GURPS

RANGE RULER *"One Ruler to Rule Them All"*

Top ruler (front)

1'	1.5'	2'	1 yd	1.5 yd	2 yd	3 yd	4 yd	5 yd	6 yd	7 yd	8 yd	9 yd	10 yd
±5	±4	±3	±2	±1	±0	S/R -1 Size +1	Speed/Range -2 Size +2		Speed/Range -3 Size +3		Speed/Range -4 Size +4		

Under 2 yd: Apply TH **penalty** for Size under 2 yd, but no **bonus** for Speed/Range under 2 yd (unless warranted; see gamesdiner.com/guths)

GURPS RANGE RULER v1.0
A flimsy toy from T Bone's Games Diner www.gamesdiner.com

Round Speed/Range/Size *up*. Example: Range of exactly 5 yards is -2 TH; Range over 5 yards, up to and including 7 yards, is -3 TH.

TH Msr. column: ±0, ±1, ±2, ±3, ±4, ±5, ±6, ±7, ±8, ±9, ±10, ±11, ±12, ±13, ±14, ±15
2 y, 1.5 y, 1 y, 2', 1.5', 1", 8", 5", 3", 2", 1.5", 1", 2/3", 1/2", 1/5", TH Msr.

flip over → www.sjgames.com

Bottom ruler (back / inverted)

Handy Table! TH Msr: ±0, ±1, ±2, ±3, ±4, ±5, ±6, ±7, ±8, ±9, ±10, ±11, ±12, ±13, ±14, ±15, ±16
2 y, 3 y, 5 y, 7 y, 10 y, 15 y, 20 y, 30 y, 50 y, 70 y, 100 y, 150y, 200y, 300y, 500y, 700y, 1Ky

Speed/Range -6 Size +6   Speed/Range -5 Size +5

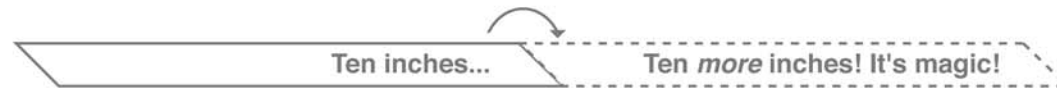| 20 yd | 19 yd | 18 yd | 17 yd | 16 yd | 15 yd | 14 yd | 13 yd | 12 yd | 11 yd |

The **GURPS Range Ruler** is a tool for finding combat ranges on your battle map *quickly*, without counting hexes. It will instantly give you the attack modifier for that range, and also the Size Modifier for any object you measure on the map. (It even sports a handy mini-excerpt from the *Size and Speed/Range Table* on p. B550.)

Tips on getting your money's worth:

1. Remember that range and size round *up*. *Example:* A measurement of exactly 7 yards is ±3; above that, up to and including 10 yards, is ±4.

2. At under 2 yards, the indicated modifier is a penalty, for *size*. The rules dictate a flat +0 and no bonus for *range* up close – but a bonus is sometimes sensible (usually out of combat; e.g., shooting a lock at close range). See **www.gamesdiner.com/guths.**

3. Your foe thinks he can mock your crossbow because the **Range Ruler** only goes to 10 hexes? *Think again, Pincushion.* Lay out the ruler to its full 10" . . . and then flip it over for *another* 10". Range identified. *Twang. Shtuck.*

4. Want to flip the ruler a second time? Feel free. That'll let you measure between 20" and 30", all of which gives a modifier of ±7.

5. You can continue flipping to measure greater distances, but you'll have to refer to p. B550 to find the modifier. (Aren't you running out of game table space by now?)

6. Another use is as a stand to hold flying creatures above the battle map. Stand a **Range Ruler** vertically (use a folded but unglued one, or use a binder clip as a base). Tack on a Post-It note at the right height for the flier. Nifty! As long as the ceiling is set at 10 yards, and nobody at the game table makes a breeze. (To find distance to a flying target, use another ruler or the classic gamers' hack: larger of distance or height, plus half the smaller . . . even Pythagoras used that when gaming.)

7. The **Range Ruler** is a mere convenience when you've got a hex map – but if you're playing *au naturel* (without a map, silly!), it *really* comes in handy. *Ditch hexes! Go raw!*

MONSTER

Ten inches...   Ten *more* inches! It's magic!

ANOTHER ONE! ARM THE WHOLE TABLE!

Instructions: Fold in half along dotted line and glue halves together on the unprinted side.