

Alternate Wound Effects for Humanoids

A	1	head	- 1	- 1	- 1 d6	- 1	
A	2	chest					
A	3	abdomen					
A	4	arm	- 2 / 0				
A	5	leg				- 2	
A	6						roll two scratch wound locations
B	1	head	- 2	- 2	- 2 d6	- 2	1
B	2	chest	- 1	- 1	- 1 d6	- 1	
B	3	abdomen	- 2	- 2	- 2 d6	- 2	
B	4	arm	- 4 / 0	- 1	- 1 d6		
B	5	leg	- 1	- 1	- 1 d6	- 4	
B	6						roll two A wound locations
C	1	head	- 3	- 3	- 3 d6	- 3	2
C	2	chest	- 2	- 2	- 2 d6	- 2	
C	3	abdomen	- 4	- 4	- 4 d6	- 4	
C	4	arm	- 8 / - 1	- 2	- 2 d6	- 1	
C	5	leg	- 2	- 2	- 2 d6	- 8	
C	6						roll two B wound locations

Wound Level	d6 Roll	Wound Location							
E	1	head	- 5	- 5	-5d6	- 5		2	unconscious
E	2	chest	- 4	- 4	-4d6	- 4		1	unconscious
E	3	abdomen	- 8	- 8	-8d8	- 8		1	unconscious
E	4	arm	- 1 6 / - 3	- 4	-4d6	- 3	1		
E	5	leg	- 4	- 4	-4d6	- 1 6	1		
E	6								roll two D wound locations
F	1	head							dead
F	2	chest							dead
F	3	abdomen							dead
F	4	arm							dead
F	5	leg							dead
F	6								roll two E wound locations