

GURPS Simplifications

The optional rules presented here are meant to speed up gameplay and do not coincide with the GURPS basic rules. These mechanics are guidelines only; the GM should feel free to adjust them as needed.

Rule Simplifications

All-out Defense *+2 to defenses*
Add +2 to defenses instead of rolling twice.

Automatic Fire *+1 per 4 rnds. / +1 hit per 2 roll made by*
Automatic weapons give +1 to skill for every 4 rounds used. The target is hit an additional time for every 2 points the roll is made by. For spray attacks, instead roll a single attack (no bonus) against everyone in a number of connecting hexes equal to the number of rounds used.

Automatic Success/Failure *Skill 15+ or 5-*
Routine rolls vs. a modified skill of 15 or better can sometimes be deemed automatic successes instead of rolling (*they would more likely result in critical successes than a failures anyway*). Similarly, a roll against a modified skill of 5 or less may be deemed an automatic failure.

Chases *Quick Contest of skills*
Depending on the chase, this could be a quick contest of: DX (short distance), HT (long distance), riding, driving, piloting, flying, running, swimming, etc. If a pursuer wins twice in a row, he overtakes the fleeing character. If he loses twice in a row, he loses the pursued individual. The faster or more maneuverable participant may receive a bonus to the roll, or simply judged the winner automatically.

Close Combat *As Regular Attack*
Handle grappling and other close combat to-hit rolls as you would regular attacks.

Concentration *As All-Out Attack*
Spells, psionics etc. take effect on their last turn of concentration (instead of the next turn). Treat the caster as if he had done an all-out-attack (i.e. no defenses) unless he is willing to take a -4 penalty.

Dogfighting *Quick Contest of Skills*
Depending on the situation, this could be a quick contest of: piloting, tactics, riding, driving, swimming, flying, stealth, IQ, DX, etc. Use the table below for the contest results.

Contest won by:

- 0-1 – Both participants attack each other head on for 1 turn
- 2-4 – Winner attacks from the side for 1 turn (-2 to defend)
- 5+ – Winner attacks from behind for 1 turn (-2 to defend, -2 to counterattack)

Explosions *-1d per hex*
Explosions do 1d less damage for each hex distance from the center. If shrapnel is involved, roll a hit location for anything under 2d.

Generic Damage *+1 for cut./ +2 for imp.*
Damage modifiers can removed, giving all weapons generic damage. Weapons that do cutting damage (or x1.5) instead add +1 to base damage. Impaling weapons add +2 to damage.

Falling *1d damage per 10'*
Take 1d damage per 10 feet fallen (no reductions from armor). Ignore deliberate falls under 15'. Maximum damage is 20d. If using the hit location chart, apply blow-through damage to another location. Subtract 3d if landing on a very soft target, like water.

Flying Combat *Quick Contest of Flight skill*
Use 'Dogfighting' rules. Ranged attacks are at -3.

Injury

A single hit doing over ½ HT (Hit-points) causes:

- Stunning
- Crippling (note: ‘crippled’ Head or Vitals causes unconsciousness. A ‘crippled’ torso causes knockdown.)
- 1 hex Knockback (per ½ HT before DR or modifiers). For appropriate attacks only.

Karma (cinematic)

1 point: change a roll by 3

With the GM’s permission, characters can spend character points during play to do just about anything. In general, 1 cp. can retroactively alter a roll by 3 pts.

Mass Combat

Quick Contest of Tactics (or Strategy)

The Superior force gets +1 for each multiple of effective troop strength, up to +8 (*example: 3 to 1 odds gives a +3 to roll*). The loser takes casualties equal to 10% (of the *smallest* sides troop strength) per point lost by.

Mass Combat survival

Roll vs. Average Weapon skill/Tactics.

Take 1 point of damage (before armor) for each point the roll is missed by, multiplied by the Tech-level.

No PD

+3 to all defenses

Remove Armor PD and give a flat +3 bonus to all defenses instead. Shields, etc. add their bonuses to defenses as well.

One-roll Quick Contests

Skill – (opposing skill-10)

Quick contests can handled by giving the skill roll a penalty equal to the opposing skill minus 10. *Example: A thief trying to sneak past an IQ12 guard would just roll vs. stealth-2 to succeed.*

Order of Movement

Clockwise (all players, then GM)

Players act in order from the GM’s left to right, after which GM controlled NPC’s move. When needed, roll initiative to decide which ‘side’ goes first (GM or players). Players may sit in order of Move scores if desired (i.e. the highest ‘Move’ scores have the right to sit farthest to the GM’s left).

Ranged attacks

As All-Out Attack

Handle ranged attacks as you would melee attacks, ignoring range modifiers and most weapons stats other than damage. Treat the attacker as if he had done an all-out-attack (i.e. no defenses) unless he is willing to take a –4 penalty. Extreme ranges may have further penalties assigned by the GM.

Re-ready

-1 dmg for –1 turn to ready

To permit attacking every round, characters can (permanently) reduce weapon damage by an amount equal to the turns it takes to ready it. This will *not* allow for parries or multiple attacks.

Scrubs

Certain generic, “cannon fodder” NPC’s (Scrubs) have special rules to speed play:

- Scrubs get no defense rolls (*they are unlikely to succeed anyway*).
- A successful roll always beats a Scrub in a contest (*i.e. assume their stats are 10 for “One-roll Quick Contests”*).
- Any decent hit eliminates a scrub (*due to shock, poor morale, fleeing, unconsciousness or death*).

Underwater Combat

Quick Contest of Swimming skill

Use ‘Dogfighting’ rules. All attacks are at –3 and do half damage.

Weapon Master

No extra attacks

Weapon Masters gain extra damage, but not extra attacks.