

Hit Location Table

Result	Location	Armor	ML col.	Opt. Crit. Adj.	
2-3	Foot	Boots	2	-1S	-15M*
4	Knee	Greaves	2	-1S	-15M*
5-6	Leg	Greaves	2	2B	-5M
7	Groin	Cuirass / Shirt	3	3B	-20M
8-9	Abdomen / Lower Back	Cuirass / Shirt	3	1S	-10M
10-12	Chest / Upper Back	Cuirass / Shirt	4	--- normal ---	
13	Neck	Gorget	5	1S	3B
14	Head	Helm	5	3S	
15-16	Shoulder / Upper Arm	Pauldrons / Shirt	1	-1S	-5M**
17-18	Forearm / Elbow	Bracers	1	-1S	-10M**
19-20	Hand	Gauntlets	1	-1S	-20M**
* only to maneuvers requiring movement. ** only to maneuvers involving arms/hands.					
1) Add the numbers on both dice of the attack roll to determine hit location. 2) Subtract 10 if foe is two or more sizes larger than character (minimum 2). 3) Odd attack roll means weapon side; even roll indicates off-hand side. 4) Called shot: For each -10 attack roll modifier, adjust the result by ± 1 (up to ± 5 for -50).					

The Hit Location Table shows which piece of armor determines the Armor DB of the target. Apply the *Set DB* of the respective armor piece (i.e., the DB a whole set of this armor would have). If you use Martial Law, *ML col.* gives you the column of the critical table to look up your results. When using H&S with critical adjustment, the last row gives you the respective modifiers.

The ML Attack Table is for use with the Martial Law Critical Tables. By and large it keeps in the range of the original ML criticals.

The ® results in the 66 row indicate random (closed) rolls on the respective critical table with an additional size modifier of up to ± 20 .

ML Attack Table					
Results	T	S	M	L	H
(-20) - (-10)	-	-	A	A	B
(-10) - 00	-	A	A	B	B
01 - 05	A	A	B	C	C
06 - 10	A	B	C	C	D
11 - 15	B	C	C	D	E
16 - 20	B	C	D	E	F
21 - 25	C	D	E	F	G
26 - 30	D	E	F	G	H
31 - 40	E	F	G	H	I
41 - 50	F	G	H	I	J
51 - 60	G	H	I	J	K
61 - 65	H	I	J	K	L
66	® -20	® -10	®	® +10	® +20
67 - 70	H	I	J	K	L
71 - 80	I	J	K	L	M
81 - 90	J	K	L	M	N
91 - 100	K	L	M	N	O
101 - 110	L	M	N	O	P
111 - 120	M	N	O	P	Q
121 - 130	N	O	P	Q	R
131 - 140	O	P	Q	R	S
141 - 145	P	Q	R	R	S
146 - 150	Q	Q	R	S	S