Also kneeling or sitting:
Someone prone is not in the way unless you are also prone; someone sitting or one weapon that does not have to be readied after use

Wild Swing (B105)
If you move more than 1 hex and attack with a hand weapon, it is a Wild Swing; can't make a wild impinging attack at more than 1 hex distance

Crouching
2 hexes

Kneeling
2 hexes

Sitting
2 hexes

Prone
2 hexes

Cover
Penalty
Head only -5
Head and shoulders exposed -4
Body half exposed -3
Shoulder height cover -2
Head-sized figure (per figure) -1
Lying prone without cover -1
Lying prone, minimum cover, head up -7
Lying prone, minimum cover, head down -2
Crouching, kneeling, no cover -4

Obstructing Figures (B117)
If firing through any obstructed hex (friend or foe), penalty is -4 (8 for sonic weapons)

Penalties are cumulative if firing through more than one obstructed hex.

Random Hit Location (B203/CII53)
Hit Locations (CII53)

Brain -7
Eyes -9 (to 10 through helm eyepieces; missile/brust)
Head -5
Noise -6
Jaw -6
Nec -5
Radial/Forearm Artillery (cutting only) -7
Jugular Carotid Artery (cutting only) -6
Torso 0
Arm -2 (if a shield is carried on that arm)
Hand -4 (if shield is carried in hand)
Vital Organs -3 (missile/brust only)
Heart -4 (missile/brust only)
Kidneys -4 (missile/brust only, from behind)
Gut -3 (missile/brust only)
Leg -2
Foot -4

Relative Elevation (B123)
Hand weapons only (see [B] for ranged attacks).
A long weapon (reach over 1 yard) brings the foe closer! If you have a weapon with a 2-yard reach, he attacks as though it were 3 feet closer, but a foe with a 1-yard weapon would get no corresponding advantage when striking back.

Up to one foot of vertical difference: Ignore it
Up to two feet of vertical difference: Higher fighter has a -2 hit penalty to attack feet and legs, +1 against the head. Lower fighter has a +2 to hit feet and legs, -2 against the head (if it is not using hot loaded Skill)
Up to three feet: As above, but the lower fighter is -2 to defense, higher is +2 to defense
Up to four feet: As above, but the lower fighter is -2 to defense, higher is +2 to defense; higher fighter cannot attack the lower's feet or legs
Up to five feet: Lower fighter cannot attack the higher's head, higher fighter cannot attack lower's feet or legs. Lower fighter is -3 to defense, higher fighter is +3 to defense
Up to six feet: Higher fighter may only attack the lower's head (no modifiers), lower may only attack the higher's feet or legs (no modifiers).

Three shots in a row are at -2 x Rcl! (Modified Skill - Rcl), (Modified Skill - 2 x Rcl) and (Modified Skill - 3 x Rcl).

Roll Location
1 Brain
2 Head
3 Shield (far Arm)
4 Hand (roll for left or right)
5 Foot
6 Arm (body, i.e., Torso)
7 Leg
8 Weapon (near Arm)
9-11 Vital Organs
12 Fair Leg
13, 14 Near Leg
15, 16 Foot (roll for left or right)
17 or more Vital Organs

Speed/Range Table (B201)
The target's speed and range give a single modifier. The sum of range (in yards) and speed (in yards per second, which is the Move score) gives a number from the table (ranging from +13 to -12). This modifier is applied to each shot after the first in a turn, but only once. So three shots in a row are at (Modified Skill) +13, (Modified Skill - 2 x Rcl) and (Modified Skill - 3 x Rcl). Next turn you start at -4 x Rcl!

Cover (B118)

Penalty
Head only -5
Head and shoulders exposed -4
Body half exposed -3
Shoulder height cover -2
Head-sized figure (per figure) -1
Lying prone without cover -1
Lying prone, minimum cover, head up -7
Lying prone, minimum cover, head down -2
Crouching, kneeling, no cover -4

Obstructing Figures (B117)
If firing through any obstructed hex (friend or foe), penalty is -4 (8 for sonic weapons)

Penalties are cumulative if firing through more than one obstructed hex.

The real ground distance instead
Firing Upward: For every yard of elevation from you to your target add 1 yard to the effective distance

Erratic Movements (B117)
The GM may add to hit modifiers up to -4 for unpredictable movement of the target. A target which doesn't deviate from a straight line by at least its own size per second is not unpredictable. Samples:
-1 for a vehicle swerving or a man sidestepping and dodging as he runs
-2 for a man evading rapidly (making little forward progress, Move 2)
-3 for a rat running across the floor
-4 for a hummingbird or equally unpredictable target

Recall Penalties (B119)
Non-Auto:
"Rl" number is applied to each shot after the first in a turn, but only once in a turn. So three shots in a row are at (Modified Skill), (Modified Skill - Rcl) and (Modified Skill - 2 x Rcl). However, the first shot of the next turn is at -Rcl, and all successive shots if Rcl takes the final, modified skill roll below the Snap Shot (SS) number of the gun, the -4 Snap Shot penalty must be applied.

[9] Opportunity Fire (B118)
Specify an area to watch; you must fire at the first target to enter that hex. If you wish to not fire automatically, you may make a Vision roll to try and tell if the target is friend or foe before firing, but this adds a -2 penalty to hit

[10] Aiming (B118) [ranged weapons only]
Aiming for a turns eliminates the Snap Shot penalty and gives you the weapon's Accuracy bonus (though the bonus cannot be greater than your skill). Each turn of aiming after the first gives you +1 to hit (up to +3). Unless you have a mind to fire, you may add +1 for anyone targeting that hex with opportunity fire- your only legal defense is a Dodge.

[11] Cover (B118)

Penalty
Head only -5
Head and shoulders exposed -4
Body half exposed -3
Shoulder height cover -2
Head-sized figure (per figure) -1
Lying prone without cover -1
Lying prone, minimum cover, head up -7
Lying prone, minimum cover, head down -2
Crouching, kneeling, no cover -4

Speed/Range Table (B201)
The target's speed and range give a single modifier. The sum of range (in yards) and speed (in yards per second, which is the Move score) gives a number from the table (ranging from +13 to -12). This modifier is applied to each shot after the first in a turn, but only once. So three shots in a row are at (Modified Skill) +13, (Modified Skill - 2 x Rcl) and (Modified Skill - 3 x Rcl). Next turn you start at -4 x Rcl!

Roll Made By
-1 1 2 3 4 5+ 0 1 0 1 1 1 1 2 3 4 1 2 3 3 3 4
is only a “funny-bone” injury. All active defenses are at -2 up until your next turn.

If an arm, leg, hand, or foot is injured, it does normal damage and the foe is crippled.

Fencing weapons use a unique fighting form. A fencer uses a light weapon and a very light shield (or none at all). The fencer’s “ready” position keeps his weapon pointed toward the foe. Thus, he can parry better than other fighters.

If you have the Fencing skill and appropriate gear (a smallsword, rapier, saber, or greater than a small sword and no greater than “light” encumbrance), your Parry is 2/3 your Fencing skill (round down).

Furthermore, you may parry twice per turn, rather than just once. (All defense uses the usual number of times!)

Many fencers carry a dagger as a secondary weapon. The dagger can also parry – at 2/3 the fencer’s Knife skill. (4-1/2 for an off-hand weapon, 1-3 for Parry ability for both.)

The only disadvantage of the fencer’s parry is this: Fencing weapons are light, and likely to break if they meet a heavy weapon. A weapon has a 1/3 chance of breaking if it parries anything of three or more times its own weight. (If it breaks, that parry counts.)

Critical Misses (B202)

18 is a critical success if your effective skill is 16 and does normal damage.

17 The blow bypasses all armor and does normal damage.

16 The blow does double normal damage.

15 Enemy’s weapon is dropped, and he takes normal damage.

14 A blow to an arm, leg, hand, or foot does not cause normal damage and the foe is crippled regardless of damage done. Otherwise, double normal damage.

13 The blow bypasses all armor and does normal damage.

12 The blow hits an arm, leg, hand, or foot, it does normal damage and the body part is crippled regardless of damage done. However, this is only a “funny-bone” injury, and will wear off in six turns unless enough damage was done to cripple the body part anyway.

11 Flaws are at –4 to parry against anything hit.