**GURPS 4th Edition Combat Cheat Sheet: Maneuvers**

**Aim (B364)**
Take time to aim a shot. 1 or 2 sec: +1. 3 or more sec: +2 maximum bonus. Add +1 for bracing. Total aiming bonus from all sources cannot exceed weapon’s Accuracy. If injured while aiming, do a Will roll or lose Aim bonus.  
*Move:* Step (or none if bracing a 2H weapon)  
*AD:* Any (but spoils accumulated Aim bonus)

**Evaluate (B364)**
Do not attack: study your foe to gain a future attack bonus. +1 bonus per consecutive turn of Evaluation, to a maximum of +3. Bonus applies to that foe only on the next turn only, with these maneuvers only: Attack, Feint, All-Out Attack, or Move and Attack.  
*Move:* Step  
*AD:* Any

**Feint (B365)**
Win a Quick Contest (B348) of melee skills to penalize foe’s active defense next turn.  
*You Lose/Foe Wins or Loses:* Feint fails!  
*Win/Lose:* Margin of success is foe’s penalty  
*Win/Win:* Margin of victory is foe’s penalty  
*Note:* Foe may opt to roll on a melee skill (weapon, shield) or DX, whichever is higher.  
*Move:* Step  
*AD:* Any

**Move (B364)**
Move only. Moving at full speed *forward* for 2+ turns is a Sprint (B354); +20% to 2nd Move onwards (drop fractions, minimum bonus 1 yard); better with Enhanced Move (Ground).  
*Move:* Up to Move unless Sprinting  
*AD:* Any

**Move and Attack (B365)**
Take a full Move. You may also attack at a penalty at any time during your movement.  
*Melee:* -4; max effective skill 9; slam ok (B371).  
*Ranged:* Worse of -2 or weapon’s Bulk; lose any accumulated Aim bonus  
*Notes:* GM may issue -2 to rolls on tripping, etc.  
*Move:* Up to Move in yards  
*AD:* Dodge or Block (No Parry or Retreat)

**Ready (B366)**
Pick up an item or draw a weapon; do simple physical actions, e.g. open door; toggle ability off/on if Attack or Concentrate maneuver is not required to do so.  
*Move:* Step  
*AD:* Any

**Wait (B366)**
Do nothing until a stated event occurs, then do an Attack, Feint, All-Out Attack or Ready.  
*Move:* None until the trigger event occurs  
*AD:* Any (but then you may not convert Wait into an All-Out Attack, just an Attack)

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**Move Modifiers:** Kneeling, Crawling: x⅓. Prone: 1 only.  
**Step:** ⅓ of Move (round up) + facing change.  
**Free Actions:** Talk, maintain a spell or psi effect, drop an item, and move from Standing → Crouching.

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