

Hit Location Chart

1 GENERAL LOCATION

Roll (d100)	Location
01–15%	Head
16–60%	Body
61–80%	Arm
81–100%	Leg

PROCEDURE

- Missile Weapons roll for General Location, then roll for Specific Location.
- Melee Weapons choose a General Location, then roll for Specific Location.

Selective Aiming:

- To choose General location (missiles): –15% to hit.
- To choose a Specific location: –25% to hit.

2 SPECIFIC LOCATION

Missiles	Roll (d100)	Location	Extra Damage [†]								
01–15%	Head		Edged			Blunt			Point*		
			I	T	B	I	T	B	I	T	B
	01–40%	Skull	+2d6	x2	x2	+2d6	x2	–	+2d6	x2	x2
	41–45%	Eye	–	–	–	–	x2	–	+3d6	x3	–
	46–50%	Ears	–	–	–	+1d6	–	–	–	–	–
	51–65%	Nose	+1d6	–	x2	+2d6	x2	x2	+1d6	x2	–
	66–75%	Face	+1d6	x2	x3	+1d6	x2	x2	–	–	x2
	76–80%	Mouth	+1d6	–	x2	+3d6	x2	x3	+2d6	x2	x3
	81–85%	Chin	–	–	–	+1d6	x2	–	–	–	–
	86–90%	Throat	+3d6	x3	x10	+1d6	x2	–	+1d6	x2	x3
91–100%	Neck	+2d6	x2	x5	–	–	–	+1d6	–	x2	
16–60%	Body		Edged			Blunt			Point*		
			I	T	B	I	T	B	I	T	B
	01–05%	Collar Bone	+1d6	–	–	+2d6	–	–	–	–	–
	06–25%	Chest	–	–	–	–	–	–	+1d6	–	–
	26–30%	Chest, Heart	+4d6	x3	x3	+1d6	x2	–	+3d6	x3	x3
	31–35%	Chest, Lung	+3d6	x2	x3	+1d6	x2	–	+4d6	x2	x3
	36–40%	Chest, Artery	–	–	x5	–	–	–	+1d6	–	x2
	41–60%	Abdomen	+2d6	–	x2	+3d6	x3	x3	–	–	–
	61–65%	Abdomen, Kidney	+1d6	x2	x2	+2d6	x2	x2	+2d6	x2	x2
	66–70%	Abdomen, Liver	+2d6	x2	x2	+1d6	x2	x2	+2d6	x2	x2
	71–75%	Abdomen, Spleen	+1d6	x2	x2	+1d6	x3	x2	+2d6	x2	x2
	76–95%	Hip	+1d6	–	–	+2d6	x2	–	+1d6	–	–
	96–100%	Groin**	–	–	–	–	x2	–	–	–	–
61–80%	Arm		Edged			Blunt			Point*		
			I	T	B	I	T	B	I	T	B
	01–30%	Shoulder	+1d6	–	–	–	–	–	+1d6	x2	–
	31–35%	Shoulder, Artery	+2d6	x2	x2	+1d6	–	x2	+1d6	x2	x2
	36–40%	Shoulder, Armpit	+1d6	–	–	+1d6	–	–	+2d6	x2	–
	41–55%	Upper Arm	+1d6	x2	–	+1d6	x2	–	–	–	–
	56–60%	Upper Arm, Inside	+1d6	x2	x2	–	–	–	–	–	x2
	61–70%	Elbow	–	–	–	+2d6	x3	x2	+1d6	x2	–
	71–80%	Forearm	–	–	–	+1d6	x2	–	–	–	–
	81–85%	Wrist, Artery	+1d6	–	x3	+1d6	x2	x2	+1d6	x2	x2
	86–100%	Hand	–	–	x2	+1d6	x2	–	+1d6	x2	–
	81–100%	Leg		Edged			Blunt			Point*	
			I	T	B	I	T	B	I	T	B
01–35%		Thigh	+1d6	–	–	–	–	–	+1d6	x2	–
36–40%		Thigh, Artery	+1d6	–	x3	–	–	x2	+1d6	–	x2
41–55%		Knee	+2d6	x2	x2	+2d6	x3	–	+2d6	x2	–
56–75%		Shin	–	x2	–	+1d6	x2	–	–	–	–
76–85%		Calf	+2d6	–	x2	+1d6	x2	x2	+1d6	–	x2
86–100%		Foot	–	–	x2	+1d6	x2	–	–	–	–

[†] = Extra damage is: Injury, Trauma, & Blood loss.

* = For Point attacks, extra Blood loss occurs only after missile is removed.

** = Roll only half the character's STUN rating (men).