

Maneuver (B363+)	Active Defense	Movement	Description	Bonus from all Targeting systems cannot exceed the weapon's base Accuracy)   You get no +1 for your two-, +2 for 3+ turns, is combined
<b>All-Out Attack - Melee</b>	Any*	Step   None	A ranged weapon to get its Acc bonus (+1 for gracing, +1 for two-, +2 for 3+ turns, is combined	<b>Cover DR Table (B559)</b> <b>Material DR/Inch (2.5 cm)</b> Aluminum 20-30 Brick 5-8* Concrete 6-12* Glass 5-20† Iron 40-60 Sandbags 3 Steel, mild 50-60 Steel, hard 60-70 Stone 8-13* Wood 0.5-1**‡
<i>Determined</i>	None	1/2 forward	+4 to hit	
<i>Double</i>	None	1/2 forward	2 attacks on same foe with ready weapon (-4 to off-hand without Ambidexterity)	
<i>Feint</i>	None	1/2 forward	Make one feint and one attack on the same foe	
<i>Long</i>	None	1/2 forward	Increase reach by 1 yard (Swing attacks at -2 dmg or -1 per die), may end in crouch (MA87)	
<i>Strong</i>	None	1/2 forward	+2 to damage (or +1 per damage die)	
<b>All-Out Attack - Ranged (for optional ranged feints, see MA121)</b>	Any*	Step   None	A ranged weapon to get its Acc bonus (+1 for gracing, +1 for two-, +2 for 3+ turns, is combined	
<i>Determined</i>	None	1/2 forward	+1 to hit	
<i>Suppressed Fire</i>	None	1/2 forward	RoF 5+ targets 2 yard zone - RoF 10+ suppress multiple, adjacent 2 yard zones with 5+ Shots/zone	
<b>All-Out Defense</b>	Any	Step (1/2)	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)	
<i>Increased</i>	Any	Step	Two different Defenses against one attack	
<i>Double</i>	Any	Step	+2 to all resistance rolls against magic, psi, and anything similar. This bonus persists until your next turn	
<i>Mental Defense</i>	Any	Step	Focus on mental task. <b>All-Out Concentrate</b> (DF14:34) gives +1 to roll but loose active defenses. Must make Will-2 if injured or distracted	
<b>Attack</b>	Any	Step	Attack unarmed or with a ready weapon, you make take a step before or after you attack	
<b>Change Posture</b>	Any	None	Standing, sitting, kneeling, crawling, prone, lying face up (see B364/MA98). Prone to Standing takes two turns (Exception Acrobatic Stand)	
<b>Concentrate</b>	Any †	Step	Focus on mental task. <b>All-Out Concentrate</b> (DF14:34) gives +1 to roll but loose active defenses. Must make Will-2 if injured or distracted	
<b>Committed Attack - Melee (MA100)</b>	Any	Step	+2 to hit, or take two steps at -2 to hit for a total, ST-based of 0, may move before or after an attack	
<i>Determined</i>	Special ‡	Step	+1 to damage (or +1 per two full damage dice), ST-based attacks only, may take 2 steps at -2 to skill, may move before or after an attack	
<i>Strong</i>	Special ‡	Step	+1 to damage (or +1 per two full damage dice), ST-based attacks only, may take 2 steps at -2 to skill, may move before or after an attack	
<b>Defensive Attack</b>	Any	Step**	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or Parry with the same weapon, Kick: +2 to avoid Leg Grapple and DX rolls to avoid falling. -2 to damage (or -1 per die if worse), foe gets +1 to defend against a grab or grapple	
<b>Do Nothing</b>	Any	None	Take no action (Active Defenses at -4 if taking Do Nothing due to -Stun; roll vs HT/IQ)	
<b>Evaluate</b>	Any	Step	Study a foe prior to a melee attack (+1 per turn to subsequent attacks or feints, max. +3); may also use the Evaluate Bonus to cancel out penalties from Deceptive Attacks or feints	
<b>Feint - Melee (May use the highest melee weapon or unarmed combat skill to resist a feint; for optional ranged feints, see MA121)</b>	Any	Step	Contest of ST-based combat skill vs foe's ST- or DX-based skill (MA100)	<b>Rapid Fire (B373)</b> <b>Shots Bonus</b>
<i>Beat</i>	Any	Step	Apply the penalty from a successful Beat, Feint or Ruse to foe's attacks roll instead of defense	5-8 +1
<i>Defensive Feint</i>	Any	Step	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield or DX	9-12 +2
<i>Feint</i>	Any	Step	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill or Tactics (MA101)	13-16 +3
<i>Ruse</i>	Any	Step	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill or Tactics (MA101)	17-24 +4
<b>Move and Attack</b>	Special §	Full Move (-2 to avoid falling)	Move and attack at a penalty (Ranged: -2 or weapon's bulk; non-slam Melee: -4, max. skill 9). For thrusting attacks, may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Giant Step, Combos, Rapid Strike or Deceptive Attack (except slams or cinematic techniques which require final effective skill of at least 10)	25-49 +5
<b>Move</b>	Any	Full Move	Do nothing but move (See Sprinting B354 and Acrobatic Movement MA105+)	50-99 +6
<b>Ready</b>	Any	Step	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)	x2 ++1
<b>Wait</b>	Any	Varies	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, Ready or Stop Hit. Specify exactly what your action will be and what will trigger it. You may also perform a Step and Wait, loosing your Step in the proceeding Maneuver	
* Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim. ** Before or after attack. † Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain. ‡ The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat. § If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.				
<b>Deceptive Attack (B369)</b>	Target suffers a -1 to active defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10).			
<b>Pop-Up Attack (B390)</b>	Ranged attacks only, attacker suffers -2 to hit, no aim possible, may step. Not possible with bow or sling			
<b>Rapid Strike (B370)</b>	Make two attacks, both at -6, to replace one normal attack. Can target separate foes.			
<b>Riposte (MA124)</b>	Take a penalty to your Parry (min. of 8), not including modifiers. If Parry succeeds and you attack using the parrying weapon next turn, apply the same penalty to your foes Parry (hand or weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penalty to all other defenses.			
<b>Stop Hit (MA108)</b>	Take a Wait Maneuver and declare that you intend to attack. Both hand roll to hit. Both fail, nothing happens. If one hits, the other defends at -1 or -3 if Parry with same weapon. If both hit, larger margin of success defends normally, other at penalty above. If tied, both have above penalty. Possible with Unbalanced/Unready Weapon.			
<b>Spraying Fire (B409)</b>	RoF 5+ weapon may attack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rd target and so on. RoF -16 loses 1 shot/yard, RoF 16+ loses 2 shot/yard. Attack roll for each target with effective RoF			
<b>Telegraphic Attack (MA113)</b>	+4 to hit, +2 to defend against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical chance.			
<b>Tip Slash (MA113)</b>	Swing a thrusting, impaling weapon to do cutting damage equal to the weapons impaling damage -2			
<b>Extra Effort</b>	A critical failure on these rolls causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no more than one offensive option (Flurry of Blows, Giant Step, Great Lunge, Heroic Charge, Mighty Blows)			
<i>Flurry of Blows</i>	Spend 1 FP per attack to halve the penalty for Rapid Strike (B370, usually -6)			
<i>Giant Step</i>	Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.			
<i>Great Lunge</i>	Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).			
<i>Heroic Charge</i>	Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).			
<i>Mighty Blow</i>	Spend 1 FP per attack to get the All-Out Attack (Strong) damage bonus to an Attack without losing defenses.			
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<b>Active Defense (B374+)</b>	Description		Posture (B367, B551) Defense Melee Attacks Ranged Target Movement	
<b>Dodge</b>			Standing Normal Normal Normal Normal	
<i>and Drop / Dive</i>	+3 to Dodge - you may take a step before falling prone		Crouching Normal -2 -2 -2 2/3 (or +1/2 MP per hex)	
<i>Sacrificial</i>	If you make your dodge roll, you get hit - if you fail, original victim gets his defense roll		Kneeling -2 -2 -2 1/3 (or +2 MP per hex)	
<i>Acrobatic</i>	-2/+2 to Dodge - once per turn, can be combined with retreat		Crawling -3 -4 (Reach "C") -2* 1/3 (or +2 MP per hex)	
<b>Parry (Weapon, all Parries against an attack coming from the back are at -2)</b>			Sitting -2 -2 -2 None	
<i>Flail</i>	-4, fencing weapons can't parry at all		Lying Down -3 -4 -2* 1 yard/second	
<i>Thrown</i>	-1 if (Large, eg. spear), -2 if (Small, eg. knife)		* If attacker is at the same or lower elevation and farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.	
<i>Consecutive</i>	-4 if you use the same hand in the same round -2 if you use fencing or with Weapon Master/Trained by a Master -1 if you use fencing with Weapon Master/Trained by a Master			
<i>Cross</i>	Commit two ready melee weapons to a single Parry, using the better Parry score +2 and combining their weights (for purposes of breaking). Neither hand can Parry again this turn			
<i>Supported</i>	Use a ready (empty) hand to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry again			
<b>Parry (Unarmed - above rules apply as well)</b>				
<i>DX / Karate / Brawling</i>	Use highest to Parry with one free hand		Boxing Parry two different attacks per turn, one with each hand	
<i>Wrestling / Sumo</i>	Need to use two hands to Parry			
<i>Weapon Swing Attack</i>	-3, 0 if you use Karate or Judo			
<b>Parry (Unarmed with legs - above rules apply as well)</b>	<i>Karate / Brawling</i> Needs Karate / Brawling - can only parry attacks below the waist, can not retreat, once per Turn			
<b>Block (You can not Block Bullets or Beam Weapons)</b>				
<i>Consecutive</i>	-5		<i>Flail</i> -2	
<i>Close Combat</i>	No block possible			
<b>Retreat (Together with another active defense, counts against one foe for one turn, can only retreat once per turn, must take a step backwards)</b>				
<i>Dodge</i>	+3			
<i>Parry</i>	+1, +3 if using Fencing Weapon / Judo / Karate			
<i>Block</i>	+1			
<b>Extra Effort</b>	A critical failure on these rolls causes an additional 1 HP of injury to arm (Block, Parry, Attack) or leg (Dodge or Kick), no DR (B357). May use no more than one defensive option (Feverish Defense or Rapid Recovery)			
<i>Feverish Defense</i>	Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack)			
<i>Rapid Recovery</i>	Spend 1 FP to Parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack			
<b>Injury Tolerance Table (B380)</b>				
<b>Kind of Injury pi- pi pi+ imp</b>				
Unliving x1/5 x1/3 x1/2 x1				
Homogenous x1/10 x1/5 x1/3 x1/2				
Diffuse* 0-1HP 0-1HP 0-1HP 0-1HP				
* Other attacks never >2 HP; Area-effect, Cone and Exp attacks cause normal injury				

