· · · · ·	Active Defense	Movement	Description		
Aim	Any*	Step None	Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns, the comb cannot exceed the weapon's base Accuracy) You get no step if your two-handed weapon is brace		
All-Out Attack - Melee			cannot exceed the weapon's base Accuracy) You get no step if your two-handed weapon is brace	0010.2	. ,
Determined	None	1/2 forward	+4 to hit	<i>Material</i> Aluminum	DR/2.5cm 20-30
Double	None		2 attacks on same foe with ready weapon (-4 to off-hand without Ambidexterity)	Brick	5-8*
Feint	None	1/2 forward	Make one feint and one attack on the same foe	Concrete	6-12*
Long	None		Increase reach by 1 yard (Swing attacks at -2 dmg or -1 per die), may end in crouch (MA87)	Glass	5-20 †
Strong	None		+2 to damage (or +1 per damage die)	Iron	40-60
All-Out Attack - Range		-		Sandbags	3
Determined Suppression Fire	None None	1/2 forward	+1 to nit RoF 5+ targets 2 yard zone - RoF 10+ suppress multiple, adjacent 2 yard zones with 5+ Shots/zon	Steel, mild	50-60
All-Out Defense	NOTE	1/2 101 waru	RUP 5+ targets z yard zone - RUP 10+ suppress multiple, adjacent z yard zones with 5+ Shots/zon	ne Steel, hard Stone	60-70 8-13*
Increased	Any	Step (1/2)	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)	Wood	0.5-1*/‡
Double	Any	Step	Two different Defenses against one attack		lamage to small Area
Attack	Any	Step	Attack unarmed or with a ready weapon, you make take a step before or after you attack		Brittle / # Cmbustl.
Change Posture	Any	None	Standing, sitting, kneeling, crawling, prone, lying face up (see B364/MA98). Prone to Standing take	es two turns (Exception	on Actobatic Stand)
Concentrate	Any †	Step	Focus on mental task		
Committed Attack - Me	• •				
Determined	Special ‡	Step	+2 to hit, or take two steps at -2 to hit for a total modifier of 0, may move before or after an attack		
Strong	Special ‡	Step	+1 to damage (or +1 per two full damage dice), ST-based attacks only, may take 2 steps at -2 to sh		
Defensive Attack	Any	Step**	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or F avoid Leg Grapple and DX rolls to avoid falling2 to damage (or -1 per die if worse), foe gets +1 to		
Do Nothing	Any	None	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs HT/IQ)	to deferre against a gr	ab or grappic
Evaluate	Any	Step	Study a foe prior to a melee attack (+1 per turn to subsequent attackss or feints, max. +3); may als	so use the Evaluate B	Sonus to cancel out
	,		penalties from Deceptive Attacks or feints		
Feint - Melee (May use	e the highest me	lee weapon o	r unarmed combat skill to resist a feint; for optional ranged feints, see MA121)		Rapid Fire
Beat	Any	Step	Contest of ST-based combat skill vs foe's ST- or DX-based skill (MA100)		Shots Bonus
Defensive Feint	Any	Step	Apply the penalty from a successful Beat, Feint or Ruse to foe's attacks roll instead of defense		5-8 +1 9-12 +2
Feint Ruse	Any	Step Step	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield or DX Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill or Tactics (MA101)		9-12 +2 13-16 +3
Ruse Move and Attack	Any Special §	Step Full Move	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill or Tactics (MA101) Move and attack at a penalty (Ranged: -2 or weapon's bulk; non-slam Melee: -4, max. skill 9). For	thrusting attacks	17-24 +4
move and Audok	opecial 8	(-2 to avoid	may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Gian		25-49 +5
		falling)	Rapid Strike or Deceptive Attack (except slams or cinematic techniques which require final effectiv		50-99 +6
Move	Any	Full Move	Do nothing but move (See Sprinting B354 and Acrobatic Movement MA105+)		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, R your action will be and what will trigger it.	Ready or Stop Hit. Spe	ecify exactly what
* Taking an active defen	se spoils your Air	m: if you are in	jured, make a Will roll or lose your Aim. ** Before or after attack.		
			ured, distracted etc. requires a Will-3 roll to maintain.		
			o attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other de	efense, but at -2. He c	annot retreat.
			n to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If y	ou used any other bo	dy part to attack,
you cannot dodge. You				-640)	
Deceptive Attack (B36	, ,		tive defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of taken suffers -2 to bit as sim possible may dep. Not possible with how as align	of 10).	
Pop-Up Attack (B390) Rapid Strike (B370)	-		tacker suffers -2 to hit, no aim possible, may step. Not possible with bow or sling at -6, to replace one normal attack. Can target seperate foes.		
Riposte (MA124)			Parry (min. of 8), not including modifiers. If Parry succeeds and you attack using the parrying weapo		
				on next turn apply the	same nenalty to
	your foes				same penalty to
Stop Hit (MA108)	Take a Wa	Parry (hand or ait Maneuver a	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatly to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other	ises. er defends at -1 or -3 if	f Parry with same
	Take a Wa weapon. I	Parry (hand or ait Maneuver a If both hit, large	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatly to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos	er defends at -1 or -3 it ssible with Unbalaced	f Parry with same I/Unready Weapon.
Stop Hit (MA108) Spraying Fire (B409)	Take a Wa weapon. I RoF 5+ w	Parry (hand of ait Maneuver a If both hit, large reapon may att	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatily to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc	er defends at -1 or -3 it ssible with Unbalaced	f Parry with same I/Unready Weapon.
Spraying Fire (B409)	Take a Wa weapon. I RoF 5+ w yard, RoF	Parry (hand of ait Maneuver a If both hit, large reapon may att 16+ looses 2	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatty to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF	nses. er defends at -1 or -3 it ssible with Unbalaced d target and so on. Ro	f Parry with same I/Unready Weapon.
Spraying Fire (B409) Telegraphic Attack (MA	Take a Wa weapon. I RoF 5+ w yard, RoF A113) +4 to hit,	Parry (hand ou ait Maneuver a lf both hit, large reapon may att 16+ looses 2 +2 to defend a	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF igainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha	nses. er defends at -1 or -3 it ssible with Unbalaced d target and so on. Ro	f Parry with same I/Unready Weapon.
Spraying Fire (B409) Telegraphic Attack (MA Tip Slash (MA113)	Take a W weapon. I RoF 5+ w yard, RoF A113) +4 to hit, Swing a t	Parry (hand ou ait Maneuver a If both hit, large yeapon may att - 16+ looses 2 +2 to defend a hrusting, impal	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2	ises. rr defends at -1 or -3 it ssible with Unbalaced d target and so on. Ro ance.	f Parry with same l/Unready Weapon. oF -16 looses 1 shot/
Spraying Fire (B409) Telegraphic Attack (M/ Tip Slash (MA113) Extra Effort	Take a W weapon. I RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure o	Parry (hand or ait Maneuver a lf both hit, large yeapon may att 16+ looses 2 +2 to defend a hrusting, impal	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF igainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha	ises. rr defends at -1 or -3 it ssible with Unbalaced d target and so on. Ro ance.	f Parry with same l/Unready Weapon. oF -16 looses 1 shot/
Spraying Fire (B409) Telegraphic Attack (M/ Tip Slash (MA113) Extra Effort	Take a W weapon. I RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure of option (Flurry of	Parry (hand or ait Maneuver a lf both hit, large yeapon may att 16+ looses 2 +2 to defend a hrusting, impal on these rolls of Blows, Giant S	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defense and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF gainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357).	ises. rr defends at -1 or -3 it ssible with Unbalaced d target and so on. Ro ance.	f Parry with same l/Unready Weapon. oF -16 looses 1 shot/
Spraying Fire (B409) Telegraphic Attack (MA Tip Slash (MA113) Extra Effort Flurry of Blows Giant Step	Take a W weapon. I RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure c option (Flurry of Spend 1 FP per a Spend 1 FP for c	Parry (hand ou ait Maneuver a If both hit, larg- veapon may att 5 16+ looses 2 +2 to defend a hrrusting, impal on these rolls c Blows, Giant S attack to halve one extra step	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF igainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 causes an additional 1 HP of injury to arm (block, pary, attack) or leg (dodge or kick), no DR (B357). Step, Great Lunge, Heroic Charge, Mighty Blows) the penalty for Rapid Strike (B370, usually -6) (before or after your attack) during an Attack or Defensive Attack.	ises. r defends at -1 or -3 if ssible with Unbalaced d target and so on. Ro ance.). May use no more th	f Parry with same l/Unready Weapon. oF -16 looses 1 shot/
Spraying Fire (B409) Telegraphic Attack (MJ Tip Slash (MA113) Extra Effort Flurry of Blows Giant Step Great Lunge	Take a Wi weapon. 1 RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure c option (Flurry of Spend 1 FP per i Spend 1 FP for c Spend 1 FP to ge	Parry (hand ou ait Maneuver a If both hit, larg evapon may att 16+ looses 2 +2 to defend a hrusting, impal on these rolls c Blows, Giant S Blows, Giant S bone extra step et the effects o	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 auses an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). Step, Great Lunge, Heroic Charge, Mighty Blows) the penalty for Rapid Strike (B370, usually -6) (before or after your attack) during an Attack or Defensive Attack. of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, I	ises. r defends at -1 or -3 if ssible with Unbalaced d target and so on. Ro ance.). May use no more th	f Parry with same l/Unready Weapon. bF -16 looses 1 shot/
Spraying Fire (B409) Telegraphic Attack (MJ Tip Slash (MA113) Extra Effort Flurry of Blows Giant Step Great Lunge Heroic Charge	Take a W weapon. 1 RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure c option (Flurry of Spend 1 FP for c Spend 1 FP for c Spend 1 FP durin	Parry (hand ou ait Maneuver a If both hit, larg veapon may att 16+ looses 2 +2 to defend a hrusting, impal on these rolls c Blows, Giant S attack to halve one extra step et the effects o ng a Move and	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rd shot/yard. Attack roll for each target with effective RoF against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). Step, Great Lunge, Heroic Charge, Mighty Blows) e the penalty for Rapid Strike (B370, usually -6) (before or after your attack) during an Attack or Defensive Attack. of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, It dattack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).	ises. r defends at -1 or -3 if ssible with Unbalaced d target and so on. Ro ance.). May use no more th	f Parry with same l/Unready Weapon. bF -16 looses 1 shot/
Spraying Fire (B409) Telegraphic Attack (M/ Tip Slash (MA113) Extra Effort Flurry of Blows Giant Step Great Lunge Heroic Charge Mighty Blow	Take a W weapon. I RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure of option (Flurry of Spend 1 FP per a Spend 1 FP for og Spend 1 FP duri Spend 1 FP duri	Parry (hand or ait Maneuver a fl both hit, largy ecapon may att = 16+ looses 2 +2 to defend a hrusting, impal on these rolls o Blows, Giant S attack to halve one extra step et the effects o ng a Move and attack to get th	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatty to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rc shot/yard. Attack roll for each target with effective RoF igainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 auses an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). Step, Great Lunge, Heroic Charge, Mighty Blows) e the penalty for Rapid Strike (B370, usually -6) (before or after your attack) during an Attack or Defensive Attack. of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Is 4 Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack). he All-Out Attack (Strong) damage bonus to an Attack without losing defenses.	Ises. In defends at -1 or -3 if ssible with Unbalaced d target and so on. Ro ance.). May use no more th Defensive Grip).	f Parry with same //Unready Weapon. JF -16 looses 1 shot/ an one offensive
Spraying Fire (B409) Telegraphic Attack (M/ Tip Slash (MA113) Extra Effort Flurry of Blows Giant Step Great Lunge Heroic Charge Mighty Blow GURPS is a trademark o	Take a Wi weapon. 1 RoF 5+ w yard, RoF A113) +4 to hit, Swing a ti A critical failure c option (Flurry of Spend 1 FP per i Spend 1 FP for c Spend 1 FP to gr Spend 1 FP duri Spend 1 FP per i Spend 1 FP per i Spend 1 FP per i	Parry (hand or ait Maneuver a If both hit, largy ecapon may att 16+ looses 2 +2 to defend a hrusting, impal bon these rolls or Blows, Giant S attack to halve one extra step et the effects o ng a Move and attack to get th ames, and its rul	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatity to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rd shot/yard. Attack roll for each target with effective RoF against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). Step, Great Lunge, Heroic Charge, Mighty Blows) e the penalty for Rapid Strike (B370, usually -6) (before or after your attack) during an Attack or Defensive Attack. of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, It d Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack). he All-Out Attack (Strong) damage bonus to an Attack without losing defenses. les and at are copyrighted by Steve Jackson Games All rights are reserved by Stev Jackson Games. This ga r resale, under the permissions granted in the Steve Jackson Games Online Policy (http://www.sigames.com/gr	ises. r defends at -1 or -3 if ssible with Unbalaced d target and so on. Ro ance.). May use no more th Defensive Grip). ame aid is the original cr	f Parry with same //Unready Weapon. JF -16 looses 1 shot/ an one offensive eation of Onkl and is
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Spraying Fire (B409) Telegraphic Attack (MJ Tip Slash (MA113) Extra Effort Flurry of Blows Giant Step Great Lunge Heroic Charge Mighty Blow GURPS is a trademark o releas Active Defense (B374+ Dodge and Drop / Dive Sacrificial Acrobatic Parry (Weapon) Large Thrown (Sp Small Thrown (Sp))	Take a Wi weapon. 1 RoF 5+ w yard, RoF A113) +4 to hit, Swing a to A critical failure of Option (Flurry of Spend 1 FP for of Spend 1 FP fo	Parry (hand or ait Maneuver # If both hit, largy eeapon may att = 16+ looses 2 +2 to defend a hrusting, impal on these rolls or Blows, Giant S attack to halve one extra step et the effects o and attack to get th ames, and its rui attack to get th attack to ge	r weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penalty to all other defens and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other er margin of success defends normally, other at penalty above. If tied, both have above penalty. Pos tack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rd shot/yard. Attack roll for each target with effective RoF regainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical cha ling weapon to do cutting damage equal to the weapons impaling damage -2 causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). Step, Great Lunge, Heroic Charge, Mighty Blows) e the penalty for Rapid Strike (B370, usually -6) (before or after your attack) during an Attack or Defensive Attack. If All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, I d Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack). The All-Out Attack (Strong) damage bonus to an Attack without losing defenses. Les and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. This ga r resale, under the permissions granted in the Steve Jackson Games Online Policy (http://www.sigames.com/gr Posture (B367, B551) Defense Melee Attack R Standing Normal .2 .2 .2 Lying Down .3 .4 (Reach "C") .2 Sitting .2 .2 .2 .2 Lying Down .3 .4 .2 * If attacker is at the same or lower elevation and fart you also have your head down, he cannot attack you to so as if it were half exposed (-2 to hit), and ca If you also have your head down, he cannot attack you and to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry ith one free hand	ISSES. IT defends at -1 or -3 if Sissible with Unbalaced d target and so on. Re ance.). May use no more th Defensive Grip). The set of the se	f Parry with same //Unready Weapon. .)F -16 looses 1 shot/ an one offensive eation of Onkl and is n) ement nal or +1/2 MP per hex) or +2 MP per hex) e d/second m height, he attacks in, legs, or feet at all. ie.
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Hit Loca	ation & Damag	e Modifier	Table		misses by 1 hits the	e torso in-	with cr, cut, pi, tbb hits a joi	nt [14].		Criti	cal Miss	Table F	3556
	Humanoid Tai Location			stead. [2] Only impaling,	piercing, and tight-be	eam burn-	[9] If rolling randomly, roll left. [10] Neck and throat. In	-		Effect			
3 - 4 5	Skull Face	-7(f)/-5(b) -5(f)/-7(b)	[1, 3]	front or sides. Inju	ry over HP/10 blinds	s the eye.	multiplier of <i>cr</i> and <i>cor</i> attac cutting damage to ×2. At th killed by a cutting blow to th	cks to ×1.5, and that of e GM's option, anyone	3 4	Weapon breaks, if resistant to breakage (solid <i>cr</i> weps, magical, arms) reroll - 3 4 = weapon break else drop weapon		, magical, fire-	
6 - 7 8 9 - 10	Right Leg Right Arm Torso	-2 -2 0	[5] [5, 6] [18]	fier is ×4. Knockdo use the Critical He	wn rolls are at -10. C ad Blow Table (B556	Critical hits 6). Excep-	Roll 1d, on a 1 with <i>cut</i> , <i>imp</i> [17], if <i>cr</i> from behind, cou quadriplegic. Automatic if Snap or throw from Head L	b, <i>pi</i> , <i>tbb</i> hits vein/artery unts as [16] and gives dmg > HP from Neck	5	Hit yourself in arm or leg (50% chance). Exception <i>imp</i> , <i>pi</i> , range reroll - if 5 6 full half dmg, else us		, pi, ranged	
11	Abdomen	-1		damage.			[11] Heart, lungs, kidneys ing modifier for <i>imp</i> or <i>pi</i>	, etc. Increase wound-	6 15	that result as 5, but half damage only			
12 13 - 14	Left Arm Left Leg	-2 -2	[5, 6] [5]	an open-faced helr rolls are at -5. Crit	net, ignore its DR. Kr	nockdown tical Head	wounding modifier for tbb tacks cannot target the vital [12] Ear, if cutting max Dm	attack to ×2. Other at- ls.	7 13	Lose yo (not eve	Lose your balance, do nothing els (not even free action). Active Defe at -2		othing else
15 16 17 - 18	Hand Foot	-4 -4	[6, 8, 9] [8, 9]	wounding modifier, it also blinds one e	and if it inflicts a maj ye (both eyes on dan ttacks from behind hi	or wound, nage over	removes ear which gives -1 [13] Jaw, if crushing extra [14] Joints, limb crippeld	Appearance -1 to knockdown	8 12	Weapo	leapon turns in hand, needs Ready aneuver to use again.		
17 - 10	Neck Vitals	-5 -3	[1, 10] [1, 11]	instead. On front hi attack is imp, pi, tbl	t, roll 1d. 1 means sku b. Otherwise it's a nos	ull [3] hit if se hit [15].	HP4, HT roll to recover from hits the limb or extremity no	n crippling -2, miss by 1 of the joint	9-11	Drop w	eapon, ch	eap we	eapon breaks
	Eye Ear	-9 -7	[1, 2] [1, 12]	[5] Limb. Reduce t pi, huge pi and in	he wounding multiplie np damage to ×1. A	er of large Any major	[15] Nose, only targetable t facehit, HP/4 breaks nose of	from the front, treat like gives major wound and	14	yards fr	om hand, or straigh	, weap 50% c t back	on flies 1d hance straight , anyone on
	Nose Jaw	-7 -6	[1, 15]	ples the limb. Dan lost. Roll 1d, on a 1	nage beyond that the cut, imp, pi, tbb hit v	reshold is	no Sense of Smell/Taste un nose if HP/4×2 (major would at -5 for face. Cutting off no	nd) but knockdown not		target s half dar	pot must nage. If th	make E irusting	OX roll or take melee attack
	Spine	-8	[1, 13] [1, 16]	see [17]. Cr hits a j [6] If holding a shie	oint [15] eld, double the penalt	ty to hit: -4	[16] Spine, only targetable cut, imp, pi, tbb. DR3, if sho	e from behind with <i>cr</i> , ock-penatly roll against	15	Strain y		der, we	eapon arm
	limb vascular leck vascular	-5 -8	[17] [17]	for shield arm, -8 fo [7] Human males cies suffer double s	and the males of sir	milar spe-	knockdown, crippled if dm automatic knockdown and s [17] Veins and Arteries, c	stunning		crippeic can't us minutes		op wea ack or c	befend for 30
	Arm/Leg Joint and/Foot Joint	-5 -7	[14] [14]	-5 to knockdown ro hit.	Ils. Otherwise, treat a	as a torso	imp, pi, tbb. Increases wour no crippling and no dmg lim	nding modifier plus 0.5, nit, an attack that miss-	16	You fall	down! If r	-	, see 7
	Groin	-3	[1, 7]	over 1/3 HP in one	blow inflicts a crippl	ling major	es by 1 hits the neck, arm c [18] Roll 1d if cr, imp, pic vitals [11], cut from behind I	or tbb. On 1, hit to the	17 18	vveapo	n Breaks,	see 3	
0003					tatistics for Melee a						Critic	al Hit 1	Table B556
TL	TL trait (B2	3).		•			veapons of your campaign's			Ū	Roll E 3 18 T		mq
Weapon	entry inclu	des a proje	ctile diam	eter, or "caliber," giv	en in millimeters (e.g.	., 9mm) or 1	entry represents a wide rai fractions of an inch (e.g., .50 tuations where different gun	as customary for the	weapor	n. The	4 17 C		ter armor
	ent ammur	nition; for in	istance, 7.	.62mm ammo is not	interchangeable with	shorter 7.6	22mmS ammo. mage is ST-based and expr				5 16 E 6 15 N		-
	basic thrus gives a bas	ting (thr) o sic thrusting	r swinging g damage	g (sw) damage, as gi of 1d-1, you inflict 1	ven on the Damage ⁻ d+1 damage with a s	Table (B16) pear. Note	. For example, a spear doe that swung weapons act as	s "thr+2," so if you have a lever, and so do more	ST 11, e damag	which ge.	7 F		ting dmg =
	"2d+2," whi	ch means t	hat any us	ser would roll 2d and	add 2 to get damage	Э.	s a fixed number of dice plu visor. Divide the target's DR				8 F	enetra	ting dmg = Shock (Max
Armor Divisors: A parentheti number before subtracting it f would halve DR. A fractional d				visor increases DR: (0.5) multiplies DR by	/ 2; (0.2) mu	ultiplies it by 5; and (0.1) mu	iltiplies it by 10.			=	+ funny	or extremity y-bone (16-
Damage Type: An abbreviat cut = cutting, fat = fatigue, im notes, tbb = tight-beam burnir			igue, imp	= impaling, pi- = sm	of injury or effect the all piercing, <i>pi</i> = piercing	e attack cau cing, <i>pi</i> + =	ses: aff = affliction, burn = b large piercing, pi++ huge pi	iercing, <i>cor</i> = corrosion, iercing, <i>spec.</i> = special	- see we	ishing, eapon	u	nless e) crippled, enough dmg anyway
	A victim le attacks; ar	d double it	ual to the for impali	damage that penetr ing and huge piercin	g attacks. Subtract fa	is for small	piercing attacks; increase it	t by 50% for cutting and Afflictions cause no inju	ry, but in	npose	9-11 N	lormal	dmg only dmg, victim
Damage	ditional rul		on a failed			inguo uunio							
by three times distance in ya			after crus		d in the weapon's no	otes. Tbb ca	an target Eyes and Vitals. S	See Damage and Injury	(B377) 1		d	rops he	eld items ting dmg =
	by three til Fragmenta	ns: An "ex" nes distan tion Dama	ce in yard ge, p. 414	shing or burning dar Is from the center of 4). Fragmentation da	d in the weapon's no nage indicates the at the blast. Some expl mage appears in bra	otes. Tbb ca ttack produ- losions sca ickets; e.g.,	an target Eyes and Vitals. S ces an explosion. This may tter fragments that inflict cu "3d [2d] cr ex" means an e:	ee Damage and Injury y injure those nearby: d tting damage on anyon xplosion that inflicts 3d	(B377) f ivide da e nearb crushing	amage y (see g dam-	d 13 14 F N	rops he enetra lajor W	ting dmg = /ound
	by three ti Fragmenta age and th 10 yards fo	ns: An "ex" nes distan tion Dama rows fragm r [2d]. If an	ce in yard ge, p. 414 nents that n explosive	shing or burning dar Is from the center of 4). Fragmentation da do 2d cutting dama e attack has an armo	d in the weapon's no nage indicates the at the blast. Some expl mage appears in bra ge. The "danger radiu	otes. Tbb ca ttack produ- losions sca ickets; e.g., us" for fragr	an target Eyes and Vitals. S ces an explosion. This may tter fragments that inflict cu	ee Damage and Injury y injure those nearby: d tting damage on anyon xplosion that inflicts 3d e dice of fragmentation	(B377) f ivide da e nearb crushing damage	amage y (see g dam- e; e.g.,	d 13 14 F N	rops he enetra lajor W and Sp	ting dmg =
	by three tii Fragmenta age and th 10 yards fo blast radiu <i>Afflictions</i> at the liste	ns: An "ex" nes distan tion Dama rows fragm r [2d]. If an s or hit by f Some spe d penalty to	ce in yard ge, p. 414 nents that explosive ragments ecial weap avoid the	shing or burning dar ls from the center of 4). Fragmentation da do 2d cutting dama e attack has an armo pons don't list dice o e effects of the afflict	d in the weapon's no nage indicates the at the blast. Some expl mage appears in bra ge. The "danger radi anger radi r divisor, this only ap f damage. Instead, th ion (e.g., unconsciou	ttack produ losions sca ickets; e.g., us" for fragr oplies to the ney give a H usness). For	In target Eyes and Vitals. S ces an explosion. This may ther fragments that inflict cu "3d [2d] cr ex" means an e: ments is five yards times th DR of a target that takes a IT modifier; e.g., "HT-3." Any rexample, a stun gun calls"	ee Damage and Injury y injure those nearby: d titing damage on anyon xplosion that inflicts 3d e dice of fragmentation direct hit – not to those yone who is hit must att for a HT-3 roll to avoid l	(B377) f ivide da e nearby crushing damage caught empt a H peing sti	amage y (see g dam- e; e.g., in the HT roll unned	d 13 14 F N Size a	rops he renetra lajor W and Sp	ting dmg = /ound /eed/Range
	by three til Fragmenta age and th 10 yards fo blast radiu Afflictions at the liste for (20 - H +2 to your Other Eff	as: An "ex" nes distant tion Dama rows fragm rows fragm r [2d]. If an s or hit by f a penalty to d penalty to T) seconds HT roll to re ects: A few	ce in yard ge, p. 414 nents that explosive ragments. ecial weap o avoid the s. Note that esist that s weapons	shing or burning dar Is from the center of 4). Fragmentation dar do 2d cutting dama e attack has an armo tack don't list dice o e effects of the afflicd at DR (modified by a stun gun. have additional linke	d in the weapon's no nage indicates the at the blast. Some expl mage appears in bra- ge. The "danger radii or divisor, this only ap f damage. Instead, th ion (e.g., unconsciou ny armor divisor) non ed or follow-up effects	ttes. Tbb ca ttack produ losions sca ickets; e.g., us" for fragr oplies to the usy give a H isness). For mally adds s, noted on a	an target Eyes and Vitals. S ces an explosion. This may ther fragments that inflict cu "3d [2d] cr ex" means an e: ments is five yards times th DR of a target that takes a IT modifier; e.g., "HT-3." Any rexample, a stun gun calls" to the victim's HT; for instar a second line. These occurs	ee Damage and Injury / injure those nearby: d titing damage on anyon xplosion that inflicts 3d e dice of fragmentation direct hit – not to those yone who is hit must att for a HT-3 roll to avoid I nce, a DR 2 leather jack	(B377) f ivide da e nearby crushing damage caught caught empt a H being str cet woul	amage y (see g dam- e; e.g., in the HT roll unned d give	d 13 14 F N Size a Speed Range	rops he Penetra Aajor W and Sp Size -15 -15 -14	ting dmg = /ound eeed/Range Linear Measurement
	by three ti Fragmenta age and th 10 yards fo blast radiu <i>Afflictions</i> at the lister for (20 - H +2 to your Other Eff on a succe Melee we	ns: An "ex" nes distant tion Dama: rows fragm r [2d]. If an s or hit by f :: Some spid d penalty to T) seconds HT roll to re ects: A few ssful hit. Fe apons only	ce in yard ge, p. 414 hents that a explosive ragments. ecial weap b avoid the b. Note that esist that s weapons or details, t. This is the	shing or burning dar ls from the center of 4). Fragmentation da do 2d cutting dama e attack has an armo bons don't list dice o e effects of the afflict at DR (modified by a stun gun. have additional linke see Linked Effects (the distance in yards	d in the weapon's no nage indicates the at the blast. Some expl mage appears in bra- ge. The 'danger radii or divisor, this only ap f damage. Instead, th ion (e.g., unconsciou ny armor divisor) non ed or follow-up effects B381) and Follow-Up a t which a human-s	ttes. Tbb ca ttack produ losions sca ckets; e.g., us" for fragr pplies to the uspess). For mally adds c, noted on a b Damage (sized or small	an target Eyes and Vitals. S ces an explosion. This may tter fragments that inflict cu "3d [2d] or ex" means an e: ments is five yards times th DR of a target that takes a IT modifier; e.g., "HT-3." Any rexample, a stun gun calls to the victim's HT; for instar a second line. These occur s B381). aller wielder can strike with	ee Damage and Injury y injure those nearby: d titing damage on anyon xplosion that inflicts 3d e dice of fragmentation direct hit – not to those yone who is hit must att for a HT-3 roll to avoid I nce, a DR 2 leather jack simultaneously with the	(B377) f ivide da e nearby crushing damage caught empt a H being str ket woul primary	amage y (see g dam- e; e.g., in the HT roll unned d give attack	0 0 0 0 0 0 0 0 0 0 0	rops he renetrative and Sp Size -15 -14 -13 -12	ting dmg = /ound eed/Range Linear Measurement 7 mm 11.55 mm 17.5 mm 23.1 mm
Reach	by three tii Fragmenta age and th 10 yards fc blast radiu <i>Afflictions</i> at the liste for (20 - H +2 to your Other Eff on a succe Melee we means the "C" indicate Some we:	as: An "ex" mes distam tion Dama; rows fragm r [2d]. If an s or hit by f apenalty to T) seconds HT roll to re ects: A few ssful hit. Fe apons only weapon ca so you can apons have	ce in yard ge, p. 414 hents that i explosive ragments. ecial weap o avoid the secial weap o avoid that sweapons or details, this is that an only str use the w e a continu	shing or burning dar Is from the center of 4). Fragmentation dar do 2d cutting dama e attack has an armo construction of the affici- at DR (modified by a stun gun. have additional linke see Linked Effects (the distance in yards rike a foe two yards a reapon in close comi uum of reaches; e.g.	d in the weapon's no nage indicates the at the blast. Some expl mage appears in bra- ge. The 'danger radii or divisor, this only ap f damage. Instead, th ion (e.g., unconsciou ny armor divisor) non d or follow-up effects B381) and Follow-Up at which a human-s away – not a closer o pat; see Close Combr , a spear with reach '	ttack produ losions sca ckets; e.g., us" for fragr oplies to the uspess). For mally adds a, noted on a o Damage (ized or smar r more dista at (B391).	In target Eyes and Vitals. S ces an explosion. This may ther fragments that inflict cu "3d [2d] cr ex" means an e: ments is five yards times th DR of a target that takes a IT modifier; e.g., "HT-3." Any rexample, a stun gun calls" to the victim's HT; for instar a second line. These occur s B381). aller wielder can strike with ant one.	we Damage and Injury y injure those nearby: d titing damage on anyon xplosion that inflicts 3d e dice of fragmentation direct hit – not to those yone who is hit must att for a HT-3 roll to avoid 1 nce, a DR 2 leather jack simultaneously with the the weapon. For exan wo yards away. An aster	(B377) f ivide da e nearby crushing damage caught empt a H being str ket woul primary nple, rea	amage y (see g dam- a; e.g., in the HT roll unned d give attack ach "2"	13 14 F Size S Speed Range 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	rops he renetration lajor W and Sp Size -15 -15 -15 -14 -13 -12 -11 -10	ting dmg = /ound eed/Range Linear Measurement 7 mm 11.55 mm 17.5 mm 35 mm 37.5 mm
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