

Cepheus Engine Personal Combat Quick Reference

version 1 by Todd Bradley (todd@toddbradley.com)

Taken from Open Gaming Content from *Cepheus Engine System Reference Document* © 2016 Samardan Press

The Combat Round

- Initiative = 2D6 + DEX mod.
 - If your opponent is unaware of you, you get an automatic 12 on the 2D6.
 - Tactics can give Initiative bonus to the whole unit
 - Leadership can give Initiative bonus to one character
- Combatants act in decreasing initiative order.
- When everyone has had a turn, the combatant with the highest initiative total acts again. Repeat until combat ends.

When it's your turn to act, you can either...

- Take 1 significant action + 1 minor action, or
- Take 3 minor actions

Common Minor Actions

- Aim: +1 DM to next attack per aim action, +6 max
- Aim for the Kill: +2 damage per Aim for the Kill action, +6 max
- Change Stance: prone ⇌ crouch ⇌ stand
- Draw or Reload
- Move up to 4 squares

Common Significant Actions

- Melee Attack: 2D6 + melee combat skill + STR or DEX mod
- Shooting Attack: 2D6 + gun combat skill + DEX mod
- Thrown Weapon Attack: 2D6 + Athletics + DEX mod

Immediate Reactions

(all shift -2 Initiative for remainder of combat and give -1 DM to all skill checks next round)

- Dodge: Attacker gets -1 DM
- Dodge with Cover: Attacker gets -2 DM
- Parry: Attacker gets defender's Melee Combat skill as penalty

Damage

- If you hit, target takes damage = Weapon's type in D6 + Effect of attack roll - Armor
- The first time you take damage, it applies to END.
- Once you've taken initial damage, any more goes to any of the three physical characteristics as you choose.
- If END becomes 0, further damage is subtracted from STR or DEX (player's choice).
- If either STR or DEX becomes 0, you're unconscious and further damage is subtracted from the remaining physical characteristic.
- If all three physical characteristics are reduced to 0, you die.

Table: Personal Combat Range Bands

Range	Distance to Target	Squares to Target
Personal	Less than 1.5 meters	0 (combatants are in the same square)
Close	1.5 to 3 meters	1 to 2 squares
Short	3 to 12 meters	3 to 8 squares
Medium	12 to 50 meters	9 to 34 squares
Long	51 meters to 250 meters	35 to 166 squares
Very Long	251 meters to 500 meters	167 to 334 squares
Distant	501 meters+	334 squares+

Table: Attack Difficulties by Weapon Type

Weapon	Personal	Close	Short	Medium	Long	Very Long	Distant
Close Quarters	Average	Difficult	--	--	--	--	--
Extended Reach	Difficult	Average	--	--	--	--	--
Thrown	--	Average	Difficult	Difficult	--	--	--
Pistol	Difficult	Average	Average	Difficult	Very Difficult	--	--
Rifle	Very Difficult	Difficult	Average	Average	Average	Difficult	Very Difficult
Shotgun	Difficult	Average	Difficult	Difficult	Very Difficult	--	--
Assault Weapon	Difficult	Average	Average	Average	Difficult	Very Difficult	Formidable
Rocket	Very Difficult	Difficult	Difficult	Average	Average	Difficult	Very Difficult

Table: Task Difficulties

Difficulty	DM
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6