

The turn sequence

- At the initiation of combat, the GM will note the order in which turns are executed. Highest basic speed goes first. Tie goes to DX. If it is still tied, roll for it. GM determines order of NPC turns in the case of a tie.
- Each character’s turn normally represents 1 second.
- Each turn, you must select one of the below manoeuvres that your character will perform.

Combat manoeuvre options

Aim	Spend one or more turns preparing a ranged attack (improves chances of hitting)
All-out attack	Sacrifice defence to make a more powerful attack
All-out defence	Sacrifice your turn to focus on defence
Attack	Make a normal attack, either melee or ranged
Change posture	Each posture has different effects in combat. Select this if you want to change to a different one.
Concentrate	Some abilities may require you to spend one or more turns concentrating before they can be utilised.
Do nothing	All combatants begin doing nothing. You may also be forced to Do nothing if stunned or surprised.
Evaluate	Study an opponent’s defences for one or more rounds to get a subsequent bonus to melee attack
Feint	Make a ‘false attack’ to confuse your opponent’s defence
Move	Spend your entire turn moving
Move & attack	Make a normal move combined with a poorly-aimed attack
Ready	Make a weapon available for use
Wait	Do nothing, unless some pre-determined event occurs

Aim

- A full-turn manoeuvre
- Specify a ready weapon and your target (obviously you must be able to see your target)
- If you follow this manoeuvre with an Attack or All-out attack (with the same weapon, against the same target) you get a bonus to hit; add your weapon’s accuracy modifier to your skill.
- Aiming for two seconds gives you an additional +1 to skill, and three rounds, +2
- You can step while aiming
- You can make any active defence; however, doing so will spoil your aim. If you are injured, roll against Will to keep your aim.

All-out attack

- You must have an opponent in range/reach and a ready weapon
- If you make a melee attack, choose from: *Determined; Double; Feint; or Strong attack*
- If you wish to make a ranged attack, choose from *Determined or Suppression fire*.
- **Determined (melee):** A single attack at +4 to hit
- **Double:** Two attacks against the same foe. You must have two ready weapons or one weapon that does not need to be readied after use (is *balanced*). Any attacks in the off-hand suffer the usual -4 penalty to hit
- **Feint:** Make a feint manoeuvre and follow it immediately with an attack
- **Strong:** Make a single normal attack. If you succeed you get +2 to damage, or +1 per die (whichever is better). This only applies to ST-based melee attacks.
- **Determined (ranged):** Make a single ranged attack at +1 to hit
- **Suppression:** You must have a ranged weapon with RoF 5+. Spray an area with automatic fire. See p.410 for full rules

All-out attack (cont’d)

- You may move up to half your move, forward only
- You cannot make any active defences

All-out defence

- Specify *Increased defence* or *Double defence*
- **Increased defence:** Add +2 to *one* active defence of your choice. This persists until your next turn.
- **Double defence:** Make two *different* active defences against the *same* attack (nb. a parry with a different hand counts as a different defence).
- If you have the Increased Dodge advantage, you may move up to half move. Otherwise you may only step

Attack

- You must have a ready weapon and a target within range
- You may move one step

Change posture

- Change between: *standing; sitting; kneeling; crawling; lying prone; and lying face up*
- Different postures have different effects. Anything other than standing penalises movement and defence; however, it creates a smaller target for ranged attacks.
- Going from a lying to standing posture takes two Change posture manoeuvres (however you can lie down in one)
- You can go from kneeling to standing as a “step”.

Concentrate

- This is a full-turn manoeuvre
- If you use an active defence, are knocked down, injured, or otherwise distracted, you must make a Will-3 roll to stay focused. If you fail you must start over.

Do nothing

- All characters are in this state at the initiation of combat
- If you are surprised or stunned you will be forced to Do nothing. You defend at -4
- To recover from a physical or mental stun you may attempt a HT or IQ roll. If you succeed you recover at the *end* of your turn

Evaluate

- This can be considered the melee equivalent of Aim
- Specify a visible opponent close enough to reach with an Attack or Move and attack manoeuvre
- Gives a +1 to skill when attacking the specified opponent on your next turn
- Multiple Evaluate manoeuvres gives up to +3 bonus to attack

Feint

- You must have a ready weapon and an opponent within reach
- Select your opponent and make a Quick Contest of Melee Weapons skill. Your opponent may choose to roll against Melee Weapon skill, unarmed combat skill, Cloak or Shield skill, or DX.
- If you fail your roll, your Feint is unsuccessful.
- If you succeed, but your foe succeeds by *as much as, or more than* you do, your Feint fails.
- If you make your roll, and your opponent fails, subtract your margin of success from the foe's active defence, if you immediately follow with an Attack, All-out attack, or Move and attack on your next turn.
- If you both succeed, *but you succeed by more*, subtract your margin of victory from the foe's defence.

Feint (cont'd)

- A successful feint applies only to your attacks on that specific foe, for one second.
- You may make a step
- You may make any active defence

Move

- Move any number of yards up to your full Move score
- Take no other action
- You may make any active defence

Move and attack

- Move as described in the Move manoeuvre
- During or after your move, you may make one attack, unarmed or with a ready weapon
- If you make a ranged attack you suffer a penalty to hit of either -2, or the weapon's bulk rating (whichever is worse).
- If you make a melee attack, you suffer a -4 penalty to skill, and you adjusted skill cannot exceed 9.
- You may make a dodge or block active defence

Ready

- Pick up or draw an item, prepare it for use, regain control after a swing, or adjust the reach of a long weapon
- You may take a step and use any active defence

Wait

- Specify an event that will stop your Do nothing (e.g., a foe moves into range)
- Specify what manoeuvre will occur if this happens: choose from Attack, Feint, All-out attack, or Ready.
- When your Wait manoeuvre is activated, you interrupt the turn sequence, but it resumes afterwards.

Attack mechanism

Combat is performed as regular success rolls; take your base skill, add relevant modifiers, and roll under that number to succeed. A normal attack consists of three rolls: the *attack roll*; the *defence roll*; and the *damage roll*

Performing a melee attack

- You must have a ready weapon and an opponent within reach
- Make your attack roll using your chosen melee weapon (or unarmed) skill. Figure your *effective* skill by adding any relevant modifiers. If your roll beats (equals or rolls under) your effective skill, your attack was a good one
- A roll of 3 or 4 always succeeds, and is a *critical hit* (in addition, if you have an effective skill of 15 or 16, you also land a critical hit on a roll of 5 or 6, respectively). A critical hit automatically bypasses your opponent's defence; he gets no defence roll. In addition, a roll of 3 automatically deals maximum on the damage roll.
- A roll of 17 or 18 *always* misses.

Performing a ranged attack

- You must have a ready ranged weapon and an opponent within range (and visible)
- Ranged weapons have half damage (1/2D) range and maximum range. There may also be a minimum range.
- Figure your adjusted chance to hit:
 1. Start with your base skill with the weapon;
 2. Add your weapons accuracy (*acc*) if you preceded your ranged attack with an aim manoeuvre;
 3. Apply targets size modifier (*SM*);
 4. Modify for the target's *speed and range* (calculated as a single modifier);
 5. Modify for circumstances (rapid fire, movement, darkness, cover, etc).
- The result is the number you must beat (roll equal or under) for your attack to be good.

Defence roll

If you land a hit, your opponent will normally get a chance to defend, and thus avoid damage.

- There are three types of *active defence* available that you can use to do this: *dodge*, *block* and *parry*.
- You may choose any *one* defence that is allowed – usually depending on the type of manoeuvre you selected on your previous turn (exception – if you chose All-out defence (double) on your previous turn, you may choose a second, different active defence, if your first one failed).
- To make an active defence you must be aware of the attack and be able to respond to it.
- It is done as a regular success roll – figure your skill and roll equal or under it to succeed.
- An active defence roll of 3 or 4 always succeeds, and 17 or 18 always fails.
- If a defence roll succeeds, the attack is stopped. If it fails, the attack lands. Roll to damage.

Dodge: An attempt to move out of the perceived path of an attack.

- Dodge score is Basic Speed +3 (dropping fractions).
- It is normally the only defence you can take against firearms.
- If a single rapid fire attack scores multiple hits, a successful dodge lets you avoid one hit, plus additional hits equal to your margin of success. A critical success lets you avoid *all* the hits.

Block: Using a shield or cloak to physically stop an attack.

- You must have a ready shield or cloak.
- Your Block score is 3 + *half* your Shield or Cloak skill, dropping fractions.
- You cannot block bullet or beam weapons.
- You may only attempt to block *one* attack per turn.

Parry: Diverting a blow using a weapon or bare hand.

- You must have a ready weapon or an empty hand
- You cannot use an *unbalanced* weapon to parry, if you already used it to attack on your previous turn.
- Some well-balanced weapons get a bonus when parrying.
- Your parry score is 3 + *half* your skill with the weapon, dropping fractions.
- A parry can only be used against melee or thrown weapons unless you have a special skill (exception – you can parry a missile attack that is within your melee's reach. This represents hitting the weapon aside).
- You parry thrown weapons at -1, or at -2 for *small* thrown weapons (such as knives or shurikens, or anything weighing less than 1lb).
- If you successfully parry an unarmed attack with a weapon you may immediately make an attack roll with that weapon to see if you injured your opponent. If this roll is successful, it cannot be defended against.

Rolling for damage

A successful attack that is not defended against is a damaging attack. Roll to see how many HP of damage you inflict on your opponent.

1. Roll the die indicated by your weapon's damage (or natural or innate attack). For ST-based weapons this will be determined by SW (swinging damage) or THR (thrusting damage). Half for ranged weapons at 1/2D range. This is *basic damage*.
2. Subtract opponent's DR (damage reduction), applying an armour divisor, if applicable. Any amount left over is *penetrating damage*.
3. Apply wounding modifiers (right), according the type of attack you are using. The final amount is the HP your foe loses.

Wounding modifiers:

- Small piercing attack (pi-): x0.5
- Cutting (cut) and large piercing attack (pi+): x1.5
- Impaling (imp) and huge piercing attack (pi++): x2

Any other type of attack is unchanged.

Effects of injury

- If you have less than 1/3 your total HP remaining, you are reeling from your wounds. Halve basic speed and move (rounding up). This also reduces your dodge.
- If you have zero or fewer HP remaining, you are hanging onto consciousness through sheer willpower. Roll vs. HT every turn to avoid falling unconscious.
- If you go fully negative (-100%) HP you must make an immediate HT roll to avoid dying. You must make another roll to avoid death at every multiple of negative HP: i.e., at -200%, -300%, so on. At -500%, you automatically die.

Shock: Any damaging injury also causes *shock*. On your next turn, you suffer -1 point per HP lost to DX, IQ and any skills based on those attributes (max -4). If you have 20 or more HP, it is only -1 for every (HP/10) you lose (rounded down).

Major wounds: Any single injury causing more than 1/2 your total HP is a *major wound*. For a major wound to the torso (the default assumption, if you are not using hit locations) make a HT roll. Failure means you are stunned and knocked over. Failure by 5+ means you pass out.

Stunned: If you are *stunned*, you are at -4 to active defences, cannot retreat, and must Do nothing on your next turn. Roll HT to recover *at the end of your turn*. If you do not recover, you are stunned for another second, and so on.

Recovery & fatigue

Unconsciousness

- The GM determines if you are *truly* unconscious, or simply incapacitated by pain and injury.
- If you are unconscious but have 1 or more HP remaining, you automatically recover in 15 minutes.
- If you are below 0 HP, but above -1xHP, roll HT every hour to awaken. You do not have to roll every second to avoid falling unconscious again (unless you receive a new wound), but you still suffer 1/2 move and basic speed.
- At -1xHP or below you get only one HT roll after 12 hours to awaken. If this succeeds you may act as above. If you fail, you won't regain consciousness without medical help. You must succeed in a HT every 12 hours after that to avoid death.

Recovering HP naturally: After one full day of rest and food, you may make a HT roll to recover 1 HP. The GM may give bonuses or penalties depending on the situation.

Lost fatigue

- If you have less than 1/3 FP left, you are tired. halve Move, Dodge and ST scores (round up). This does *not* affect ST-based characteristics such as damage or HP.
- If you have 0 FP or less, you are on the verge of collapse. If you suffer further fatigue, every FP point also costs one point of HP. To do anything besides talk or rest you must make a Will roll; in combat, roll to perform any manoeuvre other than Do nothing.
- If you have -1xFP, you immediately fall unconscious. While unconscious, you recover FP as normal. You cannot have less than -1xFP; anything below this comes off HP instead.

Recovering FP naturally: You recover lost FP at the rate of 1 FP per 10 minutes of rest. GM may a bonus to this if you eat food while resting.

Other information

Postures

The posture you select can affect your attack and defence rolls, the amount of movement you can take, and how difficult you are to hit as a target for a ranged attack.

	Attack	Defence	Movement	Penalty to hit
Standing:	Normal	Normal	Full	Normal
Crouching:	-2	Normal	2/3	-2
Kneeling:	-2	-2	1/3	-2
Crawling:	-4*	-3	1/3	-2
Sitting:	-2	-2	None	-2
Lying:	-4	-3	1 yard/sec	-2

*Reach 'C' attacks only

Free actions

A *free action* is one that you can do during any manoeuvre.

- Talk (short sentences in a one second period)
- Maintain spells or psi powers
- Drop a ready item
- Crouch.

Crouch

A crouch is a position you can adopt at the *beginning* of your turn as a free action.

- You cannot crouch and sprint.
- If you didn't move, or only moved a step, you may also crouch *after* performing another manoeuvre.
- You may leave a crouch at any time as free manoeuvre.

Step

Many manoeuvres also allow you take a 'step'. This counts as:

- A movement 1/10th of your normal move (min 1). If you have a step >1 yard, you can break it up into smaller 1-yard steps
- Rising from a kneeling position (or vice versa)
- You can always face a different direction as part of (or instead of) a step.

Other combat options

There is a plethora of other options you can take during combat. If you want to keep combat in GURPS simple at first, you can ignore these for the moment. Those wanting more detail, and the rules for performing these actions, should read the Campaigns book (p.362) or ask their GM.

Sprint: gain bonuses to movement by repeatedly moving forward • **Stop thrust:** brace your weapon to receive a charge
Opportunity fire: covering an area with a ranged weapon for an opponent to appear • **Evade:** move through ground occupied by an opponent without attacking him • **Extra effort:** expend FP to make a more powerful attack (choose from **feverish defence**, **flurry of blows**, or **mighty blows**) • **Hit location:** target a specific part of your opponent (body part or weapon) • **Deceptive attack:** attempt to get through your opponent's defences through sheer skill • **Rapid strike:** make two swift attacks • **Grab:** get hold of something your opponent is holding • **Grapple:** grab an opponent's *body* (this can be followed by **takedown**, **pin**, **choke**, **choke hold**, **arm lock**, or **neck snap/limb wrench** moves) • **Slam:** deliberately collide with an enemy (also **flying tackle**, **pounce**, and **shield rush**) • **Shove:** push an opponent back • **Acrobatic dodge:** attempt a riskier dodge • **Sacrificial dodge:** jump in the way of an attack on an ally • **Vehicular dodge:** dodge an attack in an evasively moving vehicle • **Retreat:** make an active defence while moving away • **Dodge and drop:** hit the ground (also **sacrificial dodge and drop** and **dive for cover**)