

GURPS[®]

Fourth Edition

MARTIAL ARTS[™]

FAIRBAIN CLOSE COMBAT SYSTEMS



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INTRODUCTION

William Ewart “Dan” Fairbairn was one of the most influential combat instructors of the first half of the 20th century, and the source of several important close combat styles. Trained as a Royal Marine, he joined the international Shanghai Municipal Police (SMP) before WWI. Within a few years, he would become the SMP’s instructor in unarmed combat, riot control, and use of all firearms. Already during the 1920s he was a famous figure within the international law enforcement community. Fairbairn improved handgun-shooting techniques and virtually invented modern riot control and SWAT-type entry tactics. He also developed his own unarmed combat style, Defendu, which was used, not only in Shanghai, but likewise in other British colonies and settlements throughout Asia.

In addition to unarmed combat, Fairbairn excelled in firearms use and was an expert knife fighter. His entire skill set would be of particular use when, at the start of WWII, he returned to Britain and began to train Allied special ops troops and secret agents. During the war he attained legendary status and finally ended up in the USA, training American personnel. After the war, at over 70 years of age, he was still instructing police forces around the world in combat skills and riot control.

GURPS MARTIAL ARTS AND THIS BOOK

This book presents the core teachings of William Fairbairn in **GURPS** terms in one volume. It repeats the details of Fairbairn Close Combat Training (FCCT) from **GURPS Martial Arts**, but provides much additional info on that “Silent Killing” style, including variations and typical technique Combinations. In addition, there is a full write-up of Defendu, the original style on which FCCT was based, and a complete

style template for Fairbairn-Sykes Handgun Shooting, providing optional rules for using guns in close combat, based on those in **GURPS High-Tech**.

PUBLICATION HISTORY

The section on the Fairbairn Close Combat Training is based on that in **GURPS Martial Arts** (2007), written by Peter Dell’Orto and Sean Punch, which was in turn based on that in **GURPS WWII: Hand of Steel** (2002), written by Shawn Fisher. Some of the gun techniques and pieces of equipment first appeared in **GURPS High-Tech** (2007), authored by Shawn Fisher and Hans-Christian Vortisch. The material on Fairbairn and Defendu was expanded from an earlier treatment in the *Pyramid* article “The Shanghai Municipal Police” (2004) by Hans-Christian Vortisch.

ABOUT THE AUTHOR

Hans-Christian “Grey Tiger” Vortisch, M.A., studied languages in Berlin and London, and is currently pursuing a law degree. He began writing for **GURPS** as a freelancer in 2001. He was author or co-author of **GURPS Covert Ops**, **GURPS High-Tech, Fourth Edition**, **GURPS Modern Firepower**, **GURPS Special Ops, Third Edition**, **GURPS WWII: Motor Pool**, and several e23 publications on military topics. He wrote additional material for numerous other **GURPS** books; 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 non-gaming interests include science fiction, history, cinema, and punk rock. He lives in Berlin. His martial arts experience is limited to several years of Judo, Tae Kwon Do, and T’ai Chi Chuan.

... suddenly at the top of the stairs appeared a couple of dear old gentlemen (we later discovered one was 56 and the other 58). Both were wearing spectacles and both were dressed in battle dress with just a plain webbing belt. They walked to the top of the stairs, fell, tumbling, tumbling down the stairs and ended up at the bottom in the battle crouch position, with a handgun in one hand and a fighting knife in the other. A shattering experience for all of us.

– R.F. “Henry” Hall, “Memories on His and Her Majesty’s Service”

W.E. FAIRBAIRN AND THE MARTIAL ARTS

In 1901, young William Fairbairn enlisted at age 15 with the Royal Marine Light Infantry, where he first came into contact with the combat arts. He was trained in all infantry fighting skills of the time, and especially excelled in musketry and bayonet fighting, developing new techniques and competing with the Marine bayonet-fighting team. While stationed in Korea, he took part in competitions against Japanese troops versed in Jukenjutsu (see *Martial Arts*, p. 197). He served six years with the Marines, but did not see combat with them.

Like other adventurous Britons at the time, he then joined the Shanghai Municipal Police (SMP), the law enforcement agency responsible for Shanghai's International Settlement (see p. 21). One day, as a young constable, he was beaten up by a Chinese gang and left for dead. Walking home from the hospital after a lengthy recovery, he was intrigued by a back alley sign saying "Professor Okada – Jiu-Jitsu Instructor and Bone-Setter." For three and a half years, he trained nearly every day under Okada, and quickly became quite capable of handling himself in any fight – be it a barroom brawl with drunken foreign sailors, who he didn't really want to hurt, or a deadly encounter with one of the city's many ruthless criminals. The style he learned is believed to have been Shinnoshoindo-ryu Jujutsu (see *Martial Arts*, pp. 166-167). Soon, he also branched out to study "Chinese boxing" under at least two different kung fu masters. The exact style or styles he learned is not known but is thought to have been Hsing I Chuan (see *Martial Arts*, pp. 162-163) or Pa Kua Chuan (see *Martial Arts*, pp. 187-188), or both.

His skill was quickly noted by his superiors and he was taken off the streets in 1912 and placed in charge of training SMP personnel in both musketry and melee combat, which he continued to do for decades. The SMP had about 1,500 officers in 1908, but increased to almost 6,000 during the 1930s, all of whom were eventually trained by Fairbairn. At this time, he also came into contact with Gatka, the Sikh stick-fighting style (see *Martial Arts*, p. 157), which was used by the many Indian police officers in service with the SMP.

In 1916, the SMP set up a new Japanese Branch staffed with recruits from Japan. Their instructor, Inspector Tamehachi Ogushi, introduced Fairbairn to Kodokan Judo

(see *Martial Arts*, p. 166). Ten years later, Fairbairn was awarded a first-degree black belt from the Kodokan Judo University in Tokyo, one of the first non-Japanese to achieve this (but by far not *the* first, as is often claimed). He made second-degree black belt in 1931, at age 46. Fairbairn did not stop taking part in judo competitions until the mid-1930s.

Style™

Why Fairbairn chose the name *Defendu* is not known. The theory has been advanced that it is actually pronounced "defend-you," which would explain the spelling as a clever little play on words. It could also be based on *défendu*, French for "defended." The general consensus, however, is that it is pronounced "defend-oo," much like "kung fu."

Note that there are several modern styles calling themselves *Defendo*. Some even claim to be based on Fairbairn's teachings, although the connections are usually spurious at best.

Of course, police officer training meant more than just unarmed combat and baton work. Fairbairn noted that the antiquated shooting drills imparted to SMP personnel, and the lack of firearms for Chinese constables, resulted in many deaths among the police in violent Shanghai. While he did not *invent* modern instinctive shooting, which relies more on speed and movement than on accurate posture and aiming, he was the first to implement it as standard practice for a large body of armed personnel. To this end, he obtained modern semiautomatic pistols for all SMP constables (see p. 15), and developed a shooting range with obstacle course, pop-up targets, dimmable lighting, and sound distraction devices. Such ranges were unheard of in the 1910s and are still cutting edge for modern combat shooting today. He also designed Mystery House, the first "kill house" (see *GURPS SWAT*, p. 8), an indoor shooting range modeled after a Chinese apartment with targets resembling both armed men and innocent bystanders.

During the 1920s, he codified his skills in melee combat into a body of techniques he called *Defendu* (pp. 8-9). In 1926, he published a manual for this new martial art (p. 8), which was used by the SMP and several other British-run police agencies.

In November 1925, Fairbairn formed the SMP Reserve Unit. Literally held in reserve at the Training Depot, it was intended to quell riots and uprisings, but was also on call to attend special problems, including opium raids, kidnappings, armed robberies, and barricaded criminals. In addition, its men guarded high-risk cargoes, VIPs, and courthouses when the situation demanded it. This was the first ever special

Fairbairn was to become an almost mythical figure in the world of unarmed combat and small arms training.

*– Robert Bickers,
Empire Made Me*

In knife fighting, both Fairbairn and Sykes were excellent. I thought Fairbairn was the better of the two, he was a master of the blade.

*– William “Bill” Pilkington,
Close Combat Instructor to Princess Elizabeth*

weapons and tactics unit. (For more on special police units, see *GURPS Cops* and especially *GURPS SWAT*.) Fairbairn himself commanded the Reserve Unit until 1935. Originally it had 78 men, but it expanded to 184 in the 1930s, all thoroughly trained in Defendu and heavily armed with batons and Colt .45 Government pistols (p. 19) and divided into 47-man units with armored assault trucks called “Red Marias.” For riot situations, the unit also possessed Lee-Enfield Mk I carbines, Auto-Ordnance Model 1921 Thompson submachine guns with dustshell rounds (see *High-Tech*, p. 122), and Federal Gas Riot Gun grenade launchers. For searches and arrests, the unit used steel vests and entry shields designed by Fairbairn and made locally at the SMP armory (p. 20).

Although no longer a patrolling officer, Fairbairn made efforts to accompany the search and arrest teams as often as possible, and was personally in charge of the Reserve Unit and its call-outs. Thus, by the late 1930s, he had been involved in over 600 clashes with criminals!

In February 1940, on his 55th birthday, Fairbairn retired from the SMP after 33 years of service, and together with his friend Eric Sykes (p. 6) left Shanghai, then already partly controlled by Japanese troops. In England, Fairbairn and Sykes were immediately enlisted by the Special Intelligence Service (SIS), better known as MI-6, which needed capable instructors for their agents and Britain’s newly set-up special operations forces, the Commandos (p. 16). The War Office commissioned both as captains.

Their first close combat course, given at several training houses in the Scottish Highlands, was called “Unarmed Combat” and was in fact the original version of FCCT (p. 9). It heavily drew on Fairbairn’s Defendu, but despite the name also included knife work, and was taught to the Home Guard (see *GURPS WWII: All the King’s Men*, pp. 30-31), early Commandos, and an instructor cadre that would spread it further.

As they refined their course work, FCCT evolved and was soon called “Silent Killing.” It was specifically aimed at killing sentries and escaping if captured, but was always being modified depending on the actual needs of the men and units that it was taught to. In early 1941, they had designed the “Specialist Close Combat” course, which included both “Silent Killing” and the Fairbairn-Sykes Handgun Shooting style (p. 12), being defined as covering “fighting an enemy hand-to-hand or within 20 yards range.” The British Army produced both manuals and training films (with Fairbairn in the leading role!) based on this course, which were distributed to the military and Home Guard.



Eric Anthony “Bill” Sykes

. . . Sykes was the instructor who taught me “Silent Killing,” amongst other things. Poor Sykes was forgotten like many other people in Great Britain, and elsewhere.

– Nancy Wake, SOE agent in France

Eric Sykes was for many years one of Fairbairn’s closest friends and colleagues, until their friendship broke up during WWII. Born in England in 1883, he moved to Shanghai in 1907. Reportedly he served with distinction as a sniper with the British Army in WWI, but he must have been back in China by 1917, when he changed his surname from the original Schwabe (his family was of German descent).

He was a *shikari* (“professional hunter”) of some renown, and an excellent shot with any firearm. Reportedly, he could hit a target the size of a man’s head four times out of five with a revolver at a range of 100 yards – suggesting Guns (Pistol)-18! Sykes modestly stated that “I do believe I can clean a gun better than anyone I ever met!”

In China he acted as the representative of the Colt, Remington, and Webley & Scott companies. He made the acquaintance of Fairbairn in this capacity, probably around 1919, Fairbairn ordering guns and ammo through him. Sykes joined the SMP in 1926 as a constable with the Special Reserve, and during the 1930s was sergeant in charge of a 12-man sniper squad.

Fairbairn and Sykes became fast friends and worked together on many projects, including the F-S Fighting Knife (p. 18) and their book on *Shooting to Live* (p. 8). Sykes, like Fairbairn, soon became an expert in unarmed and armed close combat. In 1940, they left Shanghai and entered service with the Special Intelligence Service (SIS) as captains – Sykes had likely already been an agent in China. During the war he was known to most as “Bill.”

Together they developed the “Silent Killing” course for the British Commandos – the original Fairbairn Close Combat Training (p. 9) – although much of it was based on Fairbairn’s earlier work on *Defendu* (p. 8). However, by 1942, they hated each other. Sykes claimed that Fairbairn took credit for everything they invented or created. With Fairbairn gone overseas, he moved on to exclusively train the agents of the Special Operations Executive (SOE) at Special Training School (STS) 21. Sykes modified the “Silent Killing” course, removing several moves that he considered too difficult to learn in the limited time available or simply useless, e.g., the “Chinese Rock Crusher” (see *Pressure Secrets*, p. 13).

Sykes instructed, amongst others, the Czechoslovakian agents who eliminated SS-Obergruppenführer Reinhard Heydrich in 1942 (Operation ANTHROPOID, see *GURPS WWII: Weird War II*, p. 28), the Norwegians who blew up the Norsk Hydro heavy water plant in Rjukan in 1943 (Operation GUNNERSITE, see *GURPS WWII: Weird War II*, p. 68), and the famous multi-national Jedburgh teams (see *GURPS Special Ops*, pp. 15-16, and *GURPS WWII: Return to Honor*, pp. 29, 34).

In late 1944, Major Sykes fell ill and was no longer fit for service. He died on May 12th, 1945, from a heart condition. Before his death, he worked on a manual combining all his knowledge. It was never published and is reported lost. Who knows? Someone may have put it to good use, championing the secret Sykes Silent Killing Style . . .

By January 1942, both men had joined the Special Operations Executive (SOE), an independent outgrowth of the SIS (for more on SOE, see *GURPS WWII*, p. 41, *GURPS WWII: All the King’s Men*, p. 42, and *GURPS WWII: Return to Honor*, pp. 27-28). Despite his advanced age, Fairbairn requested to take part in actual SOE operations as an agent. Sykes was violently opposed to this. Fairbairn wasn’t allowed to go, and they ceased speaking to each other, their friendship forever broken.

In March 1942, Fairbairn was sent to Oshawa, Canada, where he instructed Allied personnel including Canadian SOE volunteers and American FBI agents at Special Training School (STS) 103, the famous “Camp X.” Soon he also taught at the secret Area B-5 in Maryland, USA, today known as Camp David.

Also in early 1942, Fairbairn and Sykes published *Shooting to Live* (p. 8), their last collaboration. It had been largely written in Shanghai, but they had not been able to find a publisher earlier. Then in July 1942, Fairbairn brought out his book *All-In Fighting*, basically a manual for FCCT. Slightly modified, the book was sold in the U.S. as *Get Tough!* (p. 8). There was some criticism over this, as enemy agents could easily acquire the books. American police agencies also weren’t happy, fearing that criminals might learn a bit too much from them. Fairbairn also wrote British and American editions of his manual for women’s self-defense, called *Self-Defence for Women and Girls* and *Hands Off!*, respectively. By mid-1942, he had lost much of his favor with the official SOE, as he was considered somewhat of a glory hound. It didn’t help that his class and education (or lack thereof) made him an outsider in the SOE’s old boy network.

All concerned were probably glad when in 1943, Fairbairn went to the USA full-time on a special request by then-Brigadier General William “Wild Bill” Donovan, head of the Office of Strategic Services, to instruct all American OSS agents (see *GURPS WWII*, p. 44, and *GURPS WWII: Dogfaces*, p. 60). His assistant there was then-Lieutenant Rex Applegate, U.S. Army. The two worked together continuously to improve the FCCT and F-S Handgun Shooting, teaching more than 10,000 agents and troops at Area B-5 until the end of the war. Applegate published his book *Kill or Get Killed* in 1943, based to a large extent on Fairbairn’s (and Sykes’) teachings. (In 1976, an updated edition was adopted as field manual *FMFRP 12-80* by the U.S. Marines.) Both Fairbairn and Applegate featured in OSS training films produced by Hollywood director John Ford.

Fairbairn declined to accept the post of instructor to the U.S.-Canadian First Special Service Force or “Black Devil Brigade” (see *GURPS WWII: Hand of Steel*, p. 31), but recommended his Irish protégé Dermot “Pat” O’Neill, a former SMP detective sergeant. Captain O’Neill, then holding a fifth-degree black belt from the Kodokan University, imparted his own close-combat style to the “Black Devils,” which was not identical with the Fairbairn system.

By 1944, Lieutenant-Colonel Fairbairn was not only the head instructor in close combat for the OSS, but also commanded several training camps. After the war, he

Fairbairn's Timeline

February 28th, 1885 – William Ewart Fairbairn born in Rickmansworth, Hertfordshire, England.

1901 – Aged 15, Fairbairn lies about his age and volunteers for the Royal Marine Light Infantry.

1907 – Leaves Marines and joins Shanghai Municipal Police (SMP) as Constable Second Class (Police Rank 0).

1908 – Starts training Jujutsu under Professor Okada.

1909 – Promoted to Constable First Class (PR 0).

1910 – Promoted to Sergeant Third Class (PR 1).

1912 – Promoted to Sergeant Second Class (PR 1). Becomes Assistant Drill Sergeant. Starts studying Pakua Chuan under Tsai Ching Tung.

1913 – Marries Edith Catherine Clarke.

1914 – Son John Edwin Fairbairn born.

1915 – Promoted to Sergeant First Class (PR 1). Writes *SMP Manual of Self-Defence*.

1916 – Starts training in Judo with Inspector Ogushi.

1917 – Promoted to Sergeant Major (PR 2). Becomes Drill Sergeant.

1919 – Seven-month paid Long Leave. Travels to America, spending six weeks attached as a Captain to the New York Police Department, and to England, where he's attached to London's Metropolitan Police. He also completes the British Army's Instructors Revolver Course.

1920 – Returns from Long Leave. Promoted to Sub-Inspector (PR 3).

1921 – Daughter Dorothea Elizabeth Fairbairn born.

1922 – Promoted to Inspector (PR 3). Writes *SMP Instructions and Conditions of Practice for the .45 Colt Automatic Pistol*.

1925 – Six-month paid Long Leave. Writes *SMP Shooting Manual*. Forms Reserve Unit (RU).

1926 – Promoted to Chief Inspector (PR 3). Publishes the *Defendu* manual (p. 8). Receives first-degree black belt from the Kodokan Judo University in Tokyo.

1927 – Develops bulletproof vest and entry shield (p. 20).

1928 – Promoted to Superintendent (PR 4).

1931 – Receives second-degree black belt from the Kodokan. Publishes *Scientific Self-Defense* in the U.S., a reprint of *Defendu*.

1935 – Promoted to Assistant Commissioner (PR 5) in charge of the Sikh Branch; still manages the SMP Training Depot and Armory.

1940 – Leaves Shanghai and the SMP. Joins Special Intelligence Service (SIS) as Captain (Military Rank 4). Becomes Instructor at Special Training Centre near Lochailort, Scotland, instructing the first British Commandos in "Silent Killing."

1942 – Joins Special Operations Executive (SOE). Becomes Instructor at Special Training School (STS) 103 near Oshawa, Canada. Promoted to Major (MR 4). Publishes *All-In Fighting* (sold slightly modified in the U.S. as *Get Tough!*, p. 8), *Shooting to Live* (p. 8), and *Self-Defence for Women and Girls* (sold in the U.S. as *Hands Off!*).

1943 – Seconded to the Office of Strategic Studies (OSS), instructing U.S. personnel at the secret Area B-5 in Maryland.

1944 – Promoted to Lieutenant-Colonel (MR 5).

1945 – Returns to England in April. Receives U.S. Legion of Merit medal.

1951 – Instructs Singapore Police Force.

1956 – Instructs Cyprus Police. Continues to develop fighting gear, including the Cobra Fighting Knife. Writes *Cavalcade*, his unpublished memoirs.

June 20th, 1960 – William Ewart Fairbairn dies in Worthing, West Sussex, England.

was awarded the Legion of Merit medal by the USA, but in Britain, he did not receive any (official) recognition for his war service. However, even at over 70 years of age, Fairbairn continued to teach martial arts to police forces.

W.E. Fairbairn – The Man, The Legend

His ability in handling men (and women) as well as weapons made him one of the most popular members of the Schools and Training Staff.

– Kermit Roosevelt (editor), *War Report of the OSS*

Fairbairn was about 5'10", lean-faced and slim, weighing around 150-160 lbs. He was tough, strong, and leathery, with fair hair and blue eyes. In most period photos he displays a confident smirk. By the late 1920s he was nearsighted and usually wore round, horn-rimmed glasses. With his strict looks (and the fact that most people got to know him only as an instructor), he projected the somewhat misleading image of a harmless schoolmaster. When not training, he would smoke Chesterfields incessantly. SMP officers called him "Fairy" behind his back, although this was not meant derisive-

ly. To some of his closer friends, especially Americans, he apparently was "Willie." During WWII, he used "Dan" as *nom de guerre*, most of his students never learning his real name. They often called him "Delicate Dan."

Although friends like Applegate described him as "flamboyant" and less reserved than Sykes, Fairbairn was aloof as an instructor, never talking much with his students and not mingling with them after hours. Fairbairn had earned his skills (and rank) the hard way, and consequently expected no less from his students and subordinates. Fairbairn was portrayed by some as "fiercely loyal to his men," but also as "quick to see slights." Confident in his abilities, he was described as modest in younger years, always eager to learn something new. Later even his students seemed to be able to tell that he thought himself better than others – especially Sykes.

Fairbairn also seemed to lack any interests other than fighting (and occasional hunting and fishing). He never read and seemed uncomfortable in high society. However, at least in later life he took up bowling, even competing at the international level!

Also, ever the show-off, he would frequently pull his concealed knife and point the blade at the throat or stomach of unsuspecting OSS personnel who met him for the first time. This kind of practical joke quickly got people's attention . . . However, as Applegate recalls, "one night at the Army and

Navy Club in Washington after a number of scotch and sodas, he stuck himself in the thigh while sheathing the knife. What the British call a 'bloody mess' ensued."

See p. 28 for a **GURPS** write-up of Fairbairn in 1930.

FIGHTING WITHOUT RULES

The following section uses martial art and firearm style templates as introduced in *Martial Arts* and *High-Tech*.

DEFENDU

4 points

This system is not to be confounded with Jiu-jitsu or any other known method of defence, and although some of the holds, trips, etc., are a combination of several methods, the majority are entirely original.

– William Fairbairn, *Defendu*

Defendu was developed by Fairbairn on basis of his extensive martial arts training, incorporating elements of Shinnoshoindo-ryu Jujutsu (see *Martial Arts*, pp. 166-167), Kodokan Judo (see *Martial Arts*, p. 166), Gatka (the Sikh stick-fighting style, see *Martial Arts*, p. 157), and time-tested street brawling. Influences from "Chinese boxing" are also notable, although it is not known in which style Fairbairn had trained – possibly either or both Hsing I Chuan (see *Martial Arts*, pp. 162-163) and Pa Kua Chuan (see *Martial Arts*, pp. 187-188). The stick-fighting component seems to owe something to Savate as well (see *Martial Arts*, pp. 193-194). It is not just a mixture of old moves, however – Fairbairn's disarming techniques were so effective that he in turn influenced the Japanese!

Fairbairn had composed a first curriculum of his new style in 1915 (*SMP Manual of Self-Defence*), then still little more than a variant of Jujutsu, followed by an improved version in 1926 (*Defendu – Scientific Self-Defence*, below).

Defendu is primarily a defensive style, optimized for police officers to fend off attacks and secure the attacker. Stylists usually wait for the opponent to attack and then will either take him down with a throw, or render him immobile by various holds, often followed by handcuffing. If the attacker is armed (including with a firearm), he will be disarmed first or the arm holding the weapon immobilized. Attacks include knee strikes, open-handed jabs, and chops to the neck, throat, and face. Many techniques are performed in a series (see *Defendu Combinations*, p. 9). From 1927, stylists are trained to perform while wearing heavy steel-lined vests and helmets. The typical weapon is the police baton, although Fairbairn became increasingly interested in the knife during the 1930s.

Students taught by Fairbairn are eligible for Trained by a Master, if the GM allows the advantage. Stylists who are not police officers might replace Shortsword with Broadsword for use with a walking stick, cane, or umbrella, and substitute some of the Broadsword techniques for Handcuffing and Retain Weapon (Shortsword). They will also lack Armor Familiarity.

Combat Manuals

The following books can be used for further reading; most feature extensive illustrations, allowing better visualization of combat moves and methods.

Applegate, Rex and Melson, Chuck. *The Close-Combat Files of Colonel Rex Applegate* (Paladin, 1998). Includes memoirs of Applegate's war service and reprints of Sykes' 1942 "Silent Killing" curriculum and Fairbairn's 1943 OSS instruction manual on the "Fairbairn System," as well as Applegate's materials from 1944 to 1945.

Fairbairn, William. *Defendu – Scientific Self-Defence. The Official Text Book for the Shanghai Municipal Police, Hongkong Police and Singapore Police* (Paladin, 2007). Reprint of the 1926 step-by-step training manual, which SMP officers were to use for self-study. Thoroughly illustrated. The virtually identical 1931 American edition was called *Scientific Self-Defense*.

Fairbairn, William. *Get Tough! How to Win in Hand-to-Hand Fighting* (Paladin, 1979). Reprint of the fully illustrated 1942 training manual published in the U.S., based on

the early FCCT curriculum. The British version, with an additional chapter on rifle use in melee combat, was called *All-In Fighting*.

Fairbairn, William and Sykes, Eric. *Shooting to Live with the One-Hand Gun* (Paladin, 1987). Reprint of the 1942 illustrated training manual, based on and frequently referring to their time in Shanghai. As a testament to its timeless quality, it was adopted as field manual *FMFRP 12-81* by the U.S. Marines in 1990.

Rigden, Denis (editor). *SOE Syllabus – Lessons in Ungentlemanly Warfare, World War II* (The National Archives, 2004). Reprint of all training documents used for the instruction of SOE agents at STS 103 – including Sykes' 1943/1944 "Silent Killing" curriculum.

Robbins, Peter with Tyler, Nicolas and Child, Paul (editor). *Gentleman & Warrior. The Legend of W.E. Fairbairn – The Shanghai Years* (CQB Publications, 2005). Biography concentrating on his teachings in shooting and self-defense up to 1940. Many details and period photographs.

Defendu Combinations

See *Combinations (Martial Arts, p. 80)* for general rules. The following are commonly used in Defendu, but are by far *not* all of the possible options. They are listed by the names given in the *Defendu* manual (p. 8).

Most stylists will only be proficient in a few of these Combinations; the remainder would still be common combat moves, just not necessarily executed as single actions. The two-attack sequences can also be applied using *All-out Attack (Double)* (p. B365) or *Rapid Strike* (p. B370).

Disarming an Assailant with a Pistol: Judo Grapple/Hand + Judo Arm Lock + Judo Disarm/Weapon. This is often followed by a Targeted Attack (Karate Knee Strike/Groin) or simultaneous Targeted Attack (Karate Knee Strike/Groin) and Targeted Attack (Karate Hammer Fist/Face) the next turn.

Police Hold: Judo Grapple/Arm + Judo Arm Lock. Designed as a “come along” grip, see *Shoving People Around*

in *Martial Arts, p. 118*. Can be followed up with a Judo Throw, see *Throws From Locks* in *Martial Arts, pp. 118-119*. A Targeted Attack (Judo Throw/Skull) is possible instead.

Handcuff Hold: Judo Grapple/Arm + Judo Arm Lock + Judo Throw/Torso. The Arm Lock is maintained and, once on the ground, followed by Handcuffing.

Front Strangle Hold: Judo Grapple/Neck + Head Lock. Can be followed up with a Judo Throw – optionally even with a Judo Throw/Torso+Neck Snap, if the assailant “made an unwarranted attack on you.”

Head Hold: Karate Hammer Fist/Neck + Judo Grapple/Neck+Judo Head Lock. This is often followed by a Judo Throw (see *Throws From Locks* in *Martial Arts, pp. 118-119*) and Handcuffing the next turn.

Back Strangle Hold with a Stick: Shortsword or Broadsword Choke Hold + Judo Throw/Torso.

Skills: Judo; Karate; Shortsword.

Techniques: Arm Lock (Judo); Breakfall; Disarming (Judo); Hammer Fist; Handcuffing; Head Lock; Knee Strike; Retain Weapon (Shortsword); Targeted Attack (Karate Knee Strike/Groin).

Cinematic Skills: Pressure Points; Pressure Secrets.

Cinematic Techniques: Pressure Point Strike.

Perks: Armor Familiarity; Technique Mastery (Arm Lock).

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Combat Reflexes; Legal Enforcement Powers; Police Rank.

Disadvantages: Duty; Overconfidence.

Skills: Acrobatics; Broadsword; Knife; Knot-Tying; Savoir-Faire (Dojo).

Techniques: Acrobatic Stand; Arm Lock (Broadsword); Armed Grapple (Broadsword or Shortsword); Choke Hold (Judo, Broadsword, or Shortsword); Exotic Hand Strike; Ground Fighting; Head Butt; Leg Lock; Neck Snap; Sacrifice Throw; Scissors Hold; Stamp Kick; Sweep (Karate); Targeted Attack (Karate Exotic Hand Strike/Neck); Targeted Attack (Karate Hammer Fist/Face); Targeted Attack (Judo Throw/Skull); Testicle Grab (see p. 14).

FAIRBAIRN CLOSE COMBAT TRAINING (“SILENT KILLING”)

5 points

In war you cannot afford the luxury of squeamishness. Either you kill or capture, or you will be captured or killed.

– William Fairbairn, *Get Tough!*

Fairbairn – with some assistance from Rex Applegate and Eric Sykes (p. 6) – created the style of hand-to-hand fighting

most widely taught to Allied forces in World War II (see also *GURPS WWII: Hand of Steel, p. 10*). The original curriculum was devised by Fairbairn and Sykes in 1940 for Commandos and SOE agents, and was named, after some modification, “Silent Killing.” This was taught by both men until 1942. Sykes went on to teach SOE agents exclusively until late 1944, while Fairbairn moved to Canada in 1942 and then to the USA. He refined his teachings there together with Applegate, a U.S. Army military police officer and one of his most eager students. Fairbairn and Sykes also designed a combat knife for use with their style: the Fairbairn-Sykes Fighting Knife (p. 18).



Fairbairn based this style of “Gutter Fighting” – an alternate name for it preferred by himself – on Defendu (p. 8), but removed many techniques that were inefficient or dangerous to the user in lethal combat, like Ground Fighting, or took too much time to master, like Breakfall. FCCT was intended to be learned in a minimum of time – the *entire* British Commando course took only six weeks, and only some of that time was assigned to “Silent Killing.”

The style emphasizes killing and sentry removal. There’s nothing gentlemanly about its methods or their execution; it’s purely pragmatic. The training places relatively little emphasis on traditional kicking and punching, because the practitioner is supposed to be taking out sentries or isolated enemy troops – not fighting in a stand-up brawl.

Training includes throws, locks, and strikes to vital areas using the palm, knee, edge of the hand, tip of the fingers, or any weapon that comes to hand. It covers concealing weapons, tying up prisoners, and fighting with sticks and even chairs! Targeted Attack (Knife Thrust/Neck Arteries) is one of the style’s most important techniques, aiming at the carotid artery. (Alternatively, a simpler Targeted Attack against the neck might be used.) This normally follows a grapple and is itself followed by a cut outward from the throat to ensure that the enemy bleeds out quickly. Another favorite attack aims at the groin; both Fairbairn and Sykes were known to conclude lessons with the advice “. . . and then you bring up your knee into his testicles.” These moves can form the basis of a brutal but effective Combination (see *FCCT Combinations*, p. 11). The style offers a diverse selection of optional techniques, but stylists are expected to pick only a few of these.

We do not advocate that students should attempt to master all the methods, but that they should select about ten, and specialize in thoroughly mastering them.

– William Fairbairn,
All-In Fighting

The F-S Fighting Knife is used for both thrusts and swinging cuts, as is the Smatchet (p. 19) – and the latter is also used for Pummeling (*Martial Arts*, p. 111). The light club is usually held in a two-handed Defensive Grip (*Martial Arts*, pp. 109, 111), and the resulting attacks take advantage of the extra damage this offers, mainly aiming at the face or neck.

Like many combat arts, FCCT never had a static body of teachings. From 1940 to 1945, it changed constantly, depending on the actual instructor (Sykes especially gradually deviating from the original Fairbairn moves) and the people to whom it was taught. Commandos armed with rifle, bayonet, and steel helmet would be taught differently than civilian SOE agents or OSS assassins. The FCCT template in *Martial Arts* (pp. 182-183), reproduced below with some slightly adjusted options, is geared towards secret agents.

This is WAR

Don't stop because the opponent is crippled. If you have broken his arm, for instance, that is only of value because it is then easier to kill him.

– Eric Sykes, “Silent Killing”

FCCT was as much a frame of mind as it was physical training. Fairbairn, Sykes, and Applegate constantly impressed on their students the need to finish off their opponents. This was all the more important as most of them, at least in the SOE and OSS classes, were civilians without any prior combat training whatsoever. These people needed to be indoctrinated in the art of killing, similarly to the basic training in many armies. However, where modern soldiers usually kill with weapons at a distance, the FCCT stylists had to learn how to kill with the blade or their bare hands, something few “civilized” citizens of the Western world know or like to do. Disadvantages like Bloodlust would be appropriate for any accomplished FCCT fighter, while Combat Paralysis or Pacifism would be incompatible.

Various optional weapon techniques could be included. For example, Commandos could add Spear for bayonet fighting and Shortsword for the Smatchet (p. 19), as well as learning how to use their steel helmet (p. 20) as an Improvised Weapon (p. 19). For using this with a Two-Handed Punch against the neck, students can buy the Skill Adaptation perk as soon as they buy Style Familiarity (FCCT) and put a point into Karate; they don’t need to spend 10 points on the style first. Conversely, some agents might add Brawling for use with the blackjack.

From mid-1942 to the end of 1944, SOE agents were taught a “Silent Killing” variant devised by Sykes (which should no longer be *called* FCCT, for obvious reasons, although it was still entirely based on it). This simpler version was better suited for the rapid training of agents. Methods dropped included several optional skills and techniques, especially Pressure Points and Pressure Secrets, Arm Lock and Head Lock, and many of the more involved Combinations (see *FCCT Combinations*, p. 11). Use of the baton, blackjack, and spring cosh (p. 19) was discouraged by Sykes as inefficient.

Fairbairn, in turn, himself considerably slimmed down the unarmed combat aspect from 1943. He removed several of the more complicated Combinations, and stressed easy but “unfair” methods such as Ear Clap, Eye-Rake, Testicle Grab, and biting the ears (see *Teeth* in *Martial Arts*, p. 115). Disarming was less emphasized, as war opponents were thought to generally shoot on sight . . . On the other hand, Fairbairn taught more melee weapons, including the knife, Smatchet, spring cosh, and stick.

In a cinematic game, Fairbairn-trained Commandos might also be able to replicate some of the legendary feats of the ninja, such as silent, invisible movement. Fairbairn was trained in the Far East . . . perhaps he learned some secrets that he only passed along to truly elite students. Also, Fairbairn advocated several methods that, in the rules, are considered cinematic, including the Backbreaker technique (p. 11) and the Pressure Secrets skill (p. 13). Fairbairn certainly believed them to be effective, but whether that’s true is up the GM. Instead of going

cinematic, the GM could opt for *Unusual Training (Martial Arts, p. 52)*. Sykes did not teach these, so they would only be evident in a curriculum taught by Fairbairn himself – which may be cause for use of Trained by a Master.

Skills: Judo; Karate; Knife; Stealth.

Techniques: Choke Hold; Disarming (Judo); Hammer Fist; Head Butt; Knee Strike; Neck Snap; Targeted Attack (Knife Thrust/Neck Arteries).

Cinematic Skills: Invisibility Art; Light Walk.

Cinematic Techniques: Backbreaker; Binding.

Perks: Improvised Weapons (Karate); Skill Adaptation (Brawling techniques default to Karate).

Optional Traits

Advantages: Combat Reflexes; Military Rank; Night Vision.

Disadvantages: Bloodlust; Duty; Overconfidence; Secret.

Skills: Acrobatics; Brawling; Broadsword; Garrote; Holdout; Knot-Tying; Pressure Points; Pressure Secrets; Shield; Shortsword; Spear.

Techniques: Acrobatic Stand; Arm Lock; Ear Clap; Elbow Strike; Exotic Hand Strike; Eye-Rake; Head Lock; Retain Weapon (Knife); Stamp Kick; Targeted Attack (Broadsword Thrust/Neck); Targeted Attack (Karate Hammer Fist/Face or Vitals); Targeted Attack (Karate Knee Strike/Groin); Targeted Attack (Karate Two-Handed Punch/Neck); Targeted Attack (Knife Thrust/Arm Arteries or Vitals); Testicle Grab (see p. 14); Two-Handed Punch (Karate).

Perks: Improvised Weapons (Broadsword, Garotte, Knife, or Shortsword); Off-Hand Weapon Training (Knife); Quick-Swap (Knife); Unusual Training (Backbreaker, damages torso instead of spine).

FCCT Combinations

. . . in actual practice, these movements should be performed so quickly that they appear to be almost one.

– Eric Sykes, “Silent Killing”

See *Combinations (Martial Arts, p. 80)* for general rules. The following are commonly used in FCCT, but are by far not all of the possible options. They are listed by the numbers and names given in the commonly available *Get Tough!* manual (p. 8). From mid-1942, Sykes deleted many of Fairbairn’s methods from the “Silent Killing” course, including Numbers 12, 14, 18, 19, and 20. By 1943, Fairbairn himself didn’t generally teach Numbers 14, 18, and 20 any longer.

Most stylists would only be proficient in a few of these Combinations; the remainder would still be common combat moves, just not necessarily executed as single actions. The two-attack sequences can also be applied using *All-out Attack (Double)* (p. B365) or *Rapid Strike* (p. B370).

Number 2 Chin Jab: Karate Knee Strike/Groin + Karate Hammer Fist/Face. The groin hit will bring the face of the opponent down. The “tiger claw” palm strike to the chin can be further combined with an Eye-Rake.

Number 3 Boot Side Kick: Karate Kick/Leg + Karate Stamp Kick/Foot + Karate Hammer Fist/Face. The low kick is aimed below the knee, the stamp kick intended to break the foot.

Number 12 Thumb Hold: Karate Ear Clap + Judo Grapple/Hand + Judo Finger Lock. Often used as a “come along” grip, see *Shoving People Around* in *Martial Arts, p. 118*.

Number 13 Sentry Hold: Karate Hammer Fist/Neck + Karate Punch/Spine + Judo Choke Hold. This is a sneak attack from behind, requiring Stealth for the approach in preceding turn(s). The strike and punch are performed simultaneously, and the Choke Hold includes holding the opponent’s mouth shut.

Number 14 Japanese Strangle Hold: Judo Choke Hold + Neck Snap. This is another sneak attack from behind requiring Stealth. If the victim is taller than the attacker, a

Targeted Attack (Karate Punch/Spine) will bring him down for the application of the Choke Hold. If the attacker is in front of the opponent rather than behind him, a Judo Grapple can be used to spin him around.

Number 18 Hip Throw: Judo Throw/Torso + Karate Kick/Spine. Instead of or in addition to the kick, a Targeted Attack (Karate Two-Handed Punch/Neck) with a steel helmet (p. 20) can be used for the kill.

Number 19 Wrist Throw: Judo Grapple/Hand + Judo Arm Lock + Judo Throw/Torso. See *Throws From Locks* in *Martial Arts, pp. 118-119*. This can be followed by a Karate Stamp Kick to the torso.

Number 20 Back Break: Judo Grapple/Torso + Backbreaker. Note that Backbreaker is a cinematic technique (*Martial Arts, p. 82*) which requires Trained by a Master (in the case of FCCT, meaning tuition by Fairbairn himself). In a realistic campaign, the GM could either not allow this technique to be improved from the basic ST-3 default available to everyone, or have the character buy Unusual Training (Backbreaker, damages torso instead of spine).

Number 25 Attack with a Small Stick: Broadsword or Shortsword Swing/Torso + Broadsword or Shortsword Thrust/Neck. This attack is always made employing a two-handed Defensive Grip (*Martial Arts, p. 109*). Can be followed up with two quick Broadsword or Shortsword Swings/Face, again using the two-handed grip.

Number 28 Use of the Knife: Judo Grapple/Face + Knife Thrust/Neck Arteries or Knife Thrust/Vitals. A sneak attack from behind, requiring Stealth for the approach. The grapple serves to hold shut the target’s mouth and bend him to the side for better access to the neck. Can be followed by a Targeted Attack (Knife Swing/Neck) to cut the throat. Both basic versions (carotid artery and kidney thrust) can be seen performed by Lieutenant Morris Schaffer in *Where Eagles Dare*.

Number 30 Disarming an Opponent of his Pistol: Judo Grapple/Hand + Judo Disarm/Weapon + Karate Knee Strike/Groin. Can be finished with a Targeted Attack (Karate Hammer Fist/Face).

FAIRBAIRN-SYKES HANDGUN SHOOTING

4 points

We want the ability to hit with extreme speed man-sized targets at very short ranges under . . . difficult circumstances . . .

– William Fairbairn and Eric Sykes, *Shooting to Live*

This shooting style, created in 1919, was continuously developed over many years by Fairbairn and Eric Sykes (p. 6), originally for law enforcement officers. Official manuals for the style were published in 1925 (*SMP Shooting Manual*) and 1942 (*Shooting to Live*, p. 8), but Fairbairn had already worked out most of the core teachings by 1920, when he demonstrated them for the New York Police Department and British Army on a studies trip.

The style recognizes that the handgun of a policeman (or private detective or secret agent) is mainly used at extremely short distances (less than five or even three yards) under unfavorable conditions. Therefore, the style emphasizes fast-draw techniques and unarmed, instinctive shooting. It is taught under realistic circumstances such as shooting after completing an obstacle course including stairs, shooting in low-light conditions, and shooting at moving or rapidly appearing targets. It teaches that at close shooting distances, he who draws and shoots first, survives.

At combat distances under 10 yards, a student of this style will never aim and *always* fires in rapid groups of two or three rounds. He will also prefer a one-handed combat crouch with the shooting arm slightly bent. For targets at longer ranges (10 yards and up), deliberate aiming and single shots are taught, as well as a two-handed firing grip. The latter counts as *braced* for aiming purposes (+1 Acc). If the target is further away (20 yards and up), stylists may even lie down for a steadier aim (which likewise counts as *braced*) – and thus at the same time offer a smaller target to the opponent!

As to handgun choice, the originators of the style preferred large-caliber semiautomatic pistols to revolvers. One peculiar element of the training can only be explained by the pistols available at the time, which were mainly single-action weapons without internal safeties, for example the Colt .45 Government, Colt .380 Pocket, and FN-Browning HP (see

pp. 19-20). Using these, students of the style were taught to *disable* the manual safety, but consequently never to carry the pistol with a chambered round. (Safeties were thought to invite accidental shootings when off and result in dead users when on, as many would forget them or be not fast enough to take them off when it counted.)

This means that after drawing the weapon, a shooter first needs to rack the slide and chamber a round – students are taught to draw, chamber a round, and bring up the pistol in one motion. As per p. B194, a successful Fast-Draw (Pistol) roll means you ready the weapon instantly, while a failure means you need a Ready maneuver.

From 1924, the SMP also used the Auto-Ordnance Model 1921 Thompson submachine gun (*High-Tech*, p. 122) in limited numbers; members of the Reserve Unit might include Guns (SMG) as well as the relevant techniques to go with it. During wartime, the system was further expanded to include other small arms, especially various submachine guns and carbines, the primary weapons of special ops soldiers and guerrilla fighters, but also light machine guns. This adds Guns (LMG), Guns (Rifle), and Guns (SMG), plus the relevant techniques. See pp. 12-15 for explanations of many of the style components.

Skills: Fast-Draw (Ammo); Fast-Draw (Pistol); Guns (Pistol).

Techniques: Close-Hip Shooting (Pistol); Close-Quarters Battle (Pistol); Fast-Firing (Pistol); Immediate Action (Pistol); Quick-Shot (Pistol); Retain Weapon (Pistol).

Perks: Cross-Trained (Pistol); Sure-Footed (Uneven).

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Acute Vision; Ambidexterity; Combat Reflexes; Gunslinger; Night Vision.

Skills: Acrobatics; Armoury (Small Arms); Connoisseur (Guns); Guns (SMG); Observation; Shield; Stealth.

Techniques: Close-Hip Shooting (SMG); Close-Quarters Battle (SMG); Fast-Firing (SMG); Immediate Action (SMG); Quick-Shot (SMG).

Perks: Cross-Trained (SMG); Off-Hand Weapon Training (Pistol); Weapon Bond.

STYLE COMPONENTS

The following style components are new or warrant extra explanations.

PERKS

Also see *Perks* (pp. B100-101) for general rules, as well as *Perks (Martial Arts)*, pp. 49-52) and *Gun Perks (High-Tech)*, pp. 249-250) for most of the specific ones. As in *Martial Arts*, perks marked * are cinematic, requiring Trained by a Master or Weapon Master, and those marked † require specialization.

Cross-Trained*†

You are familiar with *all* makes and models within a particular Guns or Gunner specialty – you can pick up any such weapon and fire it at no penalty for unfamiliarity (see p. B169). A toned-down and less cinematic version that covers only *most* types is appropriate for realistic special-ops soldiers or agents who have access to numerous foreign firearms for familiarization. Such “special-ops training” replaces Gunslinger or Trained by a Master as the prerequisite. The GM decides what constitutes such training and which guns it

*The more closely our own pistols resemble machine-guns,
the better we like it.*

– William Fairbairn and Eric Sykes, *Shooting to Live*

covers. For SMP officers, it might mean familiarity with the extensive reference firearms collection at the SMP Armory, while SOE and OSS agents were given training with all weapons they might encounter, including those used by the Western Allies, the Germans, and the militaries of their home countries.

Style Familiarity

Style Familiarity with any of the Fairbairn styles is in most cases *not* enough for a Claim to Hospitality (p. B41), due to the number of students and the conditions under which they are taught. The other effects are as per *Martial Arts*, p. 49.

Improvised Weapons†

(see *Martial Arts*, p. 50)

A man without a weapon to defend himself. . . is very likely to give up in despair. . . What a difference it would make in his morale if he had a small stick or cane in his hand. . . He could, with ease, kill any opponent with a stick.

– William Fairbairn, *Get Tough!*

Use of improvised weapons was widely taught to wartime FCCT students. Specialties include:

- *Broadsword* and *Shortsword*: Sticks and light clubs were favorite weapons, including improvised weapons (p. 19) such as an umbrella or a branch “broken off a tree.”
- *Garrote*: While purpose-made wire garrotes were available to Commandos and agents, students were also trained to substitute a belt, scarf, or toggle rope as a rope garrote (see *Martial Arts*, p. 224).
- *Karate*: Trainees were taught how to use a steel helmet (p. 20) with a Targeted Attack (Karate Two-Handed Punch/Neck) or a matchbox (p. 19) with Targeted Attack (Karate Hammer Fist/Jaw).
- *Knife*: Any small item usable to stab, such as a nail file, trowel, or fountain pen (*Martial Arts*, p. 224).

Quick-Swap†

You’ve perfected the art of juggling a one-handed weapon between hands. Once per turn, *on your turn*, you can switch hands as a free action. The receiving hand must be empty. You must specialize by weapon skill: Quick-Swap (Knife), Quick-Swap (Throwing), etc.

FCCT stylists will often switch the hand with which they hold their F-S Fighting Knife (p. 18). This is not only to confuse the opponent, but also a direct consequence of other considerations: Fairbairn, Sykes, and many of their students, especially SOE agents, always carried *both* a pistol and a

knife. The pistol holster would be sewn inside the right trouser pocket, the knife sheath in the left pocket, allowing the weapons to be carried out of sight, but always at hand. However, this would mean that the knife had to be drawn with the off-hand, and had to be quickly swapped over to the master hand.

SKILLS

Also see *Skills* (pp. B167-233) for general rules, as well as *Skills* (*Martial Arts*, pp. 54-62) and *Gun Skills* (*High-Tech*, p. 250) for additional details.

Pressure Secrets

see p. B215

One of Fairbairn’s favorite tricks was the “Chinese Rock Crusher,” a Karate Hammer Fist to the vitals (specifically, the heart). This can be treated as a Pressure Secrets attack (combined penalty to hit is -5), with potentially deadly results (triple damage). But note that this is a cinematic skill – it is not known whether Fairbairn or anybody else ever actually killed someone with it. He believed in its deadly effect, cautioning his students to not apply it on sparring partners. Others, such as Sykes, were not so convinced of its practicality. . . . In a realistic campaign, simply treat it as a Karate Hammer Fist to the vitals (at -3 to hit, without increased damage but potentially causing knockdown; see *Martial Arts*, p. 137).

TECHNIQUES

We were not taught to hold the gun out at arm’s length or with two hands but to draw the gun and hold it tucked into your navel with the gun pointing straight ahead so that wherever you looked your gun moved round towards the target you were looking at. So you. . . drew your gun straight into your navel, pom, pom, the chap was dead. . .

– R.F. “Henry” Hall, “Memories on His and Her Majesty’s Service”

See *Techniques* (pp. B229-230) for general rules, as well as *Techniques* (*Martial Arts*, pp. 63-95) and *Gun Techniques* (*High-Tech*, pp. 250-251) for most of the specific ones.

Close-Hip Shooting

Average

Default: Guns (Pistol or Rifle or Shotgun or SMG).

Prerequisite: Guns (Pistol or Rifle or Shotgun or SMG); cannot exceed prerequisite skill+3.

Hip-shooting generally means any shooting where the firearm isn't raised high enough to use the sights. In their teachings, Fairbairn and Sykes defined several hip-shooting stances; most of them have no game effect other than that they don't allow an Aim maneuver. With Close-Hip Shooting, however, a handgun (or longarm) is held very closely to the body and fired instinctively at an adversary in striking distance (Range C or 1).

In game terms, the Close-Hip Shooting technique lets you buy off the Bulk penalty for using a ranged weapon in close combat. See *Weapons for Close Combat* (p. B391). If the result exceeds your Guns skill, reduce it to that level. Then apply any other modifiers for the shot.

If you have the Gunslinger advantage (see p. B58 and *High-Tech*, p. 249), this technique is redundant for you.

Close-Quarters Battle

Average

Default: Guns (Any).

Prerequisite: Guns (Any); cannot exceed prerequisite skill+4.

You've practiced shooting on the run at nearby targets – a situation that modern SWAT officers and special-ops soldiers call “close-quarters battle” (CQB). Whenever you take a Move and Attack maneuver (p. B365) to fire at a target whose distance from you in yards doesn't exceed your Per, use Close-Quarters Battle *instead of* Guns. Apply the penalty for shooting on the move: -2 or the firearm's Bulk, whichever is worse. If the result exceeds your Guns skill, reduce it to that level. Then apply any other modifiers for the shot.

If you have the Gunslinger advantage (see p. B58 and *High-Tech*, p. 249), this technique is redundant for you.

Fast-Firing

Hard

Default: Guns (Any)-4.

Prerequisite: Guns (Any); cannot exceed prerequisite skill.

Fast-firing means rapidly squeezing off shots, at up to twice the rate normally allowed for semiautomatic weapons and double-action revolvers, at the cost of reduced chances to hit. Pulling the trigger quickly can increase RoF to as high as 6 – at -4 to Guns. Learn the Fast-Firing technique to “buy off” this penalty.

Increase Rcl by 2 at RoF 5 and by 4 at RoF 6. Even with RoF 5+, you can't use *Spraying Fire* (p. B409) with a weapon that isn't in fact a full-automatic weapon, but you *can* use *Suppression Fire* (p. B409).

Fast-Firing is applied almost religiously by users of the Fairbairn-Sykes Handgun Shooting style (p. 12). *Every* target is engaged with double or triple taps, and more shots are fired as required.



Immediate Action

Average

Defaults: Armoury-4, Gunner (Any)-4, or Guns (Any)-4.

Prerequisite: Armoury, Gunner (Any), or Guns (Any); cannot exceed prerequisite skill.

This technique permits you to “buy off” the basic -4 to use an immediate action drill to clear a stoppage as a result of a malfunction (p. B407). See *Immediate Action (High-Tech)*, p. 81 for further details. When learning Immediate Action, base Gunner or Guns on IQ, not on DX. Gunner versions also default to Armoury (Heavy Weapons)-4, while Guns versions default to Armoury (Small Arms)-4, but you must still choose a Gunner or Guns specialty, not an Armoury one.

Quick-Shot

Average

Default: Guns (Any)-6.

Prerequisite: Guns (Any); cannot exceed prerequisite skill.

In close combat, shooters often need to engage more than one target. While Rapid Strike (p. B370) is normally restricted to melee attacks, the GM may allow anyone using a firearm with RoF 2+ to perform a “Ranged Rapid Strike” at the usual -6 to skill. Learn the Quick-Shot technique to buy off the -6. The two attacks can engage different targets, subject to the target restrictions in the first paragraph of *Spraying Fire* (p. B409).

Note that Ranged Rapid Strike and Dual-Weapon Attack (p. B417) *cannot* be combined.

Targeted Attack

(see *Martial Arts*, p. 68)

Part of the training for both Defendu and FCCT consists of making students aware of the weak parts of the human frame – the groin, the eye, the chin, the nose or jawbone against an unarmed or blunt attack, the vital organs and various arteries in the neck, shoulder, and limbs against a blade.

Testicle Grab

Hard

Defaults: Brawling-3, Judo-2, or Wrestling-2.

Prerequisite: Brawling, Judo, or Wrestling; cannot exceed prerequisite skill.

The Testicle Grab (sometimes called the “Nutcracker”) is an attempt to seize and crush something near and dear to a *male* opponent. It's of no value against women, eunuchs, nonhumans and robots that lack suitable anatomy, etc. While it

normally defaults to Wrestling, it's also a common Brawling move and occasional Judo technique.

To use Testicle Grab, you must have a hand free. Roll against your level in this technique to hit. Your foe may use any active defense – he *can* parry your hand with a weapon! If you hit, your target may attempt to break free (p. B371) on his next turn.

On your *next* turn – and each turn thereafter, until your victim breaks free – you can *squeeze*. This counts as an attack, but requires no attack roll; just roll thrust-4 crushing damage on his groin (p. B399). Brawling or Wrestling bonuses apply normally. His *rigid* DR (such as an athletic cup; see *Martial Arts*, p. 234) protects normally. Flexible armor, including natural DR with the Flexible or Tough Skin limitation, has no effect.

COPPERS AND COMMANDOS

I joined the Shanghai Municipal Police Force in October 1929. I do not really quite know why I did so, unless it was that it seemed like a good job with good pay, good prospects and a moderate amount of excitement and adventure. Above all, it was abroad.

– Ernest Peters, *Shanghai Policeman*

Most of Fairbairn's close combat styles were intended to be used by police or military personnel. While many of his manuals were available to the public, there is little indication that his styles were learned by civilians to any extent.

Ranking Systems

None of the Fairbairn combat systems has any ranking system whatsoever. Fairbairn did not believe in the importance of things like grades or target-shooting competitions. He only acquired a Revolver Instructor Certificate from the British Army in order to be above criticism, to show that he could. It is likely that he held similar views on the Kodokan grades he received, in view of the limited effort he made to progress faster, or farther than a second-degree black belt. With Fairbairn's approach, the only thing that matters is bringing down your adversary.

CHARACTER TEMPLATES

The following templates are typical of and in fact cover most of the professions that might conceivably learn a Fairbairn style.

SMP Police Officer

100 points

You are a member of the Shanghai Municipal Police, trained to enforce the laws of the Shanghai International Settlement (p. 21). The basic template assumes an English-

This attack is painful! Your victim suffers a steadily worsening affliction (p. B428) based on the *accumulated* injury from the Testicle Grab: moderate pain after just 1 point, severe pain after 2 points, terrible pain after 3 points, and agony after 4+ points. High Pain Threshold and Low Pain Threshold work as usual against these afflictions. These effects *replace* both the usual *Shock* (p. B419) rules and *Inflicting Pain with Locks* (*Martial Arts*, p. 119).

This move lacks the leverage to let you use *Throws from Locks* (*Martial Arts*, p. 118). You can use *Shoving People Around* (*Martial Arts*, p. 118) and most other actions after a grapple, however. You can also reach down and use this on someone who's grappling you in order to capitalize on *Pain and Breaking Free* (*Martial Arts*, p. 119).

speaking Foreign officer from the British Commonwealth or the USA. Other nationals should use their respective lenses. Ranking officers, detectives, and members of the Reserve Unit (p. 4) require further lenses.

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Social Background: TL: 6 [0]; CF: Western [0], East Asian [1]; Languages: English (Native) [0], Shanghaiese Spoken (Broken)/Written (None) [1].

Advantages: Legal Enforcement Powers [10], and 15 points in increased attributes or secondary characteristics, or chosen from among Acute Senses (any) 1-5 [2/level], Combat Reflexes [15], Contacts [variable], Danger Sense [15], Fit [5], Hard to Kill 1-5 [2/level], Intuition [15], Language (any) [2/level], Night Vision [1/level], Penetrating Voice [1], Style Perks [1/perk], Talent (Natural Copper) [10/level], or Talent (Smooth Operator) [15/level].

Perks: Style Familiarity (Defendu) [1]; Style Familiarity (F-S Handgun Shooting) [1].

Disadvantages: Duty (SMP; 15 or less) [-15], Reputation (Copper; -1 Reaction among Shanghai's Expatriate Society; all the time) [-1], and a further -20 points chosen from among Addiction (Opium) [-25], Addiction (Tobacco) [-5], Alcoholism [-15], Bully [-10*], Chummy [-5] or Gregarious [-10], Code of Honor (Policeman's) [-5], Compulsive Behavior (Gambling) [-5*], Curious [-5*], Debt [-1/level], Greed [-15*], Honesty [-10*], Intolerance (Chinese or all Asians) [-5], Intolerance (Criminals) [-5], Nightmares (WWI memories) [-5*], Obsession (Bring down a particular crook) [-5*], Overconfidence [-5*], Secret (On the take) [-5], Selfless [-5*], Sense of Duty (Law-abiding citizens or SMP) [-10], or Stubbornness [-5].

Primary Skills: Area Knowledge (Shanghai) (E) IQ+1 [2]-12; Criminology (A) IQ+1 [4]-12; Leadership (A) IQ [2]-11; and 20 points in the skills and techniques of Defendu (p. 8) and F-S Handgun Shooting (p. 12).

Secondary Skills: Law (Shanghai Police) (H) IQ-1 [2]-10; Observation (A) Per [2]-11; and Streetwise (A) IQ [2]-11. ● Also pick *four* of Forced Entry, Guns (Rifle), or Knot-Tying, all (E) DX+1 [2]-13; Driving (Automobile) or Stealth, both (A) DX [2]-12; Current Affairs (Shanghai) or Savoir-Faire (Police), both (E) IQ+1 [2]-12; Interrogation or Writing, both (A) IQ [2]-11; Intimidation (A) Will [2]-11; or Search or Tracking, both (A) Per [2]-11.

Background Skills: Spend 5 points on any skills representing hobbies or the officer's life before he joined the SMP.

Lenses

Chinese Branch (-18 to -15 points for Shanghailanders, or -14 to -11 points for non-Shanghailanders): Natives of Shanghai would change their languages to Shanghainese (Native) [0] and English (Broken/None) [1]. However, most Chinese are recruited from Shandong or Peking, making their languages Mandarin (Native) [0], English (Broken/None) [1], and Shanghainese (Accented) [4]. Either type may well improve their English up to Accented levels, costing up to +3 points. Also change CFs to East Asian only (-1) and delete Leadership (-2), and add Social Stigma (Second-Class Citizen) [-5] and Wealth (Struggling) [-10]. A further *optional* disadvantage is Secret (Gang Member) [-20]. Some might also know a Chinese martial arts style.

Sikh Branch (-3 points): Indian Sikhs replace English (Native) with Punjabi (Native) [0] and add English (Accented) [4] to their languages, and replace CF Western with CF South Asian. Remove Leadership (-2), and add Social Stigma (Second-Class Citizen) [-5]. Further *optional* disadvantages to choose from are Reputation (Moneylender, -1 Reaction among other SMP officers, all the time) [-3] and Vow (Vegetarianism) [-5]. Almost all would also know Gatka (see *Martial Arts*, p. 157).

Japanese Branch (-11 to -7 points): Officers from Japan replace English (Native) with Japanese (Native) [0] and add English at some level [2 to 6] to their languages. Remove CF Western (-1) and Leadership (-2), and add Wealth (Struggling) [-10]. Most would also know a Japanese martial arts style, usually Jujutsu (*Martial Arts*, pp. 166-167) or Judo (*Martial Arts*, p. 166).

Non-English-Speaking Foreigner (+4 or +6 points): Recruits from non-English-speaking countries replace English (Native) with their mother tongue (Native) [0] and add English (Accented or Native) [4 or 6] to their Shanghainese. Most are Russians, with a few Germans, Scandinavians, and others.

NCO (+10 or 15 points): Increase Leadership to 12 [+2], and add Police Rank 1-2 [5/level], Tactics (H) IQ-1 [2]-10, and 1 extra point in a primary, secondary, or background skill. This can be combined with any of the Branch lenses, in which case the character *doesn't* delete Leadership from the template, increasing the total cost by 2 points in some cases.

Commissioned Officer (+20, 25, 30, or 35 points): Increase Leadership to 12 [+2], add Police Rank 3-6 [5/level] and Administration (A) IQ [2]-11, and spend 1 extra point on a primary, secondary, or background skill. This can be combined with any of the Branch lenses, in which case the character *doesn't* delete Leadership from the template, increasing the total cost by 2 points in some cases; also, only Britons can reach Police Rank 5+.

Detective (+6 points): The character must choose Interrogation from among the Secondary Skill options, and increase its level to 12 [+2]. Also, pick *two* of Shadowing (A) IQ [2]-11; Forensics or Intelligence Analysis, both (H) IQ-1 [2]-10; or Detect Lies (H) Per-1 [2]-10. This can be combined with any of the above lenses except the Sikh Branch lens.

Reserve Unit (+11 points): Add Fit [5] and Tactics (H) IQ [4]-11, plus *one* of Driving (Heavy Wheeled) (A) DX [2]-12, Guns (SMG) DX+1 [2]-13, or Guns (Grenade Launcher) DX [1]-12 and NBC Suit (A) IQ-1 [1]-10. This can be combined with any of the other lenses.

* Multiplied for self-control number; see p. B120.

The "Gentler" Sex

Only a few women studied Fairbairn's close combat styles. The SMP, like many such agencies at the time, didn't have any women in its service. Neither did the Commandos or other wartime special ops units. There were a few female agents in the service of both the SOE and OSS, but the number of women who actually deployed overseas was probably less than a hundred. These, however, were fully versed in all aspects of FCCT (p. 9) and F-S Handgun Shooting (p. 12), their training being exactly the same as that of the men.

Fairbairn also developed a variant of Defendu to teach self-defense for women ("and girls") – the manuals showing his daughter Dorothea in action, she being of course fully competent in all sorts of close combat. (As was his son John, who, in the eyes of his father, was the fastest pistol shot he'd ever seen, having picked up the skill from age 6.) Use the standard Defendu style for this (p. 8). Whether this system had much currency with civilians either during WWII or after is doubtful.

British Commando

130 points

You are a member of the British Commandos, the all-volunteer special operations forces active from 1940 to 1945 (also see *GURPS WWII*, p. 41, and *GURPS WWII: Hand of Steel*, p. 11). There were 17 Commando units during WWII, each with 400-500 men, most raised from Army personnel, but also including four units recruited from the Royal Marines and one made up of foreign nationals resident in Britain. These as well as ranking officers and NCOs should use the respective lenses (below).

With minor modifications, this template could also be used for the wartime British Special Air Service, U.S. Army Rangers, the First Special Service Force (p. 6), Australian Commandos, German Brandenburgers, and similar units.

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Special Background: TL: 6 [0]; CF: Western [0]; Languages: English (Native) [0].

Advantages: Fit [5], and a further 20 points in increased attributes or secondary characteristics (especially Will and Per), or chosen from among Combat Reflexes [15], Danger Sense [15], Fearlessness 1-5 [2/level] or Unfazeable [15], Fit increased to Very Fit [+10], Hard to Kill 1-5 [2/level], High Pain Threshold [10], Language (any) [2/level], Night Vision [1/level], Penetrating Voice [1], Style Familiarity (any) [1/style], Style Perks [1/perk], Talent (Born Sailor) [5/level], Talent (Born Soldier) [5/level], Talent (Outdoorsman) [10/level], or Talent (Stalker) [5/level].

Perks: Style Familiarity (FCCT) [1]; Style Familiarity (F-S Handgun Shooting) [1].

Disadvantages: Duty (Commando; Extremely Hazardous; 15 or less) [-20], and a further -25 points chosen from among Bloodlust [-10*], Callous [-5], Chummy [-5] or Gregarious [-10], Code of Honor (Soldier's) [-10], Fanaticism (Commandos, own military, or own nation) [-15], Greed [-15*], Intolerance (Enemy nation) [-5] or (All nations but own) [-10], Overconfidence [-5*], Sense of Duty (Commandos) [-5] or (Own nation) [-10], Stubbornness [-5], or Workaholic [-5].

Primary Skills: Soldier (A) IQ+2 [8]-13, plus 20 points in the skills and techniques of FCCT (p. 9) and F-S Handgun Shooting (p. 12). ● Also spend a *further* 10 points on Gunner (MG or Mortar) or Guns (Grenade Launcher, LAW, LMG, Rifle, or SMG), all DX/E, or Spear or Throwing, both DX/A.

Secondary Skills: Hiking (A) HT+1 [4]-12, Navigation (Land) (A) IQ [2]-11, Parachuting (E) DX [1]-12, Survival (any) (A) Per [2]-11, and Swimming (E) DX [1]-12. ● Also choose *three* of Boating (any), Climbing, or Driving (any), all (A) DX [2]-12; Skiing (H) HT-1 [2]-10; Camouflage or First Aid, both (E) IQ+1 [2]-12; Armoury (any), Electronics Operation (Comm), Explosives (Demolition), or NBC Suit, all (A) IQ [2]-11; Observation, (A) Per [2]-11; or Engineer (Combat) (H) IQ-1 [2]-10.

Military Occupational Specialty Skills: Also take *one* of the following MOS packages:

Communications: Electronics Operation (Comm) (A) IQ+2 [8]-13, Electronics Repair (Comm) (A) IQ [1]-11 (raised from the default from Electronics Operation), and 1 point in another Electronics skill or a useful language.

Demolition: Engineer (Combat) (H) IQ-1 [2]-10 and Explosives (Demolition) (A) IQ+2 [8]-13.

Driver: Driving (Automobile, Heavy Wheeled, or Motorcycle) (A) DX+1 [4]-13, Driving (any other) (A) DX [2]-12, and Mechanic (Automobile, Heavy Wheeled, or Motorcycle) (A) IQ+1 [4]-12.

Heavy Weapons: Forward Observer (A) IQ [2]-11, Gunner (MG) (E) DX+2 [4]-14, and Gunner (Mortar) (E) DX+2 [4]-14.

Medical: Diagnosis (H) IQ-1 [2]-10 and First Aid (E) IQ+3 [8]-14.

Background Skills: 4 points chosen from among Savoir-Faire (Military), IQ/E; Connoisseur (Guns) or Gambling, both IQ/A; Expert Skill (Military Science), Strategy, or Tactics, all IQ/H; Bicycling or Carousing, both HT/E; Scrounging, Per/E; or Intimidation, Will/A.

Lenses

Royal Marine Commando (+6 points): Increase Swimming to 13 [+1]. Add Boating (Unpowered) (A) DX [2]-12; Navigation (Sea) (A) IQ-1 [1]-10; and Seamanship (E) IQ+1 [2]-12.

10 Inter-Allied Commando (+4 or 6 points): This unique unit was made up from foreign volunteers from Belgium (4, 9, and 10 Troop), France (1 and 8 Troop), the Netherlands (2 Troop), Norway (5 Troop), Poland (6 Troop), and Yugoslavia (7 Troop). The men in its famous "X Troop" (3 Troop) were Austrian, German and Hungarian Jews. All have their own native languages, and need to buy English as a foreign language at (Accented) [4] or (Native) [6] level.

NCO (+15 or 20 points): Add Military Rank 1-2 [5/level], Leadership (A) IQ+1 [4]-12, Tactics (H) IQ-1 [2]-10, and an extra 4 points in primary, secondary, or background skills. This can be combined with either of the above lenses.

Officer (+30, 35, or 40 points): Add Military Rank 3-5 [5/level], Administration (A) IQ [2]-11, Leadership (A) IQ+1 [4]-12, Savoir-Faire (Military) (E) IQ+1 [2]-12, Tactics (H) IQ [4]-11, and an extra 3 points in primary, secondary, or background skills. This can be combined with either the Royal Marine or 10 Inter-Allied lenses.

* Multiplied for self-control number; see p. B120.

Talents

see pp. B89-91

These new Talents may be found among some people trained in Fairbairn's styles:

Born Sailor: Boating, Knot-Tying, Meteorology, Navigation (Sea), Seamanship, and Ship handling. *Reaction bonus:* other sailors. 5 points/level.

Born Soldier: Leadership, Savoir-Faire (Military), Scrounging, Soldier, and Tactics. *Reaction bonus:* other soldiers. 5 points/level.

Natural Copper: Body Language, Criminology, Detect Lies, Intelligence Analysis, Interrogation, Observation, Savoir-Faire (Police), Search, Shadowing, and Streetwise. *Reaction bonus:* other policemen, private investigators. 10 points/level.

Stalker: Camouflage, Hiking, Navigation (Land), Stealth, and Tracking. *Reaction bonus:* hunters, trackers, etc. 5 points/level.

SOE or OSS Agent

100 points

This template is for actual operational agents trained by either the British SOE (also see **GURPS WWII**, p. 41, **GURPS WWII: All the King's Men**, p. 42, and **GURPS WWII: Return to Honor**, pp. 27-28) or the American OSS (see **GURPS WWII**, p. 44, and **GURPS WWII: Dogfaces**, p. 60). These were sent to occupied countries during WWII, primarily in Europe, but also in East Asia. The basic template assumes an English-speaking agent from the British Commonwealth or the USA, but most of the agents were actually foreign nationals; these should use their respective lenses (below). Ranking officers and dedicated radio operators require further lenses.

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Social Background: TL: 6 [0]; CF: Western [0]; Languages: English (Native) [0], Language of operational area (Native) [6].

Advantages: Security Clearance [5], and a further 20 points in increased attributes or secondary characteristics (especially Will and Per), or chosen from among Acute Senses (any) 1-5 [2/level], Alternate Identity (Legal) [5] or (Illegal) [15], Claim to Hospitality (Safe-houses of Allied nations) [10], Contact Group (Spy network; Skill-15; 9 or less; Somewhat Reliable) [10], Cultural Familiarity [1/culture], Danger Sense [15], Eidetic Memory [5], Fit [5], Flexibility [5], High Pain Threshold [10], Language (any) [2/level], Peripheral Vision [15], Security Clearance increased by one level [+5], Style Familiarity (any) [1/style], Style Perks [1/perk], or Talent (Smooth Operator) [15/level].

Perks: Cross-Trained (LMG; Allied, German, and home country) [1]; Cross-Trained (MG; Allied, German, and home country) [1]; Cross-Trained (Pistol; Allied, German, and home country) [1]; Cross-Trained (Rifle; Allied, German, and home country) [1]; Cross-Trained (SMG; Allied, German, and home country) [1]; Style Familiarity (FCCT) [1]; Style Familiarity (F-S Handgun Shooting) [1].

Disadvantages: Duty (SOE or OSS; Extremely Hazardous; 15 or less) [-20] and Secret (Spy) [-20], and a further -20 points chosen from among Callous [-5], Curious [-5*], Enemy (Counterintelligence cell; Hunter; 9 or less) [-20], Enemy (Enemy nation; Watcher; 12 or less) [-20], Intolerance (Enemy nation) [-5] or (All nations but own) [-10], Paranoia [-10], Secret (Double Agent) [-20], or Sense of Duty (Own nation) [-10].

Primary Skills: Area Knowledge (Operational area) (E) IQ [1]-12; Electronics Operation (Comm) (A) IQ-1 [1]-11; Observation (A) Per [2]-12; and 20 points in the skills and techniques of FCCT (p. 9) and F-S Handgun Shooting (p. 12).

Secondary Skills: Acting (A) IQ [2]-12; Disguise (A) IQ [2]-12; and Parachuting (E) DX [1]-12. • Also choose *three* of Forced Entry, Gunner (MG), or Guns (LMG or Rifle), all (E) DX+1 [2]-13; Climbing (A) DX [2]-12; Electronics Operation (Security), Lockpicking, or Traps, all (A) IQ [2]-12; or Throwing (H) DX-1 [2]-11. • Also select *one* of Filch (A) DX [2]-12; Electronics Operation (Surveillance), Interrogation, or Photography, all (A) IQ [2]-12; or Lip Reading or Search, both (A) Per [2]-12. • Also take *one* of Cryptography (H) IQ-1 [2]-11; Escape (H) DX-1 [2]-11; Holdout (A) IQ [2]-12; Intelligence Analysis (H) IQ-1 [2]-11; Scrounging (E) Per+1 [2]-13; or Smuggling (A) IQ [2]-12.

Background Skills: Pick *three* of Cartography or Propaganda, both (A) IQ-1 [1]-11; Diplomacy, Economics, Expert Skill (Military Science or Political Science), Forensics, or Geography (Political), all (H) IQ-2 [1]-10; or Bicycling, Hobby Skill (Secret Inks), or Typing, all (E) DX [1]-12.

Lenses

Foreign National (-2 or 0 points): The overwhelming majority of SOE and OSS agents came from occupied countries, such as China, Czechoslovakia, Denmark, France, Greece, Norway, Poland, Thailand, or Yugoslavia. Some Austrians and Germans also served. Switch languages to Language of operational area (Native) [0] and English (Native) [6], and then optionally reduce English to (Accented) [-2].

W/T Operator (+8 points): You are a dedicated wireless (radio) operator. Increase Electronics Operation (Comm) skill to 14 [+7], and add Electronics Repair (Comm) (A) IQ [1]-12 (raised from the default from Electronics Operation). This can be combined with Foreign National (above).

Officer (+30, 35, or 40 points): Add Military Rank 3-5 [5/level]; Administration (A) IQ [2]-12; Leadership (A) IQ+1 [4]-13; Savoir-Faire (Military) (E) IQ+1 [2]-13; Tactics (H) IQ [4]-12; and 3 more points in primary, secondary, or background skills. This can be combined with any of the other lenses.

* Multiplied for self-control number; see p. B120.

EQUIPMENT

The following arms and armor are commonly used by people employing Fairbairn's combat styles.

MELEE WEAPONS

In close-quarters fighting there is no more deadly weapon than the knife. An entirely unarmed man has no certain defense against it . . .

– William Fairbairn, *Get Tough!*

Fairbairn was lethal with a blade (as was Sykes), and so were many of his students.

Fairbairn-Sykes Fighting Knife

This famous weapon, usually marked “The F-S Fighting Knife” but colloquially known as a “commando knife,” has a broad, double-edged blade 6.5-7” long, and weighs 0.5 lb. without a sheath. It was first made in 1940 (though Fairbairn, his

son, and Sykes had used similar knives fashioned out of old rifle bayonets during the 1930s in Shanghai) and it is still manufactured; millions were produced in at least three patterns by the famous Wilkinson Sword Co. and several other manufacturers during WWII, and issued to British Commandos and many others (see *GURPS WWII: Hand of Steel*, p. 18). Those made from 1943 on were blackened to avoid a telltale glint from the blade. It can be seen in the hands of the “OSS assassin” Lieutenant Schaffer in *Where Eagles Dare*. Treat it as a LARGE KNIFE (pp. B272, B276).

The F-S Fighting Knife is balanced for melee and throwing; it wasn't *intended* to be thrown, however. Its balance allows it to be used “delicately like a paintbrush,” according to Sykes. The 0.2-lb. leather sheath can be stitched directly to the clothing on the leg or arm, or inside a trouser pocket, for an efficient fast-draw (+0 to Fast-Draw skill for all positions!).

Various other knives were directly based on the F-S Fighting Knife, including the First Special Service Force V42

Melee Weapon Table

See pp. B268-271 for an explanation of the statistics.

SHORTSWORD (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST
6	Spring Cosh	sw+1 cr	1	-2	\$12	0.7	6

(1942-1943), the cheap-quality OSS Stiletto (1942), and the U.S. Marines Raider Stiletto (1942). All of these were made in much smaller numbers.

Smatchet

The Smatchet, also known as the “Fairsword,” is a short weapon with a broad, leaf-shaped 10.75” blade, sharpened the full length on one side, and from the tip to half of the other side. Based in shape on the Royal Welch Fusiliers machine gunner’s sword of WWI (which in turn was based on the medieval *cledd*), it was designed by Fairbairn during WWII to arm soldiers not issued with a rifle. Although adopted by both the British Commandos and the American OSS (also see **GURPS WWII: Hand of Steel**, p. 18), it was apparently seldom used operationally. It weighs 1.3 lb. without sheath, 2 lbs. with it. The Smatchet comes with an integral lanyard (see p. B289 and **High-Tech**, p. 154). Treat as a SMALL FALCHION (**Martial Arts**, pp. 215, 229).

Improvised Weapons

Should you be so fortunate as to have a chair handy when your opponent is attacking you with a knife, seize it . . . [and] rush at him, jabbing one or more of the legs of the chair into his body.

– William Fairbairn, **Get Tough!**

Add these to those already listed in **Martial Arts**, p. 224. All of them, except for the steel helmet, count as *cheap* and will easily get damaged in combat.

Chair: Use as an awkward medium shield, using *both* hands [Shield-2]. Bash does thr+1 cr, like a spiked shield. Gives DB 2, and can block (but at -1 owing to skill penalty).

Matchbox: A small cardboard matchbox. Fairbairn advocated using it as a fist load [Hammer Fist], claiming it increased damage. GMs who accept this can allow a +1 damage bonus; +0 damage is probably more realistic.

Newspaper, Folded to Sharp Point: Stab as dagger at -3 damage [Knife-1]. Cannot parry. One double sheet suffices, and Fairbairn suggested the funnies . . .

Steel Helmet: Use for two-handed punch [Two-Handed Punch-2]. Gives +1 damage and eliminates extra risk of hand injury. Can parry, but only once per turn; this counts as a cross-parry (**Martial Arts**, p. 121).

Tree Branch: Use as a light club [Broadsword-1]. Gives -1 damage. Can parry.

Umbrella: Use as a light club [Broadsword-1]. Gives -2 damage. Can parry.

Spring Cosh

The spring cosh was invented in 1919 in Germany as the *Stahlrute*. Similar weapons were available to SOE and OSS agents, and were advocated by Fairbairn but shunned by Sykes and Applegate. It is a blunt baton-type weapon that consists of three parts of equal length. Two of them are made of a heavy steel spring and telescope into the third, which acts as a handle. The striking end is weighed, resulting in a whipping effect. The cosh takes a Ready maneuver to flick open – or no time at all on a successful Fast-Draw (Sword) roll. Retracting it requires tapping it on a hard surface. It is about 7” long closed (Holdout -1), 16” long open (Holdout -2). It comes with an integral lanyard (see p. B289 and **High-Tech**, p. 154).

SEMI-AUTOMATIC PISTOLS

. . . we unhesitatingly avow our preference for the automatic pistol.

– William Fairbairn and Eric Sykes, **Shooting to Live**

The following makes and models were favored by Fairbairn and Sykes.

Colt .380 Pocket Hammerless, .380 ACP (USA, 1908-1946)

The Colt .380 Pocket model was a compact single-action pistol adopted in 1925 for issue to Chinese and Japanese SMP constables, who could not efficiently use the big Colt .45 due to their smaller hands. It was also used for concealed carrying by all SMP plainclothes detectives. The SMP pistols had their manual safeties disabled (see **Fairbairn-Sykes Handgun Shooting**, p. 8), and magazines were only loaded with six rounds – rather than the full seven – for more reliable feeding. The SMP always used them with lanyards (see p. B289 and **High-Tech**, p. 154) and carried them either in cross-draw flap holsters (-2 to Fast-Draw), or, on raids, simply thrust into the belt over an armored vest (+0 to Fast-Draw). Detectives used concealed shoulder holsters (-1 to Fast-Draw).

The same weapon in .32 ACP (1903-1946) was common with SOE and OSS agents during WWII; Dmg 2d-1 pi-, Shots 8+1. It was typically carried in a shoulder holster.

Colt .45 Government, .45 ACP (USA, 1912-)

This big, single-action semiautomatic was adopted by the U.S. military as the *M1911* service pistol (1912-1925), and improved to the *M1911A1* (1926-1970) – see **High-Tech**, p. 98. The commercial .45 Government was adopted by the SMP in 1919 on Fairbairn’s insistence, for issue to all Foreign and Sikh Branch officers. As with the .380 (above), these guns had their manual safeties disabled, and it was standard practice to load the magazines with six rounds rather than seven. Again as above, the SMP always used them with lanyards and carried them either in cross-draw flap holsters or thrust into belts over armored vests.

Semiautomatic Pistols Table

See pp. B268-271 for an explanation of the statistics.

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
6	Colt .380 Pocket, .380 ACP	2d-1 pi	1	110/1,200	1.7/0.2	3	7+1(3)	8	-1	2	\$480/\$26	3
6	Colt .45 Government, .45 ACP	2d pi+	2	150/1,600	2.8/0.5	3	7+1(3)	10	-2	3	\$850/\$27	3
6	FN-Browning HP, 9×19mm	2d+2 pi	2	160/1,800	2.4/0.5	3	13+1(3)	9	-2	2	\$780/\$27	3

During WWII, such Colt pistols were widely used by the U.S. military, British Commandos, and SOE and OSS agents. Due to wartime weapon shortages, the British also acquired the Argentine HAFDASA *Ballester-Molina* (1938-1953), a virtually identical copy (use same stats). Its magazines are interchangeable with the Colt weapon. First available in 1942, it was issued to both conventional British Army units fighting in North Africa and to SOE agents.

Further, both SOE and OSS agents sometimes used the commercial Colt .38 *Super Automatic* (1929-), similar to the .45 Government but chambered for the .38 Super Auto cartridge; Dmg 3d-1 pi, Wt. 2.8/0.4, Shots 9+1, Rcl 2.

FN-Browning High Power, 9×19mm Parabellum (Belgium, 1935-)

The single-action *Grande Puissance* ("High Power," or HP), based on a design created by John Browning before his death in 1926, was introduced in 1935 (see *High-Tech*, p. 99). From 1942, it was the standard sidearm of British Commandos and Paras. Those weapons were license-made by John Inglis in Canada. According to Applegate, most OSS agents preferred it over the Colt .45 – as did the SOE.

ARMOR

The example of exposing your own chest, with the steel vest on, as a target to any gun shot, to prove the thing contrived by you to be quite impregnable and impenetrable, throws a clear light upon the firmness of your mind.

– Speech addressed to Fairbairn in 1937

Stylists trained in a Fairbairn close combat style often used armor of some kind.

SMP Vests

These were real bulletproof vests worn by SMP search and arrest teams, first adopted in 1927. Based on a WWI design by Wilkinson, the SMP versions were patented by Fairbairn and the head of the SMP Armory, ex-Colonel Nicholas Solntsev. They consisted of up to seven layers of 0.0625" steel bars, capable of stopping handgun bullets. The heavier Mauser vest even stopped the dreaded 7.63×25mm fired from the Mauser C96 pistol and its many copies then in widespread use in China (see *High-Tech*, p. 97). The heavier variant also featured a groin protector.

British Steel Helmet

The peculiarly shaped, 0.036" thick steel helmet worn by British military forces in both WWI and WWII, including the Commandos. Produced in several marks, it had a shallow bowl and a wide brim that offsets -1 in Vision penalties for rain or bright light. Often used as an improvised weapon (see p. 19).

SMP Helmet

SMP patrol officers often wore a pith helmet, which was capable of deflecting light blows and thrown stones, but offered no significant ballistic protection.

SMP Steel Shield

This was a small hand-held entry shield capable of stopping handgun bullets. It was developed by Fairbairn and produced at the SMP armory from 1927. It would be used by the first man to enter a house or flat with a search team, a tactic still employed today (see *GURPS SWAT*, p. 36).

Torso Armor Table

TL	Armor	Location	DR	Cost	Weight	LC
6	SMP Vest	torso	10	\$900	22	4
6	SMP Mauser Vest	torso, groin	14	\$1,100	27	4

Headgear Table

TL	Armor	Location	DR	Cost	Weight	LC
6	British Steel Helmet	skull	3	\$40	2	4
6	SMP Helmet	skull	1	\$10	1	4

Shield Table

TL	Shield	DB	Cost	Weight	DR/HP	LC
6	SMP Shield	2	\$300	40	14/80	4



CAMPAIGNS

. . . gay lusty Shanghai with its teeming Chinese and more than sixty other nationalities, was a city of contrasts with extremes of luxury and poverty, and crime and violence lurking in the shadows. Often there were as many as a dozen armed crimes a day. At one time there were so many firearms in Shanghai it did not pay anyone to smuggle them in. Shanghai was a focal point for adventurers from all over the world and for soldiers of fortune.

– Maurice Springfield, *Hunting Opium and Other Scents*

Fairbairn's combat styles could be used in many historical and alternate history **GURPS** campaigns.

POLICING SHANGHAI

Omnia Juncta In Uno (All joined in one)

– Motto of the SMP

Prior to WWII, the Chinese coastal metropolis of Shanghai was divided into three districts, only one of them Chinese-administered. The smaller of the two Western-administered enclaves was the French Concession, effectively a French colony. The larger, the International Settlement, which contained the British, American, and most other foreign consulates, had more than a million inhabitants, most of them Chinese. For more on Shanghai in that timeframe, see **GURPS Cliffhangers**, pp. 63-64.

The Shanghai Municipal Police (SMP) was the law enforcement agency responsible for policing the mainly British-run International Settlement from 1854 to 1943. Its strength rose

to a peak of almost 6,000 officers during the 1930s, many of them Westerners with either a bent for adventure or problems at home – Americans, Irishmen, Central European Jews, and “White” Russians were prominent among the expatriates in the city.

The SMP was an international force: among its ranks were Americans, Australians, Austrians, Danes, Germans, Russians, Swedes, and others. However, the upper ranks and up to one in 10 of the others were British, and most of the foot constables and detectives were Chinese. The Indian Sikh Branch and the Japanese Branch were the largest next to the Chinese. Below the surface, there was constant strife between the races and nationalities (including the Irish and the Scots).

In a campaign, the PCs could be ordinary SMP constables or detectives (p. 15) trying to solve and prevent crimes. Both **GURPS Cops** and **GURPS Mysteries** would be invaluable for such a campaign, while **GURPS China** could provide additional background.

The characters could also be members of the Reserve Unit (p. 15), displacing modern SWAT action back into the pre-WWII era. Many of the tactics would be similar or even the same, and the various Chinese gangs and factions of the Chinese civil war were at least as dangerous as modern terrorists. See **GURPS SWAT** for detailed information on how to run such a campaign.

Or, instead of being full members of the SMP, PCs could be ordinary citizens with ordinary jobs volunteering for the so-called Police Specials, like Sykes (p. 6). These would patrol a few hours a week, or even work together with the Reserve Unit.

Finally, the characters could be visitors to Shanghai coming in contact with the SMP, either helping them or as antagonists. Shanghai acted like a magnet for adventurers of all sorts, and if the city with its import/export businesses, brothels, casinos, and drug gangs did not suffice, then the surrounding Chinese countryside offered ample fortune and glory – or horrors of all sorts.

A WORLD AT WAR

I knew that I could fight far more intelligently and efficiently than the majority of men and that, single-handed, I was capable of blowing up a bridge . . . I had been taught to drive a locomotive, how to kill an enraged dog with my bare hands, . . . to decode a message, to make invisible ink, to receive and transmit Morse.

– George Langelaan, *Knights of the Floating Silk*

The use of Fairbairn's combat styles reached its peak during WWII, when Fairbairn and Sykes – and dozens of instructors directly taught by them – trained tens of thousands of men in their use. These included practically all secret agents on the Allied side, plus the majority of special ops units like the British Commandos, the U.S. Army Rangers, etc.



Abwehr englischer Gangstermethoden

This system of "Silent Killing" has hitherto been unknown in the German Wehrmacht. By provoking the lowest instincts of the sub-human, it teaches how to quickly put a human out of the fight, if not to kill him, by choking, hitting the eyes, kicking the head and sensitive parts of the body, and breaking the backbone.

– German Army High Command in Norway, *Abwehr englischer Gangstermethoden*

During WWII, the German side did not stand idly by. The Allied close combat methods were soon noted, and a training manual was captured in Norway. In response, the Germans developed *Abwehr englischer Gangstermethoden* ("Defenses against English gangster methods"). This 1941 manual features parries and counterattacks against every attack used in FCCT (p. 9). While it claimed that "these gangster methods don't suit the German soldier well," it acknowledged that "once you have been ambushed you defend yourself with the same methods as the ones with which you are attacked."

For example, against the FCCT sentry removal attacks from behind (p. 11), it advised a Back Kick or Stamp Kick with a simultaneous Back Strike using a Head Butt (stacking the penalties). A simpler answer was a change to the way German sentries were supposed to carry their rifle, which made *silent* sentry removal using FCCT methods impossible, and difficult otherwise. In turn, Sykes suggested a new method in early 1944, which however required two men – one to punch and grab the sentry from behind (without the Hammer Fist attack to the neck, which was protected by the rifle's barrel), the other to catch the rifle and kill the man.

Abwehr englischer Gangstermethoden isn't a full style as defined in *Martial Arts*. However, those trained in its defenses are eligible for Style Familiarity (FCCT), as well as a few points in Brawling, Judo, and/or Karate. Instructors and some of the more enthusiastic trainees should also be able to buy typical techniques such as Counterattack, Head Butt, Stamp Kick, Targeted Attack (Karate Knee Strike/Groin), or Targeted Attack (Karate Exotic Hand Strike/Eyes, Face, or Neck).

Any campaign using Allied special ops troops (p. 17) or secret agents (p. 17) could profit from the inclusion of the Fairbairn systems, especially FCCT (p. 9) and F-S Handgun Shooting (p. 12). See *GURPS WWII* for the basic setting. For special military forces, *GURPS WWII: Hand of Steel* gives a lot of details – as does *GURPS WWII: All the King's Men* for the British and Commonwealth troops, and *GURPS WWII: Dogfaces* for the Americans. *GURPS Special Ops*, although mainly geared for modern campaigns, also features historical information as well as a lot of material on how to run a military campaign using special ops soldiers.

The shadowy world of spies and secret agents operating during WWII will especially benefit from *GURPS WWII: All the King's Men* and *GURPS WWII: Return to Honor* regarding SOE operations, and *GURPS WWII: Dogfaces* for American agents. *GURPS WWII: Iron Cross* and *GURPS WWII: Grim Legions* may be useful for representing the opposition – who might also be adept in martial arts (see *Abwehr englischer Gangstermethoden*, above). *GURPS Covert Ops* and *GURPS Espionage* could give further background information.

In addition to FCCT, *Defendu* (p. 8) could also be used in a WWII campaign; pre-war, it had a profound influence on close combat taught to the U.S. Marines, as evidenced by Lieutenant-Colonel Anthony Biddle's 1937 book *Do or Die* (a second edition of which appeared in 1944).

TRANSPLANTING THE STYLES

Historically, all of the styles had their heyday in Fairbairn's own lifetime, specifically the first half of the 20th century. Indeed, most of the styles' practitioners had been trained

either by Fairbairn himself or at least by instructors who had been taught by him.

However, *Defendu* was not only taught to SMP officers, but also to British Colonial police forces in Calcutta, Hong Kong and Singapore; it would be no major stretch to have any Imperial police characters trained in it, including in the United Kingdom, Canada, and elsewhere. Additionally, the *Defendu* manual was theoretically available everywhere, so civilians or other agencies could study it as well – including pulp adventurers (see *GURPS Cliffhangers*), prohibition G-men (see *GURPS Cops*), and superhero vigilantes (see *GURPS Supers*). Fairbairn himself traveled to England and the USA several times during the 1920s and 1930s, and counseled other police agencies; he might have spread *Defendu* much farther than he did historically. From the New York Police Department, it could become common throughout the U.S. law enforcement community.

Both F-S Handgun Shooting and FCCT did, in fact, spread relatively widely. During WWII, several tens of thousands of special ops soldiers and secret agents were instructed in their use on the Allied side, and the Germans created their own countermeasures. Post-war, both styles faded into relative obscurity, although many of the core teachings continued to spread through war veterans such as Rex Applegate, albeit often modified and under different names. Many CIA and MI-6 agents of the Cold War period had originally been trained during WWII, and might find uses for them. The styles might have found more acceptance and still be in use with modern police (see *GURPS Cops* and *GURPS SWAT*), secret agents (see *GURPS Espionage* and *GURPS Covert Ops*), or special ops (see *GURPS Special Ops*) . . .

Superintendent W.E. Fairbairn (350 points)

This character sheet represents Fairbairn in 1930, aged 45, when he was still active commander of the SMP Reserve Unit and could be encountered in that capacity or as SMP instructor in Shanghai. Note that he has barely started working with the knife, and it does not include features such as Trained by a Master, Pressure Points, or Pressure Secrets, which he might possess in a cinematic campaign.

ST 12 [20]; **DX** 14 [80]; **IQ** 13 [60]; **HT** 11 [10].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0].
Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10*; Parry 13*.

Social Background

TL: 6 [0].

CF: Western [0]; East Asian [1].

Languages: English (Native) [0]; Shanghainese: Spoken (Accented)/Written (None) [2].

Advantages

Combat Reflexes [15]; Fit [5]; Hard to Kill 2 [4]; Legal Enforcement Powers [10]; Police Rank 4 [20]; Reputation (+2 Reaction among other SMP officers, all the time) [5]; Status 2 (Free from Rank and Wealth) [0]; Wealth (Wealthy) [20].

Perks: Armor Familiarity (Judo; Karate); Cross-Trained (Pistol, SMP Armory collection) [1]; Style Familiarity (British Bayonet Fighting; Defendu; F-S Handgun Shooting; Gatka; Kodokan Judo; Pa Kua Chuan; Shinnoshoindo-ryu Jujutsu); Sure-Footed (Naval Training; Uneven); Technique Mastery (Arm Lock; Breakfall). [14]

Disadvantages

Addiction (Tobacco) [-5], Bad Sight (Nearsighted; Mitigator, Glasses, -60%) [-10], Bloodlust (12) [-10], Duty (SMP; 15 or less) [-15], Enemy (Organized Crime in Shanghai; 9 or less) [-20], Overconfidence (6) [-10], Sense of Duty (Subordinates) [-10].

Quirks: No intellectual interests; Proud; Staid; Uncongenial; Ungentlemanly. [-5]

Skills

Acrobatics (H) DX-1 [2]-13; Administration (A) IQ-1 [1]-12; Area Knowledge (Shanghai) (E) IQ [1]-13; Armoury (Body Armor) (A) IQ-1 [1]-12; Armoury (Small Arms) (A) IQ-1 [1]-12; Boating (Unpowered) (A) DX-1 [1]-13; Body Language (A) IQ [2]-13; Broadsword (A) DX [2]-14; Criminology (A) IQ-1 [1]-12; Detect Lies (H) Per-2 [1]-11; Driving (Automobile) (A) DX-1 [1]-13; Fast-Draw (Ammo) (E) DX+2 [2]-16*; Fast-Draw (Knife) (E) DX+1 [1]-15*; Fast-Draw (Pistol) (E) DX+2 [2]-16*; First Aid (E) IQ [1]-13; Fishing (E) Per [1]-13; Forced Entry (E) DX [1]-14; Gunner (Machine Gun) (E) DX [1]-14; Guns (Grenade Launcher) (E) DX [1]-14; Guns (Pistol) (E) DX+2 [4]-16; Guns (Rifle) (E) DX+1 [1]-15†; Guns (Shotgun) (E) DX+1 [1]-15†; Guns (SMG) (E) DX+1 [1]-15†; Interrogation (A) IQ-1 [1]-12; Intimidation (A) Will-1 [1]-12; Judo (H) DX+4 [20]-18; Jumping (E) DX [1]-14; Karate (H) DX+4 [20]-18; Knife (E) DX [1]-14; Knot-Tying (E) DX [1]-14; Law (Shanghai Police) (H) IQ-1 [2]-12; Leadership (A) IQ [2]-13; NBC Suit (A) IQ-1 [1]-12; Observation (A) Per [2]-13; Savoir-Faire (Dojo) (E) IQ [1]-13; Savoir-Faire (Military) (E) IQ [1]-13; Savoir-Faire (Police) (E) IQ [1]-13; Search (A) Per [2]-13; Shield (E) DX [1]-14; Shortsword (A) DX [2]-14; Soldier (A) IQ [2]-13; Spear (A) DX [2]-14; Stealth (A) DX-1 [1]-13; Streetwise (A) IQ-1 [1]-12; Swimming (E) HT+1 [2]-12; Tactics (H) IQ+1 [8]-14; Teaching (A) IQ+2 [8]-15; Throwing (H) DX-2 [1]-12.

Techniques: Acrobatic Stand (A) [6]-13; Arm Lock (Judo) (A) [6]-24; Breakfall (Judo) (A) [4]-22; Choke Hold (Judo) (H) [3]-18; Close-Hip Shooting (Pistol) (A) [3]-16; Disarming (Judo) (H) [3]-20; Fast-Firing (Pistol) (H) [4]-16; Immediate Action (Pistol) (A) [4]-15; Immediate Action (SMG) (A) [2]-12; Neck Snap (H) [5]-12; Quick-Shot (Pistol) (A) [4]-14; Quick-Shot (SMG) (A) [4]-13; Retain Weapon (Pistol) (H) [3]-16; Retain Weapon (Shortsword) (H) [2]-15.

* Includes +1 for Combat Reflexes.

† Defaults from Guns (Pistol).

*Off duty, his conversation was limited to two words: yes and no . . .
All his interest, all his knowledge, all his intelligence – and he was
intelligent – concentrated on one subject and one subject only – fighting.*

*– George Langelaan, **Knights of the Floating Silk***

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