GURPS Basic Maneuvers in a Cards-Layout

This is from Thomas Ackermann (tgm@math.uni-bonn.de). Feel free to use and *change* - and please send me back your version! ;-)

I have included the Maneuvers from **GURPS Basic** and some other things, but it is still a draft - i never finished it ...

I intended to cut out the single Maneuvers and use them in play, to enable my players and me to get a better grip on the **GURPS** Combat System.

The whole layout is very bad, and i never managed to get the text fitting onto a Card. If you find a better way to present the Maneuvers, please send me a copy!

Maneuver-Card: Move

Move up to your full Movement. See Movement-Costs and Facing!

If you moved over 1/2 Move, you can change Facing by 1 hex-side, otherwise you can face freely after movement!

You may change Facing before or while movement for the usual costs - see Movement-Costs.

Any Defense is possible.

You can attack with a hand-weapon, but only as a Wild Swing.

You may enter Close Combat with a foe. You have to either Evade him or to Slam into him!

You can aim or fire a ranged weapon while moving - but see B117!

Movement-Cost-Card

Direction :

Forward: 1
Sidestep or Backwards: 2

Positions :

Crouching: +1/2
Kneeling: +2
Crawling: +2
Lying down (crawl or roll): only 1 hex per turn
Sitting: no move

Facing Chances :

Before or during a move: 1 per hex-side
At the end of Movement: free if moved up to 1/2 Move or only 1 hex-side if more than 1/2 Move.

Obstructions :

+1 per Body or Person (see Evading, B113 for Enemies)
Bypassing or climbing for several bodies.

Bad Footing :

Foot-deep water: *2
Deeper water: only 1 hex per turn

Maneuver-Card: Change Position

Change your Position. This needs one or more turns - see actual Encumbrance-Card.

Change your Facing freely after movement!

No Move is possible, but any Defense (see table B203) with or without Retreat (tgm's idea ...)!

Possible Positions are:

- Standing,
- Crouching (without this Maneuver!),
- Sitting,
- Kneeling,
- Crawling (in either hex),
- Lying face down (prone) or
- Lying face up (both in either hex).

Usuable as **Step** in any **Step and ... Maneuvers**:

- Kneeling to Standing or
- Standing to Kneeling

Maneuver-Card: (Step and) Ready

Move upto 1 hex before or after you pick up or draw an item or ready a weapon.

Change your Facing freely after movement!

Dodge is possible. Block is possible, if your Shield is already ready when you are attacked. Parry is possible, if your Weapon is already ready when you are attacked.

If you Dodge while reloading a missile weapon, you loose that turn of reloading.

Readying a Shield (on Ground, slung on your back, ...) takes it's PD turns to ready, but only 1 turn to get if off your arm.

Picking things up from ground requires 2 turns of Readying (in effect Change Position to kneeling and then Change Position to standing).

Maneuver-Card: Aim

Aim a ranged weapon …

Change your Facing freely after movement!

Face Changing before Aim is possible.

Move up to 1/2 Move or 2 (whichever is less), but see B117

Without Aim an attack is at -4 if your effective Skill is below the weapons Snap Shot number!

After 1 turn of Aim, you gain the weapons Accuracy Bonus (Acc), for every additional turn of Aiming, you get an additional +1 - up to +3 to your effective skill.

Any Defense is possible, but spoiles your aim: no aiming bonus!

If injured while aiming, you must make a Will roll or lose your aim!

If you can brace your weapon, you get an additional +1 to hit, if you aim, but not for a Snap Shot or while moving.

Maneuver-Card: (Step and) Attack

Move upto 1 hex before or after your attack.

Change your Facing freely after movement!

You may enter Close Combat with a foe!

Any Defense is possible.

Maneuver-Card: All-Out-Attack

Turn in place or move up to 2 hex (or 1/2 Move, whichever is more) **forward** with or without facechanging per hex and then attack with a ready hand-weapon. See Facing!

No Face Changing after your movement.

You may change your Facing before or while Moving for the usual costs - see Movement-Cost.

Ignore bodies on the ground or bad footing.

1. 2 attacks against the same foe (2 ready weapons, or one balanced).
2. One Feint and then one attack.
3. Single attack, at +4 to skill
4. Single attack at normal skill, doing +2 damage

You may enter Close Combat with a foe!

No Active Defense possible until your next turn!

Maneuver-Card: All-Out-Charge (new)

Move upto your full Movement *forward* and attack a foe with a hand-weapon.

Change your Facing freely after movement!

If you cross *any* hexes of bad footing, roll versus DX. If you succeed, you take the usual -2 penalty on your attack roll. If you fail, you are at -4, and on a critical failure you trip and take 1d-2 (?!) damage to one foot (choose randomly).

You may not change facing at the end of your attack. You have four choices for your attack:

1. Make a single attack at -5 skill, followed by a Slam.
2. Make a single attack at -1 to skill.
3. Make a single attack at -5 skill, doing +2 damage if you hit.
4. Make a feint at -5 to skill, followed by a Slam. If your feint is successful, the defense penalty is applied to your opponent's DX roll to avoid the Slam.

However, if you choose this maneuver, you may make *no active defenses at all* until your next turn.

Maneuver-Card: (Step and) Feint

Move upto 1 hex and fake an attack . . .

Change your Facing freely after movement!

Any Defense is possible.

Contest of skills (your weapon against best of shield, weapon or DX) to determine the effect, but no weapon becomes unready!

Your foe defends with a penality against your next (turn of) attack(s) if you succeed over him . . .

After using a Shield-Bash the first time against a foe, you can Feint with your shield too.

Maneuver-Card: (Step and) Wait

Move upto 1 hex and Change Facing or stand still, then wait for an opportunity to attack. See Facing!

Any Defense is possible.

If you did not move (step), you may move upto 1 hex toward a foe (forward) and attack.

If a foe is attacking you, the longer weapon hits first (with same length, the Winner of a Quick-Contest of Weapon-Skills).

Maneuver-Card: All-Out-Defense

Move upto 1 hex and defend all out.

Change your Facing freely after movement!

If one Active Defense failed against a single attack, you may try a different one.

You are limited to 2 Parries and 2 Blocks per turn, but you cannot dodge an attack twice!

Maneuver-Card: (Step and) Concentrate

Move one hex and concentrate on a mental task.

Change your Facing freely after movement!

If hurt, knocked down, forced to use Active Defense, or otherwise distracted, roll against (Will - 3) to maintain concentration. A failed roll means your concentration is broken and you have to start over.

Maneuver-Card: Long Action

Ask GM about needed turns for an action.

Change your Facing freely after movement!

Ask GM about possible Defenses.

Position-Card: STANDING

Any Defense and normal attacks are possible.

Movement: normal, may sprint!

Possible next positions:

- Crouching (without Change Position),
- Kneeling (possible as "Step"),
- Crawling (in either hex),
- Sitting,
- Lying face up (in either hex),
- Lying face down (in either hex).

Position-Card: CROUCHING

Any Defense is possible.

Ranged Weapons are at -2 to hit.

Attack at -2.

Movement: +1/2 cost per hex.

Possible next positions:

- Standing (without Change Position),
- Kneeling,
- Crawling (in either hex)
- Sitting,
- Lying face up (in either hex),
- Lying face down (in either hex).

Position-Card: RUNNING

Running *forward* for two or more turns give +1 to Move on the second and subsequent turns!

Position-Card: KNEELING

Defense at -2 to any Active Defense.

Ranged Weapons are at -2 to hit.

Attack at -2.

Movement: +2 cost per hex.

Possible next positions:

- Standing (possible as "Step"),
- Crouching (possible as "Step"),
- Crawling (in either hex)
- Sitting,
- Lying face up (in either hex),
- Lying face down (in either hex).

Position-Card: LYING (in both ways)

Defense at -3 to any Active Defense.

Ranged Weapons are at -4 to hit.

Attack at -4 except with crossbow or gun: +1

Size: 2 hex.

Movement: 1 hex per turn.

Possible next positions:

- Kneeling (in either hex),
- Crawling (same hexes),
- Sitting (in either hex),
- Lying (in the other way).

Position-Card: CRAWLING

Defense at -3 to any Active Defense.

Ranged Weapons are at -4 to hit.

Attack: Only Close Combat.

Size: 2 hex.

Movement: +2 cost per hex.

Possible next positions:

- Standing (in either hex),
- Crouching (in either hex),
- Kneeling (in either hex),
- Sitting (in either hex),
- Lying face up (same hexes),
- Lying face down (same hexes).

Position-Card: SITTING

Defense at -2 to any Active Defense.

Ranged Weapons are at -2 to hit.

Attack at -2.

Movement: cannot move!

Possible next positions:

- Standing,
- Crouching,
- Kneeling,
- Crawling (in either hex),
- Lying face up (in either hex),
- Lying face down (in either hex).

Close Combat: (Step and) Attack Maneuver

Grapple: Grab a foe after winning a Quick Contest of DX (you are at +3) with one or two hands.

Grabbed people cannot leave the hex without breaking free.

Double ST prevents beeing grappled.

After grappling with two hands you can only Strangle, Takedown or Pin your opponent as an attack.

If your foe is lying down or kneeling etc., you are at +6 to grapple, but have to move down too while trying so.

Close Combat: (Step and) Attack Maneuver

Grab the foe's weapon: Grab a foe's weapon with an empty hand and win a Quick Contest of DX.

After grabbing, you have to win a regular Contest of ST (every try last one turn) to wrest it from the foe.

If you lose the contest, you lose your grip on the weapon.

Close Combat: (Step and) Attack Maneuver

Grab the foe's weapon arm: Grab a foe's weapon arm with an empty hand and win a Quick Contest of DX.

A Success counts as Grapple!

After grabbing, you have to win a regular Contest of ST (every try last one turn) to force your foe to drop the weapon. You could then try to pick up the weapon yourself ...

If you lose the contest, you lose your grip on the weapon arm.

Your foe can try to Break Free ...

Close Combat: (Step and) Attack Maneuver

Attack with a weapon: Attack at -2 with a legal Close Combat weapon.

Close Combat: (Step and) Attack Maneuver

Attack bare-handed: Attack with an ordinary Punch (Thrust-2 crushing damage);

an attempt to Bite (1d-4 crushing for human teeth, more for some creatures);

a Punch using Karate or Brawling (B50-51);

or a Karate Kick ...

Close Combat: (Step and) Attack Maneuver

Attempt a Takedown: Bring a standing and already grappled foe down to bottom.

Winning a regular (tgm, was quick ...) Contest of ST, DX or Judo against your foe's ST (or DX or Judo, -tgm) brings the foe down in the current and one adjacent hex (your choice).

If he was holding you, he looses his grip.

If you lose the Contest you suffer the same effects.

Close Combat: (Step and) Attack Maneuver

Attempt a Pin: Pin your foe, who has to be on the ground already, helpless.

Winning a regular (tgm, was unclear ...) Contest of ST (the heavier fighter get +1 for every 10 lbs he has over his foe) pins your foe - you can hold him with one hand helpless!

If you loose or tie, nothing happens!

Close Combat: (Step and) Attack Maneuver

Choke or Strangle: Choke or Strangle an already grappled foe with both hands.

Roll a Quick Contest of ST against HT.

If you win, your foe looses as many HT, as you won the contest by.

Furthermore you do Suffocation damage - see B122.

Close Combat: (Step and) Attack Maneuver

Break Free: Break free from beeing Grappled by winning a Quick Contest of ST.

Your foe is at +5 if he pins you down using one hand.

Your foe is at +5 if he he is grappling you with both hands.

Your foe is at +10 if he pins you down using both hands. In that case you can only try to Break Free every 10 Seconds (mhh, ...)

Close Combat: (Step and) Attack Maneuver

Slam: See Move in Close Combat ...

Close Combat: (Step and) Ready Maneuver

Draw, Pick up or Ready a weapon: Draw or pick a weapon from ground in your or and adjacent hex. Also used to ready weapon.

Make a DX roll to get it. A critical failure let's you drop the weapon while trying to draw it.

With Fast-Draw you can then (on the same turn) ready the weapon - loosing that roll, or without Fast-Draw, you have to ready the weapon normally (on the next turn).

Close Combat: Change Position Maneuver

Change Position: You can change positions freely in Close Combat.

Exception: Beeing pinned - you have to break free first ...

Close Combat: Move Maneuver

Slam: Slam a foe while entering his hex to knock him down.

Win a Quick Contest of DX to hit. He is at -2 if you entered from the side or if he is not standing, You win automatically if you entered from behind. If you loose, you must move at least 2 more hex if you have that much movement left.

If you hit, roll a Quick Contest of ST with the following modifiers to your ST:

+2 if you moved more than 1 hex toward your foe in this or the last turn. -2 if your foe moved more than 1 hex toward you in this or the last turn.

+2 if you have a medium or large shield. -2 if your foe has a medium or large shield.

+2 if you slam from behind.

The loser is Knocked Down and may also be Knocked Back 1 hex for every 2 he looses the ST-Contest by, but only upto to the Move of the attacker. See sidebar B106.

The winner falls down too, if he fails to roll at least his adjusted (effective) ST. (second roll?!, tgm)

Critical failure on the ST roll (17 or 18) will Stun a fighter.

If you slam, knock down and win over your opponent with 5 or more on the ST contest, you can keep on moving (Overrun)!

Close Combat: Move Maneuver

Flying Tackle: Dive jumping into your foe. You get an extra hex of movement (like sprinting). This is a special special type of Slam.

The target may attempt to Dogde if not tackled from behind. If the Dodge succeded, the tackler hits the ground.

If the target is hit, roll a Quick Contest of ST, as for a Slam. The tackler is at +2, but falls automatically down. The target is at -2 if he tried to dodge and failed!

If the tackler wins the contest by 5 or more, he automatically Grapples the target!

Close Combat: Move Maneuver

Escape: Leave Close Combat on your side (side or rear).

To leave on your opponents side (forward), you have to Evade . . .

Close Combat: Evading

Evading: Move "through" your foe, leaving the hex on his side.

This is not possible while your are grappled or without enough movement to leave the hex . . .

If your foe is trying to stop you, roll a Quick Contest of DX, with your DX modified with:

-5 if the foe is standing up.

-2 if the foe is kneeling.

+2 if you entered the hex that turn, from his left or right.

+5 if you entered the hex that turn, from behind him.

+5 if the foe is lying down.

If you win you have evaded him and can move out. If you loose or tie, he stopped you this turn.

Close Combat: Free Actions with any Maneuver

Free actions: Release your Grip.

Throw away your weapon.

Talk, . . .

Close Combat: Defense

Dodge or Parry (with 1/2 DX or 2/3 Brawling, Karate or Judo) are possible.

Retreat is possible and adds 3 to your Active Defense as usual, but you have to leave the hex on your side. This is not possible while beeing grappled!

Close Combat: Other Maneuvers

Not possible: All-Out-Attack, All-Out-Defense, Feint, Aim, Concentrate and Wait.

Special-Card: Wild Swing

A Wild Swing is an attack to your side or rear hexes.

You are at -5 or at 9 to hit, whatever is worse (see Darkness penality).

You cannot aim at hit locations, but have to roll a random location.

Your foe has to be in your weapon's reach and you cannot make a "wild" impaling attack at more than a 1-hex distance.

Peripheral Vision reduces Wild swings to your non-weapon-hex (shield-side, if not using a 2-handed weapon) and your rear-hex.

Attacking on a Move Maneuver (before, while or after moving) counts as Wild Swing too!

Special Attack: Strike at Weapons

Attack a foe's weapon at -3, -4 or -5.

A wooden shaft may be Cutted Through: DR3, HP8 or DR4, HP12 for example . . .

A metal weapon way be broken: 4, 6, 8 or 10 cutting or crushing damage may break a weapon (depending on quality more or less) . . .

Heavier weapons may break lighter ones that try to Parry: 3 times or more weight give a 1/3, 1/6 or 2/3 chance.

Defense against a weapon attack is possible only with Dodge or Parry (without passive defense from armor).

Knocking a weapon away is possible (attack to Disarm!): Quick Contest of Weapon skills (or DX) with the above size modifier and a further -2 for Disarming! The defender roll at +1 if his weapon is heavier, +2 if twice as heavy, . . .

One needs 2 turns to pick up something from ground: 1 to kneel and grab, another to stand up again! A balanced weapon is already ready after this! A shield need it's PD turns to be ready on your arm!

ST-Card: ST ______

Thrusting Damage: ______

Swinging Damage: ______

- no Enc. (2*ST: ______ lbs):
  normal Move
- light Enc. (4*ST: ______ lbs):
  Move - 1
- medium Enc. (6*ST: ______ lbs):
  Move - 2
- heavy Enc. (12*ST: ______ lbs):
  Move - 3
- Xheavy Enc. (20*ST: ______ lbs):
  Move - 4
- 1-handed Lift (6*ST: ______ lbs):
  Move - 2
- 2-handed Lift (25*ST: ______ lbs):
  1 Fatigue per turn over 20*ST and Move max. 1 hex!
- Carry on Back (30*ST: ______ lbs):
  1 Fatigue per turn over 20*ST and Move max. 1 hex!

Encumbrance-Card:

Enc.-Level: no
(Normal Move)

Encumbrance-Card:

Enc.-Level: light
(Move - 1)

Encumbrance-Card:

Enc.-Level: medium
(Move - 2)
2 turns for every Position Change!

Encumbrance-Card:

Enc.-Level: heavy
(Move - 3)
3 turns for every Position Change!

Encumbrance-Card:

Enc.-Level: Xheavy
(Move - 4)
4 turns for every Position Change!

Encumbrance-Card:

Enc.-Level: over Xheavy
Move max. 1 hex per turn and loosing 1 Fatigue per turn!
No Position Change possible.