

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1,000 yd
-1	+1	3 yd	-17	+17	1,500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

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

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	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, impaling, 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.

Attack Maneuvers

Each combat turn you choose one of the following maneuvers for your character to perform:

Maneuver	Notes	Move	Defense
Aim	Spend a turn aiming a ranged weapon for a bonus to attack; +Acc 1 st turn, +1 each for 2 nd & 3 rd turn. Aim is spoiled if you defend.	Step	Any*
All-Out Attack	Sacrifice defense 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 Bonus	+2 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 an attack with a ready weapon. You may choose one of the following options 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 off-hand)	*	*
-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 lying 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 to defense penalties next turn	Step	Any
Move	Run at full move	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 and attack. Move and Defense are as per specified attack (Attack, Feint, All-Out, or Ready); Move when wait is triggered.	None*	*

GURPS Fourth Edition ADVANCED HIT LOCATION CHART

EYES (-9)
Miss by 1 hits skull or face
Dam > 1/10 HP blinds
As skull w/o DR

HEAD (-5)
Roll 1d
1 Eyes
2-4 Skull
5-6 Face

BODY
Roll 1d
1 Neck
2-5 Torso
6 Groin

VITALS (-3)
Heart, Lungs, Kidneys, etc.
Tightbeam burn x2, Imp & pi x3

MAJOR WOUND
Any single injury > 1/2 HP. Cripples 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
Halve DX and Move.

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

-1 x HP
Make a HT check or die.

-5 x HP
Character dies immediately.

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 x1.5 cutting x2

8 RIGHT ARM (-2)
Pi+, pi+, & imp are x1
Dam > 1/2 HP cripples

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

12 LEFT ARM (-2)
Pi+, pi+, & imp are x1
Dam > 1/2 HP cripples

11 GROIN (-3)
Males get shock x2 from crush
Roll vs knockdown at -5

15 HAND (-4)
Roll randomly right/left
Pi+, pi+, & imp are x1
Dam > 1/3 HP cripples

6-7 RIGHT LEG (-2)
Pi+, pi+, & imp are x1
Dam > 1/2 HP cripples

13-14 LEFT LEG (-2)
Pi+, pi+, & imp are x1
Dam > 1/3 HP cripples

16 FOOT (-4)
Roll randomly right/left
Pi+, pi+, & imp are x1
Dam > 1/3 HP cripples

Damage Types	Abbr.	Effect
Burning		burn
Corrosion	cor	1/5 damage applies to DR
Crushing	cr	
Cutting	cut	x1.5 damage
Fatigue	fat	Damages FP instead of HP
Impaling	imp	x2 damage
Small Piercing	pi-	x0.5 damage
Piercing	pi	
Large Piercing	pi+	x1.5 damage
Huge Piercing	pi++	x2 damage
Toxic	tox	Directly affects living cells (e.g. Radiation or Disease)