GURPS Locations

The game mechanics presented here are meant to give both players and GM's ideas to make conflicts more enjoyable. They are intended to handle scenes quickly and may not coincide with the GURPS basic rules. These are guidelines only; the GM should feel free to adjust the rolls as needed, depending on the situation.

The Locations

Arial

- For participants trying to 'dogfight' each other in aerial combat, use the table below each round with a contests of flying (defaults to DX-4, or DX for winged creatures):

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 defense)
5+ – Winner attacks from behind for 1 turn (-2 to defense or counterattack)

- Ranged attacks are at –3 due to movement.

Airplane

- Move rates are halved in the cramped quarters, and attacks are obstructed (–4). Misses are likely to hit *someone*.
- Meal carts can be ridden (DX roll) adding +1 move for 1 turn, or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).
- Emergency exit doors can be opened with a ST roll (roll each round until successful). If opened in mid-air, everyone in a nearby hex must roll vs. ST or be sucked out. All further action should be handled using the "On Top of a Moving Vehicle" location rules.
- A fall out of an airplane without a parachute can do 20d of damage. To soften the fall, roll vs. DX, vision and/or parachuting (or acrobatics) to subtract 1d each (not that it'll do much good).
- To attempt to land the plane, roll vs. piloting+1 (or IQ-5). To crash-land the plane on water, roll vs. piloting-2 (or IQ-8). Add 3 if you are receiving instructions from the ground. Passengers each take 1d damage per point the roll was missed by (and then might have to roll vs. swimming to get clear of the plane).

Airport

- Benches and news can provide cover or be leapt over (roll acrobatics, DX-3 or jumping).
- Luggage carts can be ridden (DX roll) adding +1 move for 1 turn or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).
- Automatic people movers, escalators and baggage carousels increase (or decrease) move by 1.

Burning Building

- While in smoke, roll vs. HT+3 each turn or take 1 HT of damage. Also, all attacks and vision rolls at -3.
- While moving over weakened areas, roll DX (or IQ) each turn to avoid one of the following:
    - Fall through the floor (1d damage)
    - Partially fall through the floor (1d-2 damage and you're stuck: ST roll to escape).
    - Hit by a falling beam for 1d-1. Roll vs. DX to avoid being pinned (if so, roll ST to escape: repeated attempts are at a cumulative -2 penalty unless someone else helps).
- Moving through open flames does 1d-1/rnd.
- Jumping out of the building causes 1d damage per story fallen. Landing in a dumpster (DX roll) reduces this by 2d.
- Attacking with a burning object does +1 damage.

Church

- When jumping through a stained glass window, roll vs. Acrobatics-2 or take 1d-3 cut
- Movement is at half speed along pews, and at 1/4th speed if clambering over them.
- Tapestries may be swung on (w/acrobatics roll) allowing you to make a full move while avoiding obstacles underneath (add +1 to move w/jumping roll). Swinging from the choir section adds +3 to move.
- A fall from the choir section does 1d+1.
- Candelabras add +1 to punch damage (+2 if lit).

Crowd

- Examples: dance floor, political convention, time's square celebration, masquerade party, rock concert or rally.
- For pursuits through crowds, use contests of ST or DX. 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.
- For participants trying to engage each other in a crowd, use the table below with a contest of vision:

Contest won by:
0-1 – Both participants attack each other head on
2-4 – Winner attacks from the side (-2 to defend)
5+ – Winner attacks from behind (no defense)

- Attacks are obstructed (–4) until the crowd clears, and misses are likely to hit *someone*.
- Make reactions rolls as needed.
- In panicked crowds, roll vs. ST to do anything other than be swept along with them.
- For hostile mobs, roll vs. Stealth, ST and/or Tactics. Take 1 point of damage for each point missed by.

Deserted Warehouse

- Piles of crates can provide ample cover (-4 to hit), or convenient items to climb up on.
- For participants stalking each other among the boxes and crates, use the table below with a contest of Stealth:

Contest won by:
0-1 – Both participants attack each other head on
2-4 – Winner attacks from the side (-2 to defend)
5+ – Winner attacks from behind or above (no defense)

- Pushing a crate onto someone causes 1d+1 damage.
- If moving over weakened flooring, roll DX each turn or fall through the floor for 1d-2 damage.
- Refer to the 'Workshop' location for other ideas.

Food Market

- Examples: supermarket, grocery store, convenience store or outdoor trading bizarre.
- Precariously stacked cans, produce or carts can create obstacles that require a full round to circumvent.
- Grocery carts can be ridden (DX roll) adding +1 move for 1 turn, or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).
- Eggs, flour, sugar, salt, spices, detergent etc. can be thrown in an opponent's face (contest-DX), stunning him.
- Containers of soda, oil, and soap or milk might be damaged (roll vs. DX-2 or fall on slippery floors).

Giant Machinery

- Examples: Danger room, arena, automated factory.
- If moving amidst whirling blades or giant gears: roll DX each turn or take 2d cutting or crushing.
- If fighting near steam vents: each turn, one random combatant must roll DX or take 1d6 heat damage.
- If fighting on moving platforms: roll DX each turn to reach melee range with an opponent.
- Refer to the 'Workshop' location for other ideas.

Island Refuge

- For a big hunt scene with participants stalking each other, use the table below with a contest of Stealth (or camouflage):

Contest won by:
0-1 – Both participants attack each other head on
2-4 – Winner attacks from the side (-2 to defend)
5+ – Winner attacks from behind (no defense)

- Electric fences might do 1d-1 damage each round.
- To escape from quicksand, roll vs. survival Jungle or ST-4 (after five tries, your finished).
- Vines or trees may be swung on (w/acrobatics roll) allowing you to make a full move while avoiding obstacles underneath (add +1 to move w/jumping roll). You may make a kick attack along the way.
- If the island's volcano goes off, falling debris can do 1d damage, ground level toxic fumes cause 1 damage each round that a HT roll is failed, and lava flowing downhill has a Move of 7.
- See the Worst Case Scenarios or Survival pages for more ideas.

Kitchen

- Sharp utensils add cutting or impaling damage to punches.
- Pots, pans, rolling pins, ladles add +1 to punch damage.
- Flour, sugar, salt, herbs, spices, liquids can be thrown in an opponent's face (contest-DX), stunning him.
- Pots of water, oil, and soapy water can be dumped (roll vs. DX-2 or fall on slippery floors).
- Open flames, stovetops or burning oil can cause 1d-1/round.
- Serving carts can be ridden (DX roll) adding +1 move for 1 turn, or (at +2 to ST) to slam (i.e. contest-ST to knockdown) your opponent.

Laboratory

- Examples: alchemy shop, morgue, mad scientists lair, chemical factory or research lab
- Open flames can cause 1d-1/round.
- Containers of irritating powders and liquids can be thrown in an opponent's face (contest-DX), stunning him.
- Broken glassware or other instruments add cutting to punch damage
- Racks of glassware can do 1d-3 cutting if fallen against.
- Containers of acid or other chemicals can do 1d-1 damage
- Lab benches: roll vs. Acrobatics or jumping to jump on top of a lab bench (the location gives +1 to defensss). Roll vs. ST+1 to flip a lab bench (1d-2 cr. if not dodged, plus glass). Shoving a table requires 5 ST per hex moved, causes knockdown or pinning if not dodged.

Library

- For participants stalking each other among the maze of bookshelves, use the table below with a contest of Stealth:

Contest won by:
0-1 – Both participants attack each other head on
2-4 – Winner attacks from the side (-2 to defend)
5+ – Winner attacks from behind (no defense)

- Combatants will often have good cover (-4 to hit).
- Roll vs. ST-1 to push a bookshelf over (possibly starting a domino effect), causing 1d cr and knockdown.
- Library carts can be ridden (DX roll) adding +1 move for 1 turn, or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).

Medieval Tournament

- Jousting (with blunt lances) can be resolved with a quick contest of Lance skill. The loser takes damage equal amount lost by (no DR) and is unhorsed if he loses the contest by 5 or more.
- Melee contests (with mock weapons) can be resolved with two quick contests of weapon skill. The loser of the first contest has a penalty to his 2nd roll equal to the amount he lost by (unless he is not 'calling his wounds').
- Grand melees can be handled as a contest of tactics, with individual participants rolling vs. average weapon skill/tactics (taking 1 point of crushing damage for each point missed by).
- Other competitions may include: archery, singing, storytelling (bard), javelin toss, wrestling, arm wrestling (ST), gambling, horse/foot/swimming races, drinking etc. Each could be handled as a regular contest or a quick contest.

Museum

- Moving through a glass display case does 1d-3 cut.
- Some displays may contain just about any ancient weapon you can imagine.
- Falling dinosaur skeletons do 1d cr.
- A fall from the balcony does 1d+2.

Office

- Roll vs. acrobatics to vault over, or balance on top of, cubicle walls
- For participants trying to sneak up on each other in a 'cubicle maze', use the table below with a contest of Stealth:

Contest won by:
0-1 – Both participants attack each other head on
2-4 – Winner attacks from the side (-2 to defend)
5+ – Winner attacks from behind (no defense)

- Combatants will often have good cover (-4 to hit).
- Mail carts and wheeled chairs can be ridden (DX roll) adding +1 move for 1 turn or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).
- Phones and corded appliances can be used as tripwires or flailing weapons (giving range to punch damage).
- Scissors or letter openers add impaling to punch damage (so don't run with them).

On Top of a Moving Vehicle

- Examples: blimp, buss, semi, train or stagecoach.
- Roll vs. DX each turn just to move at ½ your normal rate. Failure by 5+ (or critical failure) results in a fall.
- You can attempt to slam (i.e. contest-ST) your opponent to knock him off.
- When falling off of the vehicle:
  - o Roll vs. DX to grab hold of the edge, then vs. ST (or climbing) to pull yourself up.
  - o If that didn't work, you might be able to roll vs. DX-2 and ST to grab something on the way down.
  - o Otherwise, fall for about 3d damage (i.e. 1d per 15 mph speed). For flying vehicles, take 1d per 10' fallen, up to 20d.

Parade

- Floats move at 2 per round (roll a random direction if out of control).
- Crowds can obstruct attacks (–4) and misses are likely to hit *someone* (refer to the 'Crowd' location rules).
- Ropes holding big balloons can be can be climbed (w/Climbing) or swung on (w/Acrobatics). The balloons can also lift a character, or envelope people (for 3 rounds) if damaged.
- Floats can be driven (move 7 max).

Precipice

- Examples: on a rooftop, bridge, cliff face or ledge:
- You can attempt to slam (i.e. contest-ST to knockdown) your opponent to knock them off.
- When falling off of something:
  - o Roll vs. DX to grab hold of the edge, then vs. ST (or climbing) to pull yourself up.
  - o If you failed the DX roll, roll vs. DX-2 and ST to grab something on the way down.
  - o Otherwise, take 1d per 10' (or story) fallen.

Ship

- Rigging may be swung on allowing you to make full moves while avoiding obstacles underneath (roll acrobatics to land in a specific hex). You may make a regular kick attack while swinging. Cutting/releasing the rigging to allow for a swing requires 1 round.
- The rigging can also lift a character (while a falling sail might envelope opponents for 3 rounds).
- Seasick individuals (HT roll) might be at -2 DX & IQ.
- Readily available belaying pins add +1 to punch damage.
- Seamanship can be used for many of the above rolls.
- Climbers can climb 5' per turn with a climbing or seamanship roll.
- Action high up in the rigging should be handled using the "On Top of a Moving Vehicle" location rules.

Tavern

- Examples: bar, pub, inn, fancy restaurant, eatery, diner, fast-food joint.
- Tables: Roll vs. acrobatics or jumping to jump on top of a table (the postion gives +1 to defenses). Roll vs. ST to flip a table (1d cr. if not dodged). Shoving a table requires 6 ST per hex moved, and causes knockdown or pinning if not dodged.
- Food or drinks can be thrown in an opponent's face (contest-DX) to stun him, or spilled on the floor (roll vs. DX-2 or fall on slippery floors).
- Some fancier restaurants have serving carts that can be ridden (DX roll) adding +1 move for 1 turn, or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).
- Open flames, cooking surfaces, ignited alcoholic drinks or flambés (like cherries jubilee) do 1d-1/round.
- Weapons include: barstools, mugs and pool cues (add +1 to unarmed damage) or silverware and broken bottles (add cutting to unarmed damage).
- Chandeliers may be swung on (w/acrobatics roll) allowing you to make a full move while avoiding obstacles underneath (add +1 to move w/jumping roll). You may make a kick attack along the way.
- When jumping through a window, roll vs. Acrobatics-2 or take 1d-3 cut (and fall).
- You can slide someone down the bar (quick contest of ST after a successful grapple) up to your full move.
- Make reaction rolls freely, and add any other props that you like.

Theater

- Examples: movie-theater, opera house, concert hall or porno-theater.
- Movement is at half speed along rows of seats, and at $1/4^{th}$ speed while clambering over them.
- Curtains may be swung on (w/acrobatics roll) allowing you to make a full move while avoiding obstacles underneath (add +1 to move w/jumping roll). You may make a kick attack along the way. Swinging from the balcony adds 3 to move.
- A fall from the balcony does 1d+2.
- Backstage areas can have sets of rigging that can be climbed (w/climbing) or swung on (w/Acrobatics). The ropes can also lift a character, while falling sandbag counterweights do 1d cr.

Tree

- Movement is at half speed along branches (or full speed w/ a DX roll, but failure indicates a fall).
- Climbers can climb 1 yard per turn with a climbing or acrobatics roll.
- Branches or vines can may be swung on (w/acrobatics roll) allowing you to make a full move while avoid obstacles underneath (add +1 to move w/jumping roll).
- You can attempt to slam (i.e. contest-ST) your opponent to knock them off a limb.
- When falling from a tree:
  - o Roll vs. DX to grab hold of a branch, then vs. ST (or climbing) to pull yourself up.
  - o If that didn't work, you may roll vs. DX and ST (both at a cumulative -1) every 10' to grab something on the way down.
  - o Take 1d-1 per 10' fallen.
- If a large, deserted tree-house is present, DX rolls may be required to avoid falling when using rotting flooring or rope ladders.
- For participants maneuvering randomly through the branches, you can use the table below with a contest of climbing, or *each round* with contests of acrobatics.

Contest won by:
0-1 – Both participants attack each other head on
2-4 – Winner attacks from the side for (-2 to defense)
5+ – Winner attacks from behind (-2 to defense or counterattack)

Underwater

- For participants trying to 'dogfight' each other underwater, use the table below each round with a contest of swimming (defaults to DX-4, or DX for aquatic creatures):

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 defense)
5+ – Winner attacks from behind for 1 turn (-2 to defense or counterattack)

- All attacks are at –3 and do half damage.
- Average swimmers swim at 1 hex per round, and must roll vs. swimming every other round in combat or lose 1 fatigue.
- You can hold your breath during combat for HT seconds (after which you lose 1 fatigue each round). See p.B91 for more details.

Workshop

- Examples: factory, machine shop, repair shop, smithy or artificer's lab.
- Hammers, wrenches, 2x4's, pipes etc. add +1 to punch damage.
- Hand drills, saber saws, and welding/cutting torches add +1 and cutting to punch damage (while plugged in).
- Oilcans may be squirted in opponents' faces (contest-DX), stunning him or dumped on the ground (roll vs. DX-2 or fall on slippery floors).
- Enemies can be pushed (contest-ST) into stationary circular saws and drill presses (1d+3 cutting)
- Tanks full of molten metal or boiling water can be damaged, causing scalding sprays (1d+1 damage)
- Power tools can be turned on to interfere with hearing (+3 to stealth).
- Conveyer belts may increase (or decrease) move by 1.
- Various wheeled items might be 'ridden' (DX roll) adding +1 move for 1 turn, or give +2 to ST to slam your opponent (i.e. contest-ST to knockdown).

Maps

- Some appropriate maps for these types of locations can be found at:
    - www.aginsinn.com
    - www.b-ware.com/hive/fplans
    - www.tamerthya.freeservers.com/25mm.html
    - www.wizards.com/dnd/DnD_MW_Archive.asp

Many of the concepts on this page were inspired by Matt Riggsby's Pyramid article entitled "Thrust! Parry! Spin!".