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		
Tip Slash (MA113)			gainst. Not compatible with Deceptive Attack		not allect chilical chance	e.	
• • • •			ling weapon to do cutting damage equal to the auses an additional 1 HP of injury to arm (bl		kick) no DB (B257) M	lov use no more the	
			Step, Great Lunge, Heroic Charge, Mighty Bl		KICK), 110 DIX (D337). W		on one offensive
		Blows, Glant S				lay use no more tha	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
Flurry of Blows Giant Step Great Lunge Heroic Charge Mighty Blow GURPS is a trademark of releas	Spend 1 FP for c Spend 1 FP to ge Spend 1 FP durit Spend 1 FP per a f Steve Jackson Ga sed for free distribut	attack to halve one extra step et the effects o ng a Move and attack to get th ames, and its rul ution, and not fo	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	6) or Defensive Attack. es (incompatible with All-Out Attack xcept for Acrobatic Attack or Flying an Attack without losing defenses. res. All rights are reserved by Steve Ja ve Jackson Games Online Policy (https:	Attack). Ickson Games. This game //www.sjgames.com/gene	fensive Grip). aid is the original cre ral/online_policy.html	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 (Kn Consecutive Cross Supported Parry (Unarmed - abov DX / Karate / Braw Wrestling / Sumo Weapon Swing At Parry (Unarmed - abov DX / Karate / Braw Wrestling / Sumo Weapon Swing At Parry (Unarmed with le Karate / Brawling Block (You can not Blo Consecutive Close Combat Retreat (Together with Dodge Parry	Spend 1 FP for c Spend 1 FP for c Spend 1 FP dgin Spend 1 FP dgin Spend 1 FP dgin f Steve Jackson Gr sed for free distribu- (*) Descript +3 to Do If you may victim ge -2/+2 to I (*) -2 -4 if you -2 if you -1 if you Commit 1 again this Use a reis wiling Use high Need to I ttack -3, 0 if you egs - above rule Needs to I ttack -5 No block another active +3 +1, +3 if +1 A critical	attack to halve ane extra step et the effects of ang a Move and a Move and that ack to get the attack to get the attack to get the attack to get the adge - you may ake your dodge use the same use fencing or use fencing or use fencing or use fencing wi wo ready mela to Parry w use two hands a well) est to Parry w use two hands au use Karate - s apply as we arate / Brawlin earm Weapons possible defense, cour using Fencing failure on these	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 better 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. Posture (B367, B551) Defense Standing Normal Crouching Normal Crouching Normal Kneeling -2 Crawling -3 Sitting -2 Lying Down -3 'I fattacker is at the same or low your torso as if it were half expose if you also have your head down er Parry score +2 and combining the fit were a two-handed weapon. Nei an not retreat, once per Turn	Attack).	fensive Grip).	Table (B380) pi+ imp fable (B380) pi+ imp fable (B380) pi+ imp fable (Call and can Parry fable (Call and can Parry fable (Call and can Parry fable (Call and can Parry fable (Call and can Parry pi+ imp fable (Call and can Parry) pi+ imp fable (Call and can Parry) fable (Call and can Parry)
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 Spend 1 FP duri Spend 1 FP duri Spend 1 FP duri f Steve Jackson Gr sed for free distribu- (*) Descript +3 to Do If you may victim ge -2/+2 to I bear) -1 -1 -2 -4 if you -2 if you -1 if you Commit 1 again this Use a re- ve rules apply as wing Use high Need to tak -3, 0 if yo eggs - above rule Needs K bock Bullets or BI -5 No block another active +3 +1, +3 if +1 A critical defensive	attack to halve ane extra step et the effects of ing a Move and ing a Move and attack to get th ames, and its rul ition, and not for ition dge - you may ake your dodge to have a state base of the same use the same use the same use fencing or use fencing or use fencing wi wo ready mells is turn ady (empty) ha is well) est to Parry w use two hands is well) est to Parry w use two hands is apply as we arate / Brawlin esam Weapons possible defense, cour using Fencing failure on these e option (Feve	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 es and art are copyrighted by Steve Jackson Gar r resale, under the permissions granted in the Steve take a step before falling prone e roll, you get hit - if you fail, original roll beer 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 ee 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 HII) g - can only parry attacks below the waist, or s) hts against one foe for one turn, can only Weapon / Judo / Karate the rolls causes an additional 1 HP of injury to rish Defense or Rapid Recovery)	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 Ja ve 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 or 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	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+ imp 1/3 x1/2 x1 1/5 x1/3 x1/2 the of the of the of the start of
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 sed sed sed sed	attack to halve ane extra step et the effects of ng a Move and g a Move and thattack to get th ames, and its rui tition, and not fo ion dge - you may ake your dodge ts his defense Dodge - once p use the same use fencing or use fencing or use fencing wi wo ready mele s turn ady (empty) ha s well) est to Parry w use two hands ou 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	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 better 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 of the of the start of the st

Hit Location & Damage Modifier	Table
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Hit Location & Damage Modifier Table Humanoid Table B552				
Roll	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]	

stead. [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 DR!

[3] The skull gets an extra DR 2. Wounding modi-fier is ×4. Knockdown rolls are at -10. Critical hits use the Critical Head Blow Table (B556). Excep-tion: These special effects do not apply to toxic

tion: These special effects do not apply to toxic damage.
[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown 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, 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 attack is *imp, pi, tbb*. Otherwise it's a nose htt [15].
[5] Limb. Reduce the wounding multiplier of large *pi*, huge *pi* and *imp* damage to ×1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb. Damage beyond that threshold is 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 and.
[7] Human males and the males of similar species suffer double shock from *cr* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.

hit. [8] Extremity. Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major vicend Excess damage is still lost. Roll 1d, on a 1

[1] An attack that misses by 1 hits the torso in-stead. [2] If rolling randomly, roll 1d: 1-3 is right, 4-6 is [2] Oply impaling piercing and tight-beam burn-left

with *cr, cut, pi, tbb* hits a joint [14].
[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is
left.
[10] Neck and throat. Increase the wounding multiplier of *cr* and *cor* attacks to ×1.5, and that of a cutting damage to ×2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated!
Roll 1d, on a 1 with *cut, imp, pi, tbb* hits vein/artery [17], if *cr* from behind, counts as [16] and gives quadriplegic. Automatic if dmg > HP from Neck Snap or throw from Head Lock.
[11] Heart, lungs, kidneys, etc. Increase wounding modifier for *tbb* attack to ×3. Increase wounding modifier for *tbb* attack to ×3. Increase wounding modifier for *tbb* attack to ×3. Increase wounding modifier for *tbb* attack to ×2. Other attacks cannot target the vitals.
[12] Ear, if cutting max Dmg = HP/4, double HP/4 removes ear which gives -1 Appearance
[13] Jaw, if crushing extra -1 to knockdown
[14] Joints, limb crippeld at HP/3, extremity at HP/4 HT roll to recover from the front, treat like facehit, HP/4 breaks nose gives major wound and no Sense of Smell/Taste until healed. *Cut* lops off snose if Sml/2 from Keres, only targetable from behind with *cr*, *cut, imp, pi, tbb*. DR3, if shock-penaty roll against knockdown, crippled if dmg = HP which causes automatic knockdown and stunning [17] Veins and Arteries, only targetable form behind with *cr*, *imp, pi, tbb*. Increases wounding modifier plus 0.5, no crippling and no dmg limit, an attack that misseses by thits the neck, arm or leg, as appropriate [18] Roll 1d if *cr, imp, pi or bb*. On 1, hit to the vitals [11], *cut* from behind hits the spine [16]

Critical Miss Table B556 Roll Effect

- Weapon breaks, if resistant to breakage (solid *cr* weps, magical, fire-arms..) reroll 3|4 = weapon breaks, else drop weapon 314
- Hit yourself in arm or leg (50% chance). Exception *imp*, *pi*, ranged reroll if 5|6 full|half dmg, other result use that effect. 5
- as 5, but half damage only 6115

Lose your balance, do nothing else (not even free action). Active Defense at -2 7|13

- 8|12 Weapon turns in hand, needs Ready maneuver to use again
- 9-11 Drop weapon, cheap weapon breaks If swinging attack, weapon files 1d yards from hand, 50% chance straight forward or straight back, anyone on target spot must make DX roll or take half damage. If thrusting melee attack or any ranged, you drop as in 9 14
- Strain your shoulder, weapon arm 15 crippeld, don't drop weapon but can't use it to attack or defend for 30 minutes
- 16 You fall down! If ranged, see 7 17|18 Weapon Breaks, see 3

Combat Maneuvers Cheat Sheet v2.00

	wound. Excess damage is still lost. Roll 1d, on a 1 vitals [11], <i>cut</i> from behind hits the spine [16]	can be found @	the SJ Game	t Sheet v2.00 s GURPS Forum
	Weapon Statistics for Melee and Ranged Weapons 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		ical Hi Effect	t Table B556
TL	TL trait (B23).		Triple	
	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			after armor
Weapon	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 letters M (Magnum), P (Pistol), R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber but fire differ-		diviso	
	ent ammunitori, for instance, 7.62mm ammo is not interchangeable with shorter 7.62mmS ammo.	5 16	Doubl	e dmg
	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			num dmg
	basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have ST 11, which gives a basic thrusting damage of 1d-1, you inflict 1d+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	7	Major	rating dmg = Wounds
	"2d+2," which means that any user would roll 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 roll to resist an affliction). For instance, an attack 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, fat = fatigue, imp = impaling, pi = small piercing, pi = piercing, pi + arge piercing, pi++ huge piercing, spec. = special - see weapon notes, tbb = tight-beam burning, tox = toxic.	8	double -8), lin =+ fur secs)	rating dmg = Shock (Max b or extremity ny-bone (16-HT crippled, unless h dmg to criple y
	A victim loses HP equal to the damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and large piercing	9-11	Norma	al dmg only
Damage	attacks; and double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, but impose a particular affliction 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- ditional rules.	12		al dmg, victim held items
	Explosions: An "ex" after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divide damage 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 to 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage, e.g.,	13 14		rating dmg = Wound
	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	Size	and	Speed/Range
	blast radius or hit by fragments. Afflictions: Some special weapons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must attempt a HT roll	Speed	,	Linoar
	at the listed penalty to avoid the effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid being stunned	Range		Measurement
	for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jacket would give +2 to your HT roll to resist that stun gun.	0	-15	7 mm
	Other Effects: A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack	0	-14	11.55 mm
	on a successful hit. For details, see Linked Effects (B381) and Follow-Up Damage (B381). 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"	0	-13	17.5 mm
	where weapons only. This is the usance in yards at which a human-size of share when the weapon. For example, reach 2 means the weapon can only strike a for two yards away – not a closer or more distant one.	0	-12	23.1 mm
Reach	"C" indicates you can use the weapon in close combat; see Close Combat (B391).	0	-11	35 mm
	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	0	-10	37.5 mm
	at foes that are at any distance within the weapon's reach.	0	-9	5 cm
	Melee weapons only. A number, such as "+2" or "-1," indicates the bonus or penalty to your Parry	0	-8	7.5 cm
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).	0	-7	12.5 cm
	"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).	0	-6	20 cm
	"No" means the weapon cannot parry at all.	0	-5	30 cm
Acc	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."	0	-4	45 cm
	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	0	-3	60 cm
	wish, but some special notes apply:	0	-2	1 m
RoF	"!" 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 projec-	0	-1	1.5 m
	tiles equal to the second number (n); see Shotguns and Multiple Projectiles (B409).		0	2 m
	"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106).	-1	1	3 m 5 m
	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!	-2	2 3	5 m 7 m
Shots	The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g., by	3	4	10 m
	changing magazines) – or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individually: the time listed is per shot rather than for all shots.	-4	5	15 m
	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	-6	6	20 m
Weight	The weight of the weapons where a slash.	-7	7	30 m
	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	-8	8	50 m
	weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you. "†" 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	-9	9	70 m
	it becomes unready after you attack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness penalty. But if it	-10	10	100 m
	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. "‡" 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).	-11	11	150 m
ST	To use it in one hand without it becoming unready, you need at least three times the listed ST.	-12	12	200 m
	"B" indicates a firearm 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 (rough up); eq. ST 13 becomes ST 9.	-13	13	300 m
	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. Ignore the listed ST and Bulk when firing the weapon from its	-14	14	500 m
	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.	-15	15	700 m
	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,	-16	16	1000 m
Bulk	A measure or the weapon's size and nanomess, built modilies you weapon skill when you take a wove and Attack maneuver (see wove and Attack, B365). It also serves as a penalty to Holdout skill when you attempt to conceal the weapon.	-17	17	1500 m
	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	-18	18	2000 m
Rcl	is recoilless, or nearly so.	-19	19	3000 m
-	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.)	-20	20	5000 m
	This is only noted for firearms and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. An exception	-21	21	7000 m
LC	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	-22	22	10 km
	(like a wooden stake). See Legality Class (B267).		3.6 km	h ~ 1 m/s

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Hit Location & Damage Modifier	Table
Ilumencial Table DEE2	

Hit Location & Damage Modifier Table Humanoid Table B552				
Roll	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]	

stead. [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 DR!

[3] The skull gets an extra DR 2. Wounding modi-fier is ×4. Knockdown rolls are at -10. Critical hits use the Critical Head Blow Table (B556). Excep-tion: These special effects do not apply to toxic

tion: These special effects do not apply to toxic damage.
[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown 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, 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 attack is *imp, pi, tbb*. Otherwise it's a nose htt [15].
[5] Limb. Reduce the wounding multiplier of large *pi*, huge *pi* and *imp* damage to ×1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb. Damage beyond that threshold is 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 and.
[7] Human males and the males of similar species suffer double shock from *cr* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.

hit.
 [8] Extremity. Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major

[1] An attack that misses by 1 hits the torso in-stead. [2] If rolling randomly, roll 1d: 1-3 is right, 4-6 is [2] Oply impaling piercing and tight-beam burn-left

with *cr, cut, pi, tbb* hits a joint [14].
[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.
[10] Neck and throat. Increase the wounding multiplier of *cr* and *cor* attacks to ×1.5, and that of a cutting damage to ×2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated!
Roll 1d, on a 1 with *cut, imp, pi, tbb* hits vein/artery [17], if *cr* from behind, counts as [16] and gives quadriplegic. Automatic if dmg > HP from Neck Snap or throw from Head Lock.
[11] Heart, lungs, kidneys, etc. Increase wounding modifier for *imp* or *pi* attack to ×3. Increase wounding modifier for *ibb* attack to ×3. Increase wounding modifier for *ibb* attack to ×2. Other attacks cannot target the vitals.
[12] Ear, if cutting max Dmg = HP/4, double HP/4 removes ear which gives -1 Appearance
[13] Jaw, if crushing extra -1 to knockdown
[14] Joints, limb cripzet able from the front, treat like facehit, HP/4 breaks nose gives major wound and no Sense of Smell/Taste until healed. *Cut* lops off nose if HP/4×2 (major wound) but knockdown not at -5 for face. Cutting off nose = Appearance - [16] Spine, only targetable from behind with *cr*, *4 cut, imp, pi, tbb*. DR3, if shock-penatty roll against knockdown, crippled if dmg = HP which causes automatic knockdown and stunning
[17] Veins and Arteries, only targetable by *cut, imp, pi, tbb*. Increases wounding modifier plus 0.5, no cripping and no dmg limit, an attack that misses es by 1 hits the neck, arm or leg, as appropriate [18] Roll 1d if *cr, imp, pi or tbb*. On 1, hit to the vitals [11], *cut* from behind hits the spine [16]

Critical Miss Table B556 Roll Effect

- Weapon breaks, if resistant to breakage (solid *cr* weps, magical, fire-arms..) reroll 3|4 = weapon breaks, else drop weapon 314
- Hit yourself in arm or leg (50% chance). Exception *imp*, *pi*, ranged reroll if 5|6 full|half dmg, other result use that effect. 5
- 6|15 as 5, but half damage only

Lose your balance, do nothing else (not even free action). Active Defense at -2 7|13

- 8|12 Weapon turns in hand, needs Ready maneuver to use again
- 9-11 Drop weapon, cheap weapon breaks If swinging attack, weapon files 1d yards from hand, 50% chance straight forward or straight back, anyone on target spot must make DX roll or take half damage. If thrusting melee attack or any ranged, you drop as in 9 14
- Strain your shoulder, weapon arm crippeld, don't drop weapon but can't use it to attack or defend for 30 15 minutes
- 16 You fall down! If ranged, see 7 17|18 Weapon Breaks, see 3

at the listed penalty to avoid the effects of the exclusion BT, for instance, as DZ islawing racket would be invested to a second line to exclusion BT, for instance, as DZ islawing racket would be invested to a second line. These occur simultaneously with the primary attack of the effects of the weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details, see linked Effect (383) and Follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details, see linked Effect (383) and Follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details, see linked Effect (383) and Follow-up effects, noted on a second line. These occur simultaneously with the primary attack (1) next to a successful hit. The order of the second and se		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] New Version.	neuvers	cheat	Sheet v2.00 GURPS Forum
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Weapone The general cases of weapon in question: e.g., "shortsworth of or "assault dis". Each entry represente a wish range of individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is a start of the individual types. For guns, the individual types is the individual types. For guns, the individual types is the individual types. For guns, the individual types is the individual types. For guns, the individual types is the individual types. For guns, the individual types is the individual types. For guns, the indintindividual types is the individual types. For guns,	TL				
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For mucle operating thy of end grange is given or the Daras (in the USE) is the Standing is given in the Daras (in the USE) is the Standing is given in the Daras (in the USE) is the Standing is given in the Daras (in the USE) is the Standing is given in the Daras (in the USE) is the Standing is given in the Daras (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the Standing in the USE (in the USE) is the USE (in		letters wi (wagnum), P (Pistoi), R (Revolver), and S (Snort) appear arter caliber in situations where different guns have the same caliber but fire differ- ent ammunition; for instance. 7.62mm ammo is not interchanceable with shorter 7.62mmS ammo.	5 16	Double	dmg
basic fituating (in) or twinging (ex) durings, as given on the Bannege Table (19), For example, a span due, the 2, at twin addite (2), at twink (2), at t			6 15	Maxim	um dmg
Event fragments, generates, and some powered modes weapons, durings is given as a fixed number of dice plus dots, q. a form ando points is a direct in the during of the plus dots of the during dots of the duri		basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have ST 11, which			
Adv The Number N and any base model of a state data of a get 2 get 2 and 0.1 matchesis at allocida period. Construction of the sources by the other of the source by the other of the source by the other of the source by the other otheror otherorother other other otheror other other other other oth		gives a basic thrusting damage of 1d-1, you inflict 1d+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			
number before authenting 4 from your demage (or provide 1) by performance 4 for 10 for tested an affection 1, for matines and tested 10 for 10 for each 10 for each 10 for 10 for each 10 f		"20+2," which means that any user would roll 2d and add 2 to get damage.			
 would have DR. A fractional driver increases (DR. (0.9) multiples (DR by 2, (0.2) multiples (DR by 5, and (0.1) multiples (DR by 5, and (DR by		Amore before subtracting it from your damage (or admigute $= 0, (2) = 1$ s and a more amore. Divide the targets before subtracting it from your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a divisor of (2)			
 Der nöff, of highen mig in mending und yeine jereing and hering and the stage products, here weater by 50% for calling and products, see weater by 50% for calling and products. See weater by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50% for calling and products and the stage by 50		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.			
notes, Bb = tightbeam huming, bx = toxic. approx = toxic. approx = toxic. approx = toxic. Damage approx = toxic. bits have been have been only by a more been by approx = toxic. bits increase by toxic. <t< td=""><td></td><td></td><td></td><td>enoug</td><td>n dmg to criple</td></t<>				enoug	n dmg to criple
Barrage attacks: and quotie if for impaing and huge piering attacks. Subtract flague damage from PP instead of IPA Michaics acuse PD intry, But Import 12 Normal strack Participation Amount of the intro attack and quotie if for impains and interp (Strat) 13 Normal straty, 200 13 12 Normal straty, 200 13 13 13 14 Normal straty, 200 13 13 13 12 Normal straty, 200 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13 13		notes, <i>tbb</i> = tight-beam burning, <i>tox</i> = toxic.			
Barrage a particular affaiction on a failed HT roll, as specified in the weapon's notes. The can target Eyes and Vials. See Barrage and Injury (1877) for at the particular affair the crusting or burning damage notacies the state, broadcass an explosion failed as a cancel with the theorem of the blast. Some explosion's scatter fragments that inflict ad cause on earby divide that inflicts ad causes on the control of the blast. Some explosion factors is part of the divide the earby and the part and the part and the of the target that is the control of the blast. Some explosion factors is part of the divide the earby divide that is the origin that is the control of the divide the divide the earby divide divide the earby divide the earby divide the earby d					0,
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appe and throws fragments into 0.20 cutting damage. The 'damger radius' for fragments is the yeards integet that lakes a direch fragmentation damage; e.g., the solution of the solutio		by three times distance in yards from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see		Major	Nound
10 yeards for fail years 10 years <td< td=""><td></td><td>Fragmentation Damage, p. 414). Fragmentation damage appears in brackets; e.g., "3d [2d] or ext means an explosion that inflicts 3d crushing dam- age and there fragments that do 2d ottime damage. The "damager radius" for fragments in five varies times the doe of fragments in damage; a</td><td></td><td></td><td></td></td<>		Fragmentation Damage, p. 414). Fragmentation damage appears in brackets; e.g., "3d [2d] or ext means an explosion that inflicts 3d crushing dam- age and there fragments that do 2d ottime damage. The "damager radius" for fragments in five varies times the doe of fragments in damage; a			
bisst radius of hit by fragments. Afficients: Some special weapons durit is due of damage. Instead, they give PT modifier e.g., "HT-3." Approve who is hill must attempt a HT of (20 - HT) seconds. Note that DE (modified by any armor divice) normally adds to the victim's HT. for instance, a DR 2 leather jacket would give (2 to your HT roll to resist hat stanue gives at which a human-sized or analer wider can struke with the weapon. For example, near the mode weapons only. This is the distance in yards at which a human-sized or analer wider can struke with the weapon. For example, near the mode means the weapon in close combits are Glose Combit (1931). Some weapons in available or anough that if reads (1931) and follow-Up differst, a flow weapon share a continuum of reaches, e.g., a spear with read "1, 2' can struke targets atthen one two yards away. An asterisk (*) next to a to less that as a any distance would not the weapon's reach. The means the weapon is unbalanced: you cannot use it to party fivou have already used it to attack. If the weapon has a builtin scope, the borus for the appears as a sequence in colling. The second turn. A weapon can normally fire fewer shots (to a minimum of 1), if you with means the weapon cannot party at all. Acco. Ranged weapons can't, Add Accourse of the a unterfer to a meapon tark weapon can normally fire fewer shots (to a minimum of 1), if you with the second number of shots are attrack equal to the first number (m), and that teads and means the weapon can only fire on full audor, 'like many machine ginst. Minimum Rof is 14 the listed Rof, rounded , pick it up or ready the second number (m), see Shotgiuns and Multiple Projectiles (B400). The means the weapon can fire a number doweapon (tar) that charge under the weapon's shots (e.g., by "means the weapon can only fire on full audor reparage the projectiles (B400). The maximum number of histog are in the assessmenter projec- tiles equal to the second number (m) see Shotgiuns and Multiple Projectiles (B400).		age and move angine its and to counting damage. The dange haves to magnetists in vegats times are due of magnetistic usage, e.g., 10 yards for [20]. 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			
at the listed penalty to avoid the effects of the afficion (e.g., unconsciousñess). For example, a sturg unclais for a HT3 on Ito avoid being stunged of the integration of the constant of the integration of the constant of		blast radius or hit by fragments.			-
for (20 - HT) seconds. Note that DR (modified by any armod rivisor) normally adds to the vicinits if Try instance, a DR 2 leather jacket would give in the resist that stain augument of clock-up defacts, noted on a second line. These occur simulaneously with the primary attack on a successful hit. For defaults, see Linked Effects (B3R) and Folkev-Up Damage (B3R). 0 -14 113 Reach Tindicates you can use the veapon in close combains see Close Comba (B3R). 0 -14 113 Melee weapons on use the veapon in close combains see Close Comba (B3R). Some weapons have a continuum of reaches; e.g., a spear with reach "1, 2" can strike largets either one or two yards away. An asterisk (1) next to the see and the weapon's and stains with the weapon's see close. Comba (B3R). 0 -14 113 Party Melee weapons only. A number, such as "x2" or "1, "indicates the bonus or penalty to your Parry defaces when using flat weapon (see Parry). 57.05 0 9 2 Parry The mask the weapons is unbalanced close and the weapon's as a separative secol. The maximum number of shots an actinary shouler can fire in a one-second turn. A weapon can normally for your attack. If the weapon has a builtin scope, the towapon's as a separative of shots and actic segaral the first number (m), and that leach shots the weapon can only fire on "1/u lauto." like many machine guns. Minimum ROF is 14 He listed ROF, rounded up. "The maximum number of shots an actinary shouler can fire an uneversor has the weapon. An 'r fire (augus) means the weapon can only fire on "1/u lauto." like many machine guns. Minimum ROF is 14 He listed ROF, rounded up. "The "1, 2" doe and					Linear Measurement
Other Effects: A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details, see linked Effects (SB31) and Follow-Up Damage (SB31). 0 -14 113 Reach C: Indicates you can use the weapon in chose combat, see Close Combat (SB21). 0 -13 120 C: Indicates you can use the weapon in chose combat, see Close Combat (SB21). 0 -14 10 -110 11 Reach C: Indicates you can use the weapon is advance within the weapon's reach. 0 -10 15 Bellee weapons only, A number, suc weapon is advance weapon is a built scope. 0 -4 15 Acce Fanged weapons can only fixed advance weapon is advance weapon i		for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim's HT, for instance, a DR 2 leather jacket would give	-		
on a successful int. For details, see Linked Effects (B381) and Follow-Up Damage (B381). 0 11 Melee weapon only. This is the distance in yards away – not a closer or more distant one. 11 12 22 Reach Timelates you can use the weapon in close combating see Close Comba (B391). 0 12 22 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 a tradition the weapon's reach. 0 12 22 Perry Melee weapons only. A number, such as '+2' or '1, 'indicates the bonus or penalty to your Parry defines when using final the weapon's Comband's each (') next to the second tradition of the penalty to your Parry defines when using final the weapon is an fancing weapon (see B404). 0 3 3 3 7 5 "T" means the weapon is unbalanced; you cannot use it to parry if you have already used it to attack this tum (or vice versa). 0 3 2 1 1 1 1 1 5 1 3 2 2 1 1 1 5 1 3 2 2 1 1 1 5 1 1 1 5 1 1 1 5 1 1 1 1 1 1 <td></td> <td></td> <td>U U</td> <td></td> <td>1/3 Inch</td>			U U		1/3 Inch
Melee weapons only. This is the distance in yards at which a human-sized or smaller weider. Can shrike with the weapon. For example, reach 2 0 -12 23 Reach Some weapons have a continuum of reaches, e.g., a spear with reach "1, 2" can shrike targets either one or two yards away. An asterisk (") next to the seapon is a where and enough the trequires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you can shrike at fore shall are at any distance within the weapon's reach. 0 -11 11 Parry The mesh the weapon on the seapon's reach. 0 -11 0 -8 33 Parry The mesh the weapon on only. An under, such as "x2" or "1," indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, B376). For most weapons, this s'0," meaning modifiet." -8 3 -7 5 Parry The mesh the weapon on only. AddAccurrey to your stall. Use if the parry if you have already used it to attack this turn (or vice versa). 0 -4 1.5 No The maximum number of shots an ordinary shocher can fire in a one-second lum. A weapon can normally fre fewer shots (to a minimum of 1), if you was, but small shots apply. -1 1.5 RoF The maximum number of shots an ordinary shocher can fire in a one-second lum. A weapon can normally fre fewer shots (to a minimum of 1), if you was, but small shots. -1 1.5 RoF The maximum number of shots an ordina					1/2 Inch
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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 (1) next to change reach (e.g., between 1 and 2). Otherwise, you can strike at feed means the weapon is a kinut requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you can strike at feed weapons only. An under, such as "x2" or "1." Indicates the bonus or penalty to your Parry defense when using that weapon (see Parying, B376). For most weapons, his is "0," meaning "no modifier." 0 -10 1.5 Parry "Temass the weapon is a kinut weapon (see Parying, B376). For most weapons, his is "0," meaning "no modifier." 0 -6 8 Mole eweapons only. Add Mcard and Weapon (see Parying, B376). For most weapons, his is "0," meaning "no modifier." 0 -6 8 Mole mass the weapon cannot parry at all. 10 0 -6 8 Mole mass the weapon cannot parry at all. 10 0 -1 1.5 Mole mass the weapon cannot parry at all. 10 0 -2 1 The mask the weapon cannot pary if all. 10 0 -2 1 1 The mask the weapon cannot price the on '11 all uo'. like mary machine guns. Minimum Ror is 1/4 the listed ROF, counder up. -1 1.5 The mask the weapon cannot price the on '11 all uo'. like mary machine guns. Minimum Ror is 1/4 the listed ROF, counder up. -1 1.5		means the weapon can only strike a toe two yards away – not a closer or more distant one. "C" indicates you can use the weapon in close combat: see Close Combat (B391).	-		1 Inch
act means the weapon is awward enough that it requires a ready maneuver to change reach (e.g., between 1 and 2). Unerwise, you can since 0 -9 2 Pary Melse weapons only. A number, such as "+2" or "+1," indicates the bonus or penalty to your Pary 0 -8 3 Melse weapons only. A number, such as "+2" or "+1," indicates the bonus or penalty to your still is "0," meaning "no modifier." 0 -6 8 More meants the weapon is developed in the weapon to get the weapon cannor law teapon teapon teapon teapon teapon teapon cannor law teapon teapon teapon teapon teapon tea	Reach	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			1.5 Inch
Melex weapons only, A number, such as "+2" or "1." indicates the bonus or penalty to your Pary defense withen using that weapon (see Paryn). 0 -8 3 0 -7 5 Pary "T" means the weapon is a fencing weapon (see B404). "T" means the weapon is ubalanced; you cannot use it to pary if you have already used it to attack this turn (or vice versa). 0 -6 8 No" means the weapon is ubalanced; you cannot use it to pary if you have already used it to attack this turn (or vice versa). 0 -6 8 No" means the weapon is ubalanced; you cannot use it to pary if you have already used it to attack this turn (or vice versa). 0 -6 8 T" means the weapon sonly, 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 one second number of shots weapon can normally fire of weapon (in the second number (i); see Shotgens and Multipe Projecilies (B409). 0 -3 2 1 1 3 2 1 1 -3 2 1 1 -3 2 5 5 5 15 1 1 -3 -2 2 5 With but some special notes apply. "T" means the weapon can fire a number of shots meaning number (m), and that each shot releases smaller projectiles (B409). -4 4 10 -1 5		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 fores that are at any distance within the weapon's reach			2 Inch
Parry T ⁺ means the weapon is a fencing weapon (see B404). "No" means the weapon cannot use it to party if you have already used it to attack this turn (or vice versa). "No" means the weapon cannot party at all. 0 -6 8 Acc Ranged weapon is 0xh, 24d 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., 74.2." 0 -4 1.5 RoF T ⁺ means the weapon can off free of "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 projecting the second number (n); see Shotguns and Multiple Projectiles (B409). 0 -4 1.5 Shots The number of shots he weapon can fire ball subs. 1 1 3 7 Weight The weight of the weapon, is provided up: "T ⁺ means the weapon, inp ounds; reg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight of one full the time listed Shots. -7 3 3 7 ** The minimum Strength required to use the weapon moperly. If you try to use a weapon more strang after a slash. -8 8 50 ** The weight of the weapon is provid Shots indicates the number of one second Part the end of any fight that lastos long enouph shots (e.g., br -7			0		3 Inch
"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). 0 -6 8 "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., "742." 0 -4 1.5 RoF "T means the weapon cannot yifre on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. 0 -2 1 "T means the weapon can only fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. 0 -2 1 "T means the weapon can only fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. 0 -2 1 "I eff means 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 release spralemet ondified or energy, using the jet rules (B106). -2 2 5 5 5 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 release alsabi. -7 7 3 3 7 "Feinding magazines) - or, for a throw weapon it, the time need of any fight that lasts long enough to fatiug vou. -5 5 <td>-</td> <td>defense when using that weapon (see Parrying, B376). For most weapons, this is ⁴0," meaning ⁴no modifier."</td> <td>0</td> <td>-7</td> <td>5 Inch</td>	-	defense when using that weapon (see Parrying, B376). For most weapons, this is ⁴ 0," meaning ⁴ no modifier."	0	-7	5 Inch
"No" means the weapon cannot party at all. 0 -5 1 Acc 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." 0 -4 1.5 <i>RoF</i> 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: 0 -2 1 <i>The maximum number of shots has explore and the second number (n)</i> ; see Shotguns and Multiple Projectiles (8409). -1 1 3 7 "The number of shots the weapon can fire a forme before you must reload or recharge it. "T means the weapon 'shots (e.g., by changing magazines) - or, for a thrown weapon, the time needed to ready another weapon. An "T next to this means you must load shots individually: the time listed is per shot rather than for all shots. -2 2 5 1 3 3 7 Weight The weight of the weapon, in pounds, "neg," means "negligible." For missile weapon An "T" next to this means you must load shots individually: 'term and the weapon requires two hands. If you have at least 1.5 times the listed ST (ound up), you can use a weapon like this in one hand, but the come sum ready after you takk. -8 8 50 Weight The weight of the weapon 'size and handmeres'on escond Ready maneuvers meeded to reload all of the w	Parry	"F means the weapon is a tencing 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).	0	-6	8 Inch
bonus for this appears as a separate modifier after the weapon's base Acc; e.g., "7+2." 0 -3 2 maximum number of shots an ordinary shoeter 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. 0 -2 11 The maximum number of shots and ordinary shoeter can fire in a unmeer of shots per attack equal to the first number (m), and that each shot releases smaller projectives equal to the second number (n); see Shotquns and Multiple Projectiles (G400). -1 1.5 The number of shots the weapon can fire a humber of shots per attack equal to the first number (m), and that each shot releases smaller projectives equal to the second number (n); see Shotquns and Multiple Projectiles (G400). -2 2 2 5 Shots The number of shots the weapon shots a continuous stream of fluid or energy, using the jet rules (B106). -3 3 7 Weight The exist of number (n); see Shotquns and Multiple Projectiles (G400). -4 4 10 "The weight of the weapon, in pounds;" meg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight of one full -6 6 20 "The ansithe weapon requires two hands. If you have a teast 15. times the listed ST (round up), you can use a weapon like this in one hand, full if the and another to operate a moving part, like a bow or a purp shotpun, it always requires two hands, regardleses of ST. -1 1<			0	-5	1 foot
RoF The maximum number of shots an ordinary shoter 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: 0 -3 2 RoF "Themas the weapon can only fire on full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. 0 -1 1.5 "Themas the weapon can only fire on full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. 0 -2 1 1.5 "The mass the weapon shoots a continuous stream of fluid or energy, using the jet rules (8106). -1 1.5 0 0 -2 2 5 Shots The number of shots are mapped meapon, the lime needed to ready another weapon. An "The means the weapon shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g., by the time listed is per shot rather than for all shots. -3 3 7 Weight 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 the comes unready after you attack with it. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but if the one-handed with the oreadness penalty. But if the weapon requires two hands. If you have at least 1.5 times the listed ST. -7 7 30 -10 10 100 100 100 100 100 100	Acc	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	0	-4	1.5 feet
wish, but some special notes apply: 0 -2 1 RoF "T means the weapon can only fire on "full auto," like many machine guns, Minimum RoF is 1/4 the listed RoF, rounded up. 0 -2 "max 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 (B409). 0 -2 "Jet" means the weapon shots a continuous stream of fuid or energy, using the jet rules (B106). -1 1 3 Shots The number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g., by chaining magazines) – or, for a thrown weapon, the time needed to ready another weapon. An "" next to this means you must load shots individually. -4 4 4 4 Weight The weight of the weapon, ran provends; "neg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight of one full reload appears after a slash. -5 5 15 Weight The meinitum 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 use it no enhard whith it. If you have at least 1, 5 times the listed ST (round up). -8 8 50 "* means the weapon requires two hands and becomes unready after you attack with it. If you have at least 1, 5 times the listed ST (round up). -11 10 100 100			0		2 feet
RoF "1" means the weapon can only fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. 0 -1 1.5 "m xn (° (cg. 3.49) means the weapon can fire a number of shots per attack equal to the first number (m), and that each shot releases smaller projections (R409). 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		The frakmini number of shots an ordinary shotler can me in a one-second turn. A weapon can normally me tewer shots (to a minimum of r), if you wish, but some special notes apply:			1 yard
tiles equal to the second number (n); see Shotguns and Multiple Projectiles (B409). -1 -1 -3 'Jet' means the weapon shobs a continuous stream of fluid or energy, using the jet rules (B106). -2 2 5 Shots The parenthical 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 changing magazines) - or, for a thrown weapon, the time needed to ready another weapon. An "T next to this means you must load shots individually: -5 -3 3 7 Weight 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. -6 6 20 "r" 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 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. Unless you have at least 1.5 times the listed ST (round up). -10 10 100 ST The means the weapon requires two hands and becomes surready after you attack with it. U you have at least 1.5 times the listed ST. -11 11 11 11 11 14 44 40 ST The minimum Strength requires two hands. If you have at least 1.5 times the listed ST. -10 0	RoF	"!" means the weapon can only fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up.			1.5 yards
"Jef means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106). -1 1 1 3 The number of shots the weapon can fire before you must reload or recking it. "T" means the weapon is thrown. To "reload," pick it up or ready a new weapon! -2 2 5 Shots The parenthetical 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 inseted to ready another weapon. An "T next to this means you must load shots individually: -2 5 5 15 Weight The weight of the weapon, in pounds; "neg," means "negligible." For missile weapon swith Shots 2+, this is loaded weight. The weight of one full to weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you		m x n (e.g., sx) means the weapon can line a number of shots per attack equal to the inst number (m), and that each shot releases smaller projectiles (B409).			2 yards
Shots The parenthetical 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 "" next to this means you must load shots individually: the time listed is per shot rather than for all shots. -3 3 7 Weight The weight of the weapon's one you must load shots individually: the time listed is per shot rather than for all shots. -5 5 15 Weight 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. -5 5 15 Weight The minimum Strength required to use the weapon property. If you try to use a weapon that requires more ST than you have, you will be at -1 to weapon sitil per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you. -7 7 30 -8 8 50 "f" means the weapon requires two hands and becomes unready after you attack with it. If you have at least three times the listed ST. -0 10 100 100 100 St Trequires one hand individuit becoming unready, you need at least three times the listed ST. -13 13 300 -14 14 4 50 .10 10 to use it in one hand without it becoming unready. -7 <t< td=""><td></td><td>"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106).</td><td></td><td></td><td>3 yards</td></t<>		"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106).			3 yards
Shots The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to relad all of the weapon's shots (e.g., by the time listed is per shot rather than for all shots. -4 4 10 Weight 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 relad alpears after a slash. -5 5 15 Weight 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 relad alpears after a slash. -7 7 30					5 yards
changing magazines) - or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individually: -4 4 5 15 Weight 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. -6 6 20 Weight 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 any fight that lasts long enough to fatigue you. -8 8 50 "" 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 if it becomes unready after you attack with it if you have at least 1.5 times the listed ST. -9 9 70 St "# means the weapon requires two hands. If you have at least three times the listed ST. -11 11 110 100 100 To use it in one hand without it becoming unready, you need at least three times the listed ST. "Bink means the weapon is susually mounted in a vehicle or gun carriage, or on a tipod. Ignore the listed ST and Bulk when firing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers. -14 14 15 50 Bulk A measure of how easy the weapon is to control when firing the weapon without its	Shots				7 yards
Weight 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. -6 6 20 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 any fight that lasts long enough to fatigue you. -7 7 30 "T' 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 three the listed ST, you can where a weapon like this in one hand, but if it means the weapon requires two hands and becomes unready after you attack with it. If you have at least three the listed ST. -8 8 50 ST "T 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. -10 10 10 10 11 11 150 ST "T means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from its mount (or reattaching it has serves as a penalty to Holdout skill when you attempt to conceal the weapon. -14 14 500 -15 15 700 -16 16 100 -17 17 15 15 700 -16 <t< td=""><td></td><td>changing magazines) - or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individually:</td><td></td><td></td><td>10 yards 15 yards</td></t<>		changing magazines) - or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individually:			10 yards 15 yards
Weight reload appears after a slash. -7 7 30 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 any fight that lasts long enough to fatigue you. -8 8 50 "t" 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, unless you have at least 1.5 times the listed ST (round up). -9 9 70 "t" 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). -10 10 100 100 ST "t" 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). -11 11 10 100 100 100 100 101 100 100 100 100 100 100 101 100 100 101 100 100 100 100 101 100 100 100 101 100 100 100 101 100 100 100 101 100 100 100 100 100		•			20 yards
Bulk A measure of he weapon is usally mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk waps nearly so. A measure of he weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon is to control when firing at RCP 2 +2, very full multiple of Rcl by which you make your attack roll means and grenades. All melee weapons intended as tools, or for hunting or recaretion, and for those that are completely improvised -8 8 50 Point Stree To use it in one hand, but it becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). -9 9 70 The minimum Strength requires two hands. For use it in one hand without it becoming unready, you need at least these times the listed ST. -10 10 100 The minimum Strength requires two hands. Strength requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). -11 11 112 12 200 The minimum Strength requires two hands. Strength requires two hands. -9 9 70 The minimum Strength requires two hands. Strength requires two hands. -00 -10 100 The solution of the weapon requires two hands. -9 9 70 -12 12 20 20 20 -15 -15	Weight	reload appears after a slash.			30 yards
weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you. -9 9 70 "T" means the weapon requires two hands. If you have at least 1.5 times the listed ST, 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 wield it one-handed with no 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. -10 10 100 ST "T" 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). -11 11 11 11 11 12 200 To use it in one hand without it becoming unready, you need at least three times the listed ST. -9 9 70 "M" 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). -11 11 11 11 11 11 12 200 "M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk wen firing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers. -16 16 1000 -15 15 700 -16 16 1000 -15 15 17		The minimum Strength required to use the weapon property. If you try to use a weapon that requires more ST than you have, you will be at -1 to			50 yards
St The lears the weapon requires two hands. If you have at least twice the listed ST you can weapon have at weapon inter the 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. -10 10 10 10 St "#" means the weapon requires two hands and becomes unready after you attack with it, unless you have at least twice twith it, unless you have at least this two its you can weapon have at least 1.5 times the listed ST. -11 11 11 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10 10		weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you.			70 yards
ST Trequires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always fequires two hands, regardless of S1. -11 11 10 ** Treas 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). -11 11 11 12 200 ** The indicates a firearm 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. -13 300 ** M* means the weapon is susually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers. -14 14 500 Bulk 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. -16 16 1000 .11 17 17 1500 .12 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20 .20<		i hearing the weapon requires two names, if you have at least to times the instea of i round up), you can use a weapon ned tills in one hands. With it is to comes unready after you attack with it. If you have at least twice the listed ST, you can wield it on-handed with no readiness penalty. But if it			100 yards
To use it in one hand without it becoming unready, you need at least three times the listed ST. -12 12 200 B' indicates a firearm with an attached bjood. 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. -13 13 300 ''M'' means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from its mount. Femoving the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers. -15 15 700 Bulk 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. -16 16 1000 Rcl 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. -18 18 2000 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.) -20 20 5000 This is only noted for firearms and grenades. All melee weapons intended as tools, or for hunting or recreation, and for those that are completely improvised -2		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.	-11		150 yards
"B" indicates a firearm with an attached bipod. Whén 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. -13 13 300 "M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore 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. -14 14 500 Bulk 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. 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 receilless, or nearly so -18 18 2000	ST	+ means the weapon requires two names and becomes unready and your diduct with it, unress you have at least 1.5 times the listed S1 (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.	-12		200 yards
"M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore 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. -14 15 15 700 Bulk 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. Rcl 1 means 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. -18 18 2000 Rcl Ameasure 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 to control 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.) -19 19 3000 LC 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 -21 21 22 22 20		"B" indicates a firearm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce its	-13	13	300 yards
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. -15 15 700 Bulk 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. -16 16 1000 Rcl 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. -18 2000 -18 2000 -20 20 5000 -20 20 5000 -20 20 5000 -21 21 7000 LC 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 -22 22 10		ST requirement to 25 of the instea value (round up), e.g., ST is becomes ST 9. "M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tribod, lanore the listed ST and Bulk when firing the weapon from its	-14	14	500 yards
Bulk 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. Image: Concent 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. Image: Concent 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. Image: Concent of the weapon's take attack, Concent of the weapon. Image: Concent of the weapon's size and Attack, Concent of the weapon. Image: Concent of the weapon's take attack, Concent of the weapon. Image: Concent of the weapon attack, Concent of the weapon. Image: Concent of the weapon attack, Concent of the weapon. Image: Concent of the weapon attack, Concent of the weapon. Image: Concent of the weapon attack, Concent of the weapon. Image: Concent of the weapon attack, Concent of the weapon. Image: Concent of the weapon attack, Concent of the weapon. Image: Concent of the weapon, Concent of the weapon, Concent of the weapon, Concent of the weapon, Concent of the weapon attack, Concent of the weapon, Concent of the weapon		tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the weapon from its mount (or reattaching it)	-15	15	700 yards
Built B365). It also serves as a penalty to Holdout skill when you attempt to conceal the weapon. -11 -11 11 1300 Rcl 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 -18 18 2000 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.) -20 20 5000 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 -22 22 10		,			1000 yards
Rcl 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 -18 18 2000	Bulk	A measure or une weapon's size and nanomess, built modimes your weapon's kill 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.			1500 yards
Rcl 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.) -19 19 3000 LC 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 -20 20 5000					2000 yd/1m
LC LC LC by which is LC2. Ignore LC for "weapons" intended as tools, or for hunting or recreation, and for those that are completely improvised	Rcl	is recoilless, or nearly so.			3000 yards
LC This is only noted for firearms and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. An exception 22 22 10		when using at yor 21, every full multiple of RG by which you make your attack foil means you score one extra hit, to a maximum number of hits equal to total shots fined: see Radio Fire (B373). (Firearms with RoF 1 still list Rd: for use with certain rules.)			5000 yd/2.5
LC 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					7000 yards
(like a wooden stake). See Legality Class (B267). 2 mph ~ 1 yd/s	LC	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			10 yd/5m
		(IIKE A WOODEN STAKE). SEE LEGAIITY CLASS (B267).		2 mph	~ 1 yd/s

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