

GURPS HIT LOCATIONS

Penalty	To Strike At Weapons
-5	reach "C" melee weapon
-4	reach 1 melee weapon
-3	reach 2+ melee weapon
additional -2	disarm without damaging the weapon (unless you are using a fencing weapon) [B400-401]

Eyes (-9 imp, any pi, tbb; -10 armor eye slits)
miss by 1 hits skull or face, as Skull hit w/o DR+2, injury >HP/10 blinds the eye

5 Face (-5)
miss by 1 hits torso, knockdown rolls at -5, corrosion wounding mod. x1.5 and blinds one eye on >HP/2 or both eyes on >HP

3-4 Skull (-7)
miss by 1 hits torso, DR+2, wounding modifier x4, knockdown rolls at -10, *exception*: toxic damage

9-10 Chest (-0)
1 in 6 imp or any pi hits vitals (-3)

17-18 Neck (-5; -8 armor gaps)
miss by 1 hits torso, cr and corrosion wounding mod. x1.5, cut wounding mod. x2

8 Right Arm (-2, -4 if shield arm)
pi+, pi++, and imp wounding mod. x1, injury >HP/2 cripples, but excess is lost
1-3 forearm
4 elbow
5 upper arm
6 shoulder

12 Left Arm (-2, -4 if shield arm)
same as for Right Arm

Vitals (-3, imp, any pi, tbb)
miss by 1 hits torso, knockdown rolls at -5, imp and any pi wounding mod. x3, tbb wounding mod. x2

11 Abdomen (-1) [G:LTIA19]
1 Vitals (-3): imp and any pi wounding mod. x3
2-4 Digestive Tract (-2): >HP/2 HT-3 infection
5 Pelvis (-3): HP/2 = Lame (Missing Legs)
6 Groin (-3): cr (males) shock x2, knockdown -5

6-7 Right Leg (-2)
pi+, pi++, and imp wounding mod. x1, injury >HP/2 cripples, but excess is lost,
1-3 shin
4 knee (-8 back of knee [G:LT101])
5-6 thigh

15 Hand (-4 -8 if shield hand)
pi+, pi++, and imp wounding mod. x1, injury >HP/3 cripples, but excess is lost

13-14 Left Leg (-2)
same as for Right Leg

16 Foot (-4)
pi+, pi++, and imp wounding mod. x1, injury >HP/3 cripples, but excess is lost

Roll	Location	Penalty
3-4	Skull	-7(-6)
5	Face	-5(-4)
6-7	Right Leg	-2
8	Right Arm	-2 (-4 shield)
9-10	Chest	0
11	Abdomen	-1
12	Left Arm	-2 (-4 shield)
13-14	Left Leg	-2
15	Hands	-4 (-8 shield)
16	Feet	-4
17-18	Neck	-5(-4) (-8 armor)

Posture [B551]	Melee Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal
Crouching	-2	Normal	-2	2/3
Kneeling	-2	-2	-2	1/3
Crawling	-4 ("C" only)	-3	-2	1/3
Sitting	-2	-2	-2	None
Lying Face Up	-4	-3	-2	1
Prone	-4	-3	-2	1

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