

Hit Location	Random Hit: 1d4	Aimed Hit Modifier	Wounds
Head	1	+4	/2
Chest	2	+2	/1.5
Arms	3 (50/50 chance for left / right)	+3	/3
Legs	4 (50/50 chance for left / right)	+2	/2

Random Hit: 1d4

Use a d4 to determine a random hit location if you are not making an aimed hit (i.e., trying to hit a specific body part).

Aimed Hit Modifier

If you are trying to hit a specific target, then you must add the Aimed Hit Modifier to the To-Hit roll. For example, if you were making a hit against the head, you would add 4 to the dice roll. This penalty is *not* negated through a high synergy level in a weapon skill.

Wounds

You use these figures to determine the wounds each hit location has. For example, a character that has 20 wounds would use the /2 (over 2) modifier to determine that he or she can take 10 wounds to the head. Each arm and each leg is treated separately for the number of wounds it can take. When calculating wound totals, round down.

Rate of Death Rolls

You roll for rate of death should be made if the character's wound total to either the Head or Chest reach 0 or below.

Non-vital areas include the legs and arms. If one of these limbs reaches a zero wound total, then that limb becomes useless and cannot be used until healed

Arm (to zero wounds)

- A character that uses a weapon or shield will lose the use of that weapon or shield in the arm that has been damaged.
- All spells cast by the character have a +5 penalty to the dice roll. This penalty is negated by a high synergy bonus.

Leg (to zero wounds)

- Movement is halved for the character (as he limps from one location to another).
- All fighting skills are at +5 on the dice roll. This penalty is negated by a high synergy bonus in the weapon being used.
- Spell casting is not affected.

The character must take a rate of death roll on damage to his arms or legs if:

- **The damage to an arm or leg is double the normal wound total for that limb.**
- **Both of the character's arm wound totals are decreased to zero or below.**
- **Both of the character's leg wound totals are decreased to zero or below.**

Once the character has lost the use of both arms or both legs, he or she has pretty much had it anyway (no thrashing around on the ground screaming, "it's only a flesh wound")- roll on the rate of death chart.