

[2]
Bad Footing (B107)
 -2 (loose gravel, shallow water, mud, etc.) [eliminated by Aiming]

Darkness (B92)
 -1 (dusk) to -10 (complete darkness)

[3]
Attacking on the Move (B117)
 All in addition to normal Snap Shot penalties:
 0 for standing still or moving 1 hex
 -1 for walking
 -2 for running
 3x penalties for crossbows
 6x penalties for bows

Attacking With The Off Hand (B13)
 -4 (no penalty if Ambidextrous)

Unfamiliar Weapon (B43)
 -2 (until practiced with for 8 hours)

All Out Attack (B105)
 Hand weapons only, no active defenses allowed
 Options:

- Two attacks against the same foe if you have two readied weapons or one weapon that does not have to be readied after use
- One feint and one attack
- A single attack at +4 to hit
- A single attack doing +2 damage if successful

Wild Swing (B105)
 If you move more than 1 hex and attack with a hand weapon, it is a Wild Swing; can't make a wild impaling attack at more than 1 hex distance
 Cannot target specific hit locations (use the Random Location table if needed)
 Skill is at -5, the current darkness penalty, or 9, whichever is lowest

Weapon In Close Combat (B111)
 -2 (legal close combat weapons include knives, daggers, pistols, certain magic items, brass knuckles, and anything else easily managed)

Position (B203)	Attack	Defense/Penalty	Movement
Standing	normal	normal	normal (may sprint)
Crouching	-2	Ranged weapons -2 to hit you; normal vs. others	+1/2 per hex
Kneeling	-2	Ranged weapons -2 to hit you; -2 to any active defense	+2 per hex
Crawling (2 hexes)	close cmbt only	Ranged weapons -4 to hit you; -3 to any active defense	+2 per hex
Sitting	-2	Ranged weapons -2 to hit you; -2 to any active defense	0 Move
Prone (2 hexes)	-4, except with gun or crossbow +1	Ranged weapons -4 to hit you; -3 to any active defense	Only 1 hex

Shock From Wounds (B126)
 Whenever you are injured, your IQ and DX are reduced by that amount, on your next turn only. Active defenses are not considered DX-based skills; this subtraction will most often affect weapon attacks or attempts to cast spells. On your following turn your skills are back to normal

[5]
Random Hit Location (B203/CI153)

Roll	Location
3-4	Brain
5	Head
6	Shield (far) Arm
7	Hand (roll for left or right)
8	Weapon (near) Arm
9-11	Body (i.e., Torso)
12	Far Leg
13, 14	Near Leg
15, 16	Foot (roll for left or right)
17 or more	Vital Organs

[6]
Cover (B118)

Penalty	Cover
-5	Head only
-4	Head and shoulders exposed
-3	Body half exposed
-2	Behind light cover
-4	Behind human-sized figure (per figure)
-4	Lying prone without cover
-5	Lying prone, minimum cover, head up
-7	Lying prone, minimum cover, head down
-2	Crouching or kneeling, no cover

Obstructing Figures (B117)
 If firing through any occupied hex (friend or foe), penalty is -4 (-8 for sonic weapons)
 Penalties are cumulative if firing through more than one occupied hex
 Someone prone is not in the way unless you are also prone; someone kneeling or sitting is not in the way unless you or the target are also kneeling or sitting

Hit Locations (CI153)

Brain	-7
Eyes	-9 (-10 through helm eyeslits; missile/thrust)
Head	-5
Nose	-6
Jaw	-6
Neck	-5
Radial/Femoral Artery	-4 (cutting only)
Jugular/Carotid Artery	-7 (cutting only)
Torso	0
Arm	-2 (-4 if a shield is carried on that arm)
Hand	-4 (-8 if a shield is carried in that hand)
Vital Organs	-3 (missile/thrust only)
Heart	-4 (missile/thrust only)
Kidneys	-4 (missile/thrust only, from behind only)
Groin	-3 (missile/thrust only)
Leg	-2
Foot	-4

Relative Elevation (B123)
 Hand weapons only (see [8] for ranged attacks).
 A long weapon (reach over 1 yard) brings the foe closer! If a fighter has a weapon with a 2-yard reach, he attacks as though his foe were 3 feet closer, but a foe with a 1-yard weapon would get no corresponding advantage when striking back.

Up to one foot of vertical difference: Ignore it

Up to two feet of vertical difference: Higher fighter has a -2 hit penalty to attack feet and legs, a +1 against the head. Lower fighter has a +2 to hit feet and legs, a -2 against the head (ignore if not using hit locations).

Up to three feet: As above, but the lower fighter is -1 to defense, higher is +1 to defense

Up to four feet: As above, but the lower fighter is -2 to defense, higher is +2 to defense; higher fighter cannot attack the lower's feet or legs

Up to five feet: Lower fighter cannot attack the higher's head, higher fighter cannot attack lower's feet or legs. Lower fighter is -3 to defense, higher fighter is +3 to defense

Up to six feet: Higher fighter may only attack the lower's head (no modifiers); lower may only attack the higher's feet or legs (no modifiers). Lower fighter is -3 to defense, higher fighter is +3 to defense

Over six feet vertical difference: Combat is impossible unless the fighters adopt some strange position. GM's discretion as to penalties and bonuses

Size (B201)

Size	Modifier	Size	Modifier	Size	Modifier
1/10 inch	-15	2 yds	0	700 yds	+15
1/5 inch	-14	3 yds	+1	1000 yds	+16
1/3 inch	-13	4.5 yds	+2	1500 yds	+17
1/2 inch	-12	7 yds	+3	2000 yds	+18
2/3 inch	-11	10 yds	+4	3000 yds	+19
1 inch	-10	15 yds	+5	4500 yds	+20
1.5 inches	-9	20 yds	+6	7000 yds	+21
2 inches	-8	30 yds	+7	10000 yds	+22
3 inches	-7	45 yds	+8	10 miles	+23
6 inches	-6	70 yds	+9	15 miles	+24
12 inches	-5	100 yds	+10	20 miles	+25
1.5 feet	-4	150 yds	+11	200 miles	+31
2 feet	-3	200 yds	+12	2000 miles	+37
1 yard	-2	300 yds	+13	20000 miles	+43
1.5 yards	-1	450 yds	+14	200000 miles	+49

Striking into a Close Combat (B114)
 Attack is at a -2, plus any modifier for the foe's position; target's only defense is a Dodge. If you miss, or target Dodges, roll randomly to see who you hit instead (if there is more than one target in the hex). Your attack roll cannot be at better than a 9. If you hit, the target may Dodge. Keep rolling until you run out of targets or you actually hit someone

[8]
Speed/Range Table (B201)
 The target's speed and range give a single modifier. The sum of range (in yards) and speed (in yards per second, which is the Move score) gives a number from the table (round up).

Spd/Range	Mod.	Spd/Range	Mod.	Spd/Range	Mod.
1/10 inch	+15	2 yds	0	700 yds	-15
1/5 inch	+14	3 yds	-1	1000 yds	-16
1/3 inch	+13	4.5 yds	-2	1500 yds	-17
1/2 inch	+12	7 yds	-3	2000 yds	-18
2/3 inch	+11	10 yds	-4	3000 yds	-19
1 inch	+10	15 yds	-5	4500 yds	-20
1.5 inches	+9	20 yds	-6	7000 yds	-21
2 inches	+8	30 yds	-7	10000 yds	-22
3 inches	+7	45 yds	-8	10 miles	-23
6 inches	+6	70 yds	-9	15 miles	-24
12 inches	+5	100 yds	-10	20 miles	-25
1.5 feet	+4	150 yds	-11	200 miles	-31
2 feet	+3	200 yds	-12	2000 miles	-37
1 yard	+2	300 yds	-13	20000 miles	-43
1.5 yards	+1	450 yds	-14	200000 miles	-49

Elevation (B117)
 Ignore elevation differences for beam weapons.

Firing Downward: For every 2 yards of elevation you have over your target subtract 1 yard from the effective distance. If this formula would reduce the effective range to less than 1/2 the real ground distance, use 1/2

the real ground distance instead

Firing Upward: For every yard of elevation from you to your target add 1 yard to the effective distance

Erratic Movements (B117)
 The GM may add to hit modifiers up to -4 for unpredictable movement of the target. A target which doesn't deviate from a straight line by at least its own size per second is not unpredictable. Samples:
 -1 for a vehicle swerving or a man sidestepping and dodging as he runs (halving Move)
 -2 for a man evading rapidly (making little forward progress, Move 2)
 -3 for a rat running across the floor
 -4 for a hummingbird or equally unpredictable target

Recoil Penalties (B119)

Non-Auto:
 "Rcl" number is applied to each shot after the first in a turn, but only once in a turn. So three shots in a row are at (Modified Skill), (Modified Skill - Rcl) and (Modified Skill - Rcl). Note that the last shot is not at (Modified Skill - 2 x Rcl)! However, the first shot of the next turn is at -Rcl, and all successive shots on that turn are at -2 x Rcl, and so on . . . until a full turn is spent not firing the gun. After that turn, Rcl penalties are reset to 0 and the progression begins again.

Auto:
 Similar to above where not indicated otherwise. The main differences are that Rcl is applied to groups, not to individual rounds; it is applied even to the first group in a burst; and it is added for each group, cumulatively, within or between turns. So firing three groups on full auto is done at (Modified Skill - Rcl), (Modified Skill - 2 x Rcl) and (Modified Skill - 3 x Rcl). Next turn you start at -4 x Rcl!

Note: Rcl is doubled if the weapon is held one-handed, and is doubled for each point of ST the firer has below Minimum ST for the gun. Also, on unarmed shots, if Rcl takes the final, modified skill roll below the Snap Shot (SS) number of the gun, the -4 Snap Shot penalty must be applied.

[9]
Opportunity Fire (B118)
 Specify an area to watch; you must fire at the first target to enter that hex. If you wish to not fire automatically, you may make a Vision roll to try and tell if the target is friend or foe before firing, but this adds a -2 penalty to hit

- Watching 1 hex: -2
- Watching 2 hexes: -4
- Watching 3 or 4 hexes: -5
- Watching 5 or 6 hexes: -6
- Watching 7 to 10 hexes: -7
- Watching more than 10 hexes: -8
- Watching across a straight line: -5

Pop-Up Attack (B116)
 -6 (-4 snap shot, plus additional -2)
 A pop-up attack is a special ranged attack maneuver in which you emerge from cover, move one hex or less, throw or fire a weapon (except hand weapons or bows), and return to your cover, all in the space of one turn. A pop-up attack can not be aimed and always has a -4 Snap Shot penalty, plus a -2 for not being able to see your target at the beginning of your turn, for a total penalty of -6. While you are out of cover you may be attacked by anyone targeting that hex with opportunity fire- your only legal defense is a Dodge.

[10]
Aiming (B116) [ranged weapons only]
 Aiming for a turn eliminates the Snap Shot penalty and gives you the weapon's Accuracy bonus (though the bonus cannot be greater than your skill). Each turn of aiming after the first gives you +1 to hit (up to +3). Bracing, if possible, gets you an extra +1 to hit.
 If you lose sight of the target, all Aim bonus is lost. If you are injured while Aiming, you must make your Will roll or lose your aim.

Aiming Successive Groups From An Automatic Weapon (B121)
 An automatic weapon firer can use his weapon like a hose, aiming even as he fires, as long as he can see where his rounds are going (GM's decision, or Vision roll). After one four-shot group this adds the weapon's Accuracy bonus. Each successive group fired this way also gives +1 for aiming, up to the normal +3 maximum.
 If firer is moving, he must watch the target- on most ground this requires a roll vs. DX or Vision (whichever is worse) to avoid a fall.

[13]
Sights and Scopes (CI131)
 Laser sight: +2 to Acc, reduce snap shot penalty to -1 up to 50 yards, -2 from 50 to 100 yards, and the standard -4 over 100 yards
 Night sight: can lessen or even eliminate normal darkness penalties
 Scopes: each doubling of magnification gives +1 Acc when aiming (i.e., a 6x scope will add +3 Acc), halved if the shooter is not also braced

[14]
Hits in a Burst (B120)
 A critical hit with a group of shots is a hit with all the rounds. One shot does damage according to the Critical Hit Table. Likewise, a critical miss means one roll on the Critical Miss Table.

Rounds in Group	Roll Made By
	-1 0 1 2 3 4 5+
1	0 1 1 1 1 1 1
2	0 1 1 1 1 1 2
3	1 1 1 1 1 2 3
4	1 2 2 3 3 4

[15]

Critical Misses (B202)

An 18 is always a critical failure

A 17 is an ordinary failure if your effective skill is 16 or better, and a critical failure if your effective skill is under 16

Any roll of 10 or greater than your effective skill is a critical failure (i.e., 16 at skill 6, 15 at skill 5)

[16]

Critical Miss Table (B202)

3-4 Your weapon breaks and is useless. Exception: certain weapons are resistant to breakage. These include maces, flails, mauls, metal bars, and other solid crushing weapons; magic weapons; and finely made weapons. If you have a weapon like that, roll again. Only if you get a broken weapon result a second time does the weapon really break. Any other result, you drop the weapon instead (B113)

5 You managed to hit yourself in the arm or leg (50% each way). Exception: if this was an impaling or ranged attack, roll again. If you get a "hit yourself" result a second time, count that result-half or full damage, as the case may be. If you get something other than "hit yourself", count that result

6 As above (#5), but half damage only

7 You lost your balance. You can do nothing else until your next turn. All active defenses are at -2 until your next turn

8 The weapon turns in your hand. Spend one extra turn to ready it before you use it again

9-11 You drop the weapon. Exception: a cheap weapons breaks (B113)

12 The weapon turns in your hand. Spend one extra turn to ready it before you use it again

13 You lost your balance. You can do nothing else until your next turn. All active defenses are at -2 until next turn

14 Your weapon flies 1d yards from your hand, straight forward or straight back (50% each way). Anyone on the target spot must make a DX roll or take half damage from the weapon. Exception: if this was an impaling or ranged attack, see #9

15 You strained your shoulder. Your weapon arm is "crippled" for the rest of the encounter. You do not have to drop your weapon, but you can not use it at all for 30 minutes

16 You fall down (Ranged weapon users see #7 instead)

17, 18 Your weapon breaks (see #3)

Unarmed fighters: any "weapon breaks", "weapon drops", or "weapon turns in hand" should be ignored; take 1d-3 damage to the hand or foot you were striking with instead

Firearm Critical Miss Table (B202)

3-4 The firearm breaks. It can be repaired with the proper tools in 1d6 hours with a successful Armoury roll. A grenade simply fails

5 You managed to shoot yourself in the leg (random left or right) doing normal damage

6 As above, but you shot yourself in the foot

7 The weapon recoil knocks you off balance. You can do nothing until next turn, and all active defenses are at -2 until then (ignore for grenades or recoilless weapons)

8 A dud. This shot simply doesn't go off, but the weapon is unharmed

9-11 The weapon jams. It will require a successful Guns-4 or Armoury roll to unjam it. If the weapon is cheap the roll is at -3. For grenades ignore this result and reroll

12 A dud. This shot simply doesn't go off, but the weapon is unharmed

13, 14 You drop the weapon. A cheap weapon breaks (to fix see #3-4). Otherwise you must pick it up and ready it again. For grenades, put the activated grenade in an adjacent hex (and hope you set it for a long delay)

15 The weapon recoil knocks you down. You are on the ground, sitting or lying (your choice). Make a DX roll to hold on to the weapon. If your ST is at least 5 more than the minimum ST for the weapon (or 12 for weapons with no listed minimum), ignore this result and use #7. For a recoilless weapon, nothing happens

16, 17 The firearm breaks. It can be repaired with the proper tools in 1d6 hours with a successful Armoury roll. A grenade simply fails to go off

18 The weapon explodes. You take the damage amount of the weapon in crushing damage, plus: If you were aiming, you're also blind for five minutes. For grenades, it explodes in your hand, doing maximum damage to that hand plus normal damage. If the weapon was a laser, blaster, or flamethrower, you are also on fire

[21]

Critical Successes (B202)

A 3 or 4 is always a critical success

A 5 is a critical success if your effective skill is 15+

A 6 is a critical success if your effective skill is 16+

[22]

Critical Hit Table (B202)

All doublings or triplings of normal damage refer to the basic die roll, not including modifiers

3 If the blow hit the torso, it does normal damage and the foe is knocked unconscious for 30 minutes. Roll vs. HT every 30 minutes to recover. Otherwise it does triple damage

4 The blow *bypasses all armor* and does normal damage

5 The blow does triple normal damage

6 The blow does double normal damage

7 Normal damage, and foe is *stunned* until he makes his HT roll

8 If blow hit an arm, leg, hand, or foot it does normal damage and that body part is *crippled* regardless of the damage done. However, this is only a "funny-bone" injury, and will wear off in six turns (unless enough damage was done to cripple the body part anyway). Otherwise, the blow does normal damage

9-11 Normal damage only

12 If blow hit an arm, leg, hand, or foot it does normal damage and that body part is *crippled* regardless of the damage done. However, this is only a "funny-bone" injury, and will wear off in six turns (unless

enough damage was done to cripple the body part anyway).

Otherwise, the blow does normal damage

13 The blow *bypasses all armor* and does normal damage

14 If the blow hit an arm, leg, hand, or foot it does normal damage and that body part is *crippled* regardless of damage done. Otherwise, double normal damage

15 Enemy's weapon is dropped, and he takes normal damage

16 The blow does double normal damage

17 The blow does triple normal damage

18 If the blow hit the torso, it does normal damage and the foe is knocked unconscious. Roll vs. HT every 30 minutes to recover.

Otherwise it does triple damage

Critical Head Blow Table (B202)

Use this table only when a critical hit is rolled on a head blow.

3 Foe is killed instantly!

4, 5 Foe knocked unconscious. Roll vs. HT every 30 minutes to recover

6 Foe is hit across both eyes and blinded. Use "crippling" rules to determine whether eyes can heal (roll separately for each). Foe is *stunned* and fights at -10 DX for the rest of the battle

7 Foe is blinded in one eye. Use "crippling" rules to determine if it heals. Target is *stunned*; will fight at -2 DX for rest of the battle

8 Foe is knocked off balance; he may defend normally next turn but may do nothing else. Attack also does normal head blow damage

9-11 Normal head-blow damage only

12 If the attack was a crushing blow, it does normal head-blow damage and the foe will be deaf for 24 hours. If it was a cutting or impaling blow, it does only 1 hit damage, but the foe's face is scarred

13 If the attack was a crushing blow, it does normal head-blow damage and foe may be permanently deafened (use "crippling" rules). If it was a cutting or impaling blow, it does only 2 hits damage, but the foe's face is badly scarred

14 Normal head-blow damage. Foe flinches and drops one weapon

15-18 Normal head-blow damage and foe is *stunned*

[23]

Position (B203) – See Step [3], above/other side

Stunning (B127)

A character may be "stunned" by taking damage of *more* than half his HT in one blow – or by a critical hit – or by a brain blow that does more than HT/3 damage. A crippling or blinding injury also causes stunning.

If you are stunned, all your active defenses are at -4 until your next turn. At that time, roll against basic HT to see whether you recover. A successful roll means you can act normally on that turn. A failed roll means you are still stunned and stand there mindlessly (can choose active defenses, still at -4). The "stunned" state continues until you can make your HT roll and snap out of it. You may act again on the turn you roll successfully and shake off the daze.

A surprised or shocked character may also be *mentally* "stunned" – this is what happens when the foe gets initiative on you (B122). The effects of this sort of stunning are just the same, but you must make your IQ roll, rather than your HT roll, to snap out of it. You're not *hurt* – you're *confused*.

Angle of Attack (B108, B124)

Side: -2

Above: -2 to active defense if you knew you were going to be attacked; no active defense if you were surprised

If enemy actually drops on you, you both take identical damage:

1 or 2 yards: 1d-5 per yard

3 or 4 yards: 1d-4 per yard

5 or more yards: 1d-3 per yard

Relative Elevation (B123) – See Step [6], above/other side

Retreating (B109-condensed. Used against hand weapon attacks only)

Add to any active defense by moving away from attacker by one hex: +3

You may not retreat into an occupied hex, or while sitting or kneeling, or while stunned

You may retreat while prone (by rolling)

You may only retreat once per turn

Feint (B105-condensed. Used for hand weapon attacks only)

Contest of skills: Attacker's weapon skill vs. Target's hand weapon or shield skill (or DX, Judo, Karate or other unarmed combat skill if Target has no hand weapon or shield)

Attacker fails roll: feint unsuccessful

Both succeed, Target by more: feint unsuccessful

Attacker succeeds, Target fails: amount by which Attacker made roll is subtracted from Target's active defense

Attacker succeeds, Target succeeds by less: the difference

between the two rolls is subtracted from Target's active defense

A feint is no good if your foe cannot see you. You cannot feint in the dark, from behind, etc. If your foe turns his back on you, or loses sight of you in some way, you will not lose your bonus if you attack on your next turn. However, if you lose sight of the foe, the bonus is lost.

A feint is good for *one* turn! But if you feint and then make an all-out attack, swinging twice, the feint applies to both attacks.

You may use any legal defense on any turn you feint. However, if you feint and then parry with an unbalanced weapon, rendering it unready, you cannot attack on the next turn and your feint becomes pointless.

Shield Feints: After you have attacked your foe once by striking with your shield (B123), you may also feint with your shield, rolling vs. your Shield skill.

Parrying (B99, B108)

Special Parrying rules (B99):

Thrown weapons may be parried, but at a -1. Thrown knives and similar weapons are parried at -2.

Knives and equally small weapons are at -1 to parry with.

Flails are at -4 to parry *against*

Quarterstaves parry at 2/3 of skill rather than 1/2

Fencing weapons use a unique fighting form. A fencer uses a light weapon and a very light shield (or none at all). The fencer's "ready" position keeps his weapon pointed toward the foe. Thus, he can parry better than other fighters.

If you have the Fencing skill and appropriate gear (a smallsword, rapier or saber, no larger than a small shield and no greater than "light" encumbrance), your Parry is 2/3 your Fencing skill (round down).

Furthermore, you may parry *twice* per turn, rather than just once. (An all-out defense will let you parry *any number* of times!)

Many fencers carry a dagger as a secondary weapon. The dagger can also parry – at 1/2 the fencer's Knife skill. (-4 to skill for an off-handed weapon; -1 to Parry ability for using a knife; total, 1/2 knife skill, -5.)

The only disadvantage of the fencer's parry is this: Fencing weapons are light, and likely to break if they parry a heavy weapon. A weapon has a 1/3 chance of breaking if it parries anything of three or more times its own weight. (If it breaks, that parry counts.)

If you successfully parry a bare-handed attack with a weapon, you may injure your attacker. Immediately roll against your own weapon skill. If you hit, your parry struck the attacker's limb squarely; roll normal damage. (If your attacker used Judo or Karate, you are at -4 to this "to hit" roll.)

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Defense Critical Success (B110)

Non ranged attacks only- attacker must roll on the Critical Miss Table (#16, above)

[29]

All Out Attack (B105-Hand Weapons only)

May do +2 damage if attack is successful (before DR)

Bullet Types: as below (#33)

[33]

Bullet Types & Calibers (B209, HT6, UT62)

Expanding: 2x DR, 1.5x damage after DR subtracted. Gives DR 1 to targets without DR. Expand on 1-3, otherwise treat as Solid

Solid: no modifiers (though see different calibers, below)

Armor Piercing: 1/2 DR, 1/2 damage after DR subtracted

<.34, at low velocities: 1/2 damage after DR subtracted (< 9mm)

.34 to <.40: default caliber, no modifiers (9mm)

.40 to .60: 1.5 x damage after DR subtracted (10mm – 14mm)

>.60: 2 x damage after DR subtracted (15mm)

Vibroblade: +1d damage, 1/5 DR

Monowire: +1d damage, 1/10 DR

Kevlar/Monocryl: PD 1, DR 2 against all impaling attacks; any "6" rolled for damage does 1 point of crushing damage

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Attack Type (B74)

Crushing: no modifiers

Cutting: 1.5x damage after DR

Impaling: 2x damage after DR

Bullet Types: see above (#29)

[40] (B127)

Stunning: immediately all active defenses are -4. On your next turn roll vs. HT. Success: act normally

Failure: no action, still -4 to active defenses

Knockout: roll vs. HT or fall unconscious. A blow to the brain of more than HT/2 is an automatic knockout

Lost < 2 HP: awoken in 15 minutes

0+ HT: awoken in 1 hour

< 0 HT: roll vs. HT to awaken after (-HT) hours and each hour after that. Once conscious you may crawl or shout for help, but will not regain HT until you have found food and shelter.

< (-HT): roll vs. HT to awaken in 12 hours, as above.

If you fail the roll, you remain in a coma and will die in HT hours unless you are helped

Crippling: roll vs. HT for each crippling injury.

Success: injury *temporary*; healed when HT is regained

Failed by 3 or less: injury *lasting*; healed in 1d months, -3 at TL 7+, -2 at TL 6, -1 at TL 5, never less than one month healing time

Failed by 4 or more: injury is *permanent*

Arm: everything dropped, nothing can be carried in that arm, you have the One Arm disadvantage (B29) until healed

Eyes: can only fight with hand weapons, at -10; you have the Blindness disadvantage (B27) until healed

Foot: you fall to the ground, cannot stand or walk without a crutch or something to lean on. Can still fight by bracing against a wall or kneeling or sitting. Max. Move is 3. You have the Crippled Leg disadvantage (B29) until healed

Hand: everything dropped, can only carry items in the crook of your arm. You have the One Hand disadvantage (B29) until healed

Leg: you fall to the ground, cannot fight except from the sitting or lying position. You have the Crippled Leg (B29) or One Leg (B29) disadvantage until healed

Instant Death (B126): Cutting the throat of an unconscious foe, for example