

Cepheus Deluxe Personal Combat Quick Reference

Version 2 by Todd Bradley (todd@toddbradley.com) From *Cepheus Deluxe* © 2021 Stellagama Publishing

Combat Procedure Outline

1. Check for surprise (p. 87). If you surprise the enemy, you gain one free combat round.
2. Determine Initiative for all combatants
3. Start the combat round
 - Combatants act in Initiative order, highest first
 - On their turn, each character has two actions
4. Once the combat round is over, begin a new round
5. If necessary, triage and treat the wounded.

Initiative = 2D6 + Tactics + INT DM

DM-3 unskilled penalty applies here

Leadership/INT 8+ gives bonus equal to effect to your party's initiative rolls

Actions (you get 2 per round):

- **Attack**
- **Charge**: run up to 10m and make a single melee attack at DM+2
- **Inspire**: Leadership/INT 8+ to add +2 to a single character's next throw
- **Move**: up to 10m, or fall prone, or get up from prone
- **Overwatch**: delay then immediately attack in new initiative
- **Aim**: (ranged only) up to 3 actions, DM +1 per action
- **Other**: as decreed by Referee

Attacks

- **Melee Attack**: Melee Combat/STR 8+
- **Shooting Attack**: Gun Combat/DEX 8+ or Heavy Weapons/DEX 8+
- **Thrown Weapon Attack**: Athletics/DEX 8+
- **Grappling**: see p. 90

Special Melee Combat Notes

- **Frenzy**: If you are trained in Melee Combat and kill or disable an enemy in melee combat, you may move 2m and immediately attack another adjacent enemy. Repeat as many times as your Melee Combat skill level.

Special Ranged Combat Notes

- Thrown weapons effective range STR x 4m, maximum range STR x 8m
- Auto wpn / Single mode: attacks are made normal, uses 1 round
- Auto wpn / Burst mode: add Auto score to damage, uses 1 x Auto rounds
- Auto wpn / Full Auto mode: make number of attacks equal to Auto score, optionally against separate targets within 6m, uses 3 x Auto rounds
- Full Auto, Suppressive Fire: 3m x 3x area, anyone in area gets hit on 10+ (12+ if under cover), uses 3 x Auto rounds

Damage

- Damage = weapon dice + Combat skill effect
- Melee attack damage: add STR DM
- Apply (Damage - Armor) to Stamina
- After Stamina reaches 0, additional damage goes to Lifeblood
- Stamina > 0 is Scratched
- Lifeblood > half is Minor Wounds; DM -1
- Lifeblood < half is Serious Wounds; DM -2; make END 8+ or fall unconscious
- Lifeblood = 0 is Mortal wound; you have 60 minutes to receive trauma surgery or die
- Knockdown: If you take more damage (before armor) than double your DEX, you are knocked prone

Ranged Combat DMs

Condition	DM
Target obscured (smoke, foliage)	-1
Target behind hard cover	-2
Target in heavy cover	-3
Target running	-1
Target behind total cover	-4 and direct fire impossible
Target prone	-2
Target prone behind cover	Cover DM with additional -1
Darkness	-2
Dim Light	-1
Per Aim	+1 per action, max 3