

Melee Combat - Example One

Shortsword/Cloth Armor VS. Small Mace/Cloth Armor

Arthur Green

ST: 10 **HP:** 10 **Size Modifier:** 0
DX: 10 **Will:** 10 **Encumbrance:** 0 (12 lbs.)
IQ: 10 **Per:** 10 **Basic Speed:** 5.5
HT: 12 **FP:** 12 **Basic Move:** 5

Thrust: 1d-2 **Swing:** 1d

Dodge: 8 **Parry:** 9 **Block:** -

Armor: Cloth Armor* (DR 1 torso, groin, 6 lbs.), Cloth Pants* (DR 1 legs, 2 lbs.), Shoes* (DR 1 feet, 2 lbs.) [* *flexible*]

Shortsword: 1d cut/1d-2 imp; Reach: 1; Parry: 0, ST: 8 (2 lbs.)

Skills: Shortsword - 12 (DX+2)

Ads/Disads:

Zach Red

ST: 12 **HP:** 12 **Size Modifier:** 0
DX: 10 **Will:** 10 **Encumbrance:** 0 (13 lbs.)
IQ: 10 **Per:** 10 **Basic Speed:** 5
HT: 10 **FP:** 10 **Basic Move:** 5

Thrust: 1d-1 **Swing:** 1d+2

Dodge: 8 **Parry:** 9 **Block:** -

Armor: Cloth Armor* (DR 1 torso, groin, 6 lbs.), Cloth Pants* (DR 1 legs, 2 lbs.), Shoes* (DR 1 feet, 2 lbs.) [* *flexible*]

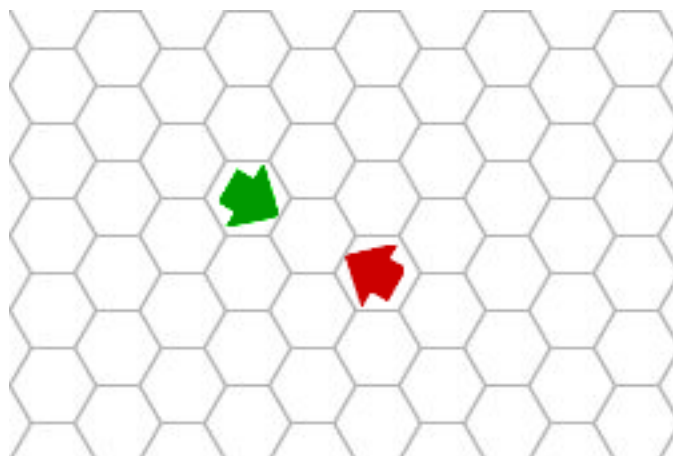
Small Mace: 2d cr. (*converted from 1d+4 cr.*, B269); Reach: 1; Parry: 0U, ST: 10 (3 lbs.)

Skills: Axe/Mace - 12 (DX+2)

Ads/Disads:

This is an extremely basic combat example - two opponents face one another in a gladiatorial arena, with just 1 yard between them. Both have fairly average stats and skills, and both are wearing only cloth armor.

Arthur has the higher Basic Speed, so he goes first.



TURN ONE

Arthur Green HP: 10

Maneuver: Ready (*shortsword*)

Zach Red HP: 12

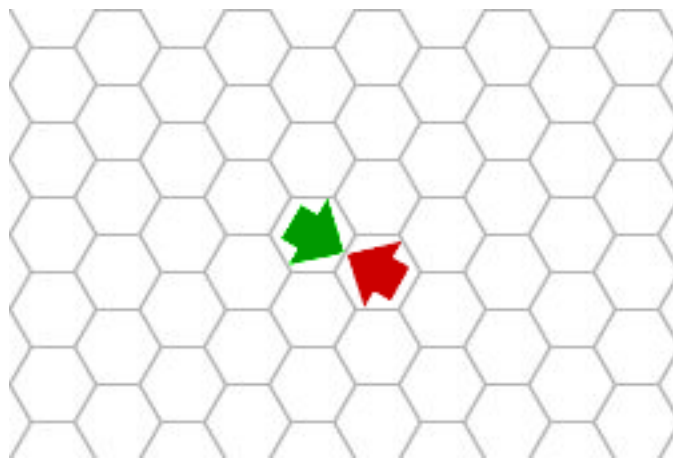
Maneuver: Ready (*small mace*)

TURN TWO

Arthur Green HP: 10

Maneuver: Attack (*cut, Zach*)

Uses his Step to move forward 1 hex, rolls 3d6 against his Shortsword skill of 12 and gets 14 - a miss.



Zach Red HP: 12

Maneuver: Attack (*Arthur*)

Rolls 3d6 against his Axe/Mace skill of 12 and gets 11 - a possible hit.

Arthur Green HP: 10

Rolls 3d6 against his Parry of 9 and gets 13 - he fails to Parry.

Zach Red HP: 12

Since he didn't specify a Hit Location, the attack defaults to the Torso (B369). Zach rolls 2d for damage and gets 5.

Arthur Green HP: 6, Shock: -4

5 points of crushing basic damage to the Torso - 1 DR leaves 4 points of penetrating damage. Arthur's HP are reduced to 6 and he has a shock penalty of -4.

TURN THREE

Arthur Green HP: 6, Shock: -4

Maneuver: All-Out Defense (Double)

Zach Red HP: 12

Maneuver: Attack (*Arthur*)

Rolls 3d6 against his Axe/Mace skill of 12 and gets 16 - a miss.

TURN FOUR

Arthur Green HP: 6

Maneuver: Attack (*cut, Zach*)

Rolls 3d6 against his Shortsword skill of 12 and gets 12 - a possible hit.

Zach Red HP: 12

Rolls 3d6 against his Dodge of 8 and gets 15 - he fails to Dodge.

Arthur Green HP: 6

Since he didn't specify a Hit Location, the attack defaults to the Torso. Arthur rolls 1d for damage and gets 4.

Zach Red HP: 8, Shock: -4

4 points of cutting basic damage to the Torso - 1 DR leaves 3 points of penetrating damage. 3 points x the 1.5 wounding modifier for cutting damage = 4.5, rounded down to 4. Zach's HP are reduced to 8 and he has a shock penalty of -4.

Zach Red HP: 8, Shock: -4

Maneuver: All-Out Attack (Determined) (*Arthur*)

Rolls 3d6 against his effective Axe/Mace skill of 12 (-4 for Shock, +4 for All-Out Attack (Determined)) and gets 11 - a possible hit.

Arthur Green HP: 6

Rolls 3d6 against his Parry of 9 and gets 15 - he fails to Parry.

Zach Red HP: 8, Shock: -4

Since he didn't specify a Hit Location, the attack defaults to the Torso. Zach rolls 2d for damage and gets 8.

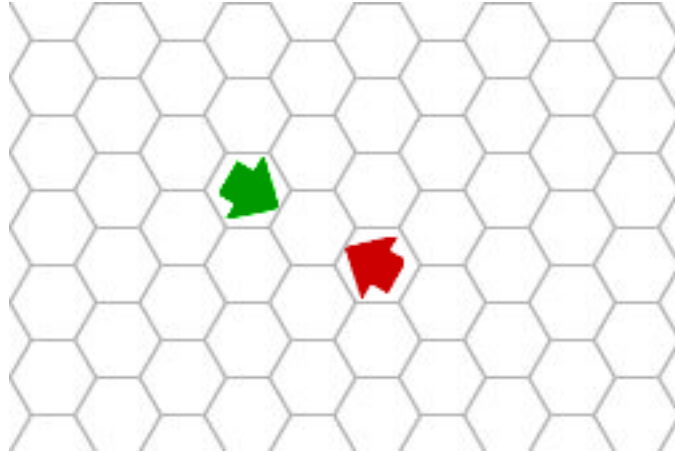
Arthur Green HP: -1, Shock: -4

8 points of crushing basic damage to the Torso - 1 DR leaves 7 points of penetrating damage. Arthur's HP are reduced to -1 and he has a shock penalty of -4.

This damage is enough to cause Knockback (B378) of 1 yard to Arthur. He rolls 3d6 against

his DX of 10 and fails with a 12 - Arthur falls down 1 yard away from Zach.

As this is also a Major Wound (more than 1/2 HP injury from a single blow), Arthur must check for Knockdown and Stunning (B420). He rolls 3d6 against his HT of 12 and gets 12 - he suffers no penalty beyond ordinary shock.



TURN FIVE

Arthur Green HP: -1, Shock: -4

Maneuver: n/a

At the start of this turn Arthur rolls 3d6 against his HT of 12 to avoid falling unconscious from his wounds and fails with a 14 - he immediately collapses into unconsciousness.

At this point 'combat time' has ended, as Arthur 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, Zach does not lose any Fatigue Points (B426). He is wounded, however, and unless he receives First Aid he may continue bleeding and taking damage (optional, Bleeding, B420).

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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