

GURPS Spaceships basic space combat **Pilot Move** flowchart/cheat sheet

1 Accelerate: If you have powered engine(s), choose acceleration. Find any **acceleration bonus** (table p. SS-55). Calculate fuel consumed.

In basic (map-less) combat, move determines **range**, **facing** (which weapons will bear), **status** (advantaged, engaged, neutral, collision course, in formation, rendezvous), and whether escape is possible (via a retreat).

2 Choose Maneuver

Check Allowed Moves (blank row = no requirements):

- ▲ Your **acceleration bonus** is +1 to +3.
- ▲ You got any **acceleration bonus**.
- ▬ You are making a **fast pass**.
- ★ You took **evasive action** last turn.
- ▼ You **retreated** last turn.

Then Select One Maneuver:

- Uncontrolled Drift**
No deliberate maneuver.
- Controlled Drift**
Use attitude control to change facing.
- Hold Course**
Accelerating, not near another ship.
- Evasive Action**
Avoid weapons fire or another ship.
- Retreat**
Escape from combat.
- Closing**
Approach a ship or object.

- ▲ & ▲
- ▲ or ▬
- (▲ and ★) or ▼
- ▲ or ▬

3 Set Your Facing

against opponents who are not advantaged against you

Select One:

- front, central, or rear.
- front or central.
lose **rendezvous**
- central or rear.
lose **rendezvous, engaged.**
- any (or rear if accelerated).
lose **rendezvous, engaged.**
- If you accelerated: **front.**
Otherwise, select **any.**

4 Find Range

look up the encounter range for your **status** and scale on the Range Table (p. SS-57)

5 Set Target Facing...

...if **advantaged** and your target **isn't tumbling**. You *may* change your target's facing by one: **central**? choose **front/rear** or vice versa. If target is in an uncontrolled drift, choose **any**.

What was the target's last maneuver?

- Controlled Drift, Uncontrolled Drift:
Roll against Piloting.
- Hold Course, Closing, Evasive Action, Retreat:
Roll a Quick Contest of Piloting with the target.



Are you engaged?	Success by 9 or less	Success by 10+	Failure
Yes:	Choose <i>either</i> collision course or advantaged	Choose <i>both</i> or rendezvous.	neutral.
No:	Choose <i>either</i> attack vector or advantaged	Choose <i>both</i> or become engaged.	

- * List of modifiers:
- Acceleration bonus.** (table p. 55)
 - Spacecraft Handling** (Hnd).
 - Multitasking** (-2 same system, else -4).
 - Undetected target** (-6).
 - Motivated/Distracted Crew** (+1/-1/-2).
 - Tactical Navigation** (+1).
 - Dedicated Closing Strategy:** +3 to Piloting but forfeit Dodge for 1 turn.
 - Ambush Closing Strategy:** If target Holds Course OR is Closing: (Also requires cover OR being undetected.) Halve acceleration bonuses. Optionally, substitute Tactics for Piloting.

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