Maneuver (B363+)	Active Defense	Movement	Description
Aim	Any*	Step | None	Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns, the combined bonus from all targeting systems cannot exceed the weapon's base Accuracy) | You get no step if your two-handed weapon is braced
All-Out Attack - Melee			
Determined	None	1/2 forward	+4 to hit
Double	None	1/2 forward	2 attacks on same foe with ready weapon (-4 to off-hand without Ambidexterity)
Feint	None	1/2 forward	Make one feint and one attack on the same foe
Long	None	1/2 forward	Increase reach by 1 yard (Swing attacks at -2 dmg or -1 per die), may end in crouch (MA87)
Strong	None	1/2 forward	+2 to damage (or +1 per damage die)
All-Out Attack - Ranged (for optional ranged feints, see MA121)			
Determined	None	1/2 forward	+1 to hit
Suppression Fire	None	1/2 forward	RoF 5+ targets 2 yard zone - RoF 10+ suppress multiple, adjacent 2 yard zones with 5+ Shots/zone
All-Out Defense			
Increased	Any	Step (1/2)	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)
Double	Any	Step	Two different Defenses against one attack
Mental Defense	Any	Step	+2 to all resistance rolls against magic, psi, and anything similar. This bonus persists until your next turn
Attack	Any	Step	Attack unarmed or with a ready weapon, you make take a step before or after you attack
Change Posture	Any	None	Standing, sitting, kneeling, crawling, prone, lying face up (see B364/MA98). Prone to standing takes two turns (Exception Acrobatic Stand)
Concentrate	Any †	Step	Focus on mental task. **All-Out Concentrate** (DF14:34) gives +1 to roll but loose active defenses. Must make Will-2 if injured or distracted
Committed Attack - Melee (MA100)			
Determined	Special ‡	Step	+2 to hit, or take two steps at -2 to hit for a total modifier of 0, may move before or after an attack
Strong	Special ‡	Step	+1 to damage (or +1 per two full damage dice), ST-based attacks only, may take 2 steps at -2 to skill, may move before or after an attack
Defensive Attack	Any	Step**	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or Parry with the same weapon, Kick: +2 to avoid Leg Grapple and DX rolls to avoid falling. -2 to damage (or -1 per die if worse), foe gets +1 to defend against a grab or grapple
Do Nothing	Any	None	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs HT/IQ)
Evaluate	Any	Step	Study a foe prior to a melee attack (+1 per turn to subsequent attacks or feints, max. +3); may also use the Evaluate Bonus to cancel out penalties from Deceptive Attacks or feints
Feint - Melee (May use the highest melee weapon or unarmed combat skill to resist a feint; for optional ranged feints, see MA121)			
Beat	Any	Step	Contest of ST-based combat skill vs foe's ST- or DX-based skill (MA100)
Defensive Feint	Any	Step	Apply the penalty from a successful Beat, Feint or Ruse to foe's attacks roll instead of defense
Feint	Any	Step	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield or DX
Ruse	Any	Step	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill or Tactics (MA101)
Move and Attack	Special §	Full Move (-2 to avoid falling)	Move and attack at a penalty (Ranged: -2 or weapon's bulk; non-slam Melee: -4, max. skill 9). For thrusting attacks, may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Giant Step, Combos, Rapid Strike or Deceptive Attack (except slams or cinematic techniques which require final effective skill of at least 10)
Move	Any	Full Move	Do nothing but move (See Sprinting B354 and Acrobatic Movement MA105+)
Ready	Any	Step	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)
Wait	Any	Varies	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, Ready or Stop Hit. Specify exactly what your action will be and what will trigger it. You may also perform a Step and Wait, loosing your Step in the proceeding Maneuver

Cover DR Table (B559)	
Material	***DR/Inch (2.5 cm)***
Aluminum	20-30
Brick	5-8*
Concrete	6-12*
Glass	5-20†
Iron	40-60
Sandbags	3
Steel, mild	50-60
Steel, hard	60-70
Stone	8-13*
Wood	0.5-1*/‡

* Repeated damage to small Area lowers DR / † Brittle / ‡ Cmbustl.

Rapid Fire (B373)	
Shots	***Bonus***
5-8	+1
9-12	+2
13-16	+3
17-24	+4
25-49	+5
50-99	+6
x2	++1

* Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim. ** Before or after attack.
† Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain.
‡ The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat.
§ If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.

Deceptive Attack (B369)	Target suffers a -1 to active defense for every -2 taken to melee skill (min. skill of 10), or -1 to Dodge for every -2 taken to ranged skill (min. skill of 10).
Pop-Up Attack (B390)	Ranged attacks only, attacker suffers -2 to hit, no aim possible, may step. Not possible with bow or sling
Rapid Strike (B370)	Make two attacks, both at -6, to replace one normal attack. Can target seperate foes. Ranged Rapid Strikes if RoF 2+. Half penalty for Weaponmaster or Gunslinger
Riposte (MA124)	Take a penalty to your Parry (min. of 8), not including modifiers. If Parry succeeds and you attack using the parrying weapon next turn, apply the same penalty to your foes Parry (hand or weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penalty to all other defenses.
Stop Hit (MA108)	Take a Wait Maneuver and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other defends at -1 or -3 if Parry with same weapon. If both hit, larger margin of success defends normally, other at penalty above. If tied, both have above penalty. Possible with Unbalaced/Unready Weapon.
Spraying Fire (B409)	RoF 5+ weapon may attack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rd target and so on. RoF -16 looses 1 shot/yard, RoF 16+ looses 2 shot/yard. Attack roll for each target with effective RoF
Telegraphic Attack (MA113)	+4 to hit, +2 to defend against. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical chance.
Tip Slash (MA113)	Swing a thrusting, impaling weapon to do cutting damage equal to the weapons impaling damage -2
Extra Effort	A critical failure on these rolls causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no more than one offensive option (Flurry of Blows, Giant Step, Great Lunge, Heroic Charge, Mighty Blows)
Flurry of Blows	Spend 1 FP per attack to halve the penalty for Rapid Strike to -3 (B370, usually -6, if you spend 1 FP you half it to -3)
Giant Step	Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.
Great Lunge	Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).
Heroic Charge	Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).
Mighty Blow	Spend 1 FP per attack to get the All-Out Attack (Strong) damage bonus to an Attack without losing defenses.

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Active Defense (B374+)	Description
Dodge	
and Drop / Dive	+3 to Dodge - may take a step before drop, ranged attacks only
Sacrificial	If you make your dodge roll, you get hit - if you fail, original victim gets his defense roll
Acrobatic	-2/+2 to Dodge - once per turn, can be combined with retreat
Parry (Weapon, all Parries against an attack coming from the back are at -2)	
Flail	-4, fencing weapons can't parry at all
Thrown	-1 if (Large, eg. spear), -2 if (Small, eg. knife)
Consecutive	-4 if you use the same hand in the same round -2 if you use fencing *or* with Weapon Master/Trained by a Master -1 if you use fencing with Weapon Master/Trained by a Master
Cross	Commit two ready melee weapons to a single Parry, using the better Parry score +2 and combining their weights (for purposes of breaking). Neither hand can Parry again this turn
Supported	Use a ready (empty) hand to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry again
Parry (Unarmed - above rules apply as well)	
DX / Karate / Brawling	Use highest to Parry with one free hand
Wrestling / Sumo	Need to use two hands to Parry
Weapon Swing Attack	-3, 0 if you use Karate or Judo
Parry (Unarmed with legs - above rules apply as well)	
Karate / Brawling	Needs Karate / Brawling - can only parry attacks below the waist, can not retreat, once per Turn
Block (You can not Block Bullets or Beam Weapons)	
Consecutive	-5
Close Combat	No block possible
Retreat (Together with another active defense, only against melee attacks, counts against one foe for one turn, can only retreat once per turn, must take a step backwards)	
Dodge	+3
Parry	+1, +3 if using Fencing Weapon / Judo / Karate
Block	+1
Extra Effort	A critical failure on these rolls causes an additional 1 HP of injury to arm (Block, Parry, Attack) or leg (Dodge or Kick), no DR (B357). May use no more than one defensive option (Feverish Defense *or* Rapid Recovery)
Feverish Defense	Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack)
Rapid Recovery	Spend 1 FP to Parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack

Posture (B367, B551)	*Defense*	*Melee Attack*	*Ranged Target*	*Movement*
Standing	Normal	Normal	Normal	Normal
Crouching	Normal	-2	-2	2/3 (or +1/2 MP per hex)
Kneeling	-2	-2	-2	1/3 (or +2 MP per hex)
Crawling	-3	-4 (Reach "C")	-2*	1/3 (or +2 MP per hex)
Sitting	-2	-2	-2	None
Lying Down	-3	-4	-2*	1 yard/second

* If attacker is at the same or lower elevation and farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.

Boxing Parry two *different* attacks per turn, one with each hand

Flail -2

Damage Types and Multipliers (See Hit Location Table for special cases)

Type	aff	burn	cor	cr	cut	fat	imp	pi-	pi	pi+	pi++	spec	tbb	tox
Effect	HT	×1	×1	×1	×1.5	FP	×2	×0.5	×1	×1.5	×2	...	×1	×1

Injury Tolerance Table (B380)

Kind of entity	*pi-*	*pi*	*pi+*	*imp*
Unliving	x1/5	x1/3	x1/2	x1
Homogenous	x1/10	x1/5	x1/3	x1/2
Diffuse*	0-1HP	0-1HP	0-1HP	0-1HP

* Other attacks never >2 HP; Area-effect, Cone and Exp attacks cause normal injury

Hit Location & Damage Modifier Table
Humanoid Table B552

Roll	Location	Penalty	Notes
3 - 4	Skull	-7(f)/-5(b)	[1, 3]
5	Face	-5(f)/-7(b)	[1, 4]
6 - 7	Right Leg	-2	[5]
8	Right Arm	-2	[5, 6]
9 - 10	Torso	0	[18]
11	Abdomen	-1	[20]
12	Left Arm	-2	[5, 6]
13 - 14	Left Leg	-2	[5]
15	Hand	-4	[6, 8, 9]
16	Foot	-4	[8, 9]
17 - 18	Neck	-5	[1, 10]
	Vitals	-3	[1, 11]
	Eye	-9	[1, 2]
	Ear	-7	[1, 12]
	Nose	-7	[1, 15]
	Jaw	-6	[1, 13]
	Spine	-8	[1, 16]
	Limb vascular	-5	[17]
	Neck vascular	-8	[17]
	Arm/Leg Joint	-5	[14]
	Hand/Foot Joint	-7	[14]
	Groin	-3	[1, 7]
	Pelvis	-3	[19]
	Digestive Tract	-2	[21]
	Heart	-5	[1, 11]

[1] Attack that misses by 1 hits the torso instead.
[2] Only *imp*, *pi*, and *tbb* attacks can target the eye – and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull [3], but without the extra DR!
[3] The skull gets an extra DR 2. Wounding modifier is ×4. Knockdown rolls are at -10. Critical hits use the Critical Head Blow Table (B556). Exception: These special effects do not apply to *tox* damage.
[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the Critical Head Blow Table (B556). *Cor* damage gets a ×1.5 wounding modifier, and if it inflicts a major wound, it also blinds one eye (both eyes on damage over full HP). Random attacks from behind hit the skull instead. On front hit, roll 1d. 1 means skull [3] hit if attack is *imp, pi, tbb*. Otherwise it's a nose hit [15].
[5] Limb. Reduce the wounding multiplier of large *pi*, huge *pi* and *imp* damage to ×1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb. Damage beyond that threshold is lost. Roll 1d, on a 1 *cut*, *imp*, *pi*, *tbb* hit vein/artery, see [17]. *Cr* hits a joint [15]
[6] If holding a shield, double the penalty to hit: -4 for shield arm, -8 for shield hand.
[7] Human males/males of similar species suffer double shock from *cr* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.
[8] Extremity. Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost. Roll 1d, on a 1 with *cr*, *cut*, *pi*, *tbb* hits a joint [14].
[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.
[10] Neck and throat. Increase the wounding multiplier of *cr* and *cor* attacks to ×1.5, and that of cutting damage to ×2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated! Roll 1d, on a 1 with *cut*, *imp*, *pi*, *tbb* hits vein/artery [17], if *cr* from behind, counts as [16] and gives Quadriplegic. Automatic if dmg > HP from Neck Snap or throw from Head Lock.
[11] Heart, lungs, kidneys, etc. Increase wounding modifier for *imp* or *pi* attack to ×3. Increase wounding modifier for *tbb* attack to ×2. *cr* is only ×1, if caused shock roll vs. knockdown, -5 if major wound, other attacks cannot target the vitals.
[12] Ear, if cutting max Dmg = HP/4, double HP/4 removes ear which gives -1 Appearance
[13] Jaw, if crushing extra -1 to knockdown
[14] Joints, limb crippeld at HP/3, extremity at HP4, HT roll to recover from crippling -2, miss by 1 hits the limb or extremity not the joint
[15] Nose, only targetable from the front, treat like facehit, HP/4 breaks nose gives major wound and no Sense of Smell/Taste until healed. *Cut* lops off nose if HP/4×2 (major wound) but knockdown not at -5 for face. Cutting off nose = Appearance -2
[16] Spine, only targetable from behind with *cr, cut, imp, pi, tbb*. DR3, if shock-penatly roll against knockdown, crippled if dmg = HP which causes automatic knockdown and stunning
[17] Veins and Arteries, only targetable by *cut, imp, pi, tbb*. Increases wounding modifier plus 0.5, no crippling and no dmg limit, an attack that misses by 1 hits the neck, arm or leg, as appropriate
[18] Roll 1d if *cr*, *imp*, *pi* or *tbb*. On 1, hit to the vitals [11], *cut* from behind hits the spine [16]
[19] Like [18] but if major wound you fall down. Until healed you're Lame(Missing Leg). Can't stand, fight sitting or lying. Armor for torso *and* groin or specific protects normal.
[20] Roll 1d, 1 is Vitals [11], 2-4 is Digestive Tract [21], 5 Pelvis [19] and 6 is Groin [7].
[21] If major wound HT-3 or get a special infection (B444)

Critical Miss Table B556

Roll	Effect
3|4	Weapon breaks, if resistant to breakage (solid *cr* weps, magical, fire-arms..) reroll - 3|4 = weapon breaks, else drop weapon
5	Hit yourself in arm or leg (50% chance). Exception *imp*, *pi*, ranged reroll - if 5|6 full|half dmg, other result use that effect.
6|15	as 5, but half damage only
7|13	Lose your balance, do nothing else (not even free action). Active Defense at -2
8|12	Weapon turns in hand, needs Ready maneuver to use again.
9-11	Drop weapon, cheap weapon breaks
14	If swinging attack, weapon flies 1d yards from hand, 50% chance straight forward or straight back, anyone on target spot must make DX roll or take half damage. If thrusting melee attack or any ranged, you drop as in 9
15	Strain your shoulder, weapon arm crippled, don't drop weapon but can't use it to attack or defend for 30 minutes
16	You fall down! If ranged, see 7
17|18	Weapon Breaks, see 3

Combat Maneuvers Cheat Sheet v2.04

New Version can be found @ the SJ Games GURPS Forum

Weapon Statistics for Melee and Ranged Weapons

TL — The tech level at which the weapon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you have the High TL trait (B23).

Weapon — The general class of weapon in question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. For guns, this entry includes a projectile diameter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., .50), as customary for the weapon. The letters M (Magnum), P (Pistol), R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber but fire different ammunition; for instance, 7.62mm ammo is not interchangeable with shorter 7.62mmS ammo.

Damage — For muscle-powered melee and missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wielder's basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have ST 11, which gives a basic thrusting damage of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more damage.

For firearms, grenades, and some powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm auto pistol lists "2d+2," which means that any user would roll 2d and add 2 to get damage.

Armor Divisors: A parenthetical number after damage – e.g., (2) – is an armor divisor. Divide the target's DR from armor or other sources by this number before subtracting it from your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a divisor of (2) would halve DR. A fractional divisor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.

Damage Type: An abbreviation indicating the type of injury or effect the attack causes: *aff* = affliction, *burn* = burning, *cor* = corrosion, *cr* = crushing, *cut* = cutting, *fat* = fatigue, *imp* = impaling, *pi-* = small piercing, *pi* = piercing, *pi+* = large piercing, *pi++* huge piercing, *spec.* = special - see weapon notes, *tbb* = tight-beam burning, *tox* = toxic.

A victim loses HP equal to the damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and large piercing attacks; and double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, but impose a particular affliction on a failed HT roll, as specified in the weapon's notes. Tbb can target Eyes and Vitals. See Damage and Injury (B377) for additional rules.

Explosions: An "ex" after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divide damage by three times distance in yards from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage B414). Fragmentation damage appears in brackets; e.g., "3d [2d] cr ex" means an explosion that inflicts 3d crushing damage and throws fragments that do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage; e.g., 10 yards for [2d], original target gets hit automatically, anyone inside the danger radius gets hit on 15 or less, apply Range, SM and Posture Modifiers. If an explosive attack has an armor divisor, this only applies to the DR of a target that takes a direct hit – not to those caught in the blast radius or hit by fragments.

Afflictions: Some special weapons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must attempt a HT roll at the listed penalty to avoid the effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid being stunned for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jacket would give +2 to your HT roll to resist that stun gun.

Other Effects: A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details, see Linked Effects (B381) and Follow-Up Damage (B381).

Reach — Melee weapons only. This is the distance in yards at which a human-sized or smaller wielder can strike with the weapon. For example, reach "2" means the weapon can only strike a foe two yards away – not a closer or more distant one.
"C" indicates you can use the weapon in close combat; see Close Combat (B391).
Some weapons have a continuum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asterisk (*) next to reach means the weapon is awkward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you can strike at foes that are at any distance within the weapon's reach.

Parry — Melee weapons only. A number, such as "+2" or "-1," indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, B376). For most weapons, this is "0," meaning "no modifier."
"F" means the weapon is a fencing weapon (see B404).
"U" means the weapon is unbalanced: you cannot use it to parry if you have already used it to attack this turn (or vice versa).
"No" means the weapon cannot parry at all.

Acc — Ranged weapons only. Add Accuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a builtin scope, the bonus for this appears as a separate modifier after the weapon's base Acc; e.g., "7+2."

RoF — The maximum number of shots an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum of 1), if you wish, but some special notes apply:
"!" means the weapon can only fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up.
"m x n" (e.g., 3x9) means the weapon can fire a number of shots per attack equal to the first number (m), and that each shot releases smaller projectiles equal to the second number (n); see Shotguns and Multiple Projectiles (B409).
"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106).

Shots — The number of shots the weapon can fire before you must reload or recharge it. "T" means the weapon is thrown. To "reload," pick it up or ready a new weapon!
The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g., by changing magazines) – or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individually: the time listed is per shot rather than for all shots.

Weight — The weight of the weapon, in pounds; "neg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight of one full reload appears after a slash.

ST — The minimum Strength required to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will be at -1 to weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you.
"†" means the weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes unready after you attack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless of ST.
"‡" means the weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.
"B" indicates a firearm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce its ST requirement to 2/3 of the listed value (round up); e.g., ST 13 becomes ST 9.
"M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from its tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers.

Bulk — A measure of the weapon's size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and Attack, B365). It also serves as a penalty to Holdout skill when you attempt to conceal the weapon.

Rcl — A measure of how easy the weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon is recoilless, or nearly so.
When firing at RoF 2+, every full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum number of hits equal to total shots fired; see Rapid Fire (B373). (Firearms with RoF 1 still list Rcl, for use with certain rules.)

LC — This is only noted for firearms and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. An exception is the force sword, which is LC2. Ignore LC for "weapons" intended as tools, or for hunting or recreation, and for those that are completely improvised (like a wooden stake). See Legality Class (B267).

Critical Hit Table B556

Roll	Effect
3|18	Triple dmg
4|17	DR/2 after armor divisor
5|16	Double dmg
6|15	Maximum dmg
7	Penetrating dmg = Major Wound
8	Penetrating dmg = double Shock (Max -8), limb or extremity =+ funny-bone (16-HT secs crippled), unless enough dmg to criple anyway
9-11	Normal dmg only
12	Normal dmg, victim drops held items
13|14	Penetrating dmg = Major Wound

Size and Speed/Range

Speed Range	Size	Linear Measurement
0	-15	**1/5 Inch**
0	-14	1/3 Inch
0	-13	1/2 Inch
0	-12	2/3 Inch
0	-11	1 Inch
0	-10	1.5 Inch
0	-9	2 Inch
0	-8	3 Inch
0	-7	5 Inch
0	-6	8 Inch
0	-5	1 foot
0	-4	1.5 feet
0	-3	2 feet
0	-2	1 yard
0	-1	1.5 yards
0	0	2 yards
-1	1	3 yards
-2	2	5 yards
-3	3	**7 yards**
-4	4	10 yards
-5	5	15 yards
-6	6	20 yards
-7	7	**30 yards**
-8	8	50 yards
-9	9	70 yards
-10	10	100 yards
-11	11	**150 yards**
-12	12	200 yards
-13	13	300 yards
-14	14	500 yards
-15	15	**700 yards**
-16	16	1000 yards
-17	17	1500 yards
-18	18	2000 yd/1m
-19	19	3000 yards
-20	20	5000 yd/2.5
-21	21	7000 yards
-22	22	10 yd/5m

2 mph ~ 1 yd/s

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