

STEVE JACKSON'S

# GURPS<sup>®</sup>

GENERIC UNIVERSAL ROLEPLAYING SYSTEM



GM'S SCREEN

STEVE JACKSON GAMES

## CRITICAL SUCCESS AND FAILURE

A roll of 3 or 4 is always a critical success. A roll of 5 is a critical success if your effective skill is 15+. A roll of 6 is a critical success if your effective skill is 16+.

A roll of 18 is always a critical failure. A roll of 17 is an ordinary failure if your effective skill is 16 or better, and a critical failure if your effective skill is under 16. Any roll of 10 or more greater than your effective skill is a critical failure. That is, 16+ on a skill of 6, 15+ on a skill of 5, and so on.



## CRITICAL SUCCESS AND FAILURE ON DEFENSE ROLLS

**Critical Success:** Your foe goes immediately to the appropriate *Critical Miss Table*. You “faked him out,” knocked the weapon from his hand or otherwise defended *very* well. Exception: Against a *ranged* attack, a critical success has no special effect.

**Critical Failure:** If you tried to *dodge*, you lose your footing and fall. If you tried to *block*, you lose your grip on your shield and must take a turn to re-ready it before you can block again (its passive defense still counts). If you tried to *parry*, you go to the appropriate *Critical Miss Table*.

## CRITICAL HITS

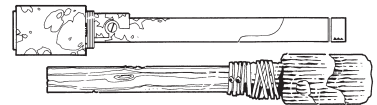
Use this table when a critical hit is rolled in combat. All doublings or triplings of normal damage refer to the basic die roll.

- 3 – If the blow hit the torso, it does normal damage and the foe is knocked unconscious. Roll vs. HT every 30 minutes to recover. Otherwise, it does triple damage.
- 4 – The blow *bypasses all armor* and does normal damage.
- 5 – The blow does triple normal damage.
- 6 – The blow does double normal damage.
- 7 – Normal damage, *and* foe is *stunned* until he makes his HT roll.
- 8 – If blow hit an arm, leg, hand or foot, it does normal damage, and that body part is *crippled* regardless of the damage done. However, this is only a “funny-bone” injury, and will wear off in six turns. (Of course, if enough damage was done to cripple the limb anyway, it does not wear off!) Otherwise, the blow does normal damage.
- 9, 10, 11 – Normal damage only.
- 12 – As #8, above.
- 13 – The blow *bypasses all armor* and does normal damage.
- 14 – If the blow hit an arm, leg, hand or foot, it does normal damage, and that body part is *crippled* regardless of the amount of damage done. Otherwise, double normal damage.
- 15 – Enemy’s weapon is dropped, *and* he takes normal damage.
- 16 – The blow does double normal damage.
- 17 – The blow does triple normal damage.
- 18 – If the blow hit the torso, it does normal damage and the foe is knocked unconscious. Roll vs. HT every 30 minutes to recover. Otherwise, triple normal damage.

## CRITICAL HEAD BLOWS

Use this table only when a critical hit is rolled on a head blow.

- 3 – Foe is killed instantly!
- 4, 5 – Foe is knocked unconscious. Roll vs. HT every 30 minutes to recover.
- 6 – Foe is hit across both eyes and blinded. Use “crippling” rules to determine whether eyes can heal (roll separately for each). Foe is *stunned* and fights at -10 DX for the rest of the battle.
- 7 – Foe is blinded in one eye. Use “crippling” rules to determine if it heals. Foe is *stunned*; will fight at -2 DX for the rest of the battle.
- 8 – Foe is knocked off balance; he may defend normally next turn but may do nothing else. The blow also does normal head-blow damage.
- 9, 10, 11 – Normal head-blow damage only.
- 12 – If the attack was a crushing blow, it does normal head-blow damage *and* the foe will be deaf for 24 hours. If it was a cutting or impaling blow, it does only 1 hit damage, but the foe’s face is scarred.
- 13 – If the attack was a crushing blow, it does normal head-blow damage *and* foe may be permanently deafened (use “crippling” rules to see if he recovers). If it was a cutting or impaling blow, it does only 2 hits damage, but the foe’s face is badly scarred.
- 14 – Normal head-blow damage. Foe flinches and drops his weapon (if foe has two weapons, roll randomly to see which is dropped).
- 15-18 – Normal head-blow damage, *and* foe is *stunned*.



## VEHICLE CRITICAL HITS

Use this table when a critical hit is rolled when attacking a vehicle. It is *greatly* simplified from the one in *GURPS Vehicles*. All damage is applied to the vehicle’s hit points; a vehicle with 0 hit points will no longer function.

- 3 – Triple normal damage. If any damage penetrates DR and there are computers in the vehicle, one computer is destroyed as well!
- 4 – Double normal damage. If damage in excess of 5% of body hit points (minimum 1 hit) penetrates the DR of a water or air vehicle, its rudder system is damaged and the vehicle can no longer maneuver (if using *Vehicles*, halve MR instead).
- 5 – The hit bypasses 90% of armor DR and does normal damage. Whether damage penetrates DR or not, one sensor (if any) is disabled.
- 6 – Normal damage, *and* the vehicle’s largest engine (if any) is badly damaged, halving the vehicle’s top speed and acceleration. If this result occurs a second time, the engine stops working. If the vehicle has only batteries or power cells, treat as #14, below.
- 7 – Normal damage. If any damage penetrates

- DR, or if the vehicle is made of wood, fire breaks out! This does 2d damage (3d to wooden vehicles) every 10 seconds, ignoring DR.
- 8 – Normal damage, *and* one of the vehicle’s weapons (if any) is struck and disabled.
- 9, 10, 11 – Window hit. If the vehicle has windows or a transparent canopy, one shot goes in through them, ignoring all but window DR (DR 1 for normal windows).
- 12 – Normal damage, *and* one item of miscellaneous equipment is disabled (GM’s option).
- 13 – The hit bypasses 90% of DR and does normal damage.
- 14 – If the vehicle has a battery or power cell, half of its storage capacity (along with half the stored power) is lost. If the vehicle has no batteries or power cells, treat as #6, above.
- 15 – Normal damage. If any damage penetrates DR and there are communications or ECM system in the vehicle, one such system is disabled.
- 16 – Double normal damage. If the vehicle has a fuel tank, it develops a leak: 1d% of the total fuel capacity leaks out immediately, plus another 1d% every minute (unless the tank is

self-sealing). Also, roll 3d for flammable fuel. Diesel will catch fire on 9 or less, gasoline on 11 or less, and jet or rocket fuel on 13 or less. This does damage per #7, above. If the fuel ignites, check every 10 seconds for an explosion, rolling 3d vs. *half* the number above (e.g., 5 or less for gasoline). An explosion will immediately disable the vehicle.

- 17 – Triple normal damage.
- 18 – Double normal damage. If any damage penetrates DR and the vehicle is carrying explosive ammunition, the ammo explodes, doing damage equal to 1d shots of that ammo (or whatever is left, if less).

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