

**GURPS**

Fourth Edition

# ***GUN FU***™



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**STEVE JACKSON GAMES**

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*Give a guy a gun, he thinks he's  
Superman. Give him two and he thinks  
he's God.*  
– Superintendent Pang, *Hard-Boiled*

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# INTRODUCTION

In the real world, gun battles are an excellent way to get maimed, crippled, or *dead*. Veteran soldiers and cops – and all but the most deranged career criminals – go to great lengths to avoid shootouts. When they can't, they stack the deck with more men, heavier firepower, and better cover; they regard an ambush as *sensible*, not dishonorable. Done right, there's no gunfight, because the other guys don't get a chance to shoot; they're just shot. This is the reality that the *GURPS Basic Set* and *GURPS High-Tech* tend to favor.

Action movies and comics work nothing like this, though! There, gunmen with a beef will shoot up the scenery at the drop of a hat, and a big enough dose of lead and cordite can resolve almost any conflict. Gun-toting heroes prevail against superior numbers and weapons by being better, frequently more honorable, and inevitably *cooler*. The resulting gunfight might be a bloody massacre – but just as often, it's a ballet of bullets – kung fu with guns . . . *gun fu*.

*GURPS Gun Fu* bridges the gap between the deadly realism of the *Basic Set* and the “reality” of shoot-'em-up fiction. It delves into *GURPS Martial Arts* for rules that make movement and style as potent as caution and tactics, adapts them for cinematic shootists, and adds numerous *new* options. It is primarily intended as support for cinematic TL4-9 campaigns involving the use of firearms.

## PUBLICATION HISTORY

Some rules for weapon handling, and several perks and techniques, were adapted and expanded from *GURPS High-Tech* (2007), by Shawn Fisher and Hans-Christian Vortisch. Other material originally appeared in a different context in *GURPS Martial Arts* (2007), by Peter Dell'Orto and Sean Punch. Still other rules were introduced in Hans-Christian Vortisch's *GURPS Martial Arts: Fairbairn Close Combat Systems* (2008). Further concepts originated in Sean Punch's *GURPS Action 1: Heroes* (2008) and *GURPS Action 2: Exploits* (2008).

## ABOUT THE AUTHORS

S.A. Fisher is currently pursuing a doctorate in history. A former teacher and infantryman, he has over a decade of experience in private security and is a certified law-enforcement firearms and defensive-tactics instructor. His previous works include *GURPS High-Tech*, *GURPS WWII: Dogfaces*, and *GURPS WWII: Hand of Steel*. Shawn has been an avid gamer for nearly 25 years; he devotes his spare time to camping and recreational shooting. He lives in Searcy, Arkansas, with his wife, Jennifer, and their two daughters, Elizabeth and Rachel.

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects

between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell'Orto), and the *GURPS Action, GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing. Sean has been a gamer since 1979. His nongaming interests include cinema, cooking, and wine. He lives in Montréal, Québec, with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

Hans-Christian “Grey Tiger” Vortisch, M.A., began writing for *GURPS* as a freelancer in 2001. He was author or coauthor of *GURPS Covert Ops*; *GURPS High-Tech*; *GURPS Modern Firepower*; *GURPS Special Ops, Third Edition*; *GURPS WWII: Motor Pool*; and several e23 publications on martial topics. He wrote additional material for numerous other *GURPS* books; authored, translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His nongaming interests include science fiction, shooting, history, and punk rock. He's watching movies in Berlin.

## About GURPS

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*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

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