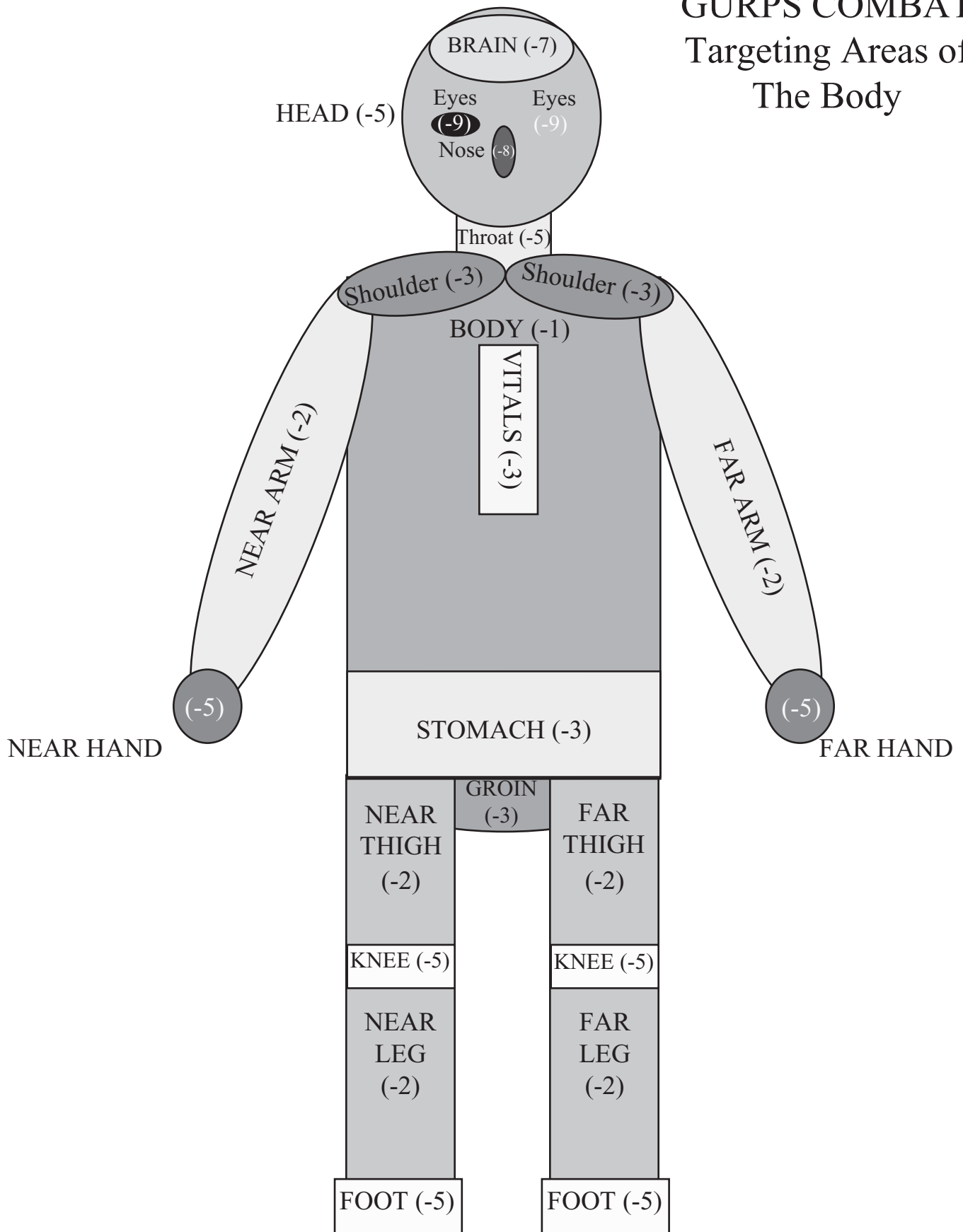


# GURPS COMBAT Targeting Areas of The Body



# GURPS COMBAT RESULT CHARTS

## RANGED COMBAT

\*1-4 Near 5-6 Far

3	BRAIN	.5%
4-5	HEAD	4.1%
6	HANDS*	4.5%
7	SHOULDERS*	6.95
8	FAR ARM	9.75
9	NEAR ARM	11.6%
10-11	CHEST	25%
12	STOMACH	11.6%
13	THIGHS	9.8%
14	NEAR LEG	6.9%
15	FAR LEG	4.5%
16-17	VITALS	4.1%
18	FEET	.5%

## HIGH TARGETING

-2 to Hit Roll 2d for results

2	BRAIN	2.7%
3-5	HEAD	25%
6	NEAR SHOULDER	13.8%
7	FAR SHOULDER	16.75
8	NEAR ARM	13.8%
9	FAR ARM	8.3%
10-11	CHEST	13.8%
12	NECK	2.7%

## CLOSE COMBAT

Roll 3d for results

3	BRAIN	.5%
4	NECK	1.4%
5	HEAD	2.7%
6	HANDS*	4.5%
7	SHOULDERS*	6.9%
8	FAR ARM	9.8%
9	NEAR ARM	11.6%
10-11	CHEST	25%
12-14	STOMACH	28.3%
15	VITALS	4.5%
16	GROIN	2.7%
17	NEAR THIGH	1.4%
18	FAR THIGH	.5%

## MIDSECTION TARGETING

Ranged & Close -2 to hit

Roll 2d for results

2	FAR HAND	2.7%
3	NEAR HAND	5.6%
4-5	NEAR ARM	19.4%
6	FAR ARM	13.9%
7-9	CHEST	41.6%
10	VITALS	8.3%
11	STOMACH	5.6%
12	GROIN	2.7%

## LOW TARGETING

Ranged & Close -4 to Hit

Roll 2d for Results

2	FAR FOOT	2.7%
3	NEAR FOOT	5.6%
4-5	NEAR LEG	19.4%
6	NEAR THIGH	13.9%
7	FAR LEG	16.6%
8	FAR THIGH	13.9%
9	GROIN	11.1%
10	STOMACH	8.3%
11	NEAR HAND	5.6%
12	FAR HAND	2.7%

## CLOSE COMBAT - KICKING

Roll 3d for results

3	FAR HAND	.5%
4	NEAR HAND	1.4%
5	FAR FOOT	2.7%
6	NEAR FOOT	4.5%
7	FAR KNEE	6.9%
8-9	FAR LEG	21.3%
10	NEAR KNEE	12.5%
11-12	NEAR LEG	24.1%
13	FAR THIGH	9.7%
14-15	NEAR THIGH	11.4%
16-17	GROIN	4.1%
18	STOMACH	.5%

**Aiming** for a body part is an additional -4 penalty (an all out-attack will bring this to 0). For ranged combat the attacker has no defense except PD when aiming for a specific part of the body. The exception to this rule is in unarmed Hand-to-Hand combat where the penalty is -2 instead of -4. There is no additional penalty for targeting a general area (e.g. high or low targeting).

### ***Close combat engagement with an armed foe***

To engage an opponent in close combat who has a weapon roll a contest of DX or appropriate hand-to-hand skill vs. the DX or weapon skill (whichever is greater) of the foe modified by the numbers below. Ignore this table for ranged weapons although if a person is armed with a ranged weapon that can be fired "close quarters" they can fire off a "free shot" if they haven't taken an action yet in the turn they are being grabbed if their weapon is ready.

- 1 For every PD of your foe's shield (magical PD does not count).
- 1 Foe's weapon is unready but the foe has a free action.
- 3 If your foe's weapon is ready and the foe has a free action.
- 4 Your foe is standing up.
- 2 Your foe is kneeling.
- 1 If your foe has combat reflexes.
- 1 Weapon is ready but opponent has no free action.
- 2 For every hex of reach the weapon has (ignore this modifier if attacking from behind).
- +2 If you entered the hex that turn from your foe's right or left (bonus is 0 if foe has peripheral vision).
- +10 If you entered the hex from behind the foe, halve this bonus if you "ran around."
- +0 If you engage a foe who has a close combat only weapon.
- +1 For every 5 in the skill roll involved: brawling, wrestling, boxing, acrobatics or karate.
- +1 If you have combat reflexes.
- +3 Foe's weapon is unready and does not have a free action.
- +1 For every 2 you made your parry by in order to move the weapon out of the way.
- +5 If your foe is laying down.
- +2 If you attempt close combat with a flying tackle (only vs. C and reach 1 weapons).

### ***RESULTS***

Succeed by 10 or more : You are in close combat and you have +4 on your next attack.

Success by 5 - 9 : You are in close combat and you have +2 on your next attack.

Succeed by 1 - 4 : You are in close combat.

Succeed by 0 : You are in close combat but are hit by the weapon (half damage for unready weapons).

Failed by 1 - 4 : You are kept at bay.

Failure by 5 - 9 : You are hit by the weapon (you take half damage if it is unready) and are kept at bay.

Failure by 10 or more : You are kept at bay and a critical hit has been scored on you (unready weapons do normal damage).