Aim All-Out Attack - Melee	Active Defense		Description												
	Any*	Step None	Aim a ranged weapon to get its Acc bonus	(+1 for bracing, +1 for 2 turns, +2 for	or 3+ turns, the combine	ed bonus from all ta	argeting systems								
			cannot exceed the weapon's base Accurac	y) You get no step if your two-han	ded weapon is braced	Cover DR Tab	ble (B559)								
						Material	DR/Inch (2.5 cm)								
Determined	None	1/2 forward				Aluminum	20-30								
Double	None		2 attacks on same foe with ready weapon		()	Brick	5-8*								
Feint	None None		Make one feint and one attack on the same		rouch (MA97)	Concrete	6-12*								
Long	None		Increase reach by 1 yard (Swing attacks at +2 to damage (or +1 per damage die)	-2 drig of -1 per die), may end in c		Glass	5-20†								
Strong All-Out Attack - Range						Iron	40-60								
Determined	None	1/2 forward				Sandbags Steel, mild	3 50-60								
Suppression Fire	None		RoF 5+ targets 2 yard zone - RoF 10+ sup	press multiple, adjacent 2 yard zone	es with 5+ Shots/zone	Steel, hard	60-70								
All-Out Defense	110110	112 10111010				Stone	8-13*								
Increased	Any	Step (1/2)	+2 to one Active Defense until next turn (In	creased Dodge allows up to Half M	ove)	Wood	0.5-1*/ ‡								
Double	Any	Step	Two different Defenses against one attack	0	,		image to small Area								
Attack	Any	Step	Attack unarmed or with a ready weapon, ye	ou make take a step before or after	you attack		Brittle / ‡ Cmbustl.								
Change Posture	Any	None	Standing, sitting, kneeling, crawling, prone												
Concentrate	Any †	Step	Focus on mental task												
Committed Attack - Me	elee (MA100)														
Determined	Special ‡	Step	+2 to hit, or take two steps at -2 to hit for a	total modifier of 0, may move befor	e or after an attack										
Strong	Special ‡	Step	+1 to damage (or +1 per two full damage d												
Defensive Attack	Any	Step**	Balanced weapon: +1 Parry/Block, Unbala												
			avoid Leg Grapple and DX rolls to avoid fa			lefend against a gra	ib or grapple								
Do Nothing	Any	None	Take no action (Active Defenses at -4 if tak	• •											
Evaluate	Any	Step	Study a foe prior to a melee attack (+1 per	turn to subsequent attackss or feint	ts, max. +3); may also i	use the Evaluate Bo	onus to cancel out								
Faint Malaa (May usa	the highest me	laa waanan a	penalties from Deceptive Attacks or feints	ar optional ranged faints and MA	101)		Rapid Fire (B373)								
Beat	-		r unarmed combat skill to resist a feint; fo		(121)		Shots Bonus								
Defensive Feint	Any Any	Step Step	Contest of ST-based combat skill vs foe's S Apply the penalty from a successful Beat, F	, ,	stead of defense		5-8 +1								
Feint	Any	Step	Contest of combat skill (melee or ranged)				9-12 +2								
Ruse	Any	Step	Contest of IQ-based combat skill vs. foe's I		actics (MA101)		13-16 +3								
Move and Attack	Special §	Full Move	Move and attack at a penalty (Ranged: -2 of			rusting attacks.	17-24 +4								
	,	(-2 to avoid	may use slam damage (HP x velocity/100).	Not compatible with Flurry of Blow	s, Mighty Blow, Giant S	Step, Combos,	25-49 +5								
		falling)	Rapid Strike or Deceptive Attack (except sl	ams or cinematic techniques which			50-99 +6								
Move	Any	Full Move	Do nothing but move (See Sprinting B354				x2 ++1								
Ready	Any	Step	Ready or reload a weapon, adjust reach (B												
Wait	Any	Varies	Hold your action, then take an Attack, All-C	ut Attack, Committed Attack, Defen	sive Attack, Feint, Rea	dy or Stop Hit. Spec	cify exactly what								
			your action will be and what will trigger it.												
			ijured, make a Will roll or lose your Aim. ** B												
			ured, distracted etc. requires a Will-3 roll to n o attack, block if he attacked with his shield o		an use any other defer	nse hut at -2. He ca	annot retreat								
			n to parry (if the attack involved a fist, elbow												
you cannot dodge. You d					, ,	2									
Deceptive Attack (B369	9) Target sut	ffers a -1 to ac	tive defense for every -2 taken to melee skil	, or -1 to Dodge for every -2 taken t	to ranged skill (min. of	10).									
Pop-Up Attack (B390)			tacker suffers -2 to hit, no aim possible, may												
Rapid Strike (B370)	-		at -6, to replace one normal attack. Can targ												
Riposte (MA124)	Take a pe	nalty to your F	Parry (min. of 8), not including modifiers. If P	arry succeeds and you attack using	the parrying weapon n	next turn, apply the	same penalty to								
	your foes	Parry (hand o	r weapon), Block (shield) or Dodge (non-har	d unarmed strike) or half that pena	tly to all other defenses	S.									
Stop Hit (MA108)			and declare that you intend to attack. Both ro												
			er margin of success defends normally, othe												
Spraying Fire (B409)			tack multiple targets, must be within 30° ang		2nd target +2 Rcl 3rd ta	arget and so on. Rol	F -16 looses 1 shot/								
Tolographic Attock (M			shot/yard. Attack roll for each target with eff		not offect exiting theme										
			gainst. Not compatible with Deceptive Attack		not allect chilical chance	e.									
• • • •			auses an additional 1 HP of injury to arm (bl		kick) no DB (B257) M	lov use no more the	Tip Slash (MA113) Swing a thrusting, impaling weapon to do cutting damage equal to the weapons impaling damage -2								
			Step, Great Lunge, Heroic Charge, Mighty Bl		KICK), 110 DIX (D337). W		on one offensive								
		Blows, Glant S				lay use no more that	an one offensive								
	Spend 1 FP per a		the penalty for Rapid Strike (B370, usually			lay use no more ina	an one offensive								
Flurry of Blows		attack to halve		-6)		lay use no more tha	an one offensive								
Flurry of Blows Giant Step	Spend 1 FP for c	attack to halve one extra step	the penalty for Rapid Strike (B370, usually	6) or Defensive Attack.	, Defensive Attack, Def		in one offensive								
Flurry of Blows Giant Step Great Lunge	Spend 1 FP for c Spend 1 FP to ge	attack to halve one extra step et the effects o	the penalty for Rapid Strike (B370, usually (before or after your attack) during an Attack	6) or Defensive Attack. es (incompatible with All-Out Attack			an one offensive								
Flurry of Blows Giant Step Great Lunge Heroic Charge	Spend 1 FP for c Spend 1 FP to ge Spend 1 FP durin	attack to halve one extra step et the effects o ng a Move and	the penalty for Rapid Strike (B370, usually (before or after your attack) during an Attack f All-Out Attack (Long) without losing defens	6) or Defensive Attack. es (incompatible with All-Out Attack xcept for Acrobatic Attack or Flying			an one offensive								
Flurry of Blows Giant Step Great Lunge Heroic Charge Mighty Blow GURPS is a trademark of	Spend 1 FP for c Spend 1 FP to ge Spend 1 FP durin Spend 1 FP per a f Steve Jackson Ga	attack to halve one extra step et the effects o og a Move and attack to get th ames, and its rul	the penalty for Rapid Strike (B370, usually (before or after your attack) during an Attack f All-Out Attack (Long) without losing defens I Attack to ignore the skill penalty and cap (e the All-Out Attack (Strong) damage bonus to a es and art are copyrighted by Steve Jackson Gar	6) or Defensive Attack. es (incompatible with All-Out Attack xcept for Acrobatic Attack or Flying an Attack without losing defenses. nes. All rights are reserved by Steve Ja	Attack). ckson Games. This game	fensive Grip).	ation of Onkl and is								
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Flurry of Blows Giant Step Great Lunge Heroic Charge Mighty Blow GURPS is a trademark of releas Active Defense (B374+ Dodge and Drop / Dive Sacrificial Acrobatic Parry (Weapon) Large Thrown (Sp Small Thrown (Sp	Spend 1 FP for c Spend 1 FP for c sed for free distribu- ty out for the sed sed for free distribu- sed for the sed sed sed sed sed sed sed sed sed sed sed sed sed sed sed sed sed sed sed	attack to halve ane extra step et the effects of ng a Move and famous and its rul attack to get the ames, and its rul attack to get the ames, and its rul attack to get the ames, and its rul attack to get the attack to get the attack to get the suse fencing or use the same use fencing or use fencing or use fencing or use fencing or use fencing with a sturn ady (empty) ha s well) est to Parry w use two hands on use Karate - s apply as we arate / Brawlin eam Weapons possible defense, cour using Fencing failure on these e option (Feve FP to add +2 i	the penalty for Rapid Strike (B370, usually (before or after your attack) during an Attack f All-Out Attack (Long) without losing defens I Attack to ignore the skill penalty and cap (e e All-Out Attack (Strong) damage bonus to a les and art are copyrighted by Steve Jackson Gar r resale, under the permissions granted in the Ster take a step before falling prone e roll, you get hit - if you fail, original roll per turn, can be combined with retreat hand in the same round with Weapon Master/Trained by a Master th Weapon Master/Trained by a Master are weapons to a single Parry, using the bettr and to support a parrying weapon for +1 as i ith one free hand to Parry or Judo will) g - can only parry attacks below the waist, c e) hts against one foe for one turn, can only Weapon / Judo / Karate the rolls causes an additional 1 HP of injury to	6) or Defensive Attack. es (incompatible with All-Out Attack xcept for Acrobatic Attack or Flying an Attack without losing defenses. hes All rights are reserved by Steve Jave Jackson Games Online Policy (http: Posture (B367, B551) Defense Standing Normal Crouching Normal Crouching Normal Kneeling -2 Crawling -3 Sitting -2 Lying Down -3 * If attacker is at the same or low your torso as if it were half expos if you also have your head down ar Parry score +2 and combining the fit were a two-handed weapon. Nei an not retreat, once per Turn retreat once per turn, must take arm (Block, Parry, Attack) or leg (D using All-Out Attack or Committed A	Attack).	fensive Grip).	ration of Onkl and is ment al r +1/2 MP per hex) r +2 MP per hex) r +2 MP per hex) //second h height, he attacks height, he attacks height, he attacks height, he attacks is a start of the start of the start fable (B380) pi i imp 1/3 x1/2 x1 1/5 x1/3 x1/2 the orther orther is a normal injury								

Hit Loc	ooullon a Dunnago mountor rubio		Table	[1] An attack that misses by 1 hits the torso in- with <i>cr, cut, pi, tbb</i> hits a joint [14]. stead. [9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is		cal Miss Table B556			
Roll	Humanoid Table B552 Roll Location Penalty Notes		Notes	[2] Only impaling, piercing, and tight-beam burn- left.	Roll Effect				
3 - 4	Skull	-7(f)/-5(b)	[1, 3]	front or sides. Injury over HP/10 blinds the eye. multiplier of cr and cor attacks to ×1.5, and that of Otherwise, treat as skull [3], but without the extra cutting damage to ×2. At the GM's option, anyone	breaka	breakage (solid cr weps, magic			
5	Face	-5(f)/-7(b)	[1, 4]	killed by a cutting blow to the neck is decapitated! [3] The skull gets an extra DR 2. Wounding modi-Roll 1d, on a 1 with <i>cut, imp, pi, tbb</i> hits vein/artery	arms) reroll - 3 4 = weapon b else drop weapon			eapon breaks,	
6 - 7 8	Right Leg Right Arm	-2 -2	[5] [5, 6]	fier is ×4. Knockdown rolls are at -10. Critical hits [17], if cr from behind, counts as [16] and gives	5 Hit yourself in arm or leg (50% chance). Exception <i>imp</i> , <i>pi</i> , ra				
9 - 10	Torso	0	[18]	use the Critical Head Blow Table (B556). Excep- quadriplegic. Automatic if dmg > HP from Neck tion: These special effects do not apply to toxic Snap or throw from Head Lock.	reroll - if 5 6 full half dmg, othe use that effect.			ng, other result	
11	Abdomen	-1	IE 01	damage. [11] Heart, lungs, kidneys, etc. Increase wound- [4] Jaw, cheeks, nose, ears, etc. If the target has ing modifier for <i>imp</i> or <i>pi</i> attack to ×3. Increase	6 15 as 5, but half damage only			only	
12 13 - 14	Left Arm Left Leg	-2 -2	[5, 6] [5]	rolis are at -5. Critical nits use the Critical Head tacks cannot target the vitals.		13 Lose your balance, do nothing e (not even free action). Active De			
15	Hand	-4	[6, 8, 9]	Blow Table (B556). 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, removes ear which gives -1 Appearance	at -2	at -2			
16 17 - 18	Foot Neck	-4 -5	[8, 9] [1, 10]	it also blinds one eye (both eyes on damage over [13] Jaw, if crushing extra -1 to knockdown full HP). Random attacks from behind hit the skull [14] Joints, limb crippeld at HP/3, extremity at		12 Weapon turns in hand, needs Remaneuver to use again.			
17 - 10	Vitals	-3	[1, 10]			and the second sec			
	Eye	-9	[1, 2]	[5] Limb. Reduce the wounding multiplier of large [15] Nose, only targetable from the front, treat like pi, huge pi and imp damage to ×1. Any major facehit, HP/4 breaks nose gives major wound and	14 If swing yards f	ging attac rom hand	k, wea l, 50%	pon flies 1d chance straight	
_	Ear Nose	-7 -7	[1, 12]	wound (loss of over 1/2 HP from one blow) rolp- no Sense of Smell/Taste until healed. <i>Cut</i> logs off ples the limb. Damage beyond that threshold is nose if HP/4×2 (major wound) but knockdown not		forward or straight back, anyone target spot must make DX roll o			
	Jaw	-6	[1, 15] [1, 13]	lost. Roll 1d, on a 1 cut, imp, pi, tbb hit vein/artery, at -5 for face. Cutting off nose = Appearance -2				ng melee attack	
	Spine	-8	[1, 16]	see [17]. Cr hits a joint [15] [16] Spine, only targetable from behind with cr, [6] If holding a shield, double the penalty to hit: 4 <i>cut, imp, pi, tbb.</i> DR3, if shock-penalty roll against transfer of the penalty to hit. 4	15 Strain	or any ranged, you drop as in 9 Strain your shoulder, weapon arm crippeld, don't drop weapon but			
	Limb vascular Neck vascular	-5 -8	[17] [17]	for shield arm, -8 for shield hand. [7] Human males and the males of similar spe- automatic knockdown and stunning	can't u	se it to att	tack or	defend for 30	
	Arm/Leg Joint	-5	[14]	cies suffer double shock from <i>cr</i> damage, and get [17] Veins and Arteries, only targetable by <i>cut</i> , -5 to knockdown rolls. Otherwise, treat as a torso <i>imp</i> , <i>pi</i> , <i>tbb</i> . Increases wounding modifier plus 0.5,	minute 16 You fal	s I down! If	range	d, see 7	
Н	and/Foot Joint		[14]		17 18 Weapo				
v1.99	Groin	-3	[1, 7]	over 1/3 HP in one blow inflicts a crippling major [18] Roll 1d if <i>cr, imp, pi</i> or <i>tbb</i> . On 1, hit to the wound. Excess damage is still lost. Roll 1d, on a 1 vitals [11], <i>cut</i> from behind hits the spine [16]					
· · · · ·				Weapon Statistics for Melee and Ranged Weapons				t Table B556	
TL	The tech TL trait (B		ich the we	eapon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you ha	ave the High	Roll 3 18			
144	ontry inclu	eral class of	f weapon ctile diam	in question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. Fo eter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., .50), as customary for the w	or guns, this veapon. The	4 17 I	DR/2 a	after armor	
Weapor	 letters M ((Magnum), F	P (Pistol),	R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber b 62mm ammo is not interchangeable with shorter 7.62mmS ammo.	out fire differ-	5 16 I	divisor Double		
	For mus	cle-powered	d melee a	nd missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to t	he wielder's	6 15 I	Maxim	um dmg	
	gives a ba	asic thrusting	g damage	g (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have S of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more of	damage.			ating dmg = Wounds	
	For firea "2d+2," wh	irms, grena ich means t	des, and s hat any us	some powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm aut ser would roll 2d and add 2 to get damage.	to pistol lists	8 1	Penetr	ating dmg =	
	Armor D number b	<i>ivisors:</i> A pa efore subtra	arenthétic: cting it fro	al number after damage – e.g., (2) – is an armor divisor. Divide the target's DR from armor or other sou om your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a c	urces by this divisor of (2)	-	-8), lim	Shock (Max	
	would hal	ve DR. A fra	ctional div	<i>i</i> sor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10. n indicating the type of injury or effect the attack causes: <i>aff</i> = affliction, <i>burn</i> = burning, <i>cor</i> = corrosion, <i>c</i>		5	secs) (ny-bone (16-HT crippled, unless	
	cut = cutti	ng, <i>fat</i> = fat	igue, imp	= impaling, pi- = small piercing, pi = piercing, pi+ = large piercing, pi++ huge piercing, spec. = special - s , tox = toxic.	see weapon		enoug anywa	h ding to criple	
	A victim	loses HP ec	ual to the	damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and la ing and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury,				I dmg only	
Damag	e a particula ditional ru	ar affliction of	on a failed	HT roll, as specified in the weapon's notes. Tbb can target Eyes and Vitals. See Damage and Injury (B377) for ad-			12 Normal dmg, victim drops held items		
	Explosio	ons: An "ex"	after crus	shing or burning damage indicates the attack produces an explosion. This may injure those nearby: div s from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone	vide damage	13 14	Penetr Maior	ating dmg = Wound	
	Fragment	ation Dama	ge, p. 414	b) Fragmentation damage appears in brackets; e.g., "3d [2d] cr ex" means an explosion that inflicts 3d cr do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation d	ushing dam-		,		
	10 yards f	or [2d]. If an	i explosive	e attack has an armor divisor, this only applies to the DR of a target that takes a direct hit – not to those c	caught in the	Size	and S	peed/Range	
	Affliction	s: Some spe	ecial weap	oons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atten e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid be	npt a HT roll	Speed	Size	Linear	
	for (20 - H	IT) seconds	. Note the	at DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jacke	t would give	Range 0	-15	Measurement 7 mm	
	Other Ef	HT roll to re fects: A few	weapons	have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the pr see Linked Effects (B381) and Follow-Up Damage (B381).	imary attack	0		11.55 mm	
	Melee we	eapons only	. This is t	he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For examp	ole, reach "2"	0	-13	17.5 mm	
Reach	"C" indicat	tes you can	use the w	ike a foe two yards away – not a closer or more distant one. eapon in close combat; see Close Combat (B391).			-12	23.1 mm	
Reach			a continu	uum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asteris kward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, yo		0	-11	35 mm	
	reach mea	ans the wea	pon is aw	walu enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, yo	sk (*) next to ou can strike	0	-11 -10	35 mm 37.5 mm	
	reach mea at foes tha	ans the wea at are at any	pon is aw distance	within the weapon's reach.	sk (*) next to ou can strike	0 0 0	-11 -10 -9	37.5 mm 5 cm	
Parne	reach mea at foes tha Melee we defense v	ans the wea at are at any eapons only when using	pon is aw distance A numbe that weap	within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier."	sk (*) next to ou can strike	0 0 0 0	-11 -10 -9 -8 -7	37.5 mm 5 cm 7.5 cm 12.5 cm	
Parry	reach mea at foes tha Melee we defense v "F" means "U" means	ans the wea at are at any eapons only when using the weapon the weapon	pon is aw distance A numbe that weap n is a fenc n is unbal	within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier." sing weapon (see B404). anced: you cannot use it to parry if you have already used it to attack this turn (or vice versa).	sk (*) next to ou can strike	0 0 0 0 0	-11 -10 -9 -8 -7 -6	37.5 mm 5 cm 7.5 cm 12.5 cm 20 cm	
	reach mea at foes tha defense v "F" means "U" means "No" mear Ranged	ans the wea at are at any eapons only when using the weapons the weapons the weapons or weapons or	pon is aw distance A numbe that weap n is a fenc n is unbal on cannot nly. Add Ad	within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier." sing weapon (see B404). anced: you cannot use it to parry if you have already used it to attack this turn (or vice versa). parry at all. curacy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a builti	ou can strike	0 0 0 0	-11 -10 -9 -8 -7	37.5 mm 5 cm 7.5 cm 12.5 cm	
Parry Acc	reach mea at foes tha Melee we "F" means "U" means "No" mean Ranged bonus for	ans the wea at are at any eapons only when using the weapons the weapons of this appear	pon is aw distance A numbe that weap n is a fenc n is unbal on cannot hly. Add Ad s as a sep	within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier." sing weapon (see B404). anced: you cannot use it to parry if you have already used it to attack this turn (or vice versa). parry at all. couracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a builtii parate modifier after the weapon's base Acc; e.g., "7+2."	n scope, the	0 0 0 0 0 0 0 0 0	-11 -10 -9 -8 -7 -6 -5 -5 -4 -3	37.5 mm 5 cm 7.5 cm 12.5 cm 20 cm 30 cm 45 cm 60 cm	
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Hit Loca	ation & Damag Humanoid Ta		Table	[1] An attack that misses by 1 hits the torso in- stead.	[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is	cut, pi, tbb hits a joint [14]. Iling randomly, roll 1d: 1-3 is right, 4-6 is Roll Effect		cal Miss Table B556		
Roll 3 - 4	Location Skull	Penalty -7(f)/-5(b)	Notes [1, 3]	[2] Only impaling, piercing, and tight-beam burn- ing attacks can target the eye – and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull [3], but without the extra	left. [10] Neck and throat. Increase the wounding multiplier of <i>cr</i> and <i>cor</i> attacks to ×1.5, and that of cutting damage to ×2. At the GM's option, anyone	3 4 Weapo breaka	4 Weapon breaks, if resistant to breakage (solid cr weps, mag		igical, fire-	
5 6 - 7	Face Right Leg	-5(f)/-7(b) -2	[5]	DR! [3] The skull gets an extra DR 2. Wounding modi-	killed by a cutting blow to the neck is decapitated! Roll 1d, on a 1 with <i>cut, imp, pi, tbb</i> hits vein/artery [17], if <i>cr</i> from behind, counts as [16] and gives	else dr 5 Hit you)%	
8 9 - 10	Right Arm Torso	-2 0	[5, 6] [18]	use the Critical Head Blow Table (B556). Excep- tion: These special effects do not apply to toxic damage.	quadriplegic. Automatic if dmg > HP from Neck Snap or throw from Head Lock. [11] Heart, lungs, kidneys, etc. Increase wound-	reroll -	chance). Exception <i>imp</i> , <i>pi</i> , ra reroll - if 5 6 full half dmg, othe use that effect.		ranged her result	
11 12	Abdomen Left Arm	-1 -2	[5, 6]	[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown	ing modifier for <i>imp</i> or <i>pi</i> attack to ×3. Increase wounding modifier for <i>tbb</i> attack to ×2. Other at-		 as 5, but half damage only Lose your balance, do nothing 		ng else	
13 - 14 15	Left Leg Hand	-2 -4	[5] [6, 8, 9]	rolls are at -5. Critical hits use the Critical Head Blow Table (B556). Corrosion damage gets a ×1.5 wounding modifier, and if it inflicts a major wound,	tacks cannot target the vitals. [12] Ear, if cutting max Dmg = HP/4, double HP/4 removes ear which gives -1 Appearance	at -2	(not even free action). Active De at -2			
16 17 - 18	Foot Neck	-4 -5	[8, 9] [1, 10]	it also blinds one eye (both eyes on damage over full HP). Random attacks from behind hit the skull instead. On front hit, roll 1d. 1 means skull [3] hit if	 [13] Jaw, if crushing extra -1 to knockdown [14] Joints, limb crippeld at HP/3, extremity at HP4, HT roll to recover from crippling -2, miss by 1 	maneu	 Weapon turns in hand, needs Remaneuver to use again. Drop weapon, cheap weapon bro 			
	Vitals Eye Ear	-3 -9 -7	[1, 11] [1, 2] [1, 12]	[5] Limb. Reduce the wounding multiplier of large <i>pi</i> , huge <i>pi</i> and <i>imp</i> damage to ×1. Any major	[15] Nose, only targetable from the front, treat like facehit, HP/4 breaks nose gives major wound and	yards f	4 If swinging attack, weapon flies yards from hand, 50% chance s forward or straight back, anyone			
	Nose Jaw	-7 -7 -6	[1, 12] [1, 15] [1, 13]	lost. Roll 1d, on a 1 cut, imp, pi, tbb hit vein/artery,	nose if HP/4×2 (major wound) but knockdown not at -5 for face. Cutting off nose = Appearance -2	target : half da	target spot must make DX roll half damage. If thrusting melee		oll or take lee attack	
l	Spine Limb vascular	-8 -5	[1, 16] [1, 16] [17]	for shield arm, -8 for shield hand.	[16] Spine, only targetable from behind with <i>cr, cut, imp, pi, tbb.</i> DR3, if shock-penatly roll against knockdown, crippled if dmg = HP which causes	15 Strain crippel	or any ranged, you drop as in 9 Strain your shoulder, weapon an crippeld, don't drop weapon but		n arm but	
1	Veck vascular Arm/Leg Joint	-8 -5	[17] [14]	[7] Human males and the males of similar species suffer double shock from <i>cr</i> damage, and get -5 to knockdown rolls. Otherwise, treat as a torso	[17] Veins and Arteries, only targetable by cut,	minute	can't use it to attack or defend for minutes You fall down! If ranged, see 7			
	and/Foot Joint Groin			hit. [8] Extremity. Treat as a limb, except that damage	no crippling and no dmg limit, an attack that miss-	17 18 Weapo			, 1	
V1-99				wound. Excess damage is still lost. Roll 1d, on a 1 Weapon Statistics for Melee and Range	vitals [11], <i>cut</i> from behind hits the spine [16]		Critic	al Hit Tabl	e B556	
TL	TL trait (B	23).		apon first becomes widespread. You may only buy	weapons of your campaign's TL or less, unless you	-	Roll E			
Weapon	entry inclu	udes a proje	ctile diam	eter, or "caliber," given in millimeters (e.g., 9mm) or	"shortsword" or "assault rifle." Each entry represents a wide range of individual types. given in millimeters (e.g., 9mm) or fractions of an inch (e.g., .50), as customary for the d S (Short) appear after caliber in situations where different guns have the same calibe			R/2 after a ivisor		
	ent ammu For mus	inition; for in cle-powere	istance, 7. d melee a	62mm ammo is not interchangeable with shorter 7.62mmS ammo. nd missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wield			6 15 N	ouble dmg	mg	
	gives a ba For firea	asic thrusting arms, grena	g damage des, and ៖	of 1d-1, you inflict 1d+1 damage with a spear. Note some powered melee weapons, damage is given a)). For example, a spear does "thr+2," so if you have that swung weapons act as a lever, and so do more is a fixed number of dice plus adds; e.g., a 9mm a	e damage.	N	enetrating lajor Woun enetrating	ds	
	Armor D number b	ich means t livisors: A pa efore subtra	arenthetica	er would roll 2d and add 2 to get damage. al number after damage – e.g., (2) – is an armor d m your damage (or adding it to the target's HT roll	ivisor. Divide the target's DR from armor or other so to resist an affliction). For instance, an attack with a ultiplies it by 5, and (0.1) multiplies it by 10.	ources by this a divisor of (2)	d -{	ouble Sho 3), limb or e + funny-bo	ck (Max extremity	
	<i>cut</i> = cutti	ng, <i>fat</i> = fat	bbreviatio igue, <i>imp</i>	indicating the type of injury or effect the attack call = impaling, pi- = small piercing, pi = piercing, pi+ =	unitplies it by 5; and (0.1) multiplies it by 10. uses: aff = affliction, burn = burning, cor = corrosion, large piercing, pi++ huge piercing, spec. = special	cr = crusning,	s e	ecs) cripple nough dmo nyway	ed, unless	
_	A victim attacks; a	loses HP ec nd double it	ual to the for impali	ng and huge piercing attacks. Subtract fatigue dam	I piercing attacks; increase it by 50% for cutting and age from EP instead of HP. Afflictions cause no injure	ry, but impose	9-11 N	lormal dmg lormal dmg		
Damag	ditional ru Explosio	les. <i>ns:</i> An "ex"	An "ex" after crushing or burning damage indicates the attack produces an explosion. This may injure those near			livide damage	drops held items 13 14 Penetrating dmg =			
	by three t Fragment age and t	by three times distance in yards from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage, p. 414). Fragmentation damage appears in brackets; e.g., "3d [2d] cr ex" means an explosion that inflicts 3d crushing damage and throws fragments that do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage; e.g., 10 yards for [2d]. If an explosive attack has an armor divisor, this only applies to the DR of a target that takes a direct hit – not to those caught in the						lajor Woun	u	
	Affliction	is: Some sp	ecial weap	oons don't list dice of damage. Instead, they give a l	HT modifier; e.g., "HT-3." Anyone who is hit must atte	empt a HT roll	Speed	nd Speed	/Range _inear	
	for (20 - F +2 to your	HT) seconds HT roll to re	 Note that series 	t DR (modified by any armor divisor) normally adds stun gun.	or example, a stun gun calls for a HT-3 roll to avoid l s to the victim's HT; for instance, a DR 2 leather jack	ket would give	Range 0		s <i>urement</i> 5 Inch	
	on a succ	essful hit. F	or details,	see Linked Effects (B381) and Follow-Up Damage	a second line. These occur simultaneously with the ((B381). naller wielder can strike with the weapon. For exan		0	-13 1/	3 Inch 2 Inch	
Reach	means the "C" indicat	e weapon ca tes you can	an only str use the w	ike a foe two yards away – not a closer or more dist eapon in close combat; see Close Combat (B391).	ant one. strike targets either one or two yards away. An aster		0	-11	3 Inch 1 Inch	
	at foes that	at are at any	distance	kward enough that it requires a Ready maneuver to within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalt	o change reach (e.g., between 1 and 2). Otherwise,	you can strike	0	-9	5 Inch 2 Inch 3 Inch	
Parry	Parry "F" means the weapon is a fend		that weap n is a fenc	on (see Parrying, B376). For most weapons, this is	"0," meaning "no modifier."		0	-7	5 Inch 8 Inch	
Acc	"No" mear Ranged	ns the weap weapons or	on cannot nly. Add Ad	parry at all. curacy to your skill if you took an Aim maneuver on	the turn prior to your attack. If the weapon has a bui	Itin scope, the	0		1 foot 5 feet	
	The max		ber of shot		+2." A weapon can normally fire fewer shots (to a minimu	ım of 1), if you	0		2 feet 1 yard	
RoF	"!" means "m x n" (e	the weapon e.g., 3x9) me	n can only eans the w	fire on "full auto," like many machine guns. Minimu	o the first number (m), and that each shot releases a	smaller projec-	0	0	5 yards 2 yards	
	"Jet" mea	ns the wear ber of shot	oon shoot	s a continuous stream of fluid or energy, using the je	et rules (B106). "T" means the weapon is thrown. To "reload," pick it	up or ready a	-1 -2 -3	2	3 yards 5 yards	
Shots	The pare changing	enthetical nu magazines)	- or, for a		ady maneuvers needed to reload all of the weapon's weapon. An "i" next to this means you must load sho		5 -4 -5	4 1	7 yards 0 yards 5 yards	
Weight	, The weig		eapon, in		apons with Shots 2+, this is loaded weight. The wei	ght of one full	-6 -7	6 2	0 yards 0 yards 0 yards	
	weapon s	kill per poin	t of ST you	I lack and lose one extra FP at the end of any fight	veapon that requires more ST than you have, you v that lasts long enough to fatigue you. d ST (round up), you can use a weapon like this in a		-8 -9	8 5	0 yards 0 yards	
	it become requires o	es unready a one hand to	after you a hold it and	ttack with it. If you have at least twice the listed S another to operate a moving part, like a bow or a p	F, you can wield it one-handed with no readiness per yoump shotgun, it always requires two hands, regardl with it, unless you have at least 1.5 times the listed	enalty. But if it ess of ST.	-10 -11	10 10	0 yards 0 yards	
ST	To use it in "B" indica	n one hand ites a firearr	without it I n with an a	becoming unready, you need at least three times the	e listed ST. sing the bipod, treat the weapon as if it were braced a		-12 -13	13 30	0 yards 0 yards	
	"M" mean tripod or r	ns the weap mount; the S	on is usua ST require	Ily mounted in a vehicle or gun carriage, or on a trip	ood. Ignore the listed ST and Bulk when firing the we ts mount. Removing the weapon from its mount (or	eapon from its reattaching it)	-14 -15	15 70	0 yards 0 yards	
Bulk	A measu	ure of the we	apon's siz	•	when you take a Move and Attack maneuver (see Mo weapon.	ve and Attack,	-16 -17	17 150	0 yards 0 yards	
Rcl	is recoille:	ss, or nearly	/ so.		value, the less controllable the weapon. Rcl 1 mear roll means you score one extra hit, to a maximum r		-18 -19 -20	19 300	0 yd/1m 0 yards 0 yd/2 5	
	equal to to This is o	otal shots fir nly noted fo	ed; see R r firearms	apid Fire (B373). (Firearms with RoF 1 still list Rcl, 1 and grenades. All melee weapons and muscle-pow	for use with certain rules.) rered ranged weapons intended for combat are LC4.	An exception	-20 -21 -22	21 700	0 yd/2.5 0 yards 0 yd/5m	
LC	(like a wo	oden stake)	. See Leg	ality Class (B267).	nunting or recreation, and for those that are complete		2	mph ~ 1 y	d/s	

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