



Fighting

The capabilities of weapons are reflected in their controls. These charts determine the controls to be expected on weapons.

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VEHICLE HIT LOCATIONS

Comms	2
Cargo	3
Sensors	4
Protections	5
Life Support	6
Locomotion	7
Power Source	8
Body Panels	9
Weaponry	10
Navigation	11
Computer	12

Use this table for vehicles.

SOPHONT HIT LOCATIONS

A	Head	2
A	Head	3
C	LG-2	4
D	LG-1	5
B	Torso	6
B	Torso	7
B	Torso	8
E	LG-3	9
F	LG-4	10
G	Tail	11
G	Tail	12

Use this table for non-humans; it may need to be adapted.

HUMAN HIT LOCATIONS

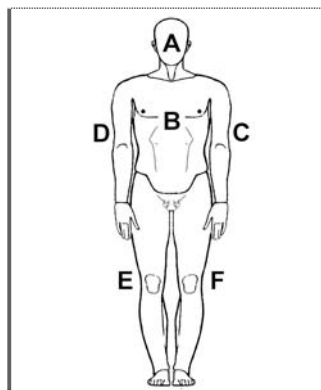
A	Head	2
A	Head	3
C	L Arm	4
D	R Arm	5
B	Torso	6
B	Torso	7
B	Torso	8
E	L Leg	9
F	R Leg	10
G	Graze	11
G	Graze	12

Use this table for humans.

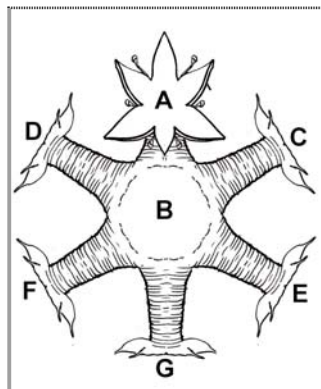
BIOLOGICAL HIT LOCATIONS

Brain	2
Senses	3
Circulation	4
Skeleton	5
Respiration	6
Skin	7
Digestion	8
Elimination	9
Muscle	10
Skin	11
Skin	12

Use this table for Infections.



The Battle Damage charts show useful alternatives to these tables based on object size and function.



WEAPONS SKILLS AND CHARACTERISTICS

Based on Weapon Used: Skill Characteristic

Portable	BattleDress	+ Dexterity
Fixed, Tank Mount	Artillery	+ Intelligence
Gun, Gatling	Artillery	+ Intelligence
Cannon, Autocannon	Artillery	+ Intelligence
Launcher	Launcher	+ Dexterity
Laser, Fusion, Plasma	Beams	+ Dexterity
Acid, Fire, Gas, or Stench	Sprays	+ C2
Shock, EMP, Rad, Flash	Exotics	+ C2
Freeze, Mag, Sonic, Grav	Exotics	+ C2
Psi Amp	Exotics	+ Psi
Edged Weapons	Blades	+ Strength
Hand-to-Hand	Unarmed	+ Strength
Designator	Fwd Observer	+ Dexterity
Fires Bullets *	Slug Thrower	+ Dexterity
*and not otherwise assigned.		

Bay Weapon	Bay Weapons	+ Intelligence
Turret	Turrets	+ C2
Ortillery	Ortillery	+ C5
Spines	Spines	+ C5

Hand Thrown Explosives	Athlete	+ Str
Or	Explosives	+ Str

