

GURPS: Basic Combat

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]	Rapid Fire	
Aim	Any*	Step	1st round: add Acc bonus, 2nd: +1, 3rd: another +1. Aim bonus cannot exceed weapon's base Accuracy.	Shots	+
				2-4	0
All-Out Attack				5-8	1
Determined	None	Half (forward)	Melee: +4 to hit. Ranged: +1 to hit.	9-12	2
Double	None	Half (forward)	Make 2 attacks, assuming your weapon doesn't become unready after use. -4 off-hand penalties still apply.	13-16	3
Feint	None	Half (forward)	Feint then attack the same foe.	17-24	4
Strong	None	Half (forward)	+2 damage or +1/die with a ST based melee attack.	25-49	5
Suppression Fire	None	Half (forward)	Spray area with a RoF 5+ weapon for entire turn.	50-99	6
All-Out-Defense				100-199	7
Increased (Dodge Block Parry)	Any	Half	No attack, but all dodges are a +2. You may change facing at end of turn.		
Double	Any	Step	No attack, but all blocks OR parries are at +2.		
		Step	No attack, but apply two different active defenses to the same attack (A parry with another hand is considered a second different defense.)		
Attack	Any	Step	Make a melee, close combat, or ranged attack		
Change Posture	Any	None	Lying to Standing requires two maneuvers. (Although kneeling to standing can be done as a "Step".)		
Concentrate	Any†	Step	Concentrate on primarily mental task.		
Do Nothing	Any	None	Take this maneuver when stunned (-4 defenses) or surprised.		
Evaluate	Any	Step	1st round: add +1, 2nd: another +1, 3rd: another +1		
Feint	Any	Step	Roll a Quick Contest between your melee weapon skill and your opponent's combat skill. You margin of success or victory is applied as a penalty to all of your opponent's active defenses against on your next turn. Shield feints if you've shield attacked.		
Move	Any	Full (+Sprint)	No attack, but full defense and full move. 2+ round: Sprint bonus.		
Move and Attack	Dodge or Block, no retreat	Full (-2 trip)	Melee: -4 penalty, effective skill cap of 9. No Deceptive or Rapid Strike. Ranged: -2 penalty or the bulk penalty, whichever is worse (and aim bonuses are lost).		
Ready	Any	Step	Draw any item, regain control of unready weapon after a swing, adjust the reach of a long weapon, ...		
Wait	Any	Step	Hold your action, then take an Attack, All-Out Attack, Feint, or Ready. Specify your action and trigger. If/when triggered, you interrupt the turn sequence.		
Stop Thrust	Any	Step	Brace thrusting weapon. Longest weapon strikes first. Add +1 to thrust damage for every two full yards your attacker moved.		

* Taking and active defense spoils your Aim. If you are injured, make a Will roll or lose your Aim.

† Taking an active defense, being knocked down, injured, etc. requires Will - 3 roll or lose Concentration.

OPTIONS	DESCRIPTION [B369-370]
Hit Location	Specify the body part you are targeting (see B398).
Deceptive Attack	For every -2 to your melee skill, -1 to foe's defenses. Effective skill may not be <10.
Rapid Strike	Make two melee attacks at -6 (-3 if TbM or WM) during an Attack or AoA. You may hit multiple foes.
Telegraphic Attack	+4 to your melee attack, +2 to foe's defenses. Does not stack with Evaluate. Does not increase critical.
EXTRA EFFORT	DESCRIPTION [B357]
Flurry of Blows	If you take an Attack maneuver, you can <i>halve</i> the penalty (drop all fractions) for Rapid Strike
Giant Step	If you take an Attack maneuver, you can gain one extra step. [MA131]
Heroic Charge	If you take a Move and Attack - Melee maneuver, ignore the skill penalty and effective cap. [MA131]
Mighty Blows	If you take an Attack maneuver, you can gain the advantage of AOA (Strong) <i>without</i> sacrificing defenses.
Rapid Recovery	If you attack with "U" weapon or take a Move and Attack maneuver, parry with your weapon. [MA131]
A critical failure causes 1 HP of injury to the arm or leg; DR does not protect. Max one offensive and defensive option per turn.	

FATIGUE	EFFECTS [B426]
FP < 1/3	Half Move, Dodge, and ST (round up). This does not affect ST-based quantities, e.g. HP and damage.
FP <= 0	Will roll each turn or Do Nothing until you recover. Further HP loss also causes 1 HP of injury.
-FP	You fall unconscious. Further FP loss comes off HP <i>instead</i> . You awaken when you reach positive FP.

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DEFENSES	ALLOWED	NUMBER	DESCRIPTION [B374-377]
Dodge	Attacks you can see	Once per attack	Basic Speed + 3 - Encumbrance Level (drop all fractions). You dodge extra hits from a rapid-fire attack equal to MoS.
Acrobatic	You have Acrobatics		+2 (-2) after a successful (failed) Acrobatics roll.
Sacrificial	Close enough to friend		Use step to take an attack for a near-by friend.
Vehicular	You're driving/piloting		Use operating Skill / 2 + Handling (drop all fractions).
Block	Not bullets or beams	Once per turn	Shield/Cloak Skill / 2 + 3 (drop all fractions).
Parry	-1 vs thrown weapons (-2 if small)	-4/addition parry per hand	Weapon Skill / 2 + 3 (drop all fractions). If you successfully parry an unarmed attack, roll against Skill to do damage.
OPTIONS		DESCRIPTION [B377]	
Retreat	+3 to Dodge and Parries: Boxing, Judo, Karate, fencing, +1 all else. Use against one foe.		
Dodge and Drop	+3 to Dodge against one foe's ranged attacks.		
Sacrificial	Success by 3+ means neither of you was hit (but you're both still prone).		
Diving for Cover	Use to protect yourself from area effect attacks by stepping away from or behind cover.		
EXTRA EFFORT		DESCRIPTION [B357]	
Feverish Defense	If you didn't take an AOA maneuver, get a +2 to a single active defense roll. A critical failure causes 1 HP of injury to the arm or leg; DR does not protect.		

INJURY	EFFECTS [B419-420]
> 0 in one turn	Shock: -1/HP lost that turn to DX, IQ, and skills based off them (but not defenses), up to -4.
>½ HP in one blow	Major Wound: Roll HT—succeed: Shock; fail: Knockdown/Stun (-4 IQ/DX); fail by ≥ 5: Unconscious.
Knockback	For all cr or any cut that fails to penetrate: knockback 1 yd for every <i>full</i> ST-2 of target, who may fall.
HP < 1/3	Half Move and Dodge (round up)
HP ≤ 0	HT roll each turn, -1 / -HP, to avoid falling unconscious
-HP	HT roll or die. Repeat at each multiple of HP. Fail by ≤ 2, "mortally wounded".
-5xHP	Automatic death

Size and Speed Range [B550]

Speed/Range mod	Size mod	Linear Measurement (1 yd/s = 2 mph)
0	-5	1 ft
0	-4	1.5 ft
0	-3	2 ft
0	-2	1 yd
0	-1	1.5 yd
0	0	2 yd
-1	1	3 yd
-2	2	5 yd
-3	3	7 yd
-4	4	10 yd
-5	5	15 yd
-6	6	20 yd
-7	7	30 yd
-8	8	50 yd
-9	9	70 yd
-10	10	100 yd

Rapid Fire

Shots	+
2-4	0
5-8	1
9-12	2
13-16	3
17-24	4
25-49	5
50-99	6
100-199	7

Postures [B551]

Name	Melee Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal
Crouching	-2	Normal	-2	2/3
Kneeling	-2	-2	-2	1/3
Crawling	-4 ("C" only)	-3	-2	1/3
Sitting	-2	-2	-2	None
Lying Face Up	-4	-3	-2	1
Prone	-4	-3	-2	1

Hit Location [B398, 552, LT:IA19]

Roll (3d6)	Location	Modifier	Notes
-	Eye	-9(-8)	Only imp, pi, and tbb attacks. Ignore skull's DR.
3-4	Skull	-7(-6)	Extra DR 2. Wounding x4. Major wound -10 to knockdown
5	Face	-5(-4)	Corrosion x1.5. Major wound -5 to knockdown roll.
6-7	Right Leg	-2	pi+, pi++, imp x1. >½ HP cripples and excess lost.
8	Right Arm	-2 -4 if shield	pi+, pi++, imp x1. >½ HP cripples and excess lost.
9-10	Torso	0	
11	Abdomen	-1	1in6: Males suffer double shock from cr. Knockdown rolls -5.
12	Left Arm	-2 -4 if shield	pi+, pi++, imp x1. >½ HP cripples and excess lost.
13-14	Left Leg	-2	pi+, pi++, imp x1. >½ HP cripples and excess lost.
15	Hand	-4 -8 if shield	pi+, pi++, imp x1. >½ HP cripples and excess lost.
16	Foot	-4	pi+, pi++, imp x1. >½ HP cripples and excess lost.
17-18	Neck	-5(-4)	cr, corrosion x1.5. cut x2.
-	Vitals	-3(-2)	imp, pi x3. tbb x2. Other attacks can not target vitals.