combat Knife	2	2
Dagger	2	2
Vibroblade	-	3
Vibrosword	2	5

VULCAN NERVE PINCH: ??

### **ORDER OF COMBAT**

Basic: resolve actions in order of Dexterity, best to worst.  
Advanced: all parties roll 1D6 and add their Dexterity modifier.