

# GURPS 4<sup>th</sup> Edition Combat Cheat Sheet: Maneuvers

## **Aim (B364)**

Take time to aim a shot. 1 or 2 sec: +1. 3 or more sec: +2 maximum bonus. Add +1 for bracing. Total aiming bonus from all sources cannot exceed weapon's Accuracy. If injured while aiming, do a Will roll or lose Aim bonus.  
*Move:* Step (or none if bracing a 2H weapon)  
*AD:* Any (but spoils accumulated Aim bonus)

## **All-Out Attack (B365)**

*Melee Options:* Determined (single attack at +4), Double (2 normal attacks), Feint (Feint followed by attack), Strong (add +2 damage bonus 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 that turn of one of Dodge, Parry, Block); Double Defense (use 2 defenses vs. 1 attack)  
*Move:* Step or ½ Move if using Increased Dodge  
*AD:* As above

## **Attack (B365)**

Make one attack (melee or ranged).  
*Move:* Step (before OR after attack)  
*AD:* Any

## **Change Posture (364)**

Move from [Prone, Face Up] → [Crawling, Kneeling, Sitting] → Standing; or Standing to any posture other than Crouching (see below)  
*Notes:* Kneeling↔Standing = "Step"; Standing→Crouching = Free Action  
*Move:* None *AD:* Any

## **Concentrate (B366)**

Concentrate on one mental task, e.g. a Sense roll, spellcasting, or an IQ skill. Using AD forces a Will-3 check to stay focused.  
*Move:* Step *AD:* Any

## **Do Nothing (B364)**

Do nothing besides use AD, e.g. when stunned.  
*Move:* None *AD:* Any (-4 if stunned)

## **Evaluate (B364)**

Do not attack: study your foe to gain a future attack bonus. +1 bonus per consecutive turn of Evaluation, to a maximum of +3. Bonus applies to that foe only on the next turn only, with these maneuvers only: Attack, Feint, All-Out Attack, or Move and Attack.  
*Move:* Step *AD:* Any

## **Feint (B365)**

Win a Quick Contest (B348) of melee skills to penalize foe's active defense next turn.  
*You Lose/Foe Wins or Loses:* Feint fails!  
*Win/Lose:* Margin of success is foe's penalty  
*Win/Win:* Margin of victory is foe's penalty  
*Note:* Foe may opt to roll on a melee skill (weapon, shield) or DX, whichever is higher.  
*Move:* Step *AD:* Any

## **Move (B364)**

Move only. Moving at full speed *forward* for 2+ turns is a Sprint (B354); +20% to 2<sup>nd</sup> Move onwards (drop fractions, minimum bonus 1 yard); better with Enhanced Move (Ground).  
*Move:* Up to Move unless Sprinting *AD:* Any

## **Move and Attack (B365)**

Take a full Move. You may also attack at a penalty at any time during your movement.  
*Melee:* -4; max effective skill 9; slam ok (B371).  
*Ranged:* Worse of -2 or weapon's Bulk; lose any accumulated Aim bonus  
*Notes:* GM may issue -2 to rolls on tripping, etc.  
*Move:* Up to Move in yards  
*AD:* Dodge or Block (No Parry or Retreat)

## **Ready (B366)**

Pick up an item or draw a weapon; do simple physical actions, e.g. open door; toggle ability off/on if Attack or Concentrate maneuver is not required to do so.  
*Move:* Step *AD:* Any

## **Wait (B366)**

Do nothing until a stated event occurs, then do an Attack, Feint, All-Out Attack or Ready.  
*Move:* None until the trigger event occurs  
*AD:* Any (but then you may not convert Wait into an All-Out Attack, just an Attack)

**Move Modifiers:** Kneeling, Crawling: x½. Prone: 1 only. **Step:** 1/10 of Move (round up) + facing change.  
**Free Actions:** Talk, maintain a spell or psi effect, drop an item, and move from Standing→Crouching.