

## Aimed Fire

Since **End of Days** allows for specific locations to be hit, the GM may elect to use aiming rules. When aiming, the attacker specifies the general location they are aiming for and adds the aiming penalty to their to-hit roll. In the event of a hit, the attacker randomly rolls only the specific location for the area hit. Aimed misses are misses.

## Locations

**Head, Arms Legs:** Self explanatory **Upper Torso:** The area from the top of the shoulder to the waist. **Lower Torso:** The area below the waist, including the hips, but not the legs.

Aiming Penalty	
Head	-4
Arms or Legs	-3
Torso	-2

General Location (2d6)	
2	Head
3	Right Leg
4	Right Leg
5	Right Arm
6	Upper Torso
7	Lower Torso
8	Upper Torso
9	Left Arm
10	Left Leg
11	Left Leg
12	Head

Hit distribution (percentage)		
Head	5.60%	5.60%
Right Arm	11.10%	22.20%
Left Arm	11.10%	
Upper Torso	27.80%	44.40%
Lower Torso	16.70%	
Right Leg	13.90%	25.60%
Left Leg	13.90%	

Specific Location (1d6)					
	Head	Upper Torso	Lower torso	Arms	Legs
1	Eye	Heart	Backbone	Hand	Foot
2	Mouth	Lungs	Groin	Wrist	Ankle
3	Neck	Backbone	Left Hip	Forearm	Lower Leg
4	Ear	Organs*	Right Hip	Elbow	Knee
5	Nose	General	General	Upper Arm	Upper Leg
6	General	General	General	Shoulder	Upper Leg

*Specific Organ (1d6)	
1	Kidney
2	Liver
3	Stomach
4	GI Tract
5	Artery
6	Spleen