



Hand-to-hand attacks use the Body stat and whatever skill is appropriate: Brawling or Wrestling to strike or grapple unarmed, or Melee Weapon to hit with a weapon. As usual, the height of your roll determines the hit location—roll 3x1 and you hit the guy in the leg—while width determines initiative (who goes first) as well as damage.

Base damage for hand-to-hand attacks is based on your Body stat (see *Body Effects*, page 14, for details.) Hand-to-hand weapons increase this damage, depending on how effective and deadly they are; they're described on page 32.

Called Shots

Just getting the edge on an opponent in hand-to-hand combat is hard enough—trying to hit a specific body part is truly tricky.

Here's how it works: Drop one die from your dice pool because it's so much harder to target a specific hit location. (Remember, you lose hard dice first, then regular dice, and only then wiggle dice.)

Next, fix a die in your remaining pool to the hit location you're hoping to hit.

Now roll the remaining dice. If you come up with a set, you hit. If you score a set with the fixed hit location die, you hit that particular location.

The most popular hand-to-hand called shot is the knockout—a jab or blow to the head of a target (hit location 10) in an attempt to knock him unconscious. Be careful, though—if the target's head fills with Killing damage, that's it, he's dead.

Another popular attack is choking or strangling, which also involves a called shot to the head. See *Choking and Strangling* on page 28.

Disarming

If someone's coming at you with a weapon, you're probably going to want to knock it away. Good luck.

Make an attack at a -1d penalty and with the target's Body stat as a difficulty number. If you succeed, you do no damage but force the target to drop the weapon.

If you roll wider than the target, you can choose to either knock the weapon away or snatch it for yourself—if you snatch it, you can use it normally the next combat

