

who initiates the attack is considered the attacker. His opponent is considered the defender.

MELEE ATTACK MODIFIERS

Apply appropriate modifiers from the Melee Modifiers Table, p. 148.

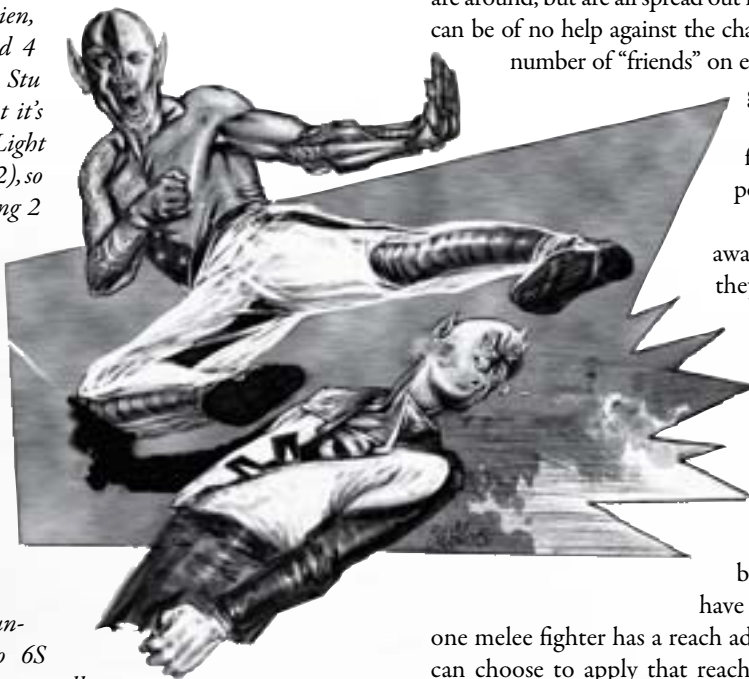
DEFENDING AGAINST MELEE ATTACKS

Defenders have three choices for defending against unarmed attacks. If they have a melee weapon in hand, they can *parry* the attack by rolling Reaction + the appropriate weapon skill. If they have Unarmed Combat skill, they can choose to *block* by rolling Reaction + Unarmed Combat. Or they can simply *dodge* out of the way using Reaction + Dodge.

Melee defenders can also choose to go on full defense (p. 151), and add Dodge skill dice to their defense roll.

Defenders apply dice pool modifiers according to the Defense Modifiers Table (p. 150). Some modifiers from the Melee Modifiers Table (p. 148) may apply to the defender as well.

An angry troll named Stu has cornered Lucien in a dark alley. Stu throws a meaty punch at Lucien, rolling his Unarmed 4 + Agility 2 (6 dice). Stu has Reach (+1), but it's also dark (Partial Light w/thermographic, -2), so he rolls 5 dice, scoring 2 hits. Lucien tries to block, rolling his Reaction 3 + Unarmed Combat 2 (he has low-light, and faces no other modifiers). He only scores 1 hit, however, so Stu connects with 1 net hit. Stu's Strength is 10, so he does 5S unarmed, modified to 6S with the net hit. Lucien rolls his Body 3 + Impact 4 (7 dice), scoring 2 hits. Still, Stu's massive fist inflicts 4 boxes of Stun and knocks Lucien to the ground.



MELEE MODIFIERS

Various factors may affect a character's ability to attack, parry, or dodge in melee combat. The modifiers noted on the Melee Modifiers Table (p. 148) apply to both attackers and defenders, unless specifically noted.

MELEE COMBAT SUMMARY

Attacker Rolls:	Agility + Combat skill
Defender Rolls:	Reaction + weapon skill (parry) Reaction + Unarmed Combat (block) Reaction + Dodge (dodge)
Defender using Full Defense:	Reaction + weapon skill/Dodge + Dodge
DV Modifiers:	net hits
Armor Used:	Impact
Condition Monitor Used:	Physical or Stun

Urgent Message...

Called Shots

Characters using melee weapons may call shots; see the *Called Shots*, p. 149.

Multiple Opponents and Friends in Melee

Characters may often find themselves outnumbered in a fight. When this occurs, the number of friends on hand becomes extremely important. In such a situation, total up the number of characters within a few meters who are involved in the same fight as the character. They only count if they are near the combatant character and fighting against the same opponent(s). If six friends are around, but are all spread out fighting their own combats, they can be of no help against the character's opponent. Total up the number of "friends" on each side. The character with the

greater number of friends on his side gets a +1 dice pool modifier for each friend more than his opponent has, to a maximum of +4.

As characters move away or are taken out of the fight, they no longer count as "friends."

Reach

Certain weapons (or the arms of a troll) are longer and allow an attacker to hit a target from a greater distance, giving him a slight edge in melee combat. Weapons with this feature have a Reach rating of 1–4. When one melee fighter has a reach advantage over his opponent, he can choose to apply that reach offensively (attacking from a distance) or defensively (keeping his opponent at bay). Every point of Reach translates into a +/-1 dice pool modifier.

When a melee attack is made, compare the Reach of the two opponents and calculate the difference. The character with the higher net Reach can choose to apply his net Reach bonus as a dice modifier bonus to his test or as a negative dice pool modifier to his opponent's test.

Trolls have a natural Reach of 1 that is cumulative with weapon Reach.

COMBAT