

## Unarmed Combat Rules 2.0.1

These are intended to be an expansion of the rules for unarmed combat in Twilight 2000 using the 2.0 rules (although they should work with 2.2). They are not official but are intended to provide a little more detail. Unless noted all rules in the rulebook are unchanged.

### Base damage

Rather than a fixed amount of damage, each attack will do a random amount of damage, the random dice used is calculated by multiplying the characters STR by their Melee Combat (unarmed) skill:



*Illustration 1: Soviet VDV Sambo training early 1996 (Tass)*

Total	Dice
19 or under	1 point
20-29	1D2
30-39	1D3
40-49	1D4
50-59	1D6-1 (min 1)
60-69	1D6
70-79	1D8
80-89	1D10
90-99	1D12
100 plus	2D6+1

Note that some types of attack cause the effective strength to be modified. These are noted below.

### Types of Melee Action

#### Punch

This is unmodified from the basic rules.

#### Kick

When calculating damage from a kick, a character adds 2 to their STR when calculating the amount of damage but will be at -1 to skill before considering the difficulty level.

#### Headbut

This is at -1 to skill before considering the difficulty level and also reduces the STR by 2 when calculating damage. Any damage caused by a headbut will also reduce the controlling hits by the same amount as the damage inflicted. If wearing a metal or kevlar helmet then an extra 1D2 damage is caused.

#### Grapple

This is unchanged from the rules (except the task is now Average



*Illustration 2: US Army training exercise demonstrates how damage can be applied after control. DoD*

Melee Combat (Unarmed)) until the character is controlled. After this the character may automatically inflict their base damage each action. The location for this is rolled on the table below: on the first turn roll 1D6 after this 1D10 is used.

1	2	3	4	5	6	7	8	9	10
Attackers choice	Head	R arm	L Arm	R leg	L Leg	As last turn	As last turn	As last turn	As last turn

In addition a controlling character may attempt to move a controlled character at up to half walking speed if an Average Melee Combat (Unarmed) roll is made or at walking speed if a Difficult roll is made. No damage may be inflicted during this action. If the roll fails no movement is made and if the roll is failed by 4 or more the control total drops to zero.

## Escape

This is unchanged from the original rules until a character is controlled (except the task is now Average Melee Combat (Unarmed)). At this point a character may still try to escape (this now becomes a difficult task and if failed the attacker can automatically inflict their base damage as above as a free action.

## Diving Blow

This is unchanged from the original rules.

## Block

This is as per the rules except that on an outstanding success a defender can take a free melee attack action against the attacker (who may block in turn).

## Throw

This is a Difficult Melee Combat (unarmed)



*Illustration 4: British potential paras undertake the "milling" test as part of P Company selection. MoD*



*Illustration 3: VDV training depot Sambo practice October 1996 (SovPhoto)*

unless the attacker currently has more control points than the defender when it becomes average or easy if the defender is controlled. This results in the defender becoming prone unless they can make an Average Melee Combat (unarmed) roll using their escape chance. If this fails they will also take damage equal to the attacker's base damage to a random location if they do not make a difficult AGIL roll. The attacker may make a sacrifice throw where they also end up prone, this increases the difficulty of the defenders rolls by one category and the attacker rolls twice and chooses the best damage result.

## Hit Locations

The hit location in melee combat is more likely to be certain locations than in ranged combat. To calculate this instead of rolling 1D10 compare the relative positions of the characters and the attack used:

Position	Punch	Kick	Headbut	Throw	Diving blow
<b>Attacker much higher (e.g. stood over prone character)</b>	1D10	1D10	Not allowed	Not allowed	1D10 or 1D6 at attackers choice (if 1D6 is used and leg is rolled, randomise which)
<b>Attacker higher (e.g. stood on a low obstacle)</b>	1D4	1D10	Not allowed	1D10	1D10 or 1D8 at attackers choice (if 1D8 is used and leg is rolled, randomise which)
<b>Both stood</b>	1D6	1D6+4 (may use 1D10 if effective kick skill after style modifiers is 6+)	1D3	1D10	1D10
<b>Both prone</b>	1D10	1D10	1D10	Not allowed	Not allowed
<b>Defender higher</b>	1D8+2 (on a roll of 1 randomise which arm is hit)	1D8+2 (on a roll of 1 randomise which arm is hit)	1D6+4	1D10 damage increased by 1D2	1D8+2 (on a roll of 1 randomise which arm is hit)
<b>Defender much higher</b>	1D6+4	1D6+4	1D4+6	1D10 damage increased by 1D4	Not allowed if prone, otherwise 1D6+4

## Martial Arts

Different martial arts give bonuses to different manoeuvres, a character MAY decide that they wish to specialise in a certain style. If a character does this their skill chances are modified for to hit purposes (damage is not affected unless noted). Characters are not allowed to specialise in more than one art form (instead use the unmodified chances). These do not modify the damage amounts, just the hit chance.

Style	Punch	Kick	Headbut	Grapple	Block	Escape	Diving blow	Throw	-Notes
Aikido	-	-1	-1	+2	+2	+2	-2	+2	Allows block against grappling if no control points currently exist
Bando	+1	+1	+1	-	-1	-1	-1	-	
Boxing	+2	-2	+1	+1	+1	-	-2	-2	
Capoeira	+1	+1	+1	-1	-	-1	-	-2	
Fairburn Close Combat Training	+1	-2	-	+2	-2	-1	-2	+1	May use this skill for knife fighting at full skill level as well as unarmed combat
Hapkido	-	-	-	-	+1	-	-1	-	
Hwa Rang Do	+1	+2	-2	+1	-	-1	-	-1	
Jeet Kune Do	+1	+1	-1	-	+1	-	-	-1	
Judo	-2	-2	-2	+3	+1	+3	-1	+2	Allows block against grappling if no control points currently exist
Jui-Jitsu	-1	-2	-	+2	+2	+3	-1	+2	Allows block against grappling if no control points currently exist

Style	Punch	Kick	Headbut	Grapple	Block	Escape	Diving blow	Throw	-Notes
Kajukembo	+1	+1	+1	-	-1	-1	-1	+1	
Karate	+2	+2	-1	-2	+1	-2	-	-2	
Kick boxing	-1	+2	-1	-1	+1	-1	+2	-2	
Krav Maga	+1	+1	-1	-	+1	+1	-1	-	
Kung Fu (northern tradition)	+1	+2	-2	-1	+1	-	+1	-1	
Kung Fu (southern tradition)	+2	+1	-2	-1	+1	-	-	-1	
Linear Infighting Neural-override Engagement (LINE)	+1	+1	+1	-	-	-1	-	-1	
Mixed martial arts	-	-	-	-	-	-	-	-	
Muay Thai	-1	3	-1	-1	-1	-1	+2	-2	
Sambo (military style)	+1	-	-2	+2	-	+2	-1	+1	Allows block against grappling if no control points currently exist
Sambo (sport style)	-2	-2	-2	+3	+1	+3	-1	+1	Allows block against grappling if no control points currently exist
Sanshou	+1	+1	+1	-1	-	-1	+1	-1	
Savate	+2	+2	-1	-2	+1	-2	-1	-2	
Streetfighting	+1	-1	2	+1	-	-	-2	-1	
Sumo	-1	-2	-	+3	-	+2	-3	+2	Minimum STR 5 to learn
Systema	+1	+1	-1	-1	+1	-	-	-	
Taekwondo	-	+1	-1	-2	+1	-2	+1	-2	
Taijutsu	+1	+1	-1	-	+1	+1	-2	-1	
Wrestling	-1	-1	-	+2	+1	+3	-	+2	

## Armour



*Illustration 5: Bobbi Lee shown undertaking unarmed combat training at Ranger School from the NBC documentary "Rangeresses"*

Soft armour is treated as in the rulebook. Padded jackets and protective helmets designed for use in sparring absorb 3 points but inflict no damage on the attacker. Stab vests or similar are harder and absorb 3 per point of AV but only inflict 1 point on the attacker. Kevlar or plate insert vests absorb 5 points per point of AV but still inflict 1 point per 2 points absorbed on the attacker.

## Example character

Bobbi Lee has a STR of 8 and has a Melee Combat (unarmed) skill of 8. She decides to specialise in kick boxing.

Her base damage is calculated as  $8 \times 8 = 64$  which gives her a base damage of 1D6. If she kicks her damage is calculated as  $8 \times (8+2) = 80$  which gives her a damage of 1D10 (although she will be at -1 to hit. If she headbutts the damage is calculated as  $8 \times (8-2) = 48$  giving a damage of 1D4.

When she fights she has the following EFFECTIVE skill levels before modifiers to hit:

Punch $8-1 = 7$	Kick $8+2 = 10$
Headbut $8-1 = 7$	Grapple $8-1 = 7$
Block $8-1 = 7$	Diving blow $8+2 = 10$

## Design Notes

These are designed to enhance the realism of the unarmed combat rules while adding a degree of chrome.

Damage – rather than the fixed damage I have tried to make the effects of a hit more random. This will generally reduce damage slightly at lower levels and greatly reduce the damage at the highest extreme. This will better reflect the relative damage of unarmed combat compared to firearms.

Styles – these are intended to allow characters to specialise in areas of combat, it makes a fight between two characters of equal skill more interesting as each will try to play to their strengths.

*“Some studio made a film about us females going through Ranger School, I remember the commandant fuming afterwards at the name, it was something stupid like “Rangerettes” or “Rangeresses.” He was ranting and raving that they were making us sound like cheerleaders. He told us point blank that the correct term was “Ranger.”*

*Bobbi Lee interviewed in “I Learned This Coon Hunting With My Brothers” by Scott Richmond Survival Press 2019*