Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

# **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better. +1 to hit.	Half Half	None None
Ranged     Suppression	Spray an area with automatic fire.	Half	None
Suppression  All-Out	Sacrifice attack to focus on defense. Choose	Пан	None
Defense	one of the following:	01/	
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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#### **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
- [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
- [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition



1 Eyes 2-4 Skull 5-6 Face Body Roll 1d 1 Neck 2-5 Torso Groin

Major Wound:

Any single injury > 1/2 HP Crippled limb also counts as a Major Wound When you receive a MW you must make a HT check to avoid knockdown and stun

Less than 1/3 HP:

0 HP or Less: Make a HT check each turn to remain conscious (-1 to HT remain conscious (-1 to H1 check per full -HP), and on beginning of each turn you choose to take any action including an active defense.

-1 × HP

Make a HT check at each -HP interval or die.

-5 × HP Character dies immediately. -10 × HP Total body destruction.

Less than 1/3 FP: Halve Dodge, Move, & ST. 0 FP or Less

Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).

-1xFP You collapse unconscious



Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from co Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples High RoF Table **Bonus** RoF +0 1-4 5-8 +1 +2 9-12 +3 13-16

17-24

25-49

per ×2 RoF

+4

+5

8 Right Arm (-2)

Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

9-10 Torso (-0)

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	O mallo a bish a sa abasit
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

# **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
Ranged     Suppression	+1 to hit.	Half Half	None None
Suppression  All-Out	Spray an area with automatic fire.  Sacrifice attack to focus on defense. Choose	пан	None
Defense	one of the following:	01/	
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552,



Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
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-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver         Notes         Move ensemble         Defense           Aim         Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2se turn. Aim is spoiled if you defend.         Step         Any*           All-Out Attack         Sacrifice all defenses to make a better attack. Choose one of the following: <ul></ul>				
bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.  All-Out Attack Sacrifice all defenses to make a better attack. Choose one of the following:  • Determined • Double Two attacks at no penalty (-4 off-hand). • Feint Make a Feint then a normal Attack. • Strong • 2 damage, or +1/die if better. • Half None • Ranged • 1 to hit. • Suppression Spray an area with automatic fire.  All-Out Defense • Defense • 12 Sacrifice attack to focus on defense. Choose one of the following: • Defense • Defense • Debus to one of your Active Defenses. • Pall move if you Increase Dodge. • Half move if you Increase Dodge. • Double Defense Make two different Active Defenses against the same attack.  • Double Defense Hake with a ready weapon. Optionally, you may chose one of the following instead: • For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.  • Dual Weapon Attack • Rapid Strike • Make two attacks with two ready weapons, each at a -4 penalty. (-8 offhand).  • Rapid Strike  • Make two attacks with a single weapon, each at a -4 penalty. May be combined with All-Out Attack.  Change Posture Concentrate  Concentrate  Activate a mental ability (e. g. spells) or perform a mental task (e.g. Electronics Operation), if you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate  Size up an opponent in melee to get a +1 to step Any* next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake attack, opening a foe up for next turn. Make a fake	Maneuver		Move	
All-Out Attack  Determined	Aim	bonus to attack; +Acc 1st turn, +1 each for	Step	Any*
<ul> <li>Double Two attacks at no penalty (-4 off-hand). Half None</li> <li>Feint Make a Feint then a normal Attack. Half None</li> <li>Strong +2 damage, or +1/die if better. Half None</li> <li>Ranged +1 to hit. Half None</li> <li>All-Out Sacrifice attack to focus on defense. Choose one of the following:</li> <li>Defense One of the following:</li> <li>Defense +2 borus to one of your Active Defenses. Step/Half move if you Increase Dodge. Half</li> <li>Double Defense Make two different Active Defenses Step Any/against the same attack.</li> <li>Attack Make one attack with a ready weapon. Optionally, you may chose one of the following instead:</li> <li>Deceptive Attack Great Active Defenses and the following instead:</li> <li>Deceptive Attack Great Active Defenses Any Optionally, you may chose one of the following instead:</li> <li>Dual Weapon Attack Great Active Active Defenses Active Ac</li></ul>	All-Out Attack	Sacrifice all defenses to make a better		
<ul> <li>Feint Make a Feint then a normal Attack.</li> <li>Strong +2 damage, or +1/die if better.</li> <li>Halif None</li> <li>Starong +1 to hit.</li> <li>Halif None</li> <li>Suppression Spray an area with automatic fire.</li> <li>Halif None</li> <li>Jour Sacrifice attack to focus on defense. Choose one of the following:</li> <li>Defense one of the following:</li> <li>Defense +2 bonus to one of your Active Defenses.</li> <li>Halif Move if you Increase Dodge.</li> <li>Halif Move if you Increase Dodge.</li> <li>Halif Move if you Increase Dodge.</li> <li>Halif Move if you will have been season options.</li> <li>Attack Make one attack with a ready weapon.</li> <li>Optionally, you may chose one of the following instead:</li> <li>Deceptive For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.</li> <li>Dual Weapon Attack Make two attacks with a single weapon, each at a -4 penalty (-8 offhand).</li> <li>Rapid Strike Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.</li> <li>Change Switch postures to standing, sitting, neach at a -6 penalty. May be combined with All-Out Attack.</li> <li>Change Switch postures to standing, sitting, person or face up.</li> <li>Concentrate Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.</li> <li>Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.</li> <li>Evaluate Size up an opponent in melee to get a +1 to hit next turn. Make a fake attack, opening a foe up for next turn. Make a Guick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.</li> <li>Move &amp; Attack Rua at full move Add +1 Move sprint bonus for consecutive turns running.</li> <li>Move &amp; Attack Ready a weapon or item for use.</li> <li>Wait Wait for a specific event then interrupt foes turn to attack. Move and De</li></ul>	<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
<ul> <li>Strong</li> <li>Ranged</li> <li>+2 damage, or +1/die if better.</li> <li>Half</li> <li>None</li> <li>Ranged</li> <li>+1 to hit.</li> <li>None</li> <li>Suppression</li> <li>Spray an area with automatic fire.</li> <li>Half</li> <li>None</li> <li>All-Out</li> <li>Defense</li> <li>Defense</li> <li>+2 bonus to one of your Active Defenses.</li> <li>Step/Half</li> <li>+2 bonus to one of your Active Defenses.</li> <li>Step/Half</li> <li>+2 bonus to one of your Active Defenses.</li> <li>Step/Half</li> <li>+2 bonus to one of your Active Defenses.</li> <li>Step/Half</li> <li>+2 Half</li> <li>+2 Defense</li> <li>Make one attack with a ready weapon.</li> <li>Optionally, you may chose one of the following instead:</li> <li>• Deceptive</li> <li>Attack</li> <li>Make one attack with a ready weapon.</li> <li>Optionally, you may chose one of the following instead:</li> <li>• Deceptive</li> <li>Attack</li> <li>• Deceptive</li> <li>For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.</li> <li>• Dual Weapon Attack</li> <li>• Rapid Strike</li> <li>Make two attacks with wo ready weapons, each at a -6 penalty. May be combined with All-Out Attack.</li> <li>Change</li> <li>Switch postures to standing, sitting, half your posture value at a standing, sitting, half your perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.</li> <li>Do Nothing</li> <li>At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.</li> <li>Evaluate</li> <li>Size up an opponent in melee to get a +1 to hit next turn.</li> <li>Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.</li> <li>Move</li> <li>Run at full move. Add +1 Move sprint bonus for consecutive turns running.</li> <li>Move &amp; Attack</li> <li>Ready</li> <li>Ready a weapon or item for use.</li> <li>Step Any</li> <li>Wait for</li></ul>	<ul> <li>Double</li> </ul>	Two attacks at no penalty (-4 off-hand).	Half	None
<ul> <li>Ranged</li> <li>Suppression</li> <li>Spray an area with automatic fire.</li> <li>Suppression</li> <li>All-Out</li> <li>Defense</li> <li>Defense</li> <li>Defense</li> <li>+2 bonus to one of your Active Defenses.</li> <li>Half move if you Increase Dodge.</li> <li>Attack</li> <li>Make two ditack with a ready weapon.</li> <li>Optionally, you may chose one of the following instead:</li> <li>Deceptive For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense.</li> <li>May be combined with other Attack options or All-Out Attack.</li> <li>Attack</li> <li>All-Out Attack.</li> <li>Change Attack</li> <li>All-Out Attack.</li> <li>Change And A -4 penalty (-8 offnand).</li> <li>Make two attacks with a single weapon, each at a -4 penalty (-8 offnand).</li> <li>All-Out Attack.</li> <li>Change Posture Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.</li> <li>Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.</li> <li>Evaluate Size up an opponent in melee to get a +1 to hit next turn. Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.</li> <li>Move</li></ul>	<ul><li>Feint</li></ul>	Make a Feint then a normal Attack.	Half	None
Suppression         Spray an area with automatic fire.         Half         None           All-Out         Sacrifice attack to focus on defense. Choose one of the following:         ■ Defense         Step/ Half move if you Increase Dodge.         ■ Half move if you Increase Dodge.         ■ Half move if you Increase Dodge.         ■ Half Malf move if you Increase Dodge.         ■ Half Malf move if you Increase Dodge.         ■ Half Malf Malf move if you Increase Dodge.         ■ Half Malf Malf Malf Malf Malf Malf Malf M	<ul> <li>Strong</li> </ul>	+2 damage, or +1/die if better.	Half	None
All-Out Defense one of the following:  • Defense	<ul> <li>Ranged</li> </ul>	+1 to hit.	Half	None
Defense         one of the following:         Lefense         +2 bonus to one of your Active Defenses. Half move if you Increase Dodge.         Step/ Half move if you Increase Dodge.         Half*           • Double         Defense Make two different Active Defenses against the same attack.         Step Any/Any           Attack         Make one attack with a ready weapon. Optionally, you may chose one of the following instead:         Step Any           • Deceptive         For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.         *           • Dual Weapon Attack         Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).         *           • Rapid Strike         Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.         *           Change Posture         Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.         None Any kneeling, crawling, lying prone or face up.           Concentrate         Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.         Step Any*           Do Nothing         At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.         None Any*           Evaluate         Size up an opponent in melee to get a +1 to hit next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of succ	<ul> <li>Suppression</li> </ul>	Spray an area with automatic fire.	Half	None
<ul> <li>◆ Double Defense Make two different Active Defenses Step Any against the same attack.</li> <li>Attack Make one attack with a ready weapon. Optionally, you may chose one of the following instead:</li> <li>◆ Deceptive For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.</li> <li>◆ Dual Weapon Attack Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).</li> <li>◆ Rapid Strike Make two attacks with a single weapon, each at a -4 penalty (-8 offhand).</li> <li>◆ Rapid Strike Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.</li> <li>Change Switch postures to standing, sitting, Posture kneeling, crawling, lying prone or face up.</li> <li>Concentrate Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.</li> <li>Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.</li> <li>Evaluate Size up an opponent in melee to get a +1 to hit next turn.</li> <li>Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.</li> <li>Move Run at full move and make a wild attack at a -4 penalty, max skill 9.</li> <li>Ready Ready a weapon or item for use. Step Any None*</li> <li>Wait For a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.</li> <li>Poftons Options Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.</li> </ul>				
Attack  Attack  Attack  Attack  Make one attack with a ready weapon. Optionally, you may chose one of the following instead:  • Deceptive Attack  Attack  Attack  Attack  For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.  • Dual Weapon Attack  • Rapid Strike  Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).  All-Out Attack.  Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.  Change Switch postures to standing, sitting, None Any kneeling, crawling, lying prone or face up.  Concentrate  Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate  Size up an opponent in melee to get a +1 to hit next turn.  Feint  Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move  Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack  Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready  Ready a weapon or item for use.  Step  None*  *  *  *  *  *  *  *  *  *  *  *  *	• Defense			+2
Optionally, you may chose one of the following instead:  • Deceptive For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.  • Dual Weapon Attack with two ready weapons, each at a -4 penalty (-8 offhand).  • Rapid Strike Make two attacks with two ready weapon, each at a -6 penalty. May be combined with All-Out Attack.  Change Switch postures to standing, sitting, heeling, crawling, lying prone or face up.  Concentrate Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate Size up an opponent in melee to get a +1 to hit next turn.  Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a 4 penalty, max skill 9.  Ready Ready a weapon or item for use. Step Any None*  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Poefense You may add one of the following to an Defense  • Retreat (Any)  Options	• Double		Step	•
Attack give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.  Dual Weapon Attack Rapid Strike  Rapid Strike  Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).  Rapid Strike  Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.  Change Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.  Concentrate  Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate Size up an opponent in melee to get a +1 to hit next turn.  Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move and make a wild attack at a full move and make a wild attack at a full move and make a wild attack at a full podge A penalty, max skill 9.  Ready Ready a weapon or item for use.  Step Any  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Pofense You may add one of the following to an Defense  Peterset (Any)  Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Attack	Optionally, you may chose one of the	Step	Any
Attack each at a -4 penalty (-8 offhand).  • Rapid Strike Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.  Change Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.  Concentrate Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate Size up an opponent in melee to get a +1 to hit next turn.  Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use. Step Any Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		give your opponent a -1 penalty to his defense. May be combined with other Attack	*	*
• Rapid Strike  Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.  Change Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.  Concentrate  Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate Size up an opponent in melee to get a +1 to hit next turn.  Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use.  Step Any  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options  Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.			*	*
Posture kneeling, crawling, lying prone or face up.  Concentrate Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate Size up an opponent in melee to get a +1 to hit next turn.  Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use.  Step Any  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		Make two attacks with a single weapon, each at a -6 penalty. May be combined with	*	*
Concentrate  Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.  Do Nothing  At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.  Evaluate  Size up an opponent in melee to get a +1 to hit next turn.  Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move  Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack  Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready  Ready a weapon or item for use.  Step Any  Wait  Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense  Options  Petrical Any  Step any  None*  *  Step Any  None*  *  Step Any  None*  *  Step Any  None*  Step Any  Step Any  Step Any  None Step Any  None Step Any  None Step Any  None Step Any  Any  Any  Step Any  None Step Any  None Step Any  None Step Any  Any  Any  Any  Any  Any  Any  Any	•		None	Any
you do nothing. Defense is -4 if stunned.  Evaluate Size up an opponent in melee to get a +1 to hit next turn.  Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use. Step Any  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options Defense  Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Concentrate	perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose	Step	Any*
hit next turn.  Feint Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use. Step Any  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options Defense  Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Do Nothing		None	Any*
next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.  Move Run at full move. Add +1 Move sprint bonus for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use.  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options Defense  Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Evaluate		Step	Any
for consecutive turns running.  Move & Attack Run at full move and make a wild attack at a -4 penalty, max skill 9.  Ready Ready a weapon or item for use. Wait Wait or a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense Options Peterset Poptions Options Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Feint	next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal	Step	Any
-4 penalty, max skill 9. /Block  Ready Ready a weapon or item for use. Step Any  Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense You may add one of the following to an Options Defense  • Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Move	· · · · · · · · · · · · · · · · · · ·	Full	Any
Wait Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense You may add one of the following to an Options Defense  Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Move & Attack		Full	
turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.  Defense You may add one of the following to an Options Defense  • Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.			Step	Any
Options Defense  • Retreat (Any) Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.	Wait	turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or	None*	*
1 yard back, getting +3 to one Defense.		Defense		
Dodge & Similar to Retreat but for Ranged Attacks	` ''	1 yard back, getting +3 to one Defense.		
Drop gives +3 Defense but you wind up Prone.	• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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# **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			·

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition

# **ADVANCED HIT LOCATION CHART**



# Major Wound:

Any single injury > 1/2 HP. Crippled limb also counts as a Major Wound When you receive a MW you must make a HT check to avoid knockdown and stun

# Less than 1/3 HP:

# 0 HP or Less:

Make a HT check each turn to remain conscious (-1 to HT remain conscious (-1 to H1 check per full -HP), and on beginning of each turn you choose to take any action including an active defense.

-1 × HP

Make a HT check at each -HP interval or die.

-5 × HP Character dies immediately. -10 × HP

Total body destruction.

#### Less than 1/3 FP: Halve Dodge, Move, & ST. 0 FP or Less

Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429) -1xFP

You collapse unconscious.



3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

# High RoF Table

Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	Constlantishanualasitu
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

# **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
Ranged     Suppression	+1 to hit.	Half Half	None None
Suppression  All-Out	Spray an area with automatic fire.  Sacrifice attack to focus on defense. Choose	пан	None
Defense	one of the following:	01/	
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition

#### ADVANCED HIT LOCATION CHART 3-4 Skull (-7) Eyes (-9) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 Miss by 1 hits skull or face Damage > 1/10 HP blinds As Skull w/o DR 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 Head (-5) Roll 1d 17-18 Neck (-5) 1 Eyes 2-4 Skull Miss by 1 hits torso Crush ×1.5, cutting ×2 5-6 Face 8 Right Arm (-2) Body Roll 1d 1 Neck Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 2-5 9-10 Torso (-0) Torso Groin Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only Major Wound: Any single injury > 1/2 HP. Crippled limb also counts 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples as a Major Wound When you receive a MW yo 11 Groin (-3) must make a HT check to Males get shock ×2 from cr Roll vs knockdown at -5 avoid knockdown and stu Less than 1/3 HP: 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 0 HP or Less: Make a HT check each turn to remain conscious (-1 to HT 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples remain conscious (-1 to H1 check per full -HP), and on beginning of each turn you choose to take any action including an active defense. -1 × HP 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples Make a HT check at each 16 Foot (-4) -HP interval or die. -5 × HP Character dies immediately. -10 × HP Total body destruction. Less than 1/3 FP: **Bonus** Halve Dodge, Move, & ST. +0 0 FP or Less Each FP lost causes 1 Damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in +1 +2 +3 +4 incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples High RoF Table RoF 1-4 5-8 9-12 13-16 17-24 +5 25-49 per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

-1xFP

You collapse unconscious

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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# **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition



17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples High RoF Table

9	itoi iubio
Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

You collapse unconscious

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Spd/Rng	Size	Measure	Spd/Rng	Size	Measure			
+0	-5	1 ft	-6	+6	20 yd			
+0	-4	1.5 ft	-7	+7	30 yd			
+0	-3	2 ft	-8	+8	50 yd			
+0	-2	1 yd	-9	+9	70 yd			
+0	-1	1.5 yd	-10	+10	100 yd			
+0	+0	2 yd	-11	+11	150 yd			
-1	+1	3 yd	-12	+12	200 yd			
-2	+2	5 yd	-13	+13	300 yd			
-3	+3	7 yd	-14	+14	500 yd			
-4	+4	10 yd	-15	+15	700 yd			
-5	+5	15 yd	-16	+16	1000 yd			

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon.  Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
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6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition

# ADVANCED HIT LOCATION CHART



3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4)

Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table **Bonus** RoF +0 1-4 5-8 +1 +2 9-12 +3 13-16

17-24

25-49

per ×2 RoF

+4

+5

Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429). -1xFP You collapse unconscious

Halve Dodge, Move, & ST.

0 FP or Less

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

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Spd/Rng	Size	Measure	Spd/Rng	Size	Measure		
+0	-5	1 ft	-6	+6	20 yd		
+0	-4	1.5 ft	-7	+7	30 yd		
+0	-3	2 ft	-8	+8	50 yd		
+0	-2	1 yd	-9	+9	70 yd		
+0	-1	1.5 yd	-10	+10	100 yd		
+0	+0	2 yd	-11	+11	150 yd		
-1	+1	3 yd	-12	+12	200 yd		
-2	+2	5 yd	-13	+13	300 yd		
-3	+3	7 yd	-14	+14	500 yd		
-4	+4	10 yd	-15	+15	700 yd		
-5	+5	15 yd	-16	+16	1000 yd		

See also: Size and Speed/Range Table, p. B550

# **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
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17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
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# GURPS Fourth Edition

# ADVANCED HIT LOCATION CHART



3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3)
Males get shock ×2 from cr
Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples

6-7 Right Leg (-2)
Pi++, pi+, & imp are ×1
Dam > 1/2 HP cripples 13-14 Left Leg (-2) ,Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

Less than 1/3 FP: Halve Dodge, Move, & ST. 0 FP or Less

Each FP lost causes 1 damagetoo. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or Suffer Heart Attack (p. B429). -1xFP

You collapse unconscious.

High Bonus	RoF Table RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	Constlantishanualasitu
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

0.22 / 11.2 0. 222 / 11.000							
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure		
+0	-5	1 ft	-6	+6	20 yd		
+0	-4	1.5 ft	-7	+7	30 yd		
+0	-3	2 ft	-8	+8	50 yd		
+0	-2	1 yd	-9	+9	70 yd		
+0	-1	1.5 yd	-10	+10	100 yd		
+0	+0	2 yd	-11	+11	150 yd		
-1	+1	3 yd	-12	+12	200 yd		
-2	+2	5 yd	-13	+13	300 yd		
-3	+3	7 yd	-14	+14	500 yd		
-4	+4	10 yd	-15	+15	700 yd		
-5	+5	15 yd	-16	+16	1000 yd		

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
<ul> <li>Double</li> </ul>	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
<ul> <li>Strong</li> </ul>	+2 damage, or +1/die if better.	Half	None
<ul> <li>Ranged</li> </ul>	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
<ul> <li>Dual Weapon Attack</li> </ul>	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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#### **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
- [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition



0 FP or Less

-1xFP

Toxic

Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation;

On crit. failure make HT roll or

suffer Heart Attack (p. B429).

You collapse unconscious

3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0)

Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3)

Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples

6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table **Bonus** RoF +0 1-4 5-8 +1 +2 9-12 +3 13-16 +4 17-24 +5 25-49 per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	x1	Directly damages cells (e.g.

×1

Radiation or Disease).

×1

×1

tox

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		_
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
<ul> <li>Dual Weapon Attack</li> </ul>	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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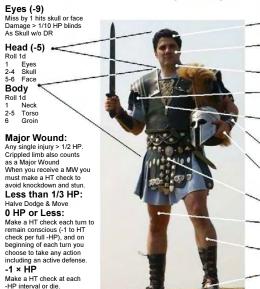
#### **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition

# ADVANCED HIT LOCATION CHART



3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3)
Males get shock ×2 from cr
Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples

6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table

Less than 1/3 FP: Halve Dodge, Move, & ST. 0 FP or Less Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).

-5 × HP Character dies immediately -10 × HP Total body destruction

-1xFP You collapse unconscious

Bonus	
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
<ul> <li>Double</li> </ul>	Two attacks at no penalty (-4 off-hand).	Half	None
<ul> <li>Feint</li> </ul>	Make a Feint then a normal Attack.	Half	None
<ul> <li>Strong</li> </ul>	+2 damage, or +1/die if better.	Half	None
<ul> <li>Ranged</li> </ul>	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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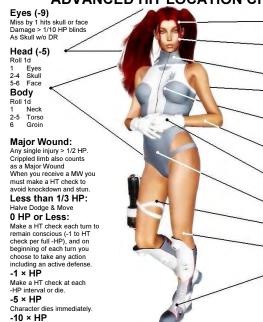
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Roll	Location	Modifier	Roll	Location	Mod.
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6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
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17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
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# GURPS Fourth Edition

# **ADVANCED HIT LOCATION CHART**



3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples

6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High DoE Table

Less than 1/3 FP: Halve Dodge, Move, & ST.

0 FP or Less Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or

suffer Heart Attack (p. B429) -1xFP You collapse unconscious.

Total body destruction.

Bonus	RoF Table
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	Carallanhimhanualanih
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity penetration, like a bullet.
Large Piercing	pi+	×1.5	×1/2	×1/3	perietration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

....

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
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See also: Size and Speed/Range Table, p. B550

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Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better. +1 to hit.	Half Half	None None
Ranged     Suppression	Spray an area with automatic fire.	Half	None
Suppression  All-Out	Sacrifice attack to focus on defense. Choose	Пан	None
Defense	one of the following:	01/	
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
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Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
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8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
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  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

# GURPS Fourth Edition

# ADVANCED HIT LOCATION CHART 3-4 Skull (-7)



Less than 1/3 FP: Halve Dodge, Move, & ST. 0 FP or Less

Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or suffer Heart Attack (p. B429).

-1xFP You collapse unconscious Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3)
Males get shock ×2 from cr
Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples

6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

# **High RoF Table**

Bonus	RoF
+0	1-4
+1	5-8
+2	9-12
+3	13-16
+4	17-24
+5	25-49
+1	per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure			
+0	-5	1 ft	-6	+6	20 yd			
+0	-4	1.5 ft	-7	+7	30 yd			
+0	-3	2 ft	-8	+8	50 yd			
+0	-2	1 yd	-9	+9	70 yd			
+0	-1	1.5 yd	-10	+10	100 yd			
+0	+0	2 yd	-11	+11	150 yd			
-1	+1	3 yd	-12	+12	200 yd			
-2	+2	5 yd	-13	+13	300 yd			
-3	+3	7 yd	-14	+14	500 yd			
-4	+4	10 yd	-15	+15	700 yd			
-5	+5	15 yd	-16	+16	1000 yd			

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
<ul> <li>Double</li> </ul>	Two attacks at no penalty (-4 off-hand).	Half	None
<ul> <li>Feint</li> </ul>	Make a Feint then a normal Attack.	Half	None
<ul> <li>Strong</li> </ul>	+2 damage, or +1/die if better.	Half	None
<ul> <li>Ranged</li> </ul>	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
• Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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#### **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
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- [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.





suffer Heart Attack (p. B429).

You collapse unconscious

-1xFP

Damage

Toxic

3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5

15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table **Bonus** RoF +0 1-4 5-8 +1 +2 9-12 +3 13-16 +4 17-24

25-49

per ×2 RoF

+5

Radiation or Disease).

Types	Abbr.	Living	living	genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small	pi-	×1/2	×1/5	×1/10	
Piercing					Smaller higher velocity
Piercing	pi	×1	×1/3	×1/5	penetration, like a bullet.
Large	pi+	×1.5	×1/2	×1/3	perietration, like a bullet.
Piercing					
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	x1	x1	Directly damages cells (e.g.

Homo-

×1

Un-

×1

×1

tox

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
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-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

# **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
Ranged     Suppression	+1 to hit.	Half Half	None None
Suppression  All-Out	Spray an area with automatic fire.  Sacrifice attack to focus on defense. Choose	пан	None
Defense	one of the following:	01/	
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
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# GURPS Fourth Edition ADVANCED HIT LOCATION CHART

# Eyes (-9) Miss by 1 hits skull or face Damage > 1/10 HP blinds As Skull w/o DR Head (-5) 1 Eyes 2-4 Skull 5-6 Face Body Roll 1d 1 Neck 2-5 Torso Groin Major Wound: Any single injury > 1/2 HP Crippled limb also counts as a Major Wound When you receive a MW you must make a HT check to avoid knockdown and stui Less than 1/3 HP: 0 HP or Less: Make a HT check each turn to remain conscious (-1 to HT remain conscious (-1 to H1 check per full -HP), and on beginning of each turn you choose to take any action including an active defense. -1 × HP Make a HT check at each -HP interval or die. -5 × HP Character dies immediately -10 × HP Total body destruction

Less than 1/3 FP:

Halve Dodge, Move, & ST.

Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or

suffer Heart Attack (p. B429).

You collapse unconscious

0 FP or Less

-1xFP

3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0)

Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples

6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table **Bonus** RoF +0 1-4 5-8 +1 +2 9-12 +3 13-16 +4 17-24 +5 25-49 per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure			
+0	-5	1 ft	-6	+6	20 yd			
+0	-4	1.5 ft	-7	+7	30 yd			
+0	-3	2 ft	-8	+8	50 yd			
+0	-2	1 yd	-9	+9	70 yd			
+0	-1	1.5 yd	-10	+10	100 yd			
+0	+0	2 yd	-11	+11	150 yd			
-1	+1	3 yd	-12	+12	200 yd			
-2	+2	5 yd	-13	+13	300 yd			
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Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better. +1 to hit.	Half Half	None None
Ranged     Suppression	Spray an area with automatic fire.	Half	None
Suppression  All-Out	Sacrifice attack to focus on defense. Choose	Пан	None
Defense	one of the following:	01/	
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
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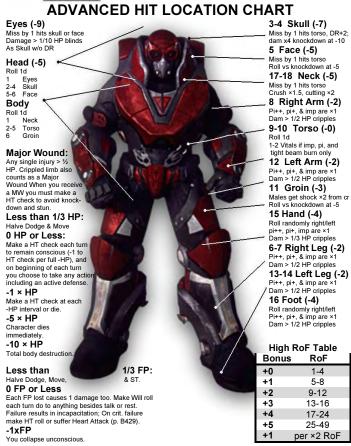
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12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
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# GURPS Fourth Edition



Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
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Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
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+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
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See also: Size and Speed/Range Table, p. B550

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Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
<ul> <li>Determined</li> </ul>	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
Ranged	+1 to hit.	Half	None
Suppression     All-Out	Spray an area with automatic fire.  Sacrifice attack to focus on defense. Choose	Half	None
Defense	one of the following:	01/	
• Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon.  Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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#### **HUMANOID HIT LOCATION TABLE**

Roll	Location	Modifier	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals[1]	-3
5	Face	-5(f)/-7(b)	_	Eye[2]	-9
6-7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9-10	Torso	_	_	Jaw	-6
11	Groin	-3	_	Spine[3]	-8
12	Left Arm	-2	_	Limb Vein/Artery[4]	-5
13-14	Left Leg	-2	_	Neck Vein/Artery[4]	-8
15	Hand	-4	_	Arm/Leg Joint[4]	-5
16	Foot	-4	_	Hand/Foot Joint[5]	-7
17-18	Neck	-5			

- [1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
- [2] Only targetable by impaling, piercing, and tight-beam burning attacks
  [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
- [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

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3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0)

Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only 12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3)

Males get shock ×2 from cr Roll vs knockdown at -5 15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

16 Foot (-4) Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table Bonus RoF +0 1-4 5-8 +1 +2 9-12 +3 13-16 +4 17-24 +5 25-49 per ×2 RoF

Damage	Abbr.	Livina	Un-	
too. Make Wi to anything b Failure result On crit. failur suffer Heart A -1xFP	causes 1 dam ill roll each turn esides talk or s in incapacita e make HT rol Attack (p. B429 unconscious.	n do rest. ition; I or		

Less than 1/3 FP:

Halve Dodge, Move, & ST.

0 FP or Less

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
+0	-5	1 ft	-6	+6	20 yd
+0	-4	1.5 ft	-7	+7	30 yd
+0	-3	2 ft	-8	+8	50 yd
+0	-2	1 yd	-9	+9	70 yd
+0	-1	1.5 yd	-10	+10	100 yd
+0	+0	2 yd	-11	+11	150 yd
-1	+1	3 yd	-12	+12	200 yd
-2	+2	5 yd	-13	+13	300 yd
-3	+3	7 yd	-14	+14	500 yd
-4	+4	10 yd	-15	+15	700 yd
-5	+5	15 yd	-16	+16	1000 yd

See also: Size and Speed/Range Table, p. B550

#### **Combat Maneuvers**

Each turn you chose one of the following maneuvers for your PC to perform:

Maneuver	Notes	Move	Def- ense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1st turn, +1 each for 2nd & 3rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice all defenses to make a better attack. Choose one of the following:		
Determined	+4 to hit.	Half	None
Double	Two attacks at no penalty (-4 off-hand).	Half	None
• Feint	Make a Feint then a normal Attack.	Half	None
• Strong	+2 damage, or +1/die if better.	Half	None
• Ranged	+1 to hit.	Half	None
Suppression	Spray an area with automatic fire.	Half	None
All-Out Defense	Sacrifice attack to focus on defense. Choose one of the following:		
Defense	+2 bonus to one of your Active Defenses. Half move if you Increase Dodge.	Step/ Half*	+2
Double	Defense Make two <i>different</i> Active Defenses against the <i>same</i> attack.	Step	Any/ Any
Attack	Make one attack with a ready weapon. Optionally, you may chose one of the following instead:	Step	Any
Deceptive     Attack	For each -2 penalty you take on attack you give your opponent a -1 penalty to his defense. May be combined with other Attack options or All-Out Attack.	*	*
Dual Weapon     Attack	Make two attacks with two ready weapons, each at a -4 penalty (-8 offhand).	*	*
Rapid Strike	Make two attacks with a single weapon, each at a -6 penalty. May be combined with All-Out Attack.	*	*
Change Posture	Switch postures to standing, sitting, kneeling, crawling, lying prone or face up.	None	Any
Concentrate	Activate a mental ability (e.g. spells) or perform a mental task (e.g. Electronics Operation). If you defend make Will-3 or lose concentration.	Step	Any*
Do Nothing	At the beginning of combat or when stunned you do nothing. Defense is -4 if stunned.	None	Any*
Evaluate	Size up an opponent in melee to get a +1 to hit next turn.	Step	Any
Feint	Make a fake attack, opening a foe up for next turn. Make a Quick Contest of skills, if you win foe suffers a defense penalty equal your margin of success.	Step	Any
Move	Run at full move. Add +1 Move sprint bonus for consecutive turns running.	Full	Any
Move & Attack	Run at full move and make a wild attack at a -4 penalty, max skill 9.	Full	Dodge /Block
Ready	Ready a weapon or item for use.	Step	Any
Wait	Wait for a specific event then interrupt foes turn to attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready). Move when wait is triggered.	None*	*
Defense Options	You may add one of the following to an Defense		
• Retreat (Any)	Step away from one melee attacker, moving 1 yard back, getting +3 to one Defense.		
• Dodge & Drop	Similar to Retreat but for Ranged Attacks, gives +3 Defense but you wind up Prone.		

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Each FP lost causes 1 damage too. Make Will roll each turn do to anything besides talk or rest. Failure results in incapacitation; On crit. failure make HT roll or

suffer Heart Attack (p. B429).

You collapse unconscious

-1xFP

3-4 Skull (-7) Miss by 1 hits torso, DR+2; dam x4 knockdown at -10 5 Face (-5) Miss by 1 hits torso Roll vs knockdown at -5 17-18 Neck (-5) Miss by 1 hits torso Crush ×1.5, cutting ×2 8 Right Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 9-10 Torso (-0) Roll 1d 1-2 Vitals if imp, pi, and tight beam burn only

12 Left Arm (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 11 Groin (-3) Males get shock ×2 from cr Roll vs knockdown at -5

15 Hand (-4) Roll randomly right/left pi++, pi+, imp are ×1 Dam > 1/3 HP cripples 6-7 Right Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 13-14 Left Leg (-2) Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples 16 Foot (-4)

Roll randomly right/left Pi++, pi+, & imp are ×1 Dam > 1/2 HP cripples

High RoF Table **Bonus** RoF 1-4 5-8

+0 +1 +2 9-12 +3 13-16 +4 17-24 +5 25-49 per ×2 RoF

Damage Types	Abbr.	Living	Un- living	Homo- genous	Effect
Burning	burn	×1	×1	×1	Ignites fires. Causes serious tissue injury.
Corrosion	cor	×1	×1	×1	1/5 damage applies to DR; Acids or bases.
Crushing	cr	×1	×1	×1	Blunt trauma.
Cutting	cut	×1.5	×1.5	×1.5	Can sever limbs.
Fatigue	fat	×1	×1	×1	Damages FP instead of HP.
Impaling	imp	×2	×1	×1/2	Larger slower moving penetration like a spear.
Small Piercing	pi-	×1/2	×1/5	×1/10	
Piercing	pi	×1	×1/3	×1/5	Smaller higher velocity
Large Piercing	pi+	×1.5	×1/2	×1/3	penetration, like a bullet.
Huge Piercing	pi++	×2	×1	×1/2	
Toxic	tox	×1	×1	×1	Directly damages cells (e.g. Radiation or Disease).