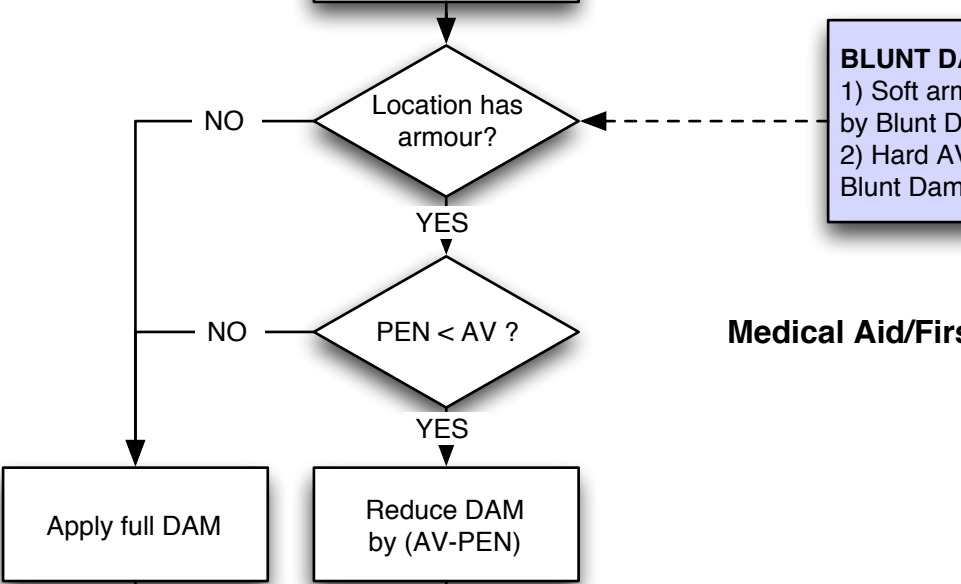


State Combat Damage (see p145 to p147)

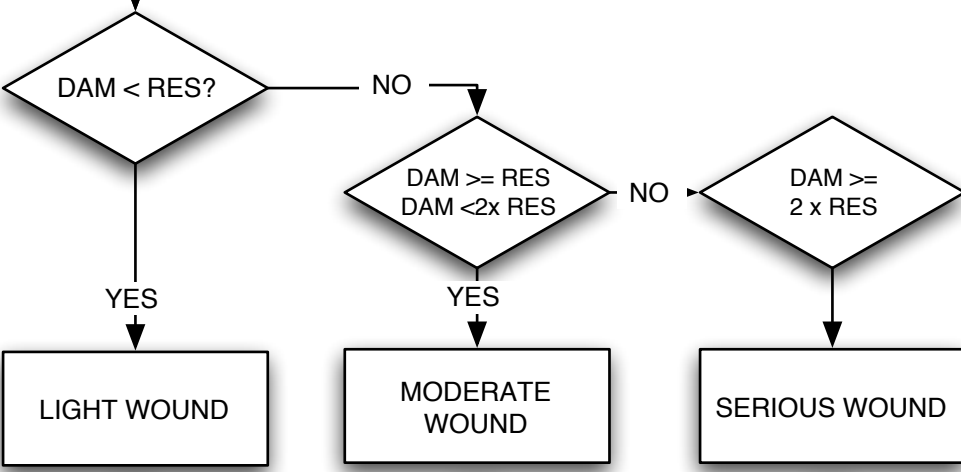
Target hit on a location.

BLUNT DAMAGE
 1) Soft armour is ignored by Blunt Damage.
 2) Hard AV halved against Blunt Damage



Medical Aid/First Aid

p146
p147



Add +1 SHOCK POINT to final damage inflicted for every 5 DAM points higher than 2x RES.

Bleeding has no direct game effect (but could give infections)

			LOCATIONS
1 SHOCK POINT	4 SHOCK POINTS	DEAD (instant)	HEAD (1)
2 SHOCK POINTS	4 SHOCK POINTS	DEAD (instant)	CHEST (2,3)
1 SHOCK POINT	2 SHOCK POINTS	4 SHOCK POINTS	ABDOMEN (4)
BLEEDING	1 SHOCK POINT	2 SHOCK POINTS	ARM (R5,L6)
1 SHOCK POINT	2 SHOCK POINTS	3 SHOCK POINTS	UPPER LEG (R7,L8)
BLEEDING	1 SHOCK POINT	2 SHOCK POINTS	LOWER LEG (R9,L10)

SHOCK POINTS < RES	SHOCK POINTS >= RES	SHOCK POINTS >= 1.5 x RES
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SKILL PENALTY: ALL SKILLS REDUCED BY SHOCK POINTS x 10%

Avoid UNCONSCIOUSNESS by WILLPOWER CHECK (penalty as skills)

Shock Point Damage Effects are Cumulative

DEAD in RES minutes unless First Aid check.