

Close Combat - Example One

Boxing/Normal Clothing VS. Brawling/Normal Clothing

Arthur Green

ST: 12 **HP:** 12 **Size Modifier:** 0
DX: 12 **Will:** 10 **Encumbrance:** 0 (4 lbs.)
IQ: 10 **Per:** 10 **Basic Speed:** 6
HT: 12 **FP:** 12 **Basic Move:** 6
Thrust: 1d-1 **Swing:** 1d+2
Dodge: 9 **Parry:** 10 **Block:** -

Armor: Normal Clothing* (DR 0 arms, legs, torso, groin, 2 lbs.), Shoes* (DR 1 feet, 2 lbs.) [* flexible]

Punch: 1d cr., Reach: C (Boxing)

Kick: 1d-1 cr., Reach: C,1 (DX-2)

Skills: Boxing - 14 (DX+2)

Ads/Disads:

Zach Red

ST: 10 **HP:** 10 **Size Modifier:** 0
DX: 14 **Will:** 10 **Encumbrance:** 0 (4 lbs.)
IQ: 10 **Per:** 10 **Basic Speed:** 6
HT: 10 **FP:** 10 **Basic Move:** 6
Thrust: 1d-2 **Swing:** 1d
Dodge: 9 **Parry:** 11 **Block:** -

Armor: Normal Clothing* (DR 0 arms, legs, torso, groin, 2 lbs.), Shoes* (DR 1 feet, 2 lbs.) [* flexible]

Punch: 1d-2 cr., Reach: C (Brawling)

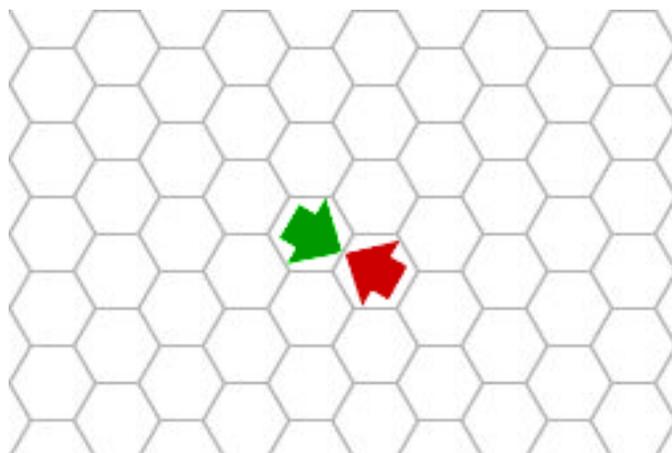
Kick: 1d-1 cr., Reach: C,1 (Brawling)

Skills: Brawling - 16 (DX+2)

Ads/Disads:

In this basic example, two unarmed and unarmored opponents face one another in a gladiatorial arena, starting the contest face-to-face (adjacent hexes).

The characters' Basic Speeds are tied, so the higher DX goes first (Zach).



TURN ONE

Zach Red HP: 10

Maneuver: Attack, Kick, Hit Location: Random (*Arthur*)

Uses his Step to move forward 1 hex into Arthur's hex, rolls 3d6 against his effective Brawling skill of 14 (-2 for kicking) and gets 11 - a possible hit. (Note that Zach doesn't *have* to enter Close Combat to kick, since a kick has reach "C, 1" - he simply chooses to.)



Arthur Green HP: 12

Rolls 3d6 against his Dodge of 9 and gets 13 - he fails to Dodge (he chooses to Dodge instead of Parry because his Boxing Parry is at -2 against kicks).

Zach Red HP: 10

Opted to strike at "whatever target presents itself" (B400), rolls 3d6 and gets 7, a hit to the

Right Leg. He then rolls 1d-1 for damage and gets a total of 3.

Arthur Green HP: 9, Shock: -3

3 points of crushing basic damage to the Right Leg - 0 DR leaves 3 points of penetrating damage. Arthur's HP are reduced to 9 and he has a shock penalty of -3.

Arthur Green HP: 9, Shock: -3

Maneuver: All-Out Attack (Double), Punch (*Zach*)

Rolls 3d6 twice against his effective Boxing skill of 11 (-3 for Shock) and gets 11 and 15 - one possible hit.

Zach Red HP: 10

Rolls 3d6 against his Parry of 11 and gets 10 - he Parries.

TURN TWO

Zach Red HP: 10

Maneuver: All-Out Attack (Determined), Punch, Hit Location: Face (*Arthur*)

Rolls 3d6 against his effective Brawling skill of 15 (+4 for All-Out Attack (Determined), -5 for Hit Location: Face) and gets 13 - a hit (Arthur is unable to defend, as he chose to All-Out Attack).

Zach rolls 1d-2 for damage, and gets a total of 3.

Arthur Green HP: 6, Shock: -3

3 points of crushing basic damage to the Face - 0 DR leaves 3 points of penetrating damage. Arthur's HP are reduced to 6 and he has a shock penalty of -3.

As this was a hit to the Face sufficient to cause a Shock penalty, Arthur must check for Knockdown and Stunning (B420). He rolls 3d6 against his HT of 12 and gets 11 - he suffers no penalty beyond ordinary shock.

Arthur Green HP: 6, Shock: -3, FP: 11

Maneuver: Attack, Mighty Blows (optional, B357), Punch, Hit Location: Random (*Zach*)

Rolls 3d6 against his effective Boxing skill of 11 (-3 for Shock) and gets 8 - a hit (Zach is unable to defend, as he chose to All-Out Attack).

Opted to strike at "whatever target presents itself" (B400), rolls 3d6 and gets 15, a hit to the Hand; he rolls another 1d6 and gets 2, indicating the Right Hand. He then rolls 1d+2 for damage (includes +2 bonus for Mighty Blows), and gets a total of 7.

Zach Red HP: 6, Shock: -4

7 points of crushing basic damage to the Right Hand - 0 DR leaves 7 points of penetrating damage. The hand is crippled, though damage over 4 is ignored (the minimum amount needed to cripple, HP/3, B399). Zach's HP are reduced to 5 and he has a shock penalty of -4.

As "any crippling injury is also a major wound", Zach must check for Knockdown and Stunning. He rolls 3d6 against his HT of 10 and gets 11 - he falls down prone and suffers Stun.

TURN THREE

Zach Red HP: 6, Shock: -4

Maneuver: Do Nothing (*Stun*)

Rolls 3d6 against his HT of 10 and gets 12 - he must choose to 'Do Nothing' again next turn.

Arthur Green HP: 6, FP: 11

Maneuver: All-Out Attack (Double), Punch, Hit Location: Random (*Zach*)

Rolls 3d6 twice against his effective Boxing skill of 14 and gets 9 and 14 - two possible hits.

Zach Red HP: 6, Shock: -4

Rolls 3d6 twice, once against his effective Parry of 4 (-3 for Prone, -4 for Stun), once against his effective Dodge of "2" (-3 for Prone, -4 for Stun). He gets 13 and 10 respectively - he fails both defenses.

Arthur Green HP: 6, FP: 11

Opted to strike at "whatever target presents itself", rolls 3d6 twice and gets 5 and 9, a hit to the

Face and Torso. He then rolls 1d for damage twice, and gets 3 and 5.

Zach Red HP: -2 Shock: -4

3 points of crushing basic damage to the Face - 0 DR leaves 3 points of penetrating damage. Zach's HP are reduced to 3 and he has a shock penalty of -3.

As this was a hit to the Face sufficient to cause a Shock penalty, Zach must check for Knockdown and Stunning (even though he is already prone and suffering Stun, because on a failure by 5 or more or a critical failure, he would fall immediately unconscious). He rolls 3d6 against his HT of 10 and gets 10 - he suffers no penalty beyond ordinary shock.

5 points of crushing basic damage to the Torso - 0 DR leaves 5 points of penetrating damage. Zach's HP are reduced to -2 and his shock penalty is raised to the max of -4.

He now has less than 1/3 his HP, so his Move and Dodge are halved.

TURN FOUR

Zach Red HP: -2, Shock: -4

Maneuver: n/a

At the start of this turn Zach rolls 3d6 against his HT of 10 to avoid falling unconscious from his wounds and fails with a 12 - he immediately collapses into unconsciousness.

At this point 'combat time' has ended, as Zach is unable to defend himself - he can roll against his HT in one hour to see if he awakens (B423).

Since the combat did not last longer than 10 seconds, Arthur does not lose any Fatigue Points (B426).

This example of the GURPS 4th edition combat system and many others can be found at:
<http://www.themook.net/rpg/examples>

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