

**RANGE PENALTY - EML**

RC	HEXES (5 feet)								
	4 or less	8 or less	16 or less	32 or less	64 or less	128 or less	256 or less	512 or less	1024 or less
RC 1	+0	-10	-20	-40	○	○	○	○	○
RC 2	+15	+10	+0	-10	-20	-40	○	○	○
RC 3	+20	+15	+5	+0	-10	-20	-60	○	○
RC 4	+20	+15	+5	+0	-5	-10	-30	-80	○
RC 5	+20	+20	+10	+5	+0	-5	-20	-50	-80

**RANGE PENALTY - IMPACT**

PROJECTILE	HEXES (5 feet)								
	4 or less	8 or less	16 or less	32 or less	64 or less	128 or less	256 or less	512 or less	1024 or less
Very Light	+0	-1	-2	-4	-6	-9	-12	-15	N/A
Light	+0	+0	-1	-2	-4	-6	-9	-12	-15
MEDIUM	+0	+0	+0	-1	-2	-4	-6	-9	-12
Heavy	+0	+0	+0	+0	-1	-2	-4	-6	-9

**MISSILE STRIKE LOCATION TABLE**

STRIKE LOCATION ▼	AIMING ZONE		
	HIGH EML -10	MID EML +0	LOW EML -10
SKULL	01 - 15	01 - 03	•
FACE †	16 - 28	04 - 06	•
NECK	29 - 39	07 - 08	•
SHOULDER •	40 - 54	09 - 16	•
UPPER ARM •	55 - 64	17 - 24	01 - 02
ELBOW •	65 - 68	25 - 27	03 - 04
FOREARM •	69 - 73	28 - 32	05 - 09
HAND •	74 - 76	33 - 34	10 - 14
THORAX	77 - 90	35 - 53	15 - 19
ABDOMEN	91 - 96	54 - 72	20 - 33
HIP •	97 - 99	73 - 84	34 - 49
GROIN	00	85	50 - 51
THIGH •	•	86 - 93	52 - 76
KNEE •	•	94 - 95	77 - 84
CALF •	•	96 - 99	85 - 97
FOOT •	•	00	98 - 00

- ODD Roll = Left
- EVEN Roll = Right

† FACE:    01 - 15 Jaw                    66 - 80 Nose

                  16 - 30 Eye •                    81 - 90 Ear •

                  31 - 65 Cheek •                91 - 00 Mouth

# INJURY TABLES

Aspect/Impact Location	B/S Blunt/Squeeze				E/T Edge/Bite/Claw				P Point (Stab)			
	1+	7+	13+	19+	* 5+	9+	13+	17+	* 5+	11+	16+	21+
SKULL	E	E	K3	B1 K5	E	E	K3	B1 K4	E	E	B1 K3	B1 K4
EYE	E	E	E	B1 K4	E	B1 E	B1 E	B2 K5	E	B1 E	B1 K4	B2 K5
FACE	E	E	E	B1 K4	E	E	B1 E	B2 K4	E	E	B1 E	B1 K4
NECK	E	E	K3	B2 K4	E	B1 E	B2 K4	B4 A4	E	E	B1 K3	B3 K4
SHOULDER	F	F	F	B1 E	F	F	B1 E	B2 K3	F	F	FE	B1 E
UPPER ARM	F	F	F	B1 E	F	F	B1 E	B1 A5	F	F	FE	B1 FE
ELBOW	F	F	E	B1 E	F	FE	B1 E	B1 A5	F	FE	FE	B1 FE
FOREARM	F	F	F	B1 E	F	FE	FE	B1 A5	F	FE	FE	B1 FE
HAND	F	F	E	B1 E	F	FE	FE	B1 A6	F	FE	FE	B1 FE
THORAX	E	E	E	B1 K4	E	E	E	B1 K3	E	E	B1 K3	B1 K4
ABDOMEN	E	E	B1 E	B2 K3	E	B1 E	B2 E	B3 K3	E	B1 E	B2 E	B3 K3
HIP	SE	SE	SE	B1 E	SE	SE	SE	B1 E	S	SE	SE	B1 E
GROIN	SE	SE	E	B1 E	SE	SE	SE	B2 A5	SE	SE	SE	B1 SE
THIGH	S	S	S	B2 E	S	SE	B1 E	B2 A4	S	S	SE	B1 E
KNEE	S	S	E	B2 E	SE	SE	B1 E	B2 A5	S	S	SE	B1 E
CALF	S	S	S	B1 E	S	SE	SE	B1 A5	S	S	SE	B1 SE
FOOT	S	S	E	B1 E	S	SE	SE	B1 A5	S	S	SE	B1 SE
TAIL	S	S	S	SE	S	S	S A3	B1 A5	S	S	SE	B1 SE
WING	S	SE	SE	SE	S	S	B1 S	B2 A5	S	S	SE	SE
1d10 IPs	Bruise/Minor Fracture				Minor Cut, Bite or Tear				Minor Stab			
1d10+10 IPs	Fracture/Serious Bruise				Serious Cut, Bite or Tear				Serious Stab			
1d10+20 IPs	Crush				Grievous Cut, Bite or Tear				Grievous Stab			

Aspect/Impact Location	G Gunshot (Bullet)					F Fire/Frost		
	* 5+	9+	13+	17+	21+	1+	11+	21+
SKULL	E	E	B1 K3	B1 K4	B1 K5	E	E	K3
EYE	E	B1 E	B1 K4	B2 K5	B2 K5	E	E	E
FACE	E	E	B1 E	B1 K4	B2 K4	E	E	E
NECK	E	E	B1 K3	B3 K4	B4 K4	E	E	K3
SHOULDER	F	F	FE	B1 E	B2 K3	E	E	E
UPPER ARM	F	F	FE	B1 FE	B1 E	FE	FE	E
ELBOW	F	FE	FE	B1 E	B1 E	FE	FE	E
FOREARM	F	FE	FE	B1 FE	B1 E	FE	FE	E
HAND	F	FE	FE	B1 FE	B1 E	FE	FE	E
THORAX	E	E	B1 K3	B1 K4	B1 K4	E	E	K4
ABDOMEN	E	B1 E	B2 E	B3 K3	B3 K3	E	E	E
HIP	S	SE	SE	B1 E	B1 E	E	E	E
GROIN	SE	SE	SE	B1 E	B2 E	E	E	E
THIGH	S	S	SE	B1 E	B2 E	E	E	E
KNEE	S	S	SE	B1 E	B2 E	E	E	E
CALF	S	S	SE	B1 SE	B1 E	E	E	E
FOOT	S	S	SE	B1 SE	B1 E	E	E	E
TAIL	S	S	SE	B1 SE	B1 E	E	E	E
WING	S	S	SE	SE	B1 E	E	E	E
1d10 IPs	Minor Gunshot					Minor Burn/Frost		
1d10+10 IPs	Serious Gunshot					Serious Burn/Frost		
1d10+20 IPs	Grievous Gunshot					Grievous Burn/Frost		

- A Amputation Roll
- B Bleeding Wound
- E Shock Roll
- F Fumble Roll
- K Kill Roll
- S Stumble Roll

\* Any non-penetrating (1-4 effective Impact) Edge, Bite, Claw or Point strike is recalculated using BLUNT ASPECT values for the weapon and armour.

For non-penetrating Gunshot strikes, compare Gunshot Strike Impact against the armour's Blunt APV.