Maneuver (B363+)	Active Defense	Movement	Description							
Aim					targeting sy	stems				
cannot exceed the weapon's base Accuracy)   You get no step if yo								able (B559)		
All-Out Attack - Melee							Ma	aterial	I	DR/2.5cm
Determined	None	1/2 forward					Alu	uminum	2	20-30
Double	None					Bri	ick	5	5-8*	
Feint				Co	ncrete	6	6-12*			
Long	None		Increase reach by 1 yard (Swing attacks at -2	2 dmg or -1 per die), may	y end in cr	ouch (MA87)	Gl	ass		5-20 <b>†</b>
Strong	None		+2 to damage (or +1 per damage die)				Iro			10-60
All-Out Attack - Range			· · · · · · · · · · · · · · · · · · ·					ndbags		3
Determined	None	1/2 forward		W. J. W. 10		5. 0		eel, mild		50-60
Suppression Fire	None	1/2 forward	RoF 5+ targets 2 yard zone - RoF 10+ suppr	ess multiple, adjacent 2	yard zones	s with 5+ Shots/z		eel, hard		60-70
All-Out Defense		01 (4/0)	.0. 45 56 51 11 11			,		one		3-13*
Increased	Any	Step (1/2)	+2 to one Active Defense until next turn (Incr	eased Dodge allows up	to Hair ivio	ve)		ood		).5-1*/ <b>‡</b>
Double	Any	Step	Two different Defenses against one attack			441-			damage to s	
Attack	Any	Step	Attack unarmed or with a ready weapon, you		-		_		† Brittle / ‡	
Change Posture	Any	None	Standing, sitting, kneeling, crawling, prone, ly	ring race up (see B364/N	//A98). Pro	ne to Standing t	akes two turn	s (Excepti	on Actobatio	; Stand)
Concentrate	Any †	Step	Focus on mental task							
Committed Attack - Me	, ,	Cton	12 to hit antaka tua atana at 2 to hit for a to	tal madifier of 0 may m	ava bafara	or offer on ottogo	de.			
Determined	Special ‡	Step	+2 to hit, or take two steps at -2 to hit for a to +1 to damage (or +1 per two full damage dice					ovo bofor	or ofter an	ottook
Strong  Defensive Attack	Special ‡ Any	Step**	Balanced weapon: +1 Parry/Block, Unbalance avoid Leg Grapple and DX rolls to avoid falling	ed weapon: +1 Parry/Blo	ock with di	fferent weapon o	or Parry with t	he same v	veapon, Kic	k: +2 to
Do Nothing	Any	None	Take no action (Active Defenses at -4 if takin				i to deteria a	gairist a g	ab or grapp	ic
Evaluate	Any	Step	Study a foe prior to a melee attack (+1 per tu penalties from Deceptive Attacks or feints				also use the	Evaluate l	Bonus to car	ncel out
Feint - Melee (May use	the highest mel	ee weapon o	r unarmed combat skill to resist a feint; for	optional ranged feints	, see MA1	21)			Rapid	Fire
Beat	Any	Step	Contest of ST-based combat skill vs foe's ST			•			Shots	Bonus
Defensive Feint	Any	Step	Apply the penalty from a successful Beat, Fe			ead of defense			5-8	+1
Feint	Any	Step	Contest of combat skill (melee or ranged) vs.	combat skill, cloak/shiel	ld or DX				9-12	+2
Ruse	Any	Step	Contest of IQ-based combat skill vs. foe's Pe	r-based skill, DX-based	skill or Tac	ctics (MA101)			13-16	+3
Move and Attack	Special §	Full Move	Move and attack at a penalty (Ranged: -2 or	weapon's bulk; non-slan	n Melee: -4	I, max. skill 9). F	or thrusting a	ttacks,	17-24	+4
		(-2 to avoid	may use slam damage (HP x velocity/100). N						25-49	+5
		falling)	Rapid Strike or Deceptive Attack (except slar			equire final effec	ctive skill of at	least 10)	50-99	+6
Move	Any	Full Move	Do nothing but move (See Sprinting B354 an						x2	++1
	Ready Any Step Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)									
	Wait 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.							what		
† Taking an active defen ‡ The attacker cannot pa § If you attacked using a	* 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 defense, but you cannot part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.									
i i	Deceptive Attack (B369) 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).									
Pop-Up Attack (B390)	-	•	tacker suffers -2 to hit, no aim possible, may s		w or sling					
Rapid Strike (B370)			at -6, to replace one normal attack. Can targe	•						
Riposte (MA124)  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.										
Stop Hit (MA108)	weapon. It	f both hit, large	and declare that you intend to attack. Both roll er margin of success defends normally, other a	at penalty above. If tied,	both have	above penalty. F	Possible with	Unbalace	d/Unready V	Veapon.
	Spraying Fire (B409) 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 looses 1 shot/ yard, RoF 16+ looses 2 shot/yard. Attack roll for each target with effective RoF									
Telegraphic Attack (MA113) +4 to hit, +2 to defend against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical chance.										
Tip Slash (MA113) Swing a thrusting, impaling weapon to do cutting damage equal to the weapons impaling damage -2										
Extra Effort 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)  Flurry of Blows Spend 1 FP per attack to halve the penalty for Rapid Strike (B370, usually -6)										
Giant Step Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.  Great Lunge Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).										
Heroic Charge Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).										
Mighty Blow Spend 1 FP per attack to get the All-Out Attack (Strong) damage bonus to an Attack without losing defenses.										
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Active Defense (B374+			r resaire, unitient the permissions granted in the Stevi	Posture (B367, B551)			Ranged Tai			$\overline{}$
Dodge				Standing	Normal	Normal	Normal	Norr		
and Drop / Dive	+3 to Doo	dge - you may	take a step before falling prone	Crouching	Normal	-2	-2	2/3 (	or +1/2 MP	per hex)

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Active Defense (B374+)	Description	Posture (B367, B551)	Defense	Melee Attack	Ranged Target	Movemer	nt			
Dodge		Standing	Normal	Normal	Normal	Normal				
and Drop / Dive	+3 to Dodge - you may take a step before falling prone	Crouching	Normal	-2	-2	2/3 (or +1	/2 MP pe	er hex)		
Sacrificial	If you make your dodge roll, you get hit - if you fail, original	Kneeling	-2	-2	-2	1/3 (or +2	MP per	hex)		
	victim gets his defense roll	Crawling	-3	-4 (Reach "C")	-2*	1/3 (or +2	MP per	hex)		
Acrobatic	-2/+2 to Dodge - once per turn, can be combined with retreat	Sitting	-2	-2	-2	None				
Parry (Weapon)		Lying Down	-3	-4	-2*	1 yard/sed	cond			
Large Thrown (Spear)	-1	* If attacker is at the sa	me or lowe	r elevation and	farther away than	his own he	ight, he a	attacks		
Small Thrown (Knife)	-2	your torso as if it were h					gs, or fee	et at all.		
Consecutive	Consecutive -4 if you use the same hand in the same round If you also have your head down, he cannot attack yo						k your neck, eyes, or face.			
	-2 if you use fencing									
_	-1 if you use fencing with Weapon Master or Trained by a Master									
Cross	Commit two ready melee weapons to a single Parry, using the better again this turn	Parry score +2 and com	ibining thei	r weights (for pu	irposes of breaking	g). Neither	hand car	n Parry		
Supported	Use a ready (empty) hand to support a parrying weapon for +1 as if i	it were a two-handed we	apon. Neitl	ner hand can pa	rry again					
Parry (Unarmed - above rule	s apply as well)									
DX / Karate / Brawling	Use highest to Parry with one free hand Injury Tolerance Table (B380)									
Wrestling / Sumo	Need to use two hands to Parry				<i>Lind of entity pi-</i> Inliving x1	pi	pi+	imp		
Weapon Swing Attack	Weapon Swing Attack -3, 0 if you use Karate or Judo					/5 x1/3	x1/2	x1		
Parry (Unarmed with legs - above rules apply as well)					omogenous x1/		x1/3	x1/2		
Karate / Brawling Needs Karate / Brawling - can only parry attacks below the waist, can not retreat, once per Turn		-		HP 0-1HP						
Block (You can not Block Bullets or Beam Weapons)					* Other attacks never >2 HP; Area-effect, Cone and Exp attacks cause normal injury					
Consecutive	Consecutive -5				one and Exp attac	ks cause r	iormai in	jury		
Close Combat	No block possible									
Retreat (Together with anoth	er active defense, counts against one foe for one turn, can only r	etreat once per turn, m	ust take a	step backward	ls)					
Dodge										
Parry	arry +1, +3 if using Fencing Weapon / Judo / Karate									
Block	+1									
Extra Effort	A critical failure on these rolls causes an additional 1 HP of injury to a defensive option (Feverish Defense or Rapid Recovery)	arm (Block, Parry, Attack	) or leg (Do	odge or Kick), no	DR (B357). May	use no mo	re than c	one		
Feverish Defense	Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack)									
Rapid Recovery	Spend 1 FP to Parry with an unbalanced weapon during an Attack, of	or any weapon during a N	Nove and A	ttack						

## Hit Location Table

	Humanoia B552							
Roll L		Location	Penalty	Notes				
	3 - 4	Skull	-7(f)/-5(b)	[1, 3]				
	5	Face	-5(f)/-7(b)	[1, 4]				
	6 - 7	Right Leg	-2	[5]				
	8	Right Arm	-2	[5, 6]				
	9 - 10	Torso	0	[18]				
	11	Abdomen	-1					
	12	Left Arm	-2	[5, 6]				
	13 - 14	Left Leg	-2	[5]				
	15	Hand	-4	[6, 8, 9]				
	16	Foot	-4	[8, 9]				
	17 - 18	Neck	-5	[1, 10]				
		Vitals	-3	[1, 11]				
		Eye	-9	[1, 2]				
		Ear	-7	[1, 12]				
		Nose	-7	[1, 15]				
		Jaw	-6	[1, 13]				
		Spine	-8	[1, 16]				
		Limb vascular	-5	[17]				
		Neck vascular	-8	[17]				
		Arm/Leg Joint	-5	[14]				
		Hand/Foot Joint	-7	[14]				
		Groin	-3	[1 7]				

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[1] An attack that misses by 1 hits the torso in- with cr, cut, pi, tbb hits a joint [14].

[2] Only impaling, piercing, and tight-beam burnfront or sides. Injury over HP/10 blinds the eye.

damage

has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the Critical tacks cannot target the vitals. Head Blow Table. Corrosion damage gets a ×1.5 [12] Ear, if cutting max Dmg = HP/4, double HP/4 wounding modifier, and if it inflicts a major wound, it also blinds one eye (both eyes on damage over full HP). Random attacks from behind hit the skull attack is imp, pi, tbb. Otherwise it's a nose hit [15].

[5] Limb. Reduce the wounding multiplier of large pi, huge pi and imp damage to  $\times 1$ . Any major wound (loss of over 1/2 HP from one blow) crip- and no Sense of Smell/Taste until healed. Cut lops ples the limb. Damage beyond that threshold is off nose if HP/4×2 (major wound) but knockdown lost. Roll 1d, on a 1 cut, imp, pi, tbb hit vein/artery, see [17]. Cr hits a joint [15]

[6] If holding a shield, double the penalty to hit: -4 for shield arm. -8 for shield hand.

torso hit

[8] Extremity. Treat as a limb, except that damage es by 1 hits the neck, arm or leg, as appropriate over 1/3 HP in one blow inflicts a crippling major [18] Roll 1d if *cr, imp, pi* or *tbb*. On 1, hit to the wound. Excess damage is still lost. Roll 1d, on a 1 vitals [11], *cut* from behind hits the spine [16]

[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is

ing attacks can target the eye – and only from the [10] Neck and throat. Increase the wounding multiplier of cr and cor attacks to ×1.5, and that of Otherwise, treat as skull [2], but without the extra cutting damage to ×2. At the GM's option, anyone DR!

[3] The skull gets an extra DR 2. Wounding modi-Roll 1d, on a 1 with cut, imp, pi, tbb hits vein/ar-fier is ×4. Knockdown rolls are at -10. Critical hits tery [17], if crushing from behind, counts as [16] use the Critical Head Blow Table (B556). Excep- and gives quadriplegic. Automatic if dmg>HP from tion: These special effects do not apply to toxic Neck Snap or throw from Head Lock.

[11] Heart, lungs, kidneys, etc. Increase wound-[4] Jaw, cheeks, nose, ears, etc. If the target ing modifier for *imp* or *pi* attack to ×3. Increase has an open-faced helmet, ignore its DR. Knock-wounding modifier for *tbb* attack to ×2. Other at-

removes ear which gives -1 Appearance
[13] Jaw, if crushing extra -1 to knockdown

[14] Joints, limb crippeld at HP/3, extremity at instead. On front hit, roll 1d. 1 means skull hit if HP4, HT roll to recover from crippling -2, miss by 1 hits the limb or extremity not the joint

[15] Nose, only targetable from the front, treat like facehit, HP/4 breaks nose gives major wound not at -5 for face. Cutting off nose = Appearance -2

[16] Spine, only targetable from behind with cr. cut, imp, pi, tbb. DR3, if shock-penatly roll against for shield arm, -8 for shield hand. knockdown, crippled if dmg = HP which causes [7] Human males and the males of similar spe- automatic knockdown and stunning

cies suffer double shock from *cr* damage, and [17] Veins and Arteries, only targetable by *cut*, get -5 to knockdown rolls. Otherwise, treat as a *imp*, *pi*, *tbb*. Increases wounding modifier plus 0.5, no crippling and no dmg limit, an attack that miss-

Damage Types Effect Abbreviation Description affliction burn burning corrosive crushing 1x Dmg cr cut cutting 1.5x Dmg fatigue imp impaling 2x Dmg small piercing 0.5x Dmg pi-1x Dmg piercing 1.5x Dmg ni+ large piercing 2x Dmg huge piercing tight-beam Can target thh burning eyes/vitals spec special







Size and Speed/Range

•	oize and opecarrange				
Speed Range	Size		near rement		
0	-15	7	mm		
0	-14	11.55	mm		
0	-13	17.5	mm		
0	-12	23.1	mm		
0	-11	35	mm		
0	-10	37.5	mm		
0	-9	5	cm		
0	-8	7.5	cm		
0	-7	12.5	cm		
0	-6	20	cm		
0	-5	30	cm		
0	-4	45	cm		
0	-3	60	cm		
0	-2	1	m		
0	-1	1.5	m		
0	0	2	m		
-1	1	3	m		
-2	2	5	m		
-3	3	7	m		
-4	4	10	m		
-5	5	15	m		
-6	6	20	m		
-7	7	30	m		
-8	8	50	m		
-9	9	70	m		
-10	10	100	m		
-11	11	150	m		
-12	12	200	m		
-13	13	300	m		
-14	14	500	m		
-15	15	700	m		
-16	16	1000	m		
-17	17	1500	m		
-18	18	2000	m		
-19	19	3000	m		
-20	20	5000	m		
-21	21	7000	m		
-22	22	10	km		

3.6 kmh ~ 1 m/s

## Weapon Statistics

The tech level at which the weapon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you have the High TL trait (B23).

## Weapon

TL

The general class of weapon in question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. For guns, this entry includes a projectile diameter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., 50), as customary for the weapon. The lefters M (Magnum), P (Pistol), R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber but fire different ammunition; for instance, 7.62mm ammo is not interchangeable with shorter 7.62mmS ammo.

## Damage

Reach

Acc

RoF

Shots

ST

Rcl

Gifferent guns have the same caliber but fire different ammunition; for instance, 7.62mm ammo is not interchangeable with shorter 7.62mm ammo.

For muscle-powered melee and missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wielder's Dasic thrusting (thr) or swinging (sw) damage, as given on the Damage lable (B16). For example, a spear does 'thrusting damage of 16-1, you inflict 14-1 damage with a spear. Note that swung weapons act as a lever, and so do more damage.

For firearms, grenades, and some powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm auto pistol lists '2d-2,' which means that any user would roil 2d and add 2 to get damage.

\*\*Armor Divisors: A parenthetical number after damage — e.g., (2) — is an armor divisor. Divide the target's DR, from armor or other sources by this number before subtracting it from your damage (or adding it to the target's HT roil to resist an affliction). For instance, a rattack with a divisor of (2) would halve DR. A fractional divisor increases DR. (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.

\*\*Damage Type: An abbreviation indicating the type of injury or effect the attack causes: aff = affliction, burn = burning, cor = corrosion, cr = crushing, cut = cutting, lat = fattigue, imp = impaling, pl = small piercing, pi+ = large piercing, pi++ huge piercing, spec. = special seven on injury, but impose a particular affliction on a failed HT roil, as specified in the weapon's notes. See Damage and Injury (p. 377) for additional rules.

\*\*Explosions: An ex after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divided amage by three times distance in yards from the center of the blast. Some explosions catter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage, p. 414). Fragmentation damage appears in brackets, e.g., 301 201 cr ex means a explosion that inflicts 3d crushing damage

Melee weapons only. This is the distance in yards at which a human-sized or smaller wielder can strike with the weapon. For example, reach "2" means the weapon can only strike a foe two yards away — not a closer or more distant one.

"C" indicates you can use the weapon in close combat; see Close Combat (B391).

Some weapons have a continuum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asterisk (") next to reach means the weapon is awkward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you can strike at foes that are at any distance within the weapon's reach.

Melee weapons only. A number, such as "+2" or "-1," indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, B376). For most weapons, this is "0," meaning "no modifier." F" means the weapon is a fencing weapon (see B404). "U" means the weapon is unbalanced: you cannot use it to parry if you have already used it to attack this turn (or vice versa). No means the weapon cannot parry at all.

Ranged weapons only. Add Accuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a builtin scope, the bonus for this appears as a separate modifier after the weapon's base Acc; e.g., "7+2."

The maximum number of shots an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum of 1), if you wish, but some special notes apply:

"I means the weapon can only fire on "full auto", like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up.
"m x n" (e.g., 3x9) means the weapon can fire a number of shots per attack equal to the first number (m), and that each shot releases smaller projectiles equal to the second number (n); see Shotguns and Multiple Projectiles (B409).
"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106).

The number of shots the weapon can fire before you must reload or recharge it. "T" means the weapon is thrown. To "reload," pick it up or ready a new weapon! The parefithetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g., by changing magazines) — or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must road shots individually: the time listed is per shot rather than for all shots.

The weight of the weapon, in pounds; "neg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight of one full reload appears after a slash. Weiaht

of one full reload appears after a slash.

The minimum Strength required to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will be at -1 to weapon skill per point of ST you lack and lose one extra FP at the end of ground that lasts long enough to fatigue you. "I means the weapon requires two hands, If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes unready after you attack with it. If you have at least twice the listed ST, you can use a weapon like this in readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless of ST.

"I means the weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST, (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.

B' indicates a fiterarm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce its ST requirement to 2/3 of the listed value (round up), e.g., ST 13 becomes ST 9.

M' means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod, lipore the listed ST and Bulk when firing the weapon from its tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the weapon from its mount. Or reattaching it) takes at least three one-second Ready maneuvers.

A measure of the weapon's size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and Attack, B365). It also serves as a penalty to Holdout skill when you attempt to conceal the weapon. Bulk

A measure of how easy the weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon is recoilless, or nearly so. When firing at RoF 2+, every full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum number of hits equal to total shots fired; see Rapid Fire (B373). (Firearms with RoF 1 still list Rcl, for use with certain rules.)

This is only noted for firearms and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. An exception is the force sword, which is LC2. Ignore LC for "weapons" intended as tools, or for hunting or recreation, and for those that are completely improvised (like a wooden stake). See Legality Class (B267). LC