



Melee Attack Table

Attacker's strength vs. Defenders strength

Defender's Strength

	1-4	5-8	9-12	13-16	17-19	20
1-4	11	13	15	17	19	20
5-8	10	11	13	15	17	19
9-12	8	10	11	14	16	18
13-16	6	8	10	11	9	16
17-19	4	6	8	10	11	14
20	2	4	6	8	10	11

Number is minimum roll needed to neutralize defender. Use this chart to determine the success of an edged weapon or unarmed attack, for example if an attacker attempts to neutralize a defender with a suppressed pistol at point blank range but his weapon malfunctions, the element of surprise would be lost. The defender would then react and may fight. While within melee range if both combatants are unable to employ a firearm then the outcome of the resulting battle would be determined with this chart.

Similarly if an attacker attempts to sneak up behind an opponent and neutralize him with an edged weapon, depending on his stealth ability number, he may not be able to approach undetected. If discovered within melee range and the defender does not flee, a hand-to-hand fight may ensue. Use this table to determine the outcome.

Note: CC should use this table as a guide. Use your judgment to keep the outcome realistic.