

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)
6-7	Right Leg (-2)
8	Right Arm (-2)
9-10	Torso (0)
11	Groin (-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)

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 separate target from in front. Treat a hit 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.

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: 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.

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.

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, but 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.

Posture and Hit Locations (MA99)

Standing

Hit Location Effects: Remove -1 from the penalty for the neck, face, eye, or skull of a *kneeling* or *sitting* man, or to kick the leg or foot of a *standing* man.

Prohibited Attacks: None.

Modified Attacks: Attacks of reach C against enemies who are lying down give -2 to hit. Elbow Strike and Knee Strike can't reach those lying down (but Elbow Drop and Knee Drop can). Head Butt can't reach those lying down either, and has -2 to hit even against kneeling, sitting, or crawling foes. Using Scissors Hold or the grappling techniques in *Using Your Legs* (MA79) forces the attacker to fall down.

Kneeling

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: All kicks, Backbreaker, Knee Drop, Knee Strike, Piledriver, Scissors Hold, and any Sweep using a leg.

Modified Attacks: Elbow Drop is at -1 damage and can only target a foe crawling or lying down. Head Butt is at -2 to hit a foe who is crawling or lying down - and against a standing opponent can only target the legs or groin. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Crawling

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a *standing* man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, Scissors Hold, Two-Handed Punch, any Sweep using a leg, all kicks except Back Kick, and weapon strikes at reach 1+.

Modified Attacks: Elbow Strike has an extra -1 to hit, and cannot reach the neck, face, eye, or skull of a standing man. Against a standing foe, Head Butt can only attack the groin, legs, or feet. Knee Strike can only target an opponent who is lying down, the legs or feet of a sitting man, or the feet of a standing man.

Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Sitting (see *Fighting While Seated*, MA83, if sitting on something other than the ground)

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (Drop Kick, Flying Jump Kick, Jump Kick, Pole-Vault Kick, etc.), Back Kick, Backbreaker, Knee Drop, Piledriver, and any kind of slam.

Modified Attacks: Same as Kneeling. In addition, Elbow Strike cannot hit the neck, face, eye, or skull of a standing man. Knee Strike, any Sweep using a leg, and all permitted kicks have an extra -1 to attack and damage. Downward kicks (Axe Kick, Stamp Kick, etc.) can only hit opponents who are crawling or lying down, or the feet of a standing foe, and do -1 damage.

Lying Face-Up

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a *standing* man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (as for Sitting), Back Kick, Backbreaker, Elbow Drop, Knee Drop, and Piledriver.

Modified Attacks: Elbow Strike and Head Butt cannot reach any part of a standing man but his feet or legs, and cannot attack the neck, face, eye, or skull of anyone who isn't crawling or lying down. Stability removes -2 from the penalty for permitted kicks and Sweeps with legs, but lack of leverage gives -1 damage. Knee Strike, punches, and close-combat weapon attacks (reach C) cannot reach above the groin of a standing man.

Lying Face-Down (prone)

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a standing man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, and all kicks except Back Kick.

Modified Attacks: Elbow Strike, Head Butt, and Knee Strike cannot reach any part of a standing man but his feet, and cannot attack the neck, face, eye, or skull of anyone who isn't crawling or lying down. Punches and close-combat weapons cannot target anything above the groin on a standing man. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.