

GURPS Space 2108, Rules Mods & Notes

Passive Defence (B98)

The basic rules on B98 state that PD is added to the characters *Dodge*, *Parry* and *Block* scores to give his active defence. Thus someone in heavy armour can dodge better than someone in none! Also, by adding the two together (PD & Dodge), it massively changes the % odds of success (an unarmed character with a Dodge of 6 has a success chance of 9.3%, but add PD4 armour and this jumps to 50%! Even if the armour should make dodging harder). GURPs 4e solves this by ditching PD.

My solution is : **Passive Defence is rolled separately to Active Defence.**

- 1) Roll *Dodge* or *Parry* without the PD added.
- 2) If this fails, the character gets a second chance with their Armour PD +2.

Blocking is the Shield's PD + ½ the user's skill. Again, worn armour becomes a second roll.

Health Rolls (B126)

Health to 4hp	Act normally
3hp – 1hp	½ Move
0hp – Negative Health	Roll Health (±Will Mods) each round to avoid unconsciousness
Negative Health	Roll Health (Only) to avoid death. Every 5hp damage prompts another roll (or more)
×5 Neg. Health	Automatic Death

Heat (B130)

Make a HT or Survival (Desert) roll every 30 minutes at 80°F (27°C). Failure loses 1 Fatigue. For every 5°F over 90°F (32°C), the rolls are at –1. Therefore 150°F is a HT or Survival roll at –12. When fatigue gets to 3, start deducting from HP instead.

Cold (B130)

Make a HT or Survival (Arctic) roll every 30 minutes at 32°F (0°C). Failure loses 1 Fatigue. For every 5°F below 0°F (–17°C), the rolls are at –1. –8 at –40°F/C. –15 at –76°F / –60°C. –36 at –184°F / –120°C. When fatigue gets to 3, start deducting from HP instead.

Radiation (Sp104)

Normal background radiation on Earth is 1.6 rads per year. On Mars it is 30 rads per year. Use the table on p104 of GURPS Space to determine the HT roll and effects. Background radiation rolls are conducted annually. Permanent radiation levels builds up at a rate of 10% annually.

Combat – Stun & Knock Down (B99)

If you take more than half your HT in a single hit you are stunned and at -4 to act until your next turn. You must also make a HT roll to avoid being knocked down.

Combat – Surprise Attacks, Backstabs & Sniping (B122, Cii70)

- Total Surprise** The defender does not sense the attack coming and the attack is completely unexpected.
- Those without Combat Reflexes are stunned for 1d6 rounds and must then make an IQ roll to act.
 - Those with Combat Reflexes must make an IQ roll to act – and they are at +6.
- If the defenders are conscious and able to act they may still make act at -4.
- Partial Surprise** Roll Initiative (1d6).
- **Individual Character** : If a character is acting independently and has Combat Reflexes they get +1.
 - **Led Group** : If the character leading the group has Combat Reflexes they get +2.
 - **Leaderless Group** : If a group is totally leaderless they get -2 (+1 if the individuals have Combat Reflexes).
- The Tactics skill adds +1 for skill up to 19 or +2 for a skill of 20 or more.
- The side which wins the initiative acts normally. The side which fails must make an IQ in order to react without a -4 modifier. Combat Reflexes adds +6 to this. For partial surprise there is also a cumulative +1 modifier.
- Backstab (New)**
- If the character attempts a melee backstab they must make a contested roll – Stealth (at -5 if moving faster than Move 1) verses Audio Senses (at -2) if they are sneaking up behind the target.
 - If the attacker is in visual or partially visual range the defender can use either their Visual or Audio bonus, whichever is higher (but still with -2).
 - If the attacker is sneaking through a crowd they can use Shadowing instead of Stealth (there is a -5 penalty if the character moves at a speed different to the crowd).
 - If the attacker wins he can attack immediately and the defender gets no Active Defence roll.
 - If the attacker wins and the defender remains totally unaware they may observe their target for one round. If they successfully hit their target they deal triple damage.
 - If the defender wins then they make an IQ roll to react (with +6 for Combat Reflexes). If they succeed they can act normally, otherwise they act at -4.
- Extra vital organ hit details can be found on B248.
- Sniping** This starts with a contested Camouflage verses Senses (Vision) roll. If the attacker wins, they may take an aimed shot as per the standard rules. If the defender wins then roll for Partial Surprise as above.

Combat – Additional Attack Rules

- All Out Defence (B108)** No attack, but you may have two Active Defence rolls (Dodge, Block or Parry).
- Retreat (B109)** Move 1. +3 to Dodge, Block or Parry. If this takes you beyond the range of an opponents weapon, they can still attack this turn!
- Dodge & Drop (Cii63)** Drop to the ground to avoid range attacks. Counts as a +3 Dodge Action.
- Turn & Run** Your opponent only gets a free attack if they acted before you in the round and took the “Wait” action (B97).
- Ganging Up** There is no additional bonuses to hit (like D&D), but you only get one Active Defence roll per turn (two in all out Defence), so the odds are against you (rather than your opponents getting bonuses).