

# Grand Unified Hit Locations Table v2.3

Roll	Location	Penalty	Restrictions	Effects
3-4	Skull	-7	-5 from behind	2 DR; if not tox: x4 inj; if not tox: any injury causing shock requires stun/knockdown roll, major wound roll -10 vs stun/knockdown; bleed at 30 seconds not 1 minute
5	Face	-5	-7 from behind	Roll on sub-table A; Cor x1.5 inj; any injury causing shock requires stun/knockdown roll, major wound roll -5 stun/knockdown
6-7	Leg (Right)	-2		Roll on sub-table B; pi+, pi++, imp: x1 inj; cripple over 1/2 HP
8	Arm (Right)	-2	-4 with shield	Roll on sub-table C; pi+, pi++, imp: x1 inj; cripple over 1/2 HP
9-10	Chest	0		Default location. Roll on sub table D; injury can't exceed 2xHP (1xHP if using bleeding); any excess is lost
11	Abdomen	-1		Roll on sub-table E; Injury can't exceed 2xHP (1xHP if using bleeding); any excess is lost
12	Arm (Left)	-2	-4 with shield	Roll on sub-table C; pi+, pi++, imp: x1 inj; cripple over 1/2 HP
13-14	Leg (Left)	-2		Roll on sub-table B; pi+, pi++, imp: x1 inj; cripple over 1/2 HP
15	Hand	-4	-8 with shield	Roll on sub-table F; pi+, pi++, imp: x1 inj; cripple over 1/3 HP
16	Foot	-4		Roll on sub-table F; pi+, pi++, imp: x1 inj; cripple over 1/3 HP
17-18	Neck	-5		Roll on sub-table G; Miss by 1 hit chest; Cr, corr: x1.5 inj; cut x2 inj; bleed at 30 seconds not 1 minute; -2 bleed penalty; optional: treat any crushing injury over HP/2 to the neck hit location as a crippling injury which crushes the windpipe, causing choking.

**Table A: The Face**

1	Jaw	Covered by Cheek Guards
2	Nose	Covered by "Nasal". If imp, pi, or tight-beam burning, hit the skull instead.
3	Ears	Covered by Broad Cheek Guards
4-5	Cheek	Face, covered by Cheek Guards (-6 to target specifically)
6	Eyes	Covered by Spectacles, visor, full helm.

**Table B: The Leg**

1-3	Shins (Leg)
4	Knees (Joint if cr, otherwise leg)
5	Thighs (Leg)
6	Thighs (Vein/artery if cut, imp, tight-beam burning, otherwise Leg)

**Table C: The Arm**

1-3	Forearms (Arm)
4	Elbows (Joint if cr, otherwise arm)
5	Upper Arms (Arm)
6	Shoulders (Vein/Artery cut, imp, tight-beam burning, otherwise Arm)

**Table F: The Extremity**

1	Joint (cr, cu, pi, tight-beam burning, otherwise Extremity)
2-6	Extremity

**Table D: The Chest**

1	Vitals (cr, imp, pi, or tight-beam burning). Spine (cu, Rear). Otherwise, Chest.
2-6	Chest

**Table E: The Abdomen**

1	Vitals (cr, imp, pi, or tight-beam burning). Otherwise, Abdomen.
2-4	Digestive Tract
5	Pelvis
6	Groin

**Table G: The Neck**

1	Vein/Artery (cr, imp, pi, or tight-beam burning). Spine (cr, rear). Otherwise, Neck.
2-6	Neck

**Table H: Pectorals**

*Protect Vitals, and % vs upper chest (location 9)*

Coverage	To hit
1-2/6	-1
3-4/6	-2
5/6	-3

**Table I: Hitting 'Em Where It Hurts**

*Striking around other partial coverage*

Coverage	To hit
1-2/6	-1
3/6	-2
4/6	-3

Material for this Worksheet came from **GURPS Basic Set: Campaigns**, **GURPS Bio-Tech**, **GURPS Horror**,

**GURPS Low-Tech**, **GURPS Low-Tech Instant Armor**, **GURPS Loadouts: Low-Tech Armor**, and **GURPS Martial Arts**.

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Location	Penalty	Restrictions	Effects
Chinks (Torso)	-8		Halves DR over Torso
Chinks (Other)	-10		Halves DR over any other hit location
Eye	-9	-10 in helmet; imp, pi-, pi, pi+, pi++, bu (tb) only	Cripple over 1/10 hp; otherwise skull hit w/no DR. Tox has no spec. effect beyond cripple; bleed at 30 seconds not 1 min.
Ear	-7	cutting or treat as face	Miss by 1 hit chest; cripple over 1/4 HP, no -5 to stun/knockdown, major wound only on sever; lost ear causes Appearance penalties.
Nose	-7	front only	Miss by 1 hit chest; cripple over 1/4 HP and causes No Sense of Smell/Taste (non-cutting) or Appearance loss (cutting, x2 crippling threshold), non-cutting major wound -5 to -10
Jaw	-6	front only	Miss by 1 hit chest; any injury causing shock requires -1 stun/knockdown roll; major wound roll -6 to stun/knockdown.
Spine	-8	behind only, cr, cut, imp, pi-, pi, pi+, pi++, bu (tb) only	Miss by 1 hit chest; 3 DR; as per chest but enough injury for shock penalty (even with HPT) gives stun/knockdown, -5 if a major wound. Cripple over 1xHP Bad Back (Severe) and Lame (Paraplegic) until healed
Neck Vein/Artery	-8	cu, imp, pi-, pi, pi+, pi++, bu (tb) only	Miss by 1 hit neck; Cr, corr: x2 inj; cut x2.5 inj; bleed at -3 (-4 if cu); make bleed rolls every 30s
Limb Vein/Artery	-5	cu, imp, pi-, pi, pi+, pi++, bu (tb) only	Miss by 1 hit limb; Cr, corr: x1.5 inj; cut x2 inj; no cripple, no inj limit; bleed at -3 (-4 if cu); make bleed rolls every 30s
Limb Joint	-5	cr, cut, pi-, pi, pi+, pi++, bu (tb) only	Miss by 1 hit limb; as per limb but cripple over 1/3 HP; dismember as per limb, not per joint; recover from cripple at -2
Extremity Joint	-7	cr, cut, pi-, pi, pi+, pi++, bu (tb) only	Miss by 1 hit extremity; as per extremity but cripple over 1/4 HP; dismember as per extremity, not per joint; recover from cripple at -2
Vitals	-3	Cr, imp; pi-, pi, pi+, pi++; bu (tb) only	Imp, pi-, pi, pi+, pi++: x3 inj; bu (tb) x2 inj; cr x1, shock force HT roll for Knockdown, major wound -5 stun/knockdown; bleed at 30 seconds not 1 minute; -4 bleed penalty
Vitals (Heart)	-5	As Vitals.	As Vitals; may be special for some characters (e.g. Vampires).
Digestive Tract	-3		As abdomen; on major wound HT-3 to avoid special
Pelvis	-3		As abdomen; on major wound: fall down, cannot stand, Lame (Missing Legs) until healed
Groin	-3		double shock; major wound -5 stun/knockdown
Weapon	-5/-4/-3	Reach C: -5; R1: -4; R2: -3	see weapon breakage p.401

#### Harsh Realism - Armor Gaps

Armpit	-8	imp only	Armor gap over Vitals; on Critical Hit: instead of rolling on table, cripple arm (in addition to vitals damage)
Back of Knee	-8		Armor gap over joint
Eyeslit(s)	-10	imp, pi-, pi, pi+, pi++, bu (tb) only	Armor gap over eyes
Codpiece	-8		Armor gap over groin
Inside Elbow	-8		Armor gap over joint
Inside Thigh	-8	-3 from the back	Armor gap over Leg (Thigh); optional: cu, imp, pi, bu (tb) hits Limb Vein/Artery.
Neck	-8		Armor gap over neck
Open Palm	-8	-6 if unarmed	Armor gap over hand