

Melee Combat - Example Two

Thrusting Broadsword/Leather Armor VS. Mace/Leather Armor

Arthur Green

ST: 12 **HP:** 12 **Size Modifier:** 0
DX: 10 **Will:** 10 **Encumbrance:** 0 (22 lbs.)
IQ: 10 **Per:** 10 **Basic Speed:** 5.5
HT: 12 **FP:** 12 **Basic Move:** 5
Thrust: 1d-1 **Swing:** 1d+2
Dodge: 8 **Parry:** 10 **Block:** -

Armor: Leather Armor (DR 2 torso, groin, 10 lbs.), Heavy Leather Sleeves (DR 2 arms, 2 lbs.), Heavy Leather Leggings (DR 2 legs, 4 lbs.), Boots* (DR 2 feet, 3 lbs.) [* *flexible*]

Thrusting Broadsword: 1d+3 cut/1d+1 imp; Reach: 1; Parry: 0, ST: 10 (3 lbs.)

Skills: Broadsword - 14 (DX+4)

Ads/Disads:

Zach Red

ST: 12 **HP:** 12 **Size Modifier:** 0
DX: 12 **Will:** 10 **Encumbrance:** 0 (24 lbs.)
IQ: 10 **Per:** 10 **Basic Speed:** 5.5
HT: 10 **FP:** 10 **Basic Move:** 5
Thrust: 1d-1 **Swing:** 1d+2
Dodge: 8 **Parry:** 11 **Block:** -

Armor: Leather Armor (DR 2 torso, groin, 10 lbs.), Heavy Leather Sleeves (DR 2 arms, 2 lbs.), Heavy Leather Leggings (DR 2 legs, 4 lbs.), Boots* (DR 2 feet, 3 lbs.) [* *flexible*]

Mace: 2d+1 cr. (*converted from 1d+5 cr.*, B269); Reach: 1; Parry: 0U, ST: 12 (5 lbs.)

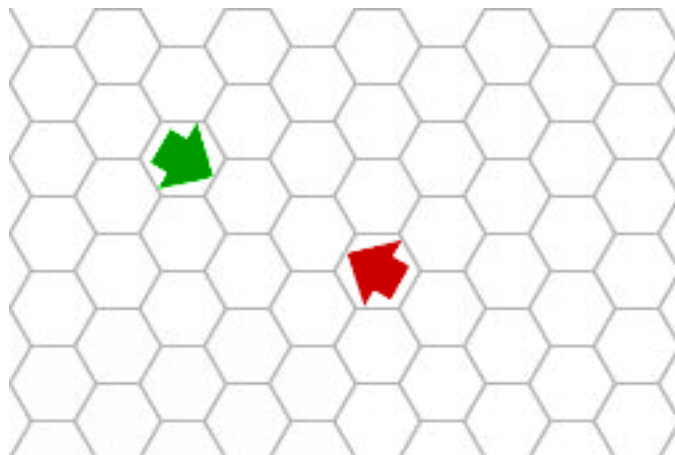
Skills: Axe/Mace - 16 (DX+4)

Ads/Disads:

This example is a little more involved than [Example One](#), but still fairly basic - the skills and armor/weapons are a bit improved, and a few additional options are used.

The opponents again face one another in a gladiatorial arena, though this time they are 2 yards apart to begin.

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



TURN ONE

Zach Red HP: 12
Maneuver: Ready (*mace*)

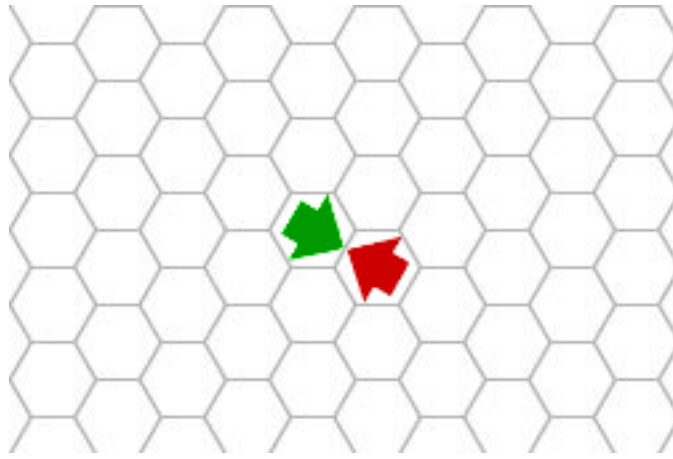
Arthur Green HP: 12
Maneuver: Ready (*broadsword*)

TURN TWO

Zach Red HP: 12
Maneuver: Wait, Attack ("I will attack with my mace the first enemy to step into range.")

Arthur Green HP: 12
Maneuver: All-Out Attack (Determined) (*cut, Zach*)

Spends 2 Movement Points (MP) to move forward 2 hexes, turn is immediately interrupted by Zach's "Wait (Attack)" maneuver.



Zach Red HP: 12

Rolls 3d6 against his Axe/Mace skill of 16 and gets 15 - a hit (Arthur is unable to defend, as he is doing an All-Out Attack).

Since he didn't specify a Hit Location, the attack defaults to the Torso (B369). Zach rolls 2d+1 for damage and gets a total of 7.

Arthur Green HP: 7, Shock: -4

7 points of crushing basic damage to the Torso - 2 DR leaves 5 points of penetrating damage. Arthur's HP are reduced to 7 and he has a shock penalty of -4. He now finishes his interrupted All-Out Attack (Determined).

Arthur Green HP: 7, Shock: -4

Maneuver: All-Out Attack (Determined), Hit Location: Random (*cut, Zach*)

Arthur rolls 3d6 against his effective Broadsword skill of 14 (-4 for Shock, +4 for All-Out Attack (Determined)) and gets 9 - a possible hit.

Zach Red HP: 12

Rolls 3d6 against his Dodge of 8 and gets 12 - he fails to Dodge.

Arthur Green HP: 7, Shock: -4

Opted to strike at "whatever target presents itself" (B400), rolls 3d6 and gets 8, a hit to the Right Arm. He then rolls 1d+3 for damage and gets a total of 6.

Zach Red HP: 6, Shock: -4

6 points of cutting basic damage to the Right Arm - 2 DR leaves 4 points of penetrating damage. 4 points x the 1.5 wounding modifier for cutting damage = 6 points of damage. Zach's HP are reduced to 6 and he has a shock penalty of -4. (Note that if Zach's arm had received 7 points of damage instead of 6, it would be crippled - a limb is crippled if it takes more than HP/2 points of damage, B420.)

TURN THREE

Zach Red HP: 6, Shock: -4

Maneuver: Attack (*Arthur*)

Rolls 3d6 against his effective Axe/Mace skill of 12 (-4 for Shock) and gets 13 - a miss.

Arthur Green HP: 7

Maneuver: All-Out Attack (Determined), Hit Location: Right Arm (*cut, Zach*)

Rolls 3d6 against his effective Broadsword skill of 16 (+4 for All-Out Attack (Determined), -2 for Hit Location: Right Arm) and gets 11 - a possible hit.

Zach Red HP: 6, Shock: -4

Rolls 3d6 against his Dodge of 8 and gets 10 - he fails to Dodge.

Arthur Green HP: 7

Rolls 1d+3 for damage and gets a total of 5.

Zach Red HP: 2, Shock: -4

5 points of cutting basic damage to the Right Arm - 2 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 2 and he again has a shock penalty of -4.

Zach's Right Arm is now Crippled (optional, Accumulated Wounds, B420) - he drops his mace, and temporarily has the One Arm disadvantage. As "any crippling injury is also a major wound", Zach must check for Knockdown and Stunning (B420).

He rolls 3d6 against his HT of 10 and gets 11 - he falls down prone and suffers Stun. As he now has less than 1/3 his HP, his Move and Dodge are also halved.

TURN FOUR

Zach Red HP: 2, Shock: -4

Maneuver: Do Nothing (*Stun*)

Rolls 3d6 against his HT of 10 and gets 8 - he will be able to act normally on his next turn.

Arthur Green HP: 7

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

Rolls 3d6 twice against his Broadsword skill of 14 and gets 13 and 10 - two possible hits.

Zach Red HP: 2, Shock: -4

Rolls 3d6 twice against his effective Dodge of "-3" (1/2 Dodge for having fewer than 1/3 HP, -3 for being Prone, -4 for Stun) and gets 7 and 11 - he fails to Dodge both times (only a roll of 3 or 4 would be successful).

Arthur Green HP: 7

Opted to strike at "whatever target presents itself", rolls 3d6 twice and gets 10 and 5, one hit to the Torso and one hit to the Face. He then rolls 1d+3 twice for damage and gets 7 (Torso) and 5 (Face).

Zach Red HP: -12, Shock: -4

7 points of cutting basic damage to the Torso - 2 DR leaves 5 points of penetrating damage. 5 points x the 1.5 wounding modifier for cutting damage = 7.5, rounded down to 7 points of damage. Zach's HP are reduced to -5 and he has a shock penalty of -4.

5 points of cutting basic damage to the Face - 0 DR leaves 5 points of penetrating damage. 5 points x the 1.5 wounding modifier for cutting damage = 7.5, rounded down to 7 points of damage. Zach's HP are further reduced to -12, and he must make an immediate HT check to avoid death.

Rolls 3d6 against his HT of 10 and gets 13 - Zach dies.

At this point 'combat time' has ended, as Zach has died from his injuries.

Since the combat did not last longer than 10 seconds, Arthur does not lose any Fatigue Points (B426). As his wounds were crushing wounds, he will not need to check for further bleeding (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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