

Humanoid Hit Locations

Roll	Location (Penalty)
-	Eye (-9)
-	Ear (-7)
3-4	Skull (-7, -5 from behind)
5	Face (-5, -7 from behind)
-	Jaw (-6)
-	Nose (-7)
6-7	Right Leg (-2)
8	Right Arm (-2)
9-10	Torso/Chest (0)
-	Abdomen (-1)
-	Spine (-8)
11	Groin (-3)
-	Pelvis (-3)
12	Left Arm (-2)
13-14	Left Leg (-2)
-	Joints, Limb (-5)
-	Veins/Arteries, Limb (-5)
15	Hand (-4)
16	Foot (-4)
-	Joints, Extremity (-7)
17-18	Neck (-5)
-	Veins/Arteries, Neck (-8)
-	Vitals (-3)
-	Chinks in Armor (-8, -10)
-	Weapon (-5, -4, -3)

- Joints:** Limbs and extremities contain vulnerable joints that an attacker can target with a *crushing*, *cutting*, *piercing*, or *tight-beam burning* attack. This allows crippling with injury over HP/3 (not HP/2) for a limb, or injury over HP/4 (not HP/3) for an extremity. Excess injury is lost. Dismemberment still requires twice the injury needed to cripple the whole body part – not just the joint. HT rolls to recover from crippling injuries are at -2. A miss by 1 hits the limb or extremity, not the joint.
- Veins/Arteries:** A fighter with a *cutting*, *impaling*, *piercing*, or *tight-beam burning* weapon can target a major blood vessel in the neck (jugular vein or carotid artery), arm (brachial artery), or leg (femoral artery). The attack has an extra -3: -5 for a limb, -8 for the neck. Increase the wounding modifier for that hit location by 0.5; e.g., a *cutting* attack gets x2 instead of x1.5 against a limb, or x2.5 instead of x2 for the neck. Ignore crippling effects and damage limits for limbs. The GM may rule that Mortal Wounds (B423) doesn't apply and that any failed HT roll to avoid death means the victim collapses and bleeds out messily. A miss by 1 hits the neck, arm, or leg, as appropriate.
- Hands and Feet:** Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost. If holding a shield, *double* the penalty to hit: -4 for shield arm, -8 for shield hand. On a hit with a *crushing*, *cutting*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, the attack hits a joint. If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.
- Neck:** Increase the wounding multiplier of *crushing* and *corrosion* attacks to x1.5, and that of *cutting* damage to x2. At the GM's option, anyone killed by a *cutting* blow to the neck is decapitated! On a hit with a *cutting*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits a vein/artery. Also roll 1d for *crushing* attacks from behind: a 1 indicates a spine hit. Crippling the spine this far up – a "broken neck" – causes Quadriplegic (B150), not merely Lame (Paraplegic). This occurs automatically if Neck Snap (MA77) or a throw from a Head Lock (MA74) inflicts injury over HP to the neck! A miss by 1 hits the torso.
- Vitals:** Heart, lungs, kidneys, solar plexus, etc. Increase the wounding modifier for an *impaling* or any *piercing* attack to x3, and that of a *tight-beam burning* attack to x2. The wounding modifier for a *crushing* attack is only x1, but shock requires a HT roll to avoid knockdown, at -5 if a major wound. A miss by 1 hits the torso.
- Chinks in Armor:** A *piercing*, *impaling*, or *tight-beam burning* attack can target joints or weak points in a suit of armor, vehicle, etc. Roll at -8 to hit a chink in the foe's torso armor, or at -10 for any other location (face, eyes, vitals, arm, etc.). If you hit, halve DR. This is cumulative with any armor divisors.
- Weapon:** Reach "C" melee/pistol: -5, Reach 1 melee/carbine: -4, Reach 2+ melee/rifle: -3. Disarm: extra -2. See B400-401 for details.

- Eye:** Only *impaling*, *piercing*, and *tight-beam burning* attacks can target the eye - and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull, but without the extra DR. A miss by 1 hits the torso.
- Ear:** Treat this as a face hit except when making a *cutting* attack specifically to slice off the ear. In that case, injury over HP/4 is lost but has no special effect . . . but *twice* this amount removes the ear. This is a major wound, but without the -5 to knockdown rolls for a face hit. Missing ears (one or both) permanently reduce Appearance by a level. A miss by 1 hits the torso. See also *Ear Clap* (MA70).
- Skull:** The skull gets an extra DR 2. Wounding modifier is x4. Knockdown rolls are at -10. Critical hits use the *Critical Head Blow Table* (B556). *Exception:* these special effects do not apply to *toxic* damage. When attacking from behind, the skull is at -5 to hit, not -7. A miss by 1 hits the torso.
- Face:** If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the *Critical Head Blow Table*. *Corrosion* damage gets a x1.5 wounding modifier, and if it inflicts a major wound it *also* blinds one eye (*both* eyes on damage over full HP). Random attacks from behind hit the skull instead. On a hit from in front, roll 1d. A 1 means a skull hit if the attack was *impaling*, *piercing*, or *tight-beam burning*, a nose hit otherwise. When attacking from behind, the face is at -7 to hit, not -5. A miss by 1 hits the torso.
- Jaw:** The jaw is part of the face and only valid as a target from the front. Treat as an ordinary face hit, except that a *crushing* blow gives the victim an extra -1 to knockdown rolls. A miss by 1 hits the torso.
- Nose:** The nose is part of the face and only valid as a target from the front. Treat as an ordinary face hit, but injury over HP/4 breaks the nose. This is a major wound, and inflicts No Sense of Smell/Taste until healed. *Cutting* attacks can choose to lop off the nose: injury over HP/4 is then an ordinary major wound (no -5 for face hit), excess damage lost. However, *twice* that damage takes off the nose, reducing Appearance by two levels permanently. A miss by 1 hits the torso.
- Arms and Legs:** Reduce the wounding multiplier of *large piercing* (pi+), *huge piercing* (pi++), and *impaling* damage to x1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb (B421). Damage beyond that threshold is lost. If holding a shield, *double* the penalty to hit: -4 for shield arm. Roll 1d. On a 1, a *cutting*, *impaling*, *piercing*, or *tight-beam burning* attack hits a vein/artery, while a *crushing* attack hits a joint.
- Torso/Chest:** On a hit with a *crushing*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits the vitals. Also roll 1d for a *cutting* blow from behind; a 1 indicates a spine hit.
- Abdomen:** On a hit with a *crushing*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits the vitals.
- Spine:** Can only be targeted from behind. Has DR 3. No wounding modifiers, but any injury that inflicts a shock penalty requires a knockdown roll, at -5 if a major wound. Injury over HP is crippling, causing automatic knockdown and stunning, plus Bad Back and Lame (roll once to recover from each after combat). A miss by 1 hits the torso.
- Groin:** Human males and similar species suffer *double* shock (maximum of -8) from *crushing* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit. A miss by 1 hits the torso.
- Pelvis:** Treat as a torso hit, except that a major wound (B420) causes you to fall down. You cannot stand, and can only fight if you assume a sitting or lying posture. Until healed, you have Lame (Missing Legs, B141). A miss by 1 hits the torso.