

## Melee Combat - Example Three

### **Greatsword/Mail Armor VS. Morningstar/Mail Armor**

#### **Arthur Green**

**ST:** 12    **HP:** 12    **Size Modifier:** 0  
**DX:** 14    **Will:** 10    **Encumbrance:** 1 (50 lbs.)  
**IQ:** 10    **Per:** 10    **Basic Speed:** 6.5  
**HT:** 12    **FP:** 12    **Basic Move:** 6

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

**Dodge:** 8\*                      **Parry:** 13                      **Block:** -

(\* includes -1 due to Encumbrance)

**Armor:** Mail Shirt\* (DR 4/2\*\*, 16 lbs.), Mail Sleeves\* (DR 4/2\*\*, 9 lbs.), Mail Leggings\* (DR 4/2\*\*, 15 lbs.), Boots\* (DR 2 feet, 3 lbs.) [\* flexible, \*\* use the lower DR against crushing damage]

**Greatsword:** 2d+1 cut (converted from 1d+5 cut, B269), Reach: 1,2; 1d+1 cr., Reach: 2; Parry: 0, ST: 12 (7 lbs.)

**Skills:** Fast Draw (Two-Handed Sword) - 14 (DX), Two-Handed Sword - 20 (DX+6)

**Ads/Disads:**

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#### **Zach Red**

**ST:** 14    **HP:** 14    **Size Modifier:** 0  
**DX:** 12    **Will:** 10    **Encumbrance:** 1 (51 lbs.)  
**IQ:** 10    **Per:** 10    **Basic Speed:** 6  
**HT:** 12    **FP:** 12    **Basic Move:** 6

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

**Dodge:** 8\*                      **Parry:** 11                      **Block:** 10

(+1 to all from Shield when applicable)

(\* includes -1 due to Encumbrance)

**Armor:** Mail Shirt\* (DR 4/2\*\*, 16 lbs.), Mail Sleeves\* (DR 4/2\*\*, 9 lbs.), Mail Leggings\* (DR 4/2\*\*, 15 lbs.), Boots\* (DR 2 feet, 3 lbs.) [\* flexible, \*\* use the lower DR against crushing damage]

**Light Shield:** DB: 1, DR/HP: 5/20 (2 lbs.)

**Morningstar:** 2d+3 cr.; Reach: 1; Parry: 0U, ST: 12 (6 lbs.). Attempts to Parry Morningstars are -4, attempts to Block are -2 (B274)

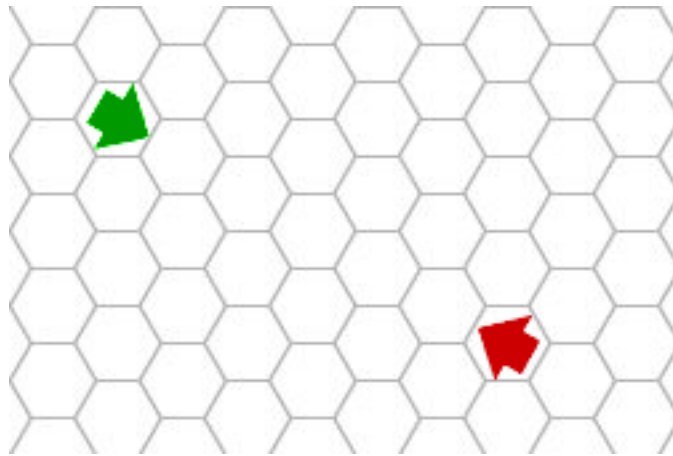
**Skills:** Flail - 16 (DX+4), Shield - 14 (DX+2)

**Ads/Disads:** High Pain Threshold

This example uses the same combatants as [Example One](#) and [Example Two](#) - their armor, weapons, and skills have all been further upgraded, and even more combat options are included.

Once again, the opponents face one another in a gladiatorial arena - they begin 5 yards apart.

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



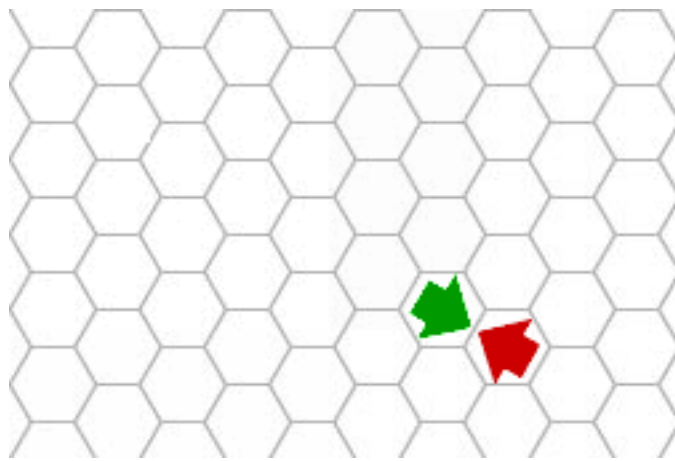
## TURN ONE

**Arthur Green** HP: 12

*Rolls 3d6 against his Fast Draw: Two-Handed Sword skill of 14 and gets 13 - his Greatsword is now Ready.*

**Maneuver:** Move and Attack (*cut, Zach*)

Spends 5 Movement Points (MP) to move forward 5 hexes, rolls 3d6 against his effective Two-Handed Sword skill of 9 (-4 for Move and Attack, maximum skill for Move and Attack is 9) and gets 15 - a miss. (Note that Arthur's weapon has a reach of 2 - he would have been better off leaving 1 hex between himself and Zach, as he could then reach Zach, but Zach couldn't reach him without moving.)



**Zach Red** HP: 14

**Maneuver:** Ready (*morningstar*)

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## TURN TWO

**Arthur Green** HP: 12

**Maneuver:** Attack (Deceptive Attack, B369) (*cut, Zach*)

Arthur lowers his skill with Deceptive Attack by -6 to inflict a -3 penalty to defense on Zach if he hits. He rolls 3d6 against his effective skill of 14 (-6 for Deceptive Attack) and gets 14 - a possible hit.

**Zach Red** HP: 14

Rolls 3d6 against his effective Block of 8 (+1 for Shield, -3 for Deceptive Attack) and gets 4 - a Critical Success.

**Arthur Green** HP: 12

Rolls 3d6 against the *Critical Miss Table* and gets 8 - his weapon becomes turned in his hand and requires a Ready maneuver before use.

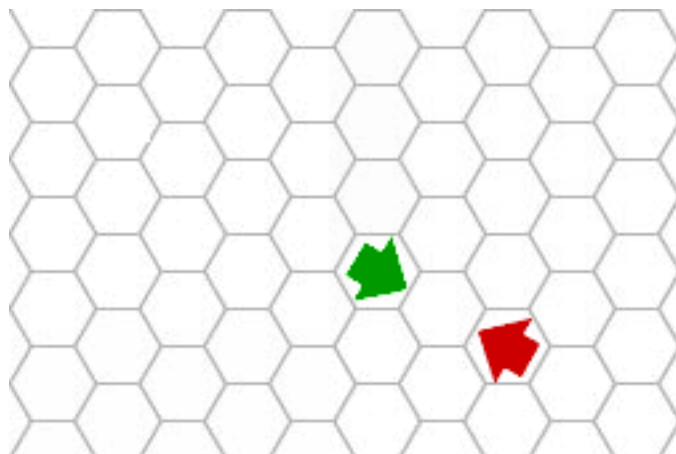
**Zach Red** HP: 14

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

Rolls 3d6 twice against his Flail skill of 14 and gets 11 and 15 - one possible hit.

**Arthur Green** HP: 12

Opts to Dodge and Retreat (B377), and moves back 1 hex. He rolls 3d6 against his effective Dodge of 11 (+3 for Retreat) and gets 11 - he Dodges. (Note that Arthur could not Parry, as his weapon is still unready.)



### TURN THREE

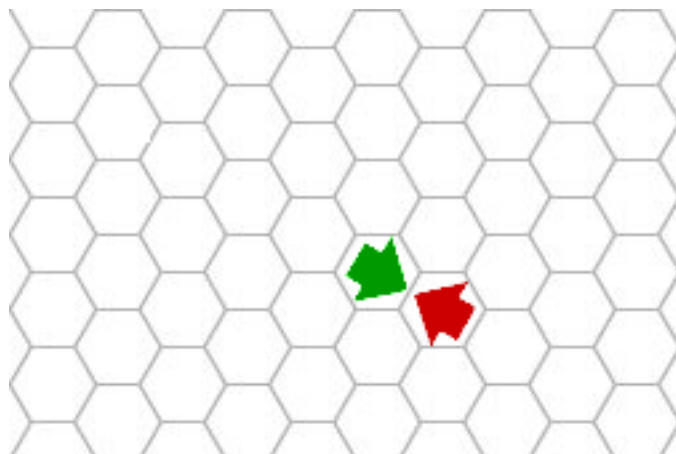
**Arthur Green** HP: 12

**Maneuver:** Ready (greatsword)

**Zach Red** HP: 14, FP: 11

**Maneuver:** Attack (Mighty Blows, optional, B357) (*Arthur*)

Spends 1 FP to choose Mighty Blows for +2 damage if he hits, then uses his Step to move forward 1 hex. Rolls 3d6 against his Flail skill of 14 and gets 11 - a possible hit.



**Arthur Green** HP: 12

Rolls 3d6 against his effective Parry of 9 (-4 vs. Morningstar) and gets 9 - he Parries. (Note that Arthur's weapon *is* able to Parry immediately following his Ready maneuver.)

## TURN FOUR

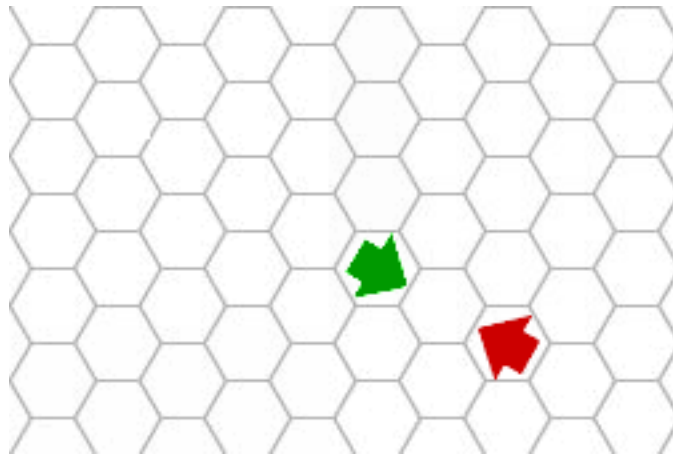
**Arthur Green** HP: 12

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

Rolls 3d6 twice against his effective Two-Handed Sword skill of 13 (-7 for Hit Location) and gets 10 and 14 - two possible hits (a miss by 1 to the Skull hits the Torso instead).

**Zach Red** HP: 14, FP: 10

Opts to Dodge and Retreat, as well as spend 1 FP to choose Feverish Defense (optional, B357) (against the Skull attack) for a +2 Dodge bonus. He moves back 1 hex and rolls 3d6 twice: first, against his effective Dodge of 14 (+1 for Shield, +2 for Feverish Defense, +3 for Retreat) and gets 9 - he Dodges the attack to his Skull; second, against his effective Dodge of 12 (+1 for Shield, +3 for Retreat) and gets 15 - he fails to Dodge the attack to his Torso.



**Arthur Green** HP: 12

Rolls 2d+1 for damage and gets a total of 10.

**Zach Red** HP: 5, FP: 10

10 points of cutting basic damage to the Torso - 4 DR leaves 6 points of penetrating damage. 6 points x the 1.5 wounding modifier for cutting damage = 9. Zach's HP are reduced to 5 (he suffers no Shock penalty as he has High Pain Threshold).

As this is a Major Wound (more than 1/2 HP injury from a single blow), Zach must check for Knockdown and Stunning (B420). He rolls 3d6 against his effective HT of 15 (+3 for High Pain Threshold) and gets 18, a *critical failure* - he immediately falls down unconscious.

At this point 'combat time' has ended, as Zach is unable to defend himself - he will awaken automatically in about 15 minutes, if he is still alive (B423). Since the combat did not last longer than 10 seconds, Arthur does not lose any Fatigue Points (B426).

Assuming no one administers First Aid, Zach may continue bleeding from his wounds (optional, Bleeding, B420). After 1 minute, he rolls 3d6 against his effective HT of 11 (-1 per 5 HP lost) and gets 14 - he loses an additional 1 HP, bringing his current HP to 4. After 1 more minute, he rolls 3d6 against his effective HT of 10 (-1 per 5 HP lost) and gets 9 - he does not bleed this minute. He succeeds on his next two rolls against his effective HT of 10, and stops bleeding.

He will awaken after 11 more minutes, and can stumble off to seek medical attention.

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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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