

GURPS Gladiators: Attack Options

MANEUVER	DEFENSES	MOVEMENT	DESCRIPTION [B363-366]
Aim	Any*	Step	1st round: add Acc bonus, 2nd: +1, 3rd: another +1. Aim bonus cannot exceed weapon's base Accuracy.
All-Out Attack			
Determined	None	Half (forward)	Melee: +4 to hit. Ranged: +1 to hit.
Double	None	Half (forward)	Make 2 attacks (one may be Slam), assuming your weapon doesn't become unready after use. -4 off-hand penalties still apply.
Feint	None	Half (forward)	Feint then attack the same foe.
Long	None	Half (forward)	Increase Reach by 1 yard. Swing damage -2. May end in a crouch (DX)
Slam	None	Full	May combine w Determined, Feint, Strong; Double (½ move, not 2 slams).
Strong	None	Half (forward)	+2 damage or +1/die with a ST based melee attack.
All-Out-Defense			No attack
Increased (Dodge Block Parry)	Any	Half _{round up}	All dodges are a +2.
	Any	Step	All blocks OR parries are at +2.
Double		Step	Apply two different active defenses to the same attack
Attack	Any	Step	Make a melee, close combat, or ranged attack
Change Posture	Penalized?	None	Lying to Standing requires two maneuvers. (Kneeling to Standing = Step.)
Committed Attack			
Determined	-2, no retreat	Step <i>or</i> 2 Steps	Melee: +2 to hit <i>or</i> +0 if 2 Steps. Can't defend with weapon used.
Strong	-2, no retreat	Step <i>or</i> 2 Steps	+1 to ST based melee attack. -2 to hit if 2 Steps. Can't defend w/ weapon.
Concentrate	Any†	Step	Concentrate on primarily mental task.
Defensive Attack			-2 or -1/die Damage. Target gets +1 to defense against grabs or grapples
Balanced Weapon	Any	Step	Choose a weapon to have a +1 to Block or Parry. Can be the one you used.
Unbalanced W.	Any	Step	As above <i>or</i> attack with an unbalanced and still Block or Parry with it.
Kick	Any	Step	+2 to avoid Leg Grapple and on DX rolls to avoid falling.
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 (may be based off ST (Beat) or IQ (Ruse)) and your opponent's combat skill. Your margin of success or victory is the penalty to all your opponent's active defenses against you on your next turn. Shields can feint if you've attacked with it.
Move	Any	Full (+Sprint)	No attack, but full defense and full move. 2+ round: Sprint bonus.
Move and Attack	not what you attacked with, no Retreat	Full (-2 trip)	Melee: -4 skill, 9 cap (except Slams). No Deceptive Attack, Rapid Strike. Ranged: -2 skill or the bulk penalty, whichever is worse (aim bonuses lost).
Ready	Any	Step	Draw any item; regain control of unready weapon after a swing; adjust the reach of a long weapon; change grip, e.g. 1-to-2 handed, ...
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 take your action.
* 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 You may combine options, subject to their specific restrictions. [B369-370]			
Hit Location	Specify the body part you are targeting (see GURPS Gladiators: Hit Locations cheat-sheet).		
Deceptive Attack	For every -2 to skill, -1 to defenses. Effective skill may not be <10. Not allowed for Move and Attack.		
Rapid Strike	Convert one attack into two at -6. You may target multiple foes. Not allowed for Move and Attack.		
Telegraphic Attack	+4 to your attack, +2 to foe's defenses. Does not stack with Evaluate. Does not increase critical. [MA113]		
EXTRA EFFORT	You may use no more than one option, but you may use it more than once per turn. [B357, MA131]		
Flurry of Blows	Halve the penalty (drop all fractions) for Rapid Strike. E.g. Rapid Strike at -3 instead of -6.		
Giant Step	Attack or Defensive Attack maneuver: gain one extra step.		
Great Lunge	Attack, Committed Attack, or Move and Attack in melee: gain AOA (Long) with full Defenses.		
Heroic Charge	Move and Attack maneuver in melee combat: ignore the skill penalty and effective skill cap.		
Mighty Blows	If you take an Attack maneuver, you can gain the advantage of AOA (Strong) <i>without</i> sacrificing defenses.		
A critical failure causes 1 HP of injury to the arm or leg; DR does not protect. One per turn; multiple uses of FoB/MB 1 FP @.			

GURPS Gladiators: Martial Arts Defense Options, Wound Effects, Posture Effects, Etc.

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.
Sacrificial	Close enough to friend		Use step to take an attack for a near-by friend.
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		You may use one of these options once during your turn. [B377]	
Retreat	+3 to Dodge and Parries with Boxing, Judo, Karate, fencing; +1 all else. For all attacks from a single 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	You may use no more then one option, but you may use it more than once per turn. [B357, MA131]		
Feverish Defense	If you didn’t take an AOA or Committed Attack maneuver, get a +2 to a single active defense roll.		
Rapid Recovery	Parry with unbalanced weapon you attacked with or weapon you Move and Attacked with. [MA131]		
A critical failure causes 1 HP of injury to the arm or leg; DR does not protect. One per turn; multiple uses cost 1 FP each.			

EXHAUSTION	EFFECTS [B426]
FP < 1/3	Half Move and Dodge and ST (round up). This does not effect ST-based quantities, e.g. HP.
FP <= 0	Further FP loss causes equivalent HP loss. Must make Will roll each turn or collapse until FP>0.
-1xFP	You fall unconscious
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 – success: 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. Fail by <= 2, "mortally wounded". Repeat at each multiple of HP.
-5xHP	Automatic death

Active Defense Facing Penalties

Attack Direction	Active Defense	Shield DB?	Defense Penalty	Cumulative Penalty
Front	Dodge	Yes	-0	-1
Front	Block	Yes	-0	-5
Front	Parry	Yes	-0	-4
Left	Dodge	Yes	-2	-1
Left	Block	Yes	-2	-5
Left	Parry	Yes	n/a	n/a
Right	Dodge	No	-2	-1
Right	Block	No	n/a	n/a
Right	Parry	No	-2	-4
Back	Dodge	No	n/a or -2	-1
Back	Block	No	n/a	n/a
Back	Parry	No	n/a or -4	-4

Position Effects (B551)

Posture	Attack	Defense	Target	Movement	Retreat?
Standing	Normal	Normal	Normal	Normal	Yes
Crouching	-2	Normal	-2	+½ per hex	Yes
Kneeling	-2	-2	-2	+2 per hex	No
Crawling	-4 ("C" only)	-3	-2	+2 per hex	Yes
Sitting	-2	-2	-2	None	No
Lying Down	-4	-3	-2	1 hex	Yes

Attack: penalty to *melee* attacks made *from* that posture.

Defense: penalty to active defenses made *from* that posture.

Target: penalty to hit, with *ranged* attacks, the torso/legs area of someone in that posture, assuming the area is visible. Other areas have no penalty assuming they're visible. Any area not visible can not be targeted.

Movement: additional movement point costs while in that posture.

Retreat: you can retreat (by rolling) when Lying Down. (B377)

Criticals (B556)

Roll	Critical	Effective Skill
3	Success	Any
4	Success	Any
5	Success	15+
6	Success	16+
17	Failure	15-
18	Failure	Any
Any	Failure	by 10



from [GURPS 4th ed BASIC SET: CAMPAIGNS](#) and [GURPS Martial Arts](#)