```
1) Base-Damage >= 8, 16, 24, ... points? -> Knockback!                 1/2 HT: ________        Actual HP:
2) Hit Locations: (if nothing special, cutting: Damage*1.5, impaling: Damage*2) 1/3 HT: ________
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BRAIN: -7 to hit, DR2, swing: miss by 1 hits torso                                               BRAIN
3-4     Damage*4 (regardless weapon type!)
        even exactly 0 -> HT-roll -> Knockout?
        > 1/3 HT -> Stunned!, > 1/2 HT -> Knockout!
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right EYE: -9, -10 to hit                      left EYE: -9, -10 to hit                          r.EYE                            l.EYE
-       > 2 blinds the eye                             > 2 blinds the eye
        impaling or missile hits brain                 impaling or missile hits brain
        Helm: only impaling or missile!                Helm: only impaling or missile!
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HEAD: -5 to hit, swing: miss by 1 hits torso                                                     HEAD
5       even exactly 0 -> HT-roll -> Knockout?
        Criticals go to Critical Head Blow Table, B202
        > 3 * HT -> Blowthrough!  (double this for Beam, Fireball or Lightning!)                 (max. 3*HT)
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NOSE: -6 to hit, miss by 1 hits head                                                             NOSE
-       (HT-1)-roll -> Stunned?
        High-Pain-Treshold: (HT+4)-roll, Low-Pain-Treshold: (HT-1-per-damage)-roll
        Blowthrough? (like Vitals?, Head?!)
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JAW: -5 to hit, miss by 1 hits head                                                              JAW
-       (HT - max(2, damage))-roll -> Stunned?
        Blowthrough? (like Vitals?, Head?!)
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THROAT (Neck): -5 to hit, miss by 1 hits torso                                                   THROAT
-       crushing: Damage*1.5; cutting, impaling: Damage*2
        > 1/3 HT -> Stunned!
        >= HT -> HT-roll -> Decapitation! (if >= 2*HT, or bleed 1 per turn ?!); helpless: no HT-roll?!
        Blowthrough? (like Vitals?, Head?)
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right (weapon, near) ARM: -2 to hit            left (shield, far) ARM: -4, -2 to hit             r.ARM                            l.ARM
8       impaling: Damage*1 (not *2!)                   impaling: Damage*1 (not *2!)
6:left  > 1/2 HT -> Crippled! Blowthr.! Stunned!       > 1/2 HT -> Crippled! Blowthr.! Stunned!          (max. 1/2 HT each!)
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TORSO: nothing special                                                                           TORSO
9-11    > HT -> Blowthrough! (double for Beam, Fireball or Lightning!)

--------Vitals:-Vital-Organs-may-only-be-attacked-by-impaling-or-bullet-attacks!--------------------------------------------------------------------------------
VITALS (Torso): -3 to hit, miss from impaling or bullet by 1 hits torso                          VITALS
17-18   impaling: Damage*3 (instead of *2); crushing: even exactly 0 -> HT-roll -> Knockout?
        > 3 * HT -> Blowthrough!  (double for Beam, Fireball or Lightning!)                      (max. 3*HT!)
--------Vitals:-A-Punch-or-Kick-to-the-Solar-Plexus-or-the-Groin-may-be-played-as-a-crushing-attack-to-the-vitals ...-------------------------------------------
KIDNEYS: -4 to hit, only from behind, miss by 1 hits torso                                       KIDNEYS
-       crushing: Damage*1.5, impaling: Damage*3 (like Vitals!)
        > 3 * HT -> Blowthrough! (like Vitals!?)                                                 max. 3*HT!
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right (weapon) HAND: -4 to hit                 left (shield) HAND: -8, -4 to hit (or on 8)       r.HAND                           l.HAND
7       impaling: Damage*1 (not *2!)                   impaling: Damage*1 (not *2!)
        > 1/3 HT -> Crippled! Blowthr.! Stunned!       > 1/3 HT -> Crippled! Blowthr.! Stunned!          (max. 1/3 HT each!)
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GROIN: -3 to hit, miss by 1 hits torso or leg (50%, 50%)                                         GROIN
-       (HT - 1-per-damage)-roll -> Stunned?
                if even the normal HT-roll is failed -> Knockout!
                High-Pain-Treshold: roll at +5; Low-Pain-Treshold: double penality from damage
        Blowthrough? (like Vitals?)
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right (near) LEG: -2 to hit                    left (far) LEG: -2 to hit                         r.LEG                            l.LEG
13-14   impaling: Damage*1 (not *2!)                   impaling: Damage*1 (not *2!)
12:left > 1/2 HT -> Crippled! Blowthr.! Stunned!       > 1/2 HT -> Crippled! Blowthr.! Stunned!          (max. 1/2 HT each!)
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right FOOT: -4 to hit                          left FOOT: -4 to hit                              r.FOOT                           l.FOOT
15-16   impaling: Damage*1 (not *2!)                   impaling: Damage*1 (not *2!)
        > 1/3 HT -> Crippled! Blowthr.! Stunned!       > 1/3 HT -> Crippled! Blowthr.! Stunned!          (max. 1/3 HT each!)
3) if Damage (after hit location modifier, but without blowthrough rules) is > 1/2 HT -> Stunned! and HT-roll -> Knockdown?: you fall down!
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