

GURPS 4th Edition Combat Cheat Sheet: Maneuvers

Aim (B364)

1, 2 sec: +1 Acc. 3 or more sec: +2 Acc.
Add +1 for bracing. Total aiming bonus cannot exceed weapon's Accuracy. On injury, do a Will roll or lose aim.

Move: Step (unless bracing 2H weap)

AD: Any (but spoils aiming bonus)

All-Out Attack (B365)

Melee Options: Determined (single attack at +4), Double (2 normal attacks), Feint (Feint followed by attack), Strong (+2 damage *or* +1 per damage die)

Ranged Options: Determined (single attack at +1), Suppression Fire (for RoF 5+ weapons only, see B409)

Move: ½ Move, forward only *AD:* None

All-Out Defense (B366)

Choose from: Increased Defense (+2 to all uses of one of Dodge, Parry, Block); Double Defense (2 defenses vs 1 attack)

Move: Step *or* ½ Move if Dodging

AD: As above

Attack (B365)

Make one attack (melee or ranged)

Move: One Step (before OR after attack)

AD: Any

Change Posture (364)

Move from [Prone, Face Up] to

[Crawling, Kneeling, Sitting] to

Standing; or Standing to any other

Notes: Kneeling to Standing = "Step";

Standing to Crouching = Free Action

Move: None *AD:* Any

Concentrate (B366)

Concentrate on one mental task, eg spellcasting, Sense roll, IQ skill. Using AD forces Will-3 check to stay focused.

Move: Step *AD:* Any

Do Nothing (B364)

Move: None *AD:* Any (-4 if stunned)

Evaluate (B364)

Study foe for future attack bonus. +1 per consecutive turn, max +3. Bonus applies to that foe only on the next turn only, with these maneuvers: Attack, Feint, All-Out Attack, Move and Attack.

Move: Step *AD:* Any

Feint (B365)

Win a Quick Contest of melee skills to penalize foe's active defense next turn.

Win/Lose: Margin of *success* is penalty

Win/Win: Margin of *victory* is penalty

Note: Foe may opt to roll on a relevant melee skill *or* DX, whichever is higher.

Move: Step *AD:* Any

Move (B364)

Move only, plus Free Actions.

Move: Up to Move in yards *AD:* Any

Move and Attack (B365)

Take a full Move and attack at a penalty at any time during your movement.

Melee: -4; max skill 9. Slam OK (B371).

Ranged: Worse of -2 or weapon's Bulk; lose any accumulated Aim bonus

Notes: GM may issue -2 to other rolls

Move: Up to Move in yards

AD: Dodge, Block. No Parry, Retreat.

Ready (B366)

Pick up or draw any item; do physical actions, eg open door; ability off/on if Attack or Concentrate is not required.

Move: Step *AD:* Any

Wait (B366)

Do nothing until a stated event, then do Attack, Feint, All-Out Attack or Ready.

Move: None until trigger event

AD: Any (but then may not convert Wait into All-Out Attack, just Attack)

Free Actions: Talk, maintain a spell or psi effect, drop an item, and move from Standing to Crouching.