

Combat Options for Melee Combat

When it's your turn in combat, you have four basic options:

- Make an attack
- Set up an attack
- Move
- Take no immediate action

Make an Attack

Within attacking, there are these options:

- Attack
- Defensive Attack
- Committed Attack
- All-Out Attack

Attack

This is the basic attack, with all rolls (attack, defense, and damage) made without modifiers.

Defensive Attack

This is an attack made at less than full power. Your attack gets -2 to damage (or -1/die for large attacks), but you take a +1 to your next block or parry roll. Alternately, if attacking with an *Unbalanced* weapon like an Axe, you can defend with the weapon (at no bonus) despite having made an attack.

Committed Attack

This is a more aggressive attack. There are two options: Strong (+1 Damage) and Determined (+2 to Hit). In addition, the commitment made to this attack means that the attacker can take **two** steps. If you choose to take a second step, your attack roll is made at -2 for a Strong attack, and at +0 for a Determined attack.

Because of the commitment to the attack, you cannot defend with the hand you attacked with and all other defenses are at -2.

All-Out Attack

This is the most aggressive attack. If you make this attack, you can claim one of the benefits listed below; **however, you get no active defense rolls.** There are several options:

- Determined (+4 to Hit)
- Strong (+2 to Damage)
- Double (Make two attacks)
- Long (+1 to Weapon Reach)

The *Long* option represents a full-extension attack; it is natural for attacks made with thrusting weapons but awkward for swung weapons. These weapons take -2 to damage (or -1/die for large attacks).

Attack Options

These options can be applied to any attack:

- Deceptive attack: Take a -2/-4/-6/-8 on your attack roll; opponents defenses are at -1/-2/-3/-4.
- Telegraphic attack: Take a +4 on your attack roll; opponents defenses are at +2.

Set Up an Attack

Within setting up an attack, there are these options.

- Evaluate
- Feint
- Ready

Evaluate

Evaluate involves taking one or more turns to size up an opponent. It has three benefits:

- A cumulative +1 to your next attack roll made against the opponent (maximum of +3).
- The cancelling out of some of the penalties from feints and deceptive attacks.
- A roll to (possibly) regain some AP.

If your opponent makes a feint or deceptive attack against you, your current bonus to hit them will cancel out an equal number of penalties to your defenses. This never results in a net benefit.

Feint

A feint is a fake attack intended to pull an opponent's defenses off line. Resolve the feint as a quick contest of the attacker's weapon skill vs. the defender's *best* melee combat skill (no matter what weapon they are currently using). If the attacker wins, then the margin-of-victory is applied as a penalty to the defender's defense rolls. If the attacker loses, there is no effect. A feint is declared on your turn; however, the quick contest is not rolled until immediately before the attack it accompanies.

Feints can be substituted for attacks freely in the attack options. For example, All-Out Attack (Double) could be resolved as a feint followed by an attack; Committed Attack (Determined) could be done to make a feint roll at +2 to skill, and so on. As a house rule, I'll also allow a feint as part of a Defensive Attack at a -4 to skill but which costs 0 AP. This would represent a shoulder-twitch, head fake, or something of that type.

Beat

A beat is when an attacker uses strength to force an opponent's weapon or shield out of position. It is game-mechanically similar to a feint, but with three differences:

- A beat affects a single kind of defense, usually block or parry.
- A beat must be set-up by initiating contact with the weapon or shield.
- A beat is a ST-based roll (it can be resisted with a ST-based or DX-based roll).
- The effect of a beat is obvious; the quick contest is rolled in the round it is declared.

A weapon capable of the *Hook* technique (e.g. Axes) can apply a beat to a hooked weapon or shield rather than making a disarm attempt; if the head or a limb is hooked, a beat may be applied to the opponent's dodge score.

Ready

The ready maneuver allows you to change how you are holding a weapon. It is used to...

- ...pull a weapon from a scabbard.
- ...put a weapon away (usually requires two ready maneuvers).
- ...reset a weapon that has become unready:
 - A large weapon that becomes unready after each attack, or
 - A weapon that has become unready as a result of opponent's disarm or hook, or
 - A weapon that has become unready after a critical miss.

- ...change how you're holding a weapon.
 - Changing reach on a weapon with multiple reaches (e.g. spears and polearms).
 - Changing from holding the weapon in one-hand to two.
 - Changing grips (regular, defensive, or reversed).
 - Changing forms (switching spear from a regular form to use it as a staff)

Move

Moving involves changing your position or posture on the battlefield. It includes these options:

- Change Posture
- Move
- Move and Attack

Change Posture

GURPS allows combatants to assume one of six postures, as summarized in the table below.

Posture	Attack	Defense	Target	Move Cost	Notes
Standing	Normal	Normal	Normal	1 move/ hex.	May <i>Sprint</i> .
Crouching	-2	Normal	-2	1.5 move/ hex.	
Kneeling	-2	-2	-2	2 move/ hex	
Crawling	-4	-3	-2	2 move/ hex	May only use reach "C" weapons.
Sitting	-2	-2	-2	None	
Lying Down	-4	-3	-2	Special	Can move at 1 yard/ second maximum.

- *Attack* is the modifier to your attack rolls.
- *Defense* is the modifier to your defense rolls.
- *Target* is the modifier to hit your torso or legs with a ranged attack.
- *Move Cost* is the number of movement points it costs to move one hex.

There are some special rules for changing posture:

- You can change from standing to crouching as a free action.
- You can change from kneeling to standing with a Step as part of another maneuver, like attack.
- If you are lying down, you can only change to kneeling, crawling, or sitting.

Move

You can move up to your movement score; this includes changes in facing which are also paid for with movement points. You can move in the following ways.

- Forward (Costs 1). Move into a front hex, turning to face in the direction of movement.
- Sidestep (Costs 2). Move into the left or right front hex or either side hex without turning.
- Backwards (Costs 2). Move into your rear hex without changing facing.

One hex of any of the above movements constitutes a "Step" for any maneuver that allows one; with a step you can also make a facing change.

If you want to change facing before or during your move, it costs one movement point per hex side. You may make a free facing change at the end of your movement. If you took a move, you may turn to face in any direction. If you took more than a half move, you may turn one hex side.

Moving over obstructions or bad footing generally add one extra move point per hex.

Take no Immediate Action

If you don't want to move, attack, or set up an attack, you have a few options:

- All-Out Defense
- Wait
- Do Nothing

All-Out Defense

All-out defense is totally committing your stance and weapons to defense. Choose an option:

- Double defense: If you miss a defense roll, you may roll again using a different defense.
- Increased Defense: +2 to Block, Dodge, or Parry until your next turn

In addition, if you apply Increased Defense to get the +2 to Dodge, you may move up to half your movement, instead of just a step.

Wait

To use a wait, you describe a condition you are waiting for and the specific action you will take if it happens. Some examples:

- "If an enemy comes into my weapon range, I will all-out attack."
- "If anyone comes around the corner, I will shoot them with an arrow."
- "If I see any orcs enter the village, I will pull the rope to ring the warning bell."

A special option if you think you're about to be charged by the enemy, and you have a thrusting weapon is to say "I brace for a stop thrust." This allows you to All-out attack a charging enemy; if you have longer reach, you go first. You'll get +1 to damage for every 2 full hexes they moved towards you.

If your wait isn't triggered, you can take a recovery roll for AP.

Do Nothing

This is just as it says. You do nothing. There are a couple of reasons you might choose this.

- If you are stunned, you must Do Nothing. This allows you to roll to recover from Stun.
- If you are low on AP, the Do Nothing maneuver will give you +4 to your roll to recover AP.