

## Damage Chart

PHYRFIGHT



Use this chart to determine damage from hits,

1. Use the appropriate Hit Probability Chart to determine if a shot hit the defender. For each "hit" use this chart to see where and how much damage was inflicted.
2. For each hit roll a 20-sided die to determine where the bullet hit the defender. Each number on the die represents a part of the body.
3. Roll a 19 or 20 and the defender is neutralized. If you roll any other number, use the Body Hit Chart and Weapon Damage chart below to determine extent of the damage.
4. When the total damage is equal to or greater than the number of hit point the character has, the player is permanently neutralized.

### Weapon Damage

#### Caliber Damages (torso)

9mm - 2hp  
.40, .45 - 3hp  
.44 - 4hp  
5.56 - 5hp  
7.62 x39 - 6hp  
7.62 NATO - 7hp  
.338 Lapua - 8hp  
12 gage Slugs - 15hp  
.50 BMG - Kill

#### Edged Weapon Damages (torso)

Small Knife - 2hp  
Medium Knife - 4hp  
Large Knife - 6hp  
Sword - 10hp

#### Leg hit

.50 BMG & Slugs - 2 hp and Lose Leg  
All Other Calibers, and Edged Weapons - 2hp

#### Arm Hit

.50 BMG & Slugs - 2 hp and Lose Arm  
All Other Calibers, Edged Weapons - 1hp

#### Shotgun Damages (buckshot)(torso)

Within 10 ft. - 18hp  
Close-Range - 10hp  
Mid-Range - 4hp  
Long-Range - 2hp

#### Tear Gas

Causes a +8 hit probability.

