

26. MELEE COMBAT

Briefing

1. While infantry firearms are deadly and are designed to kill the enemy at a distance, opposing troops will still come into contact at times. When they do, they will engage in melee (hand-to-hand) combat.
2. Normally, melee combat will occur only when the opposing infantrymen have both fired their weapons. However, cases will arise where a man will have a better chance to hit an enemy with his melee weapon than he does with his firearm. For example, a soldier who is charging an enemy may be unable to hit his foe with aimed fire, but can complete the charge to engage him in melee combat.
3. Compared to most firearms, the relatively weak attack factors of melee weapons makes them weapons of last resort.

Melee combat

1. One round of melee combat may be fought each turn. To engage in melee, a soldier must have one-third or more of his movement allowance remaining when he enters melee.
2. In the first turn of melee combat the opposing infantrymen must use whatever weapons they had in their hands when they entered the melee.
3. In subsequent game turns soldiers engaged in melee may choose other weapons if they have them. However, if a soldier is still holding a firearm he may choose to fire the weapon instead of engaging in further melee combat.

Melee procedure

1. Melee combat uses the standard hit/miss determination procedure.
2. The soldier with the initiative always attacks first. If the opposing soldier survives, he may counterattack when he has the initiative.

However, if the defending soldier moved and/or fired earlier in the turn he will not be able to engage in melee combat.

3. Melee combat is always fought at close range. (The opposing pieces should actually be touching.)
4. If a hit is made, the players should check for penetration and damage. Misses will have no effect.
5. Troops suffer a handicap when attempting to fire a weapon while engaged in melee combat. The larger the weapon the more difficult it is to move and fire it successfully while being assaulted in close combat. The following factors are added in the hit/miss determination.

Firearm size	Factor
Small (pistol)	0
Light	-1
Medium	-2
Heavy	-3
Magnum	-4
Ultra	-5

Melee combat example

1. A soldier charges toward a sandbagged position firing suppressive fire with his laser rifle. He misses an enemy trooper, who fires back with a cone rifle and also misses. With a little over one-third of his movement allowance left, the soldier completes his charge into the position and engages the enemy trooper in melee combat.
2. The attacking soldier will have to use his laser rifle as an improvised weapon. If he had a bayonet attached to his rifle, or was holding a melee weapon in his other hand, he could use that weapon in the melee combat. He attacks and hits but the weapon does not penetrate.
3. In this case the defending trooper does not have to wait until the next turn to counterattack. Although he fired interceptive fire as the attacking soldier charged in, his owning player

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now has the initiative, so he may fight. (If the owning player chooses to move some other piece, the trooper will not get to counterattack.)

The defending trooper will have to use his cone rifle as an improvised weapon unless he has a bayonet attached to his rifle, or is holding a melee weapon in his other hand. He attacks his opponent, but misses.

4. Both infantrymen have survived the first round of melee. They may choose new weapons in the next turn. However, either or both could choose to use a firearm instead.

Morale in melee combat

1. The current morale status of a defending soldier will impact on his/her ability to fight back in melee combat.

2. A soldier who currently has a **Cautious** morale status may react normally to a melee attack. The soldier may fire interceptive fire and/or fight in the melee round if he/she has not had the initiative earlier that turn.

3. A soldier who currently has a **Shaken** morale status will react partially to a melee attack. The soldier may fire interceptive fire if he/she has not had the initiative earlier that turn. The soldier will surrender to the attacker if he/she cannot fire or the interceptive fire misses.

4. A soldier who currently has a **Broken** morale status will automatically surrender to the attacker in a melee attack. The soldier will not fire interceptive fire or fight in the melee round.

Melee weapons

Bayonets are knife-like, edged weapons designed to be attached to the muzzles of rifles. Bayonets that are not affixed to rifles are treated as knives.

Buzzsaws are military versions of standard circular saws, more ruggedly built and utilizing advanced alloys. Buzzsaws are issued to combat

engineer units for use in clearing brush for fields of fire, removing obstacles and breaking into buildings.

Chainsaws are military versions of standard chainsaws, more ruggedly built and utilizing advanced alloys. Like buzzsaws, chainsaws are issued to combat engineer units for use in clearing brush for fields of fire, removing obstacles and breaking into buildings.

Chainswords are longer, narrower versions of chainsaws, developed primarily as “shock and awe” weapons rather than out of any military necessity.

Combat blades are specially-designed multi-purpose knives. They often feature knobbed knuckle guards, serrated reverse edges that can be used as saws, or wire-cutter attachments.

Entrenching tools are short, foldable shovels. They can be used quite effectively as weapons if they are wielded like axes, but they cannot be used as stabbing weapons.

Force swords utilize intense, narrow force fields to create a cutting edge. These weapons are very rare.

Improvised weapons include rifle butts, chains, lengths of pipe, and anything else that comes to hand during a melee.

Knives are short, edged weapons used for cutting and stabbing.

Lightswords utilize narrow force fields to contain the energy of intense lasers. When the blade strikes an object the force field is disrupted, allowing the laser to affect the object.

Power axes utilize small force fields to create a cutting edge. The force fields are not as intense or effective as the ones used in force swords.

Powerfists are similar to powergloves but have an added offensive capability in that they can

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generate an electrical charge that can be projected a short distance.

Powergloves are mechanical hands that fit over the wearer's hands and forearms. They greatly amplify the wearer's strength and are mainly issued to combat engineers and maintenance personnel.

Swords and **two-handed swords** are long-bladed weapons designed to pierce in thrusting attacks or cut in slashing attacks. Few militaries continue to use these weapons, but in some cultures they are considered to be prestige items.

Melee weapon attack factors

Weapon	Attack factor
Bayonet	2
Buzzsaw	3
Chainsaw	3
Chainsword	3
Combat blade	2
Entrenching tool	2
Force sword	4
Improvised weapon	1
Knife	1
Lightsword	5
Power axe	4
Powerfist	3
Powerglove	2
Sword	2
Two-handed sword	3