

GURPS 4th 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 2nd 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.