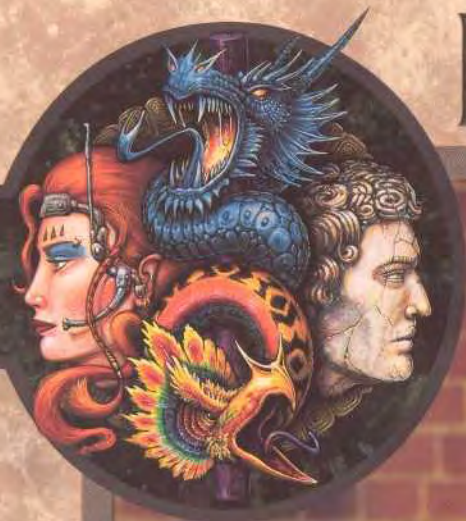


RPG SOURCEBOOK



10 MillionTM ways to Die

William Tell's arrow misses the apple & buries its shaft in your eye.

Ancient bubblegum glues your fingers to the wall. Too bad you can't fight that way.

Urban arachnid nips your thumb. The poison kills slowly, but inevitably.

Fumble keys. stab self in thigh with penknife keychain.

Gang breaks your kneecaps. It's the aftermath that's lethal.

Stand too near the car bomb & get blown to pieces.

Slime backup in storm sewer corrodes boot leather, then climbs leg to eat the rest.

The Ultimate Combat Sourcebook



10 MILLIONTM WAYS TO DIE

Designers:

John Curtis III, Craig "Ichabod" O'Brien, Coleman Charlton

Critical Table Contributions:

Robert J. Defendi, Peter C. Fenlon,
Jason O. Hawkins, Joel Hedghes,
Bob Mohnney

Based Upon Designs by:

Terry K. Amthor, C. Charlton,
J. Curtis, Leonard Cook, P. Fenlon,
Kurt H. Fischer, J. Hawkins,
Bruce R. Neidlinger, Bruce C. Shelley

Editor: C. O'Brien

Cover Photo:

Jessica Ney-Grimm, Sherry Robinson

Cover Photo Design & Graphics:

Jessica Ney-Grimm

TSS Symbol: Doug Kovacs

Interior Illustration:

Audrey Corman, Richard H. Britton,
Dan Cruger, Donald G. Dennis,
Fritz Haas, J. Hawkins, Brian Snoddy,
Christina Wald. *Secondary use art from:*
Art Explosion 250,000 and various
Dover Publications.

Other Project Specific Contributions:

Art Direction: C. Charlton, J. Hawkins;

Editorial Contributions:

C. Charlton, D. Dennis;

Pagemaking: C. Charlton, C. O'Brien;

ICE Staff — President: P. Fenlon;

CEO: Bruce Neidlinger;

Managing Editor: C. Charlton;

Development, & Production Staff:

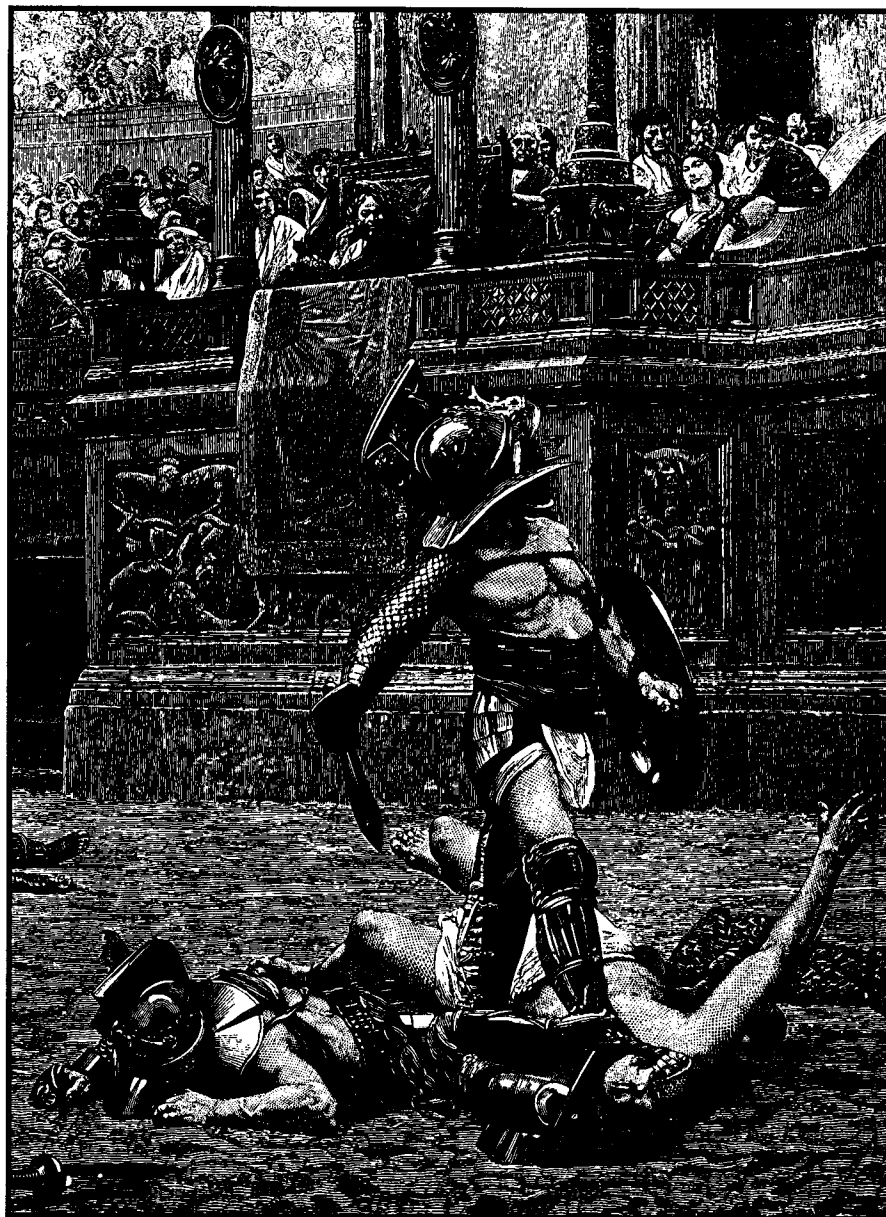
J. Curtis, D. Dennis, J. Hawkins,

J. Ney-Grimm, C. O'Brien,

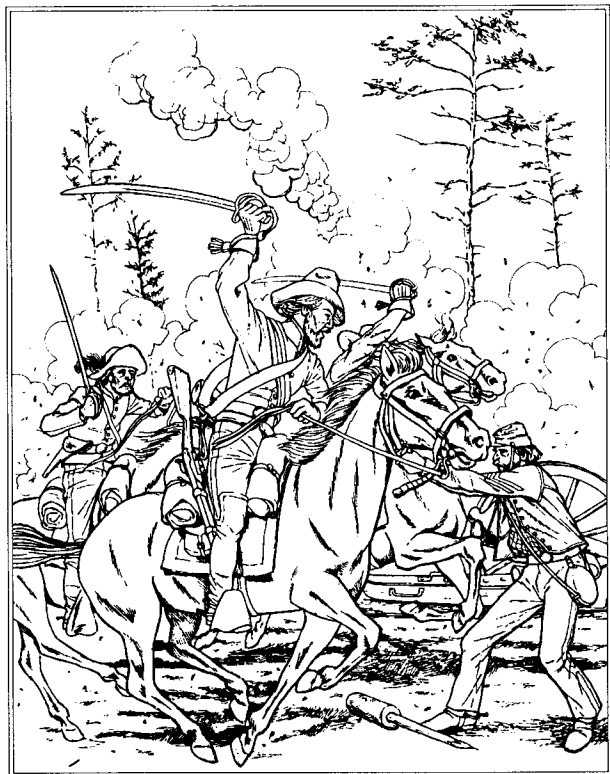
Sherry Robinson, Katrina Smith;

**Sales, Customer Service, & Operations
Staff:**

Steve Hardy, Heike Kubasch,
THE Howard Huggins.



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WELCOME

Section 1.0

Welcome

Welcome to the combat system you have been looking for to add that element of fierce reality to your game (and yet still be playable). This book deals with the integration of armed, unarmed, and firearm combat into any role playing system.

The elements of this book are intended to be adapted to whatever role playing system you are using. In the appendix are specific conversion notes for many popular role playing systems. If the conversion for your favorite system is not given there, you should be able to extrapolate the necessary procedures to use this combat system with your favorite role playing system.

KEY FEATURES

Here is a list of the features of this combat system that will enhance your current role playing game.

- A simple combat resolution system for any role playing game!
- Attack tables that are customized to each weapon type (e.g., small blades, long blades, pistols, rifles, clubbing weapons, etc.).
- Critical strike tables that give colorful descriptions of the specific (and deadly) damage done to your opponent. The tables are grouped by the type of damage given (e.g., slashing, crushing, etc.).
- Fumble tables for all types of attacks (including melee weapon, non-weapon attacks, and firearms).
- Conversion notes for many of the popular role playing systems.



THIS LOOKS LIKE ROLEMASTER?

As a matter of fact, this whole system is based off of the critically acclaimed *Arms Law* combat system. It has been streamlined to make it easier to learn and faster to use. However, if you want more detail in your combats, we do suggest that you examine *Arms Law* (as well as the rest of the *Rolemaster* system).

Rolemaster will handle all types of fantasy games. Look for ICE's *Space Master* game to handle your sci-fi games (this system is due out in late 1999). For modern weapons, you should look at the *Weapon Law: Firearms* book (which covers all forms of firearms).

10 MILLION
WAYS TO DIE

Section 2.0

So, How Does
It Work?

SO, HOW DOES IT WORK?

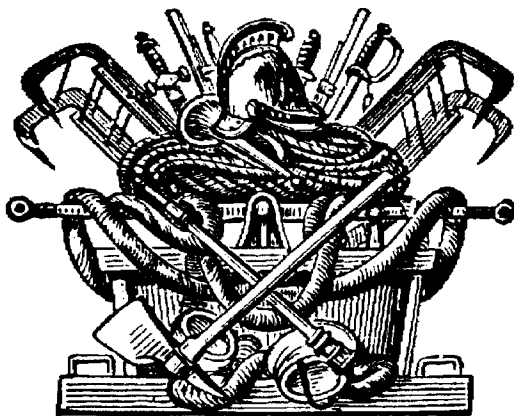
The basics of this system are very simple. Combat will always involve the steps given below (note that special cases may result in special modifiers to the steps; some example of special cases are given in Section 8.0, page 103).

To resolve combat, you will need the following for each character involved (see the Appendix for more information on how to derive this information from your favorite role playing system):

- What kind of armor is the character wearing. In this system, you will either have no armor, soft leather armor, hard leather armor, chain armor, plate armor, or body armor (this includes modern as well as sci-fi types of armor). Note that the primary effect of armor is to define the way that a given weapon damages you (it does not directly affect your "defensive" ability).
- What kind of attack is the character going to perform. Note that this book only covers physical attacks (not magical ones).
- A measure of the character's offensive ability (called OB); typical OBs for low-level characters who are fighter-types should be around 70-100 (non-fighter types should have only around 30 or so).
- A measure of the character's innate quickness which will translate to his basic defensive ability (called DB); typical DBs for low level characters should be 0 to 10 (and this shouldn't change much over a character's life). Note that heavy armors can impede your DB!
- A measure of how much concussive damage that the character can withstand before falling unconscious (this will be called "concussion hits"; in some systems it is known as Hit Points or simply Hits). Most starting fighter-types will have 60-100 hits when they start out. Non-fighter types will have 20-30 hits when they start out. In this system, losing all of your concussion hits simply causes unconsciousness (you can die from concussion damage, but a typical adventure won't die until he reaches -75 concussion hits).

Once you have this information, you are ready to begin.

Note: *The above is all of the basic information you need to make this system work. If you want more detail, you can add in all kinds of modifiers to model reality more closely. Many of these modifiers are shown in Section 3.0, but they should only be used if the Gamemaster and players are comfortable with them.*



10 MILLION
WAYS TO DIE

2.1
ARMOR TYPES

Regardless of what RPG system you use, you should be able to classify the type or armor your character wears as one of the following:

- *No Armor* – This should be obvious. But it also includes leather clothes and just about anything that you wear that is not designed specifically as armor.
- *Animal Hides (Light and Heavy)* – These are not actually armor that you wear, but reflects the naturally occurring hides of animals. The distinction of light and heavy should be made based upon how "thick" the natural hide is. If a character is wearing animal hides, it will equate to Soft Leather Armor (either Light or Heavy; though a GM may decide that the hide is not significant enough to warrant any armor protection at all).
- *Soft Leather (Light and Heavy)* – Soft leather armor is really just heavy clothing (usually worn for weather protection). Heavy leather armor is actual "armor" that has been reinforced to protect the wearer from weapons.
- *Rigid Leather (Light and Heavy)* – Rigid leather armor is usually made of cured leathers that may or may not be reinforced with metals straps or studs. Light armor of this type is a breastplate and greaves. Heavy armor covers more of the body (including the legs).
- *Chain Armor (Light and Heavy)* – Chain armor also comes in two degrees. Light chain armor represents a chain shirt with some arm and leg protection. Heavy chain represent full chain hauberks or chain that otherwise protects most of the body.
- *Plate Armor (Light and Heavy)* – This is armor made mostly of metal plating. Light plate represents a metal breastplate with metal greaves on the arms and/or legs. Heavy represents metal armor that covers most of the body (i.e., full plate armor, etc.).
- *Kevlar (Light and Heavy)* – This is armor that is currently in use today (ballistic cloth). Light kevlar would be simple chest covering. Heavy kevlar would be more like riot gear.
- *Kinetic (Light and Heavy)* – This sci-fi armor is the next evolution of ballistic cloth. It is designed to take high-speed impacts and absorb the energy. It is best against projectile weapons, but not too bad against normal melee weapons. Light kinetic armor covers just the chest and/or upper arms. Heavy kinetic armor covers most of the body.
- *Combat (Light and Heavy)* – This sci-fi armor is designed to be the best protection against sci-fi type weapons (blasters, lasers, etc.). Of course, it provides pretty good protection against normal melee weapons as well. Light combat armor includes just a chest covering with covering on the upper arms and legs. Heavy combat armor covers all of the body.

Note: *You will notice under each type of armor in the attack tables are small numbers (or Roman numerals). These are the AT equivalent from the Rolemaster combat system. If you want to expand your combat system even further, you should examine Arms Law!*

2.2 ATTACK TYPE

Each type of physical attack (i.e., non-magical attack) must be classified into one of the attack forms given in this book. This book gives attack tables for 33 different types of attacks. Each of the attack types is described in the list below.

Gamemasters should understand the difference between the different types to make sure he classifies each attack appropriately. Each attack table lists specific weapons that might use that attack table.

- *Light One-Hand Bladed Weapons* – This should include all bladed weapons that are held in one hand and are less than 6 pounds in weight.
- *Heavy One-Hand Bladed Weapons* – This should include all bladed weapons that are held in one hand and weigh 6 or more pounds.
- *Light One-Hand Crushing Weapons* – This should include all blunt weapons that are held in one-hand and are less than 6 pounds in weight.
- *Heavy One-Hand Crushing Weapons* – This should include all blunt weapons that are held in one-hand and weight 6 or more pounds.
- *Two-Hand Bladed Weapons* – This should include all bladed weapons that normally take two hands to wield.
- *Two-Hand Crushing Weapons* – This should include all blunt weapons that normally take two hands to wield.
- *Short Polearms* – This should include all polearms up to 6' in length.
- *Long Polearms* – This should include all polearms over 6' in length.
- *Mechanical Bows* – This should include all forms of crossbows and any other mechanically enhanced bows.
- *Non-Mechanical Bows* – This should include all forms of non-mechanical bows (including composite and recurve bows).
- *Thrown Weapons* – This should include any weapon that is thrown by hand to damage an opponent.
- *Black-powder Pistols* – This should include any form of black-powder hand guns (usually muzzleloaders).
- *Black-powder Rifles* – This should include any forms of black-powder rifle or two-handed firearm, such as muskets (usually muzzleloaders).
- *Early Revolvers* – This should include any one-handed firearm up to World War II (all using single-action firing).
- *Late Revolvers* – This should include any single-action hand gun after World War II.
- *Light Semi-Automatic Pistols* – This should include any form of light calibre semi-automatic pistol (up to, but not including 9mm).
- *Heavy Semi-Automatic Pistols* – This should include any form of heavy calibre semi-automatic pistol (9mm or heavier).
- *Military Rifles* – This should include heavy calibre rifle that is typically used by the militaries of the world.



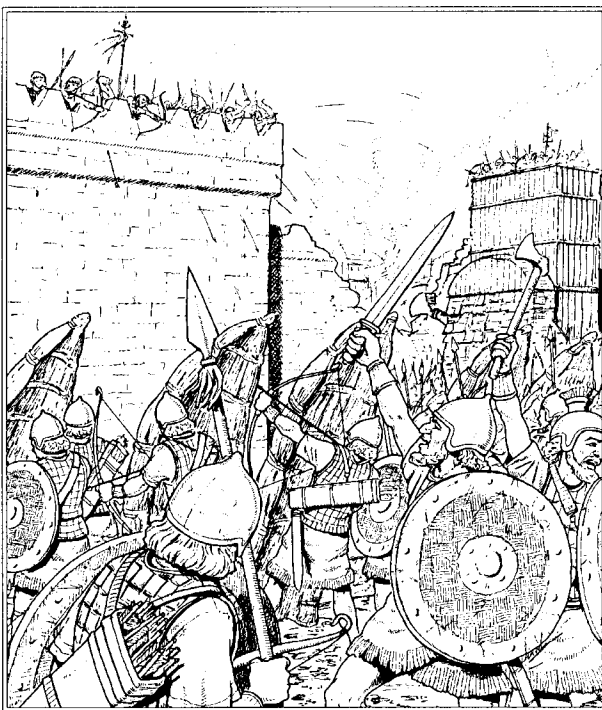
- *Hunting Rifles* – This should include any non-military rifle that uses heavy or light calibre ammunition.
- *Small Shotguns* – This should include any shotgun over 12 gauge. Remember, the larger the gauge, the smaller the bore of the barrel.
- *Large Shotguns* – This should include any shotgun 12 gauge or lower. Also use this table for a shotgun firing slugs, but double any penalties for range.
- *Blaster Pistols* – This should include any hand gun using blaster technology.
- *Blaster Rifles* – This should include any two-handed gun using blaster technology.
- *Laser Pistols* – This should include any hand gun using laser weapon technology.
- *Laser Rifles* – This should include any two-handed gun using laser weapon technology.
- *Plasma Pistols* – This should include any hand gun that uses plasma technology.
- *Plasma Rifles* – This should include any two-handed weapon that uses plasma technology.
- *Stunners* – This should include any weapon that uses stunner technology.
- *Biting Attacks* – This should include any attack from an animal (or person) that uses fangs, tusks, or teeth.
- *Clawing Attacks* – This should include any attack from an animal that uses claws, talons, or scraping.
- *Falling Attacks* – This should include any damage taken by falling (any distance), and from charging/bashing attacks by animals.
- *Grappling Attacks* – This should include any attack made by grabbing, throwing, or wrestling.
- *Brawling Attacks* – This should include any attack made by punching, kicking, or jabbing, etc.



2.3 OFFENSIVE BONUS

There are two ways to determine your offensive bonus (OB). The first (and easiest) way is to approximate it and simply use the system below. The second (and more detailed) way is to calculate it more exactly. If you want to use the second method, you need to consult Section 8.0 (p. 103) and find the system there that most closely resembles your RPG. Each RPG system shown in the back has a series of calculations that can be used to determine OBs.

The simple method only requires that you "classify" character types as how much of a "warrior" they are and how much training in combat they have. For warrior classification you should determine whether the character is: 1) a full warrior, [I] 2) about half-warrior [II], 3) physically oriented, but not a warrior [III], or 4) not physically oriented at all [IV].



Class I warriors have a basic OB of 60 to 80 (with missile weapons and firearms at the lower end of the spectrum). Class II warriors have a basic OB of 50 to 75. Class III warriors have a basic OB of 45 to 70 (with melee weapons at the lower end of the spectrum). Class IV warriors have a basic OB of 30 to 50 (usually with only one weapon / attack type).

There are situational modifiers that may modify your OB. If the GM wants to use these modifiers, they are shown on the chart on page 108.

2.4 DEFENSIVE BONUS

Defensive bonus (DB) is not something that changes greatly over the course of a character's life (except by situational modifiers). If the GM wants to use the situational modifiers, he should consult the chart on page 109.

A character's basic DB is determined by how quick the character is. Thus, each character should be classified by their relative quickness. Class A characters will be characters are focussed primarily on agility and quickness (most thief-like characters fall into this category). Class B characters have a partial focus of quickness and/or agility. Class C characters are normal characters with normal quickness. Class D characters are known for their slowness (or are wearing heavy armors that slow them down).

Class A characters have a basic DB of 20 to 30. Class B characters have a basic DB of 10 to 20. Class C characters have a basic DB of 0 to 10. Class D characters have a basic DB of -10 to 0 (yes, you can be so slow that you are easier to hit!).

More details on how you can get a more exact DB calculation can be found in the appendix. Find the RPG system that most closely resembles your RPG and see the section on how to calculate DB.

2.5 NOW STIR GENTLY

Now you have all the ingredients you need for an incredibly exciting combat! Here's all you have to do to bring your combats to life.

First of all, it should be made clear that this system does not replace your role playing system. Instead, this system is intended to be run in conjunction with whatever system you are using.

With that in mind, simply examine the combat rules for your current system. Whenever you would normally make an attack, simply follow the procedure listed below (yes, it is that simple). One or two dice rolls later, you will find your foe's having severed legs and broken ribs (along with a variety of other brutalities in combat!).

ATTACK PROCEDURE

Whenever you would normally make an attack, do the following:

- 1) Roll d100 (open-ended high). Open-ended is a term used to describe that slight chance of just about anyone being lucky. If the initial die roll is 96 through 100, roll again and add the second roll to the first. If the second roll is also 96 through 100, repeat this process until you roll something besides a 96 through 100.
- 2) If the initial die roll falls within the fumble range for the weapon/attack, resolve the fumble (see page 78). The attack procedure ends here. Otherwise, continue with Step 3.
- 3) Add your character's OB to the final die result.
- 4) Subtract your foe's DB from the adjusted die total.
- 5) Look up the modified result on the weapon attack table. There will be three possible results, a miss (denoted by a "-" in the table), a normal hit (denoted by a number; e.g., 8), or a critical hit (denoted by a number and a letter; e.g., 10D). For more information on reading the attack tables, see below.

Note: *Combats run smoother if the players have copies of the attack table(s) their character use. The Gamemaster then only looks up attack results for the "bad-guys" while the players do all of their own look-ups.*



READING THE ATTACK TABLES

When looking up results on the attack table, there are four possible results: a fumble, a miss, a normal hit, or a critical hit. This section explains how to interpret each of the possible results.

If the initial attack roll falls in the fumble range for the attack type, the attack has gone poorly for the character. You must roll again (d100, not open-ended) and look up the result on the appropriate fumble table (see p. 78). There are three tables with several columns each. One table for traditional fantasy-type weapons (melee & missile), one for firearms, and one for non-weapon attacks. Each column on the tables applies to a specific type of weapon/attack (e.g., two-hand weapons like a battle axe would use the "Two-Handed" column of the Melee & Missile Fumble Table).

If the final attack result reads as a miss (e.g., a "—" in the table), the character's opponent was crafty and avoided taking any damage from the attack.

If the final attack result reads as a normal hit (e.g., 8), the character has battered his foe a little bit. The number represents how much concussion damage the foe must subtract from his total. However, the wounds are not critical and the foe will probably be a bit angry (and might just punch you in the nose for that!).

Of course, it is not the bruises that kill you (usually), it is the critical hits. If the final attack result reads as a critical hit (e.g., 10D), the character has made a mighty attack indeed and has delivered some critical damage to his foe! This involves two steps. The first is to subtract the number part of the attack result from the foe's concussion hits (in the example above, the foe would subtract 10 from his concussion hits). And then, the attacker rolls another roll (not open-ended). The result of this roll is indexed on the appropriate critical strike table

Hint: *The most commonly used critical strike table is duplicated on the page facing the weapon table.*

The letter indicates which column of the critical strike table to use. For example, in the above case, the foe takes 10 concussion hits and then takes a D critical strike! If the attacker were using a short sword, he would look up his critical on the Slashing critical strike table. If the critical dice roll was a 47, he would read the entry at the 46-50 entry (and learn that he slashed his foe's lower back).

A "F" critical result indicates that you make one critical dice roll once and then apply the results of both an "E" critical and an "A" critical. A "G" critical result indicates that you should roll once and then apply the results of both an "E" critical and a "B" critical. For more on reading the critical hit entries, see Section 7.0 (p. 82).

READING THE CRITICAL STRIKE TABLES

There are two parts to each entry in the critical strike tables: the description of the attack result and the effects of the strike (in terms of rules).

The description is intended as flavor and the whoever is reading the result should feel free to modify it to reflect the actual situation more closely. For example, if the result says that foe's shield arm is broken, but the foe is a wild boar, the result should be interpreted as one of the legs of the beast. Common sense should prevail and players can have great fun elaborating on the descriptions!

The second part of the critical strike is the effect of the strike. The key for the symbols is shown at the bottom of

the table. One important factor to remember is that while the description can be changed or embellished, the results cannot. Players should keep this in mind when reading the results. You cannot simply change the result to a severed arm if the only effect was +5 concussion hits and a single round of stun (that is hardly the effect a severed arm would give). Tailor the descriptions to both match the situation and the effect!

Here are some specific notes about the symbols found in the effects of critical strikes. Note that in the key β is shown. When β is not specified in the critical effect, it is assumed to be 1.

- Sometimes the only effect is that the foe takes a few more concussion hits (too bad).
- A stunned foe can only parry (see Section 3.0, Parrying) with half normal skill. In addition, the only other maneuvers allowed are half 50% effectiveness.
- A foe who cannot parry has all other actions operating at only 25% normal effectiveness. Note that this is often accompanied by a stun result (in which case the more severe penalty is applied).
- A bleeding foe will lose hits every round until the bleeding can be stopped (it should be noted that "bleeding" represents simply the on-going taking of damage, not necessarily bleeding). Note that this is "severe" bleeding (the kind that will not stop on its own). Some kind of successful first aid will stop a wound that is bleeding up to 5 hits per round. If a wound is bleeding for more than 5 hits per round, you will need either magic or major surgery to stop it!
- Unlike most critical effects, if a penalty is shown without a β , the penalty will last until the wound is healed (either with normal healing time, magical healing, or a visit to the hospital).
- If the result shows a bonus (a number with a "+" in front of it, the bonus applies to the attacker's next attack.



Section 2.0

So, How Does
It Work?

10 MILLION
WAYS TO DIE



SPECIAL CASES AND NOTES

The real strength of this system lies in its ability to adjust itself to any situation. For that purpose, we will detail the special cases, notes, and optional rules that are appropriate.

Note: *It should be noted that all special cases must be approved by the Gamemaster before being used. The Gamemaster can choose to ignore any or all of this special rules. The more special cases that are ignored, the faster paced combat will become. However, this faster pace comes at a cost to some detail or realism. In the end, the Gamemaster must determine the level of detail he wants to deal with in his game.*

All of the special case modifiers are shown in the charts on pages 108 and 109.

3.1 PARRYING

Parrying in this system is handled quite simply. At any time (before an attack is made), you can declare that you are shifting some (or all) of your offensive skill towards your defense. This is simply done by lowering your OB and increasing your DB.

In addition, if you shift all of your OB to your DB, you can add an extra +5 to your DB (as your effectively using your weapon as a shield).

Note that this system's definition of parry is much broader than the traditional definition. Under this definition, you are using your offensive skill to increase your defense. This means that you don't even need a weapon in your hand to "parry" (i.e., martial artists may parry with their bare hands; this represents positioning and deflection that many martial artists have often demonstrated).

It should also be noted that even when your OB has been reduced to +0 because of parrying, you **must** still make an attack (as you might fumble your weapon or get lucky with your strike).

3.2 TARGET STATUS

Being stunned from a critical effect can be one of the most devastating things that can happen to you. While you are stunned, you cannot attack (though you can parry with up to 50% of your normal OB). In addition, all foes get a special bonus of +20 to their attacks against you (as you are not able to react as effectively while stunned).

Similarly, the special OB modifier against a target that is "down" is +30, and against a "prone" (i.e., down and unable to move) target is +50. The modifiers for stun, down, and prone are **not** cumulative—apply the largest modifier.

3.3 WOUNDS

As a battle wears on, combatants slowly lose their effectiveness. This is a combination of fatigue and wound effects. To simulate this, you simply need to track your concussion hits.

When you have lost 25% of your concussion hits, all attacks will suffer a penalty of -10. When you have lost another 50% of your hits, that penalty becomes -20. When you have lost 75% of your concussion hits, that penalty becomes -30.

Of course, when you reach 100% of your hits (i.e., when you reach 0 hits), you will fall unconscious. While most characters will die from critical damage, it is possible to die from loss of concussion hits. Typical adventuring characters will die when they reach -75 hits (i.e., 75 hits below zero).

Note: If you want a more accurate measure of when your character dies, it should be measured off of the character's Constitution (or equivalent) stat. Convert the character's stat to a number between 1 and 100. The character will still fall unconscious at 0 concussion hits, but can go below 0 an amount equal to this number. When this number is exceeded, the character has died! So sorry.

3.4 POSITION

If you can gain a positional advantage on your opponent, your melee attacks are more effective. To represent this, if you can "flank" your opponent, you may add +15 to your OB. If you can get a "rear" attack on your opponent, you may add +35 to your OB—the flank bonus plus an additional +20.

Separately (i.e., in addition to either of the cases above), if your opponent is surprised by your attack, you can add a special bonus of +20 to your OB.

Finally, the Gamemaster may choose to give slight OB modifications based upon other advantageous position. For example, if you are attacking a foe on the ground while you are mounted, the Gamemaster may determine that you can add a special bonus of +5 to your OB.

Note: *Modifiers to OB for position should only apply to melee (hand-to-hand) attacks.*

3.5 SHIELDS, HELMS, GREAVES

Using shields is a special form of parrying. It doesn't really take any skill to attempt to put something (like a chunk of wood) between you and your opponent (at least as long as you are aware of the attack). This is how shields work in this system.

If you have a shield, simply increase your DB. Most shields should add about +20 to your DB (though smaller shields might add less against missile/projectile fire). See the chart on page 109 for some sample shields.

It should be noted that shields are assumed to be made of hard wood or metal. If the material is softer, the DB bonuses should be lowered. Likewise, magical shields or shields made of superior materials might have their DB bonus raised.

Helms normally provide no bonus to your DB or armor type. However, they do protect you versus some critical damage.



Greaves are assumed to be worn with the heavier armors (plate, chain, and hard leather). If you don't wear greaves, you should subtract 10 from your DB (making attacks against you slightly more effective).

3.6 ARMOR AND QUICKNESS

If you do a quick scan of the attack tables, you will see that the more armor you wear, the less damage you take (though you tend to be hit more often... just with less critical damage).

However, before you go find that suit of plate armor and go dashing off on your adventure, it should be noted that wearing heavy armors has a negative effect on your DB (as well as protecting you from critical damage). The list below shows the negative effect on DB based upon the type of armor you are wearing.

Armor cannot make your DB a negative number (though being a natural klutz can do this), thus the lowest your DB can be modified to is 0 (unless the DB starts off less than that). It should also be pointed out that these modifications do not apply to other modifiers on your DB. For example, if you are wearing Heavy Plate armor, your DB will most likely be zero (+0), but you can still hold a shield to get a bonus to your DB (i.e., the armor does not reduce the shield's bonus to your DB).

In general, heavy armors are more difficult to maneuver in and any non-combat maneuvers should suffer a penalty equal to the penalty on DB.

- Animal Hides (Light/Heavy) are exempt from these rules as they are the actual skin of certain animals and not armor at all.
- Soft Leather (Light) has no effect on DB.



- Soft Leather (Heavy) modifies DB by -15.
- Rigid Leather (Light) modifies DB by -5.
- Rigid Leather (Heavy) modifies DB by -15.
- Chain (Light) modifies DB by -10.
- Chain (Heavy) modifies DB by -20.
- Plate (Light) modifies DB by -10.
- Plate (Heavy) modifies DB by -40.

3.7 TAKING COVER

If you can take cover during a battle, you can give yourself a bonus to your DB. Of course, if you can take full cover (i.e., 100% of your body is covered), you remove yourself as a target for attacks (i.e., no attack is allowed against you).

Cover is classified as either Hard or Soft. Soft cover must consist of something heavier than normal clothing, but yet still pliable. This might include a hedge, a heavy tapestry, or another person. Hard cover include anything that you are not wearing that might normally stop a blow (e.g., a brick wall, a car, etc.).

The list below shows the modifications to your DB based upon cover.

- If you can get up to half your body covered with Soft cover, you get a bonus of +10 to your DB.
- If you can get up to half your body covered with Hard cover, you get a bonus of +15 to your DB.
- If you can get half or more of your body covered with Soft cover (but less than 100%), you get a bonus of +20 to your DB.
- If you can get half or more of your body covered with Hard cover (but less than 100%), you get a bonus of +30 to your DB.

Note: These modifiers should be doubled against non-melee attacks: missile attacks, thrown weapon attacks, and firearm attacks.

3.8 OPTIONAL RULES

There are other things that you may choose to track in combat. Here is a list of a few of them.

OPTIONAL CRITICALS

Sometimes, slashing weapons hit on their blunt edge and sometimes bashing weapons can tear open the skin. To represent this, you can roll an "off-colored" d10 when you make your attack roll. This d10 is then indexed on the small chart at the bottom of each attack table (using the die roll and the target's armor type). The result will tell you what kind of critical result the weapon actually delivered with this attack. Note that sometimes, a weapon only gives one type of critical (i.e., most high-speed projectile weapons).

For more modern weapons, the critical types will vary by the type of armor worn by the target. For example, a semi-automatic pistol normally delivers Ballistic Puncture critical hits, but if the target is wearing any modern/sci-fi body armors, the critical becomes a Ballistic Impact.



DEFINITIONS

Listed below are some common terms used in *10 Million Ways to Die*.

Action: An action is an activity which a character may perform during a round (10 seconds).

Attack Roll: A "Roll" that is used to determine the results of a melee or missile attack.

Automatic: A firearm that automatically ejects a spent round and loads another in its place each time the gun is fired. Additionally, the gun will fire the new round automatically if the trigger is held down.

Chance: Often an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of #%. This means that if a roll (1-100) is made (see below) and the result is less than or equal to the #, then the action or activity succeeds (or occurs); otherwise it fails. Alternatively, you can roll (1-100) and add the results to the #; if the result is greater than 100, the action or activity succeeds (or occurs); otherwise it fails.

Combat Roll: See "Attack Roll."

Concussion Hits: See "Hits."

Critical Strike: Unusual damage due to particularly effective attacks. **Note:** *The term "critical" will often be used instead of "critical strike."*

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, armor, position, and magic items.

Dice Roll: See "Roll."

Double Action: A type of firing mechanism where the hammer may be pulled back by the trigger as part of the firing sequence.

Downed: When a combatant falls to the ground, he is considered downed. This does not mean prone. It is presumed that the combatant is still moving.

Fire: To make a missile attack (verb) or missile attack(s) (noun).

Flintlock: A type of firing mechanism where a piece of flint striking a piece of steel ignites the charge.

Fumble: An especially ineffective attack or mishandling of a weapon which yields a result that is disadvantageous for the attack.

Gamemaster (GM): The Gamemaster, judge, referee, etc. The person responsible for giving life to an FRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non-player characters, and resolves conflicts.

Hits (Concussion Hits): Accumulated damage, pain, and bleeding that can lead to shock, unconsciousness, and sometimes death. Each character can take a certain number of hits before passing out (determined by his "Body Development" skill).

Initiative: The factor that determines the order in which combatants resolve their attacks. The combatant with the highest initiative attacks first.

Level: See "Experience Level."

Maneuver Roll: A "Roll" that is used to determine the results of a maneuver.

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (such as climbing a rope, picking a lock, and so on). Maneuvers requiring movement are "Moving Maneuvers" (MM), and other maneuvers are called "Static Maneuvers" (SM).

Matchlock: A firing mechanism that has a burning match, which is moved by the trigger to set off the charge.

Melee: Hand-to-hand combat (that is, combat not using projectiles, spells, or missiles) where opponents are physically engaged—be it a fist fight, a duel with rapiers, or a wrestling match.

Missile Weapon: A low-velocity airborne projectile, usually from a manually fired weapon. Such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, and so on. Thrown weapons are also included in this category. Normally, missile weapons do not include projectiles fired by explosions or other high-velocity propulsion means (this would include guns).

Offensive Bonus (OB): Each character has an "offensive bonus" when he is using a weapon—this OB includes bonuses for the character's stats, superior weapon, skill rank, magic items, etc. This OB is added to any attack rolls that are made when he is using that weapon.

Orientation Roll: A "Roll" representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to effect an opponent's attack.

Percussion Cap: A metallic cup that holds an explosive used to set off the main charge of a gun.

Projectile Weapon: As opposed to a missile weapon, this indicates a device that mechanically fires a high-velocity projectile (this would include guns).

Prone: When a combatant stops moving (and usually drops to the ground), he is considered prone.

Roll: Two 10-sided dice are used to resolve any activity requiring a "Roll;" such dice are available in most game stores. Using these dice is described in section 2.5.

Round: The time (10 seconds) required to perform one action. Also, the number of rounds in a gun represents how many times it may be fired before reloading.

Self-reloading: Refers to any weapon which reloads (or re-charges) itself and is ready for another shot almost immediately (so it is capable of two attacks in the same round). Most projectile weapons fall into this category, while normal bows and thrown weapons do not. Normally self-reloading weapons only occur in FRP games in the form of magic items.

Semi-Automatic: A firearm that automatically ejects a spent round and loads another in its place each time the gun is fired.

Shot: A missile attack.

Single Action: A type of firing mechanism where the hammer must be pulled back manually.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

Static Action (Static Maneuver): An action performed by a character which requires unusual concentration, or thought under pressure, and does not involve pronounced physical movement.

Swing: A melee attack (noun) or to make a melee attack (verb).

Target: The "target(s)" refers to the being(s), animal(s), object(s), and/material that a attack or spell attempts to affect.

Wheellock: A firing mechanism that included a spring loaded wheel. When the trigger is pulled the wheel spins rapidly against a piece of steel. Pyrites in the wheel's surface cause sparks, which ignite the charge.



THE ATTACK TABLES

Each attack table contains several pieces of information. Each piece of information is listed below, along with a description of its purpose.

1) **Table Name:** This is the type of weapon or other attack to which this table applies.

2-6) **Typical Weapon Data:** This is detailed information on a specific weapon to which this table applies. In addition to the below information, firearm attack tables will include the action for the firearm, and the number of rounds it can hold.

2) **Length:** The standard range of lengths for this weapon. It is possible to have a unique weapon of this type that falls outside this range.

3) **Weight:** The standard range of weights for this weapon. It is possible to have a unique weapon of this type that falls outside this range.

4) **Fumble Range:** This shows the chance that this weapon will fumble in an attack. If an unmodified attack roll falls within the range shown, the attacker fumbles his weapon and must then roll on the appropriate Fumble Table.

5) **Critical:** This indicates which critical table should be used for the particular weapon.

6) **Range Modifiers:** This shows the range modifications to OB when the weapon is either thrown or used as a missile weapon. If the weapon cannot use the attack table when thrown, there will be a dash here ("—").

7) **Optional Criticals:** This shows different criticals that a typical weapon of this type will do. To use this part of the table, roll d10 and cross reference with the target's armor type to determine the critical delivered.

8-14) **Weapon Data:** This is information on how to use the table to represent specific weapons.

8) **Weapon:** This is the name of the specific weapon.

9) **Fumble Range:** This shows the chance that this weapon will fumble in an attack. If an unmodified attack roll falls within the range shown, the attacker fumbles his weapon and must then roll on the appropriate Fumble Table.

10) **Critical:** This indicates which critical table should be used for the particular weapon.

11) **OB Mod:** This is a modification to the offensive bonus when using this table for the specific weapon, to accurately represent more or less accurate weapons.

12) **Max Result:** This is the maximum result for the weapon on this table. If the result higher than the max result, reduce it to the max result.

13) **Max Critical:** This is the maximum critical severity for the weapon on this table. If the result is of a higher severity, reduce it to the max critical severity.

14) **Range Information:** This shows the range modifications to OB when the weapon is either thrown or used as a missile weapon. If the weapon cannot use the attack table when thrown, there will be a dash here ("—").

15) **Concussion Damage:** This is an example of an attack result that does only concussion damage.

16) **Critical Strike:** This is an example of an attack result that delivers a critical strike (in addition to concussion damage).

5.11 THROWN WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal			Kevlar		Kinetic		Combat		
	Heavy	Light	Heavy	Light	Heavy	Light	Heavy	Light	Heavy	Light		Heavy	Light	Heavy	Light	Heavy	Light	
	(19/20)	(17/18)	(15/16)	(13/14)	(11/12)	(9/10)	(7/8)	(5/6)	(4)	(3)		(10/10)	(9/10)	(8/10)	(7/10)	(6/10)	(5/10)	
148-150	8C	12D	15E	18E	18E	22E	10E	18E	12E	15E	20E	17D	17E	15D	15E	15D	15E	148-150
145-147	8B	12C	15D	18E	16E	21E	10E	18E	12E	15E	20E	16D	16E	15D	15E	15D	15E	145-147
142-144	8A	12C	14D	17D	15D	21D	10E	17E	12E	14E	19E	16C	16D	14D	14E	14C	14D	142-144
139-141	8	11B	14C	17C	15D	20D	10E	17E	11E	14E	18E	15C	15D	14C	14E	14B	14D	139-141
136-138	8	11B	14C	16C	14C	19D	10D	16E	11E	14E	18E	15C	15D	13C	13E	13B	13D	136-138
133-135	7	11A	13B	15C	14C	18D	9D	16E	10D	13E	18E	14B	14D	13C	13D	13B	12C	133-135
130-132	7	10A	13B	15C	13C	18C	9D	15D	10D	13D	17E	14B	14D	12B	12D	12B	12C	130-132
127-129	7	10A	12A	14B	13C	17C	9C	15D	10D	12D	16E	13B	13C	12B	12D	12A	12C	127-129
124-126	7	9	12A	14B	12B	16C	9C	14D	9D	12D	16D	12A	12C	11B	11D	11A	11C	124-126
121-123	7	9	11A	13A	12B	15C	8C	14D	9C	11D	15D	12A	12C	11B	11C	11	11B	121-123
118-120	6	9	11	12A	11B	14C	8C	13D	8C	11C	15D	11A	11C	11B	10C	10	10B	118-120
115-117	6	8	10	12A	10B	14B	8C	13D	8C	11C	14D	11A	11B	10B	10C	10	10B	115-117
112-114	6	8	10	11A	10A	13B	8B	12C	8C	10C	14D	10A	10B	10A	10C	9	9B	112-114
109-111	6	8	10	11A	9A	12B	8B	12C	7B	10C	13D	10A	9B	10A	9B	9	9A	109-111
106-108	6	7	9	10	9A	11B	7B	11C	7A	9B	13C	9A	9A	9A	9B	8	8	106-108
103-105	5	7	9	9	8	10A	7A	10C	6	8A	12C	8	8	8A	8A	8	7	103-105
100-102	5	7	8	9	8	10A	7A	10B	6	8A	12B	8	8	8A	8A	8	7	100-102
97-99	5	6	8	8	7	9A	7A	9B	6	8	11B	7	7	7A	7A	7	7	97-99
94-96	5	6	7	8	7	8A	6A	9B	5	8	10A	7	6	7A	7A	7	6	94-96
91-93	5	5	7	7	6	7	6	8B	5	7	10	6	6	6A	6A	6	6	91-93
88-90	4	5	7	7	6	6	6	8A	4	7	9	5	5	6	6	6	5	88-90
85-87	4	5	6	6	5	6	5	7A	4	6	9	5	5	6	5	5	5	85-87
82-84	4	4	6	5	5	5	5	7A	4	6	8	4	4	5	5	4	4	82-84
79-81	4	4	5	5	4	4	5	6A	3	5	8	4	3	5	4	4	4	79-81
76-78	4	4	5	4	4	3	5	6	3	5	7	3	3	5	4	4	3	76-78
73-75	3	3	4	4	3	3	5	5	2	5	7	3	2	4	3	3	3	73-75
70-72	3	3	4	3	3	2	5	5	2	—	—	2	2	4	3	3	2	70-72
67-69	3	3	3	2	2	—	4	4	—	—	—	1	—	3	2	2	1	67-69
64-66	3	2	3	2	—	—	4	4	—	—	—	1	—	3	2	2	1	64-66
61-63	3	2	3	1	—	—	4	3	—	—	—	1	—	2	1	1	—	61-63
58-60	2	1	2	1	—	—	4	3	—	—	—	—	—	2	1	1	—	58-60
55-57	2	1	2	—	—	—	3	—	—	—	—	—	—	—	—	—	—	55-57
52-54	2	1	1	—	—	—	3	—	—	—	—	—	—	—	—	—	—	52-54
49-51	2	—	1	—	—	—	3	—	—	—	—	—	—	—	—	—	—	49-51
46-48	2	—	—	—	—	—	3	—	—	—	—	—	—	—	—	—	—	46-48
43-45	1	—	—	—	—	—	3	—	—	—	—	—	—	—	—	—	—	43-45
40-42	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA				WEAPON DATA			
Length:	3 - 6 feet	Range Modifiers:	1' - 50': +0	Weapon	Fumble Range	Critical Type	OB Mod
Weight:	2 - 6 pounds		51' - 100': -20	Bola	01-07	Krush	+0 150 E
Fumble Range:	01 - 07 UM (XX=7)		101' - 150': -40	Boomerang	01-04	Krush	5 150 E
Critical Type:	Grapple			Dagger	01	Slash	-20 150 E
F - Weapon fumbled, roll on the appropriate Fumble/Failure Table.				Darts	01-05	Puncture	-10 130 E
UM - Unmodified roll. Apply result with no modifications.				Handaxe	01-04	Slash	-5 150 E
				Javelin	01-04	Puncture	-20 150 E
				Lasso †	01-06	Grapple	30 120 C
				Net (gladiator) †	01-05	Grapple	-25 150 D
				Net (fishing) †	01-08	Grapple	-40 125 C
				Spear	01-05	Puncture	-30 150 E
				Shuriken	01-05	Slash	+0 150 E
				Tomahawk	01-02	Slash	-10 140 E
				War Hammer	01-04	Krush	35 150 E
				† - Delivers half of the indicated hits.			
				Range:	1-10'	11-25'	26-50'
				Bola	+0	+0	+0 -20 -40
				Boomerang	+0	+0	+0 -20 -30
				Dagger/Darts/Spear	-10	-20	-30 - -
				Handaxe	-15	-30	-45 - -
				Javelin	+0	-20	-20 -40 -
				Lasso	+0	-10	- - -
				Net	+0	- -	- - -
				Shuriken	+0	+0	-20 -30 -
				Tomahawk	-5	-15	-30 - -
				War Hammer	-20	-40	-60 - -

OPTIONAL CRITS									
Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5
Grapple	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10

32	Roll d10 and look under the target's armor. Cross index to the left to see what type of critical the target takes.
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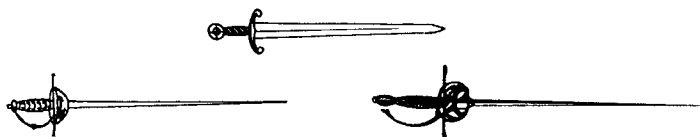
5.1 LIGHT ONE-HAND BLADED WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	5C	9E	10E	13E	11E	17E	16E	24E	18E	21E	24E	13E	18E	17E	21E	11E	16E	148-150
145-147	5B	9D	10D	13D	11E	17E	16E	24E	18E	21E	24E	13D	17E	16E	21E	11D	15E	145-147
142-144	5A	9C	10C	13D	11D	16E	16E	23E	17E	20E	23E	12D	17E	16D	20E	11D	15D	142-144
139-141	5A	9C	10C	12C	10D	16D	15D	22E	17E	20E	23E	12C	16E	16D	20E	11C	15D	139-141
136-138	5A	8B	9B	12C	10C	15D	15D	22E	16E	19E	22E	11C	16D	15D	19E	10C	14D	136-138
133-135	5	8B	9B	11C	10C	15D	15D	21D	16D	18E	22E	11C	15D	15C	19D	10C	14D	133-135
130-132	5	8A	9A	11B	10C	14C	14D	20D	15D	18D	21E	11B	15D	14C	18D	10B	13C	130-132
127-129	5	8A	8A	11B	9C	14C	14C	20D	14D	17D	20E	11B	14D	14C	17D	9B	13C	127-129
124-126	4	7A	8A	10B	9B	13C	14C	19D	14D	17D	20E	10B	14C	13B	17D	9A	12C	124-126
121-123	4	7A	8A	10A	9B	13C	13C	18D	13D	16D	19D	10B	13C	13B	16D	8A	12C	121-123
118-120	4	7	8	9A	8B	12C	13C	18D	13C	15D	19D	9B	13C	12B	15D	8A	11B	118-120
115-117	4	6	7	9A	8B	12C	12C	17C	12C	15D	18D	9A	12C	12B	15C	8A	11B	115-117
112-114	4	6	7	8A	8A	11B	12B	16C	12C	14C	18D	8A	12C	11B	14C	7	10B	112-114
109-111	4	6	7	8A	7A	10B	12B	16C	11C	14C	17D	8A	11C	11A	14C	7	10B	109-111
106-108	4	6	6	8	7A	10B	11B	15C	10C	13C	16D	8A	10B	11A	13C	7	9B	106-108
103-105	4	5	6	7	7A	9B	11B	14B	10B	12C	16D	7A	10B	10A	12B	6	9A	103-105
100-102	3	5	6	7	6A	9A	11B	14B	9B	12B	15C	7A	9B	9A	12B	6	8A	100-102
97-99	3	5	6	6	6	8A	10A	13B	9A	11B	15C	6A	9A	9A	11B	6	8A	97-99
94-96	3	5	5	6	6	8A	10A	12B	8A	11B	14C	6	8A	9A	10B	5	7A	94-96
91-93	3	4	5	6	5	7A	10A	12B	8A	10A	14C	6	8A	8A	10A	5	7	91-93
88-90	3	4	5	5	5	7	9A	11B	7	9A	13B	5	7	8A	9A	5	6	88-90
85-87	3	4	4	5	5	6	9A	10A	7	9A	13B	5	7	7A	9A	4	6	85-87
82-84	3	4	4	4	5	6	9	10A	6	8	12B	5	6	7A	8A	4	5	82-84
79-81	3	3	4	4	4	5	8	9A	5	8	11B	4	5	6A	7A	4	5	79-81
76-78	2	3	4	4	4	5	8	8A	5	7	11A	4	5	6	7	3	4	76-78
73-75	2	3	3	3	4	4	7	8A	4	6	10A	3	4	5	6	3	4	73-75
70-72	2	2	3	3	3	4	7	7A	4	6	10A	3	4	5	6	3	3	70-72
67-69	2	2	3	2	3	3	7	6	3	-	9	2	3	4	5	2	3	67-69
64-66	2	2	2	2	3	3	6	6	3	-	9	2	3	4	4	2	2	64-66
61-63	2	2	2	2	2	2	6	5	-	-	8	2	1	4	3	2	1	61-63
58-60	2	1	2	1	2	-	6	4	-	-	-	1	-	3	2	1	1	58-60
55-57	2	1	1	-	-	-	5	-	-	-	-	-	-	1	-	1	-	55-57
52-54	1	-	-	-	-	-	4	-	-	-	-	-	-	-	-	-	-	52-54
49-51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Length: 1.5 - 2 feet
Weight: 2 - 4 pounds
Fumble Range: 01 - 02^{UM} (XX=2)
Critical Type: Slash

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM — Unmodified roll. Apply result with no modifications.



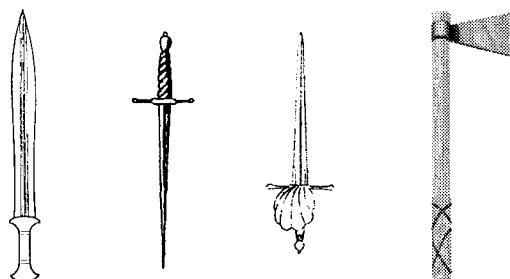
OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 5	1 - 8	1 - 2	1	1 - 2	1 - 2	1 - 6	1 - 3	1 - 7
Puncture	6	9	3 - 7	2 - 6	3 - 4	3 - 4	7	4 - 7	8
Slash	7 - 10	10	8 - 10	7 - 10	5 - 10	5 - 10	8 - 10	8 - 10	9 - 10

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Cutlass	01-03	Slash	+5	150	E
Dagger	01	Puncture	-5	125	D
Dirk	01	Puncture	-5	130	D
Foil	01-03	Puncture	+0	140	E
Main Gauche	01-02	Puncture	-5	135	D
Rapier	01-04	Puncture	-5	150	E
Sai	01-02	Puncture	-10	125	D
Short Sword	01-02	Slash	+0	150	E
Tomahawk	01-04	Slash	+5	150	E



7.1 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕✕ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (-10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✕	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✕✕	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ✕ - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ●	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ●	The blow does nothing more than open a wide cut in foe. +2H - 2●	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2●	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3●
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✕✕ - ●	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✕✕ - 2●	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✕✕ - 3●
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ●	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ● - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2● - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3● - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✕ - 4● - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2●	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2●	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✕ - 2●	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✕ - 2●	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✕ - 5●
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2● - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✕ - 2● - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✕ - 3● - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✕ - 3● - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✕ - 3● - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✕ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✕ - 2✕	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3✕ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3✕ - ✕	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✕ - 3● - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✕ - 2✕ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✕ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✕ - 2●
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✕ - 2● - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✕ - ✕ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✕✕ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✕ - 2✕ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✕ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✕✕ - 3● - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✕✕ - 3● - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✕ - 4●	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✕ - 2✕	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✕✕
81-85	Foe steps right into your swing. You make a large wound. +6H - 5✕ - 6● - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✕✕ - 6●	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✕✕ - 4● - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✕ - 2✕ - 8● - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✕✕
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2✕✕ - 2● - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✕✕ - 3●	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✕✕ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✕✕	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✕✕ w/o helmet: +3H - 3✕ - ✕ - 3●	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✕ - ✕ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✕✕	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✕ - 2● - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✕✕	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✕✕	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✕✕

Key: B✕=must parry B rounds; B✕✕=no parry for B rounds; B✕✕=stunned for B rounds; B●=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

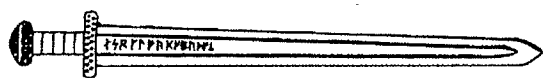
5.2 HEAVY ONE-HAND BLADED WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	8D	12E	15E	18E	16E	22E	22E	28E	22E	25E	30E	17E	22E	20E	25E	15E	20E	148-150
145-147	8C	12D	15D	18E	16E	22E	20E	27E	21E	24E	29E	17E	22E	20E	24E	15E	20E	145-147
142-144	8C	12D	15D	17D	15D	21E	19E	26E	21E	24E	28E	17D	21E	19D	24E	15D	19E	142-144
139-141	8B	11C	14D	17D	15D	20D	19E	26E	20E	23E	27E	16D	20E	19D	23E	14D	19E	139-141
136-138	8B	11C	14C	16D	14D	19D	18D	25E	19E	22E	26E	15C	19E	18D	22E	14C	18D	136-138
133-135	7A	11B	13C	15C	14C	19D	18D	24E	18E	21E	25E	15C	19D	18D	21E	13C	17D	133-135
130-132	7A	10B	13B	15C	13C	18D	17D	23D	17D	20E	24E	14C	18D	17C	20D	13C	16D	130-132
127-129	7A	10B	12B	14C	13C	17D	17C	22D	17D	19D	23E	14C	17D	16C	20D	12B	16D	127-129
124-126	7A	10B	12B	14C	12C	16C	16C	21D	16D	18D	22E	13C	16D	16C	19D	12B	15C	124-126
121-123	7	9A	12A	13B	12C	15C	16C	20D	15D	18D	22E	12B	15D	15C	18D	11B	14C	121-123
118-120	6	9A	11A	13B	11B	15C	15C	19D	14D	17D	20D	12B	15C	14C	17D	11B	14C	118-120
115-117	6	8A	11A	12B	11B	14C	15C	19D	14C	16D	19D	11B	14C	14B	17D	10A	13C	115-117
112-114	6	8A	10A	12B	10B	13C	14C	18D	13C	15D	19D	11B	13C	13B	16C	10A	13B	112-114
109-111	6	8A	10A	11A	10B	13C	14B	17C	12C	14C	18D	11B	13C	13B	15C	10A	12B	109-111
106-108	6	7	9	10A	9A	12B	13B	16C	11C	13C	17D	10A	12C	12B	14C	9A	11B	106-108
103-105	5	7	9	10A	9A	11B	13B	15C	10B	13C	16D	9A	11B	11B	13C	9A	10B	103-105
100-102	5	7	9	9A	8A	11B	12B	14C	10B	12B	15C	9A	11B	11A	12B	8	10A	100-102
97-99	5	6	8	9	8A	10B	12B	13B	9A	11B	14C	8A	10B	10A	11B	8	9A	97-99
94-96	5	6	8	8	7A	9A	11A	12B	8A	10B	12C	8A	9A	9A	10A	7	8	94-96
91-93	5	6	7	8	7	8A	11A	12B	7	9A	12B	7A	8A	9A	10A	7	8	91-93
88-90	4	5	7	7	6	8A	10A	11B	6	8	11B	7	7A	8A	9A	6	7	88-90
85-87	4	5	6	6	6	7A	10A	10B	6	7	10A	6	7	8A	8A	6	6	85-87
82-84	4	5	6	6	5	6	9	9A	5	7	9	6	6	7A	7A	5	6	82-84
79-81	4	4	6	5	5	5	9	8A	4	6	8	5	5	6A	6A	5	5	79-81
76-78	4	4	5	5	4	5	8	7A	3	—	—	4	4	6A	5A	4	4	76-78
73-75	3	3	5	4	4	4	8	6A	—	—	—	4	2	5	3	4	2	73-75
70-72	3	3	4	4	3	3	7	6A	—	—	—	3	2	5	3	3	2	70-72
67-69	3	3	4	3	3	2	7	5	—	—	—	3	1	4	3	3	2	67-69
64-66	3	2	3	3	2	2	6	4	—	—	—	2	1	3	2	3	1	64-66
61-63	3	2	3	2	2	—	6	—	—	—	—	1	—	1	—	2	1	61-63
58-60	2	2	3	1	—	—	5	—	—	—	—	1	—	1	—	2	1	58-60
55-57	2	1	2	1	—	—	5	—	—	—	—	1	—	1	—	1	—	55-57
52-54	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Length: 2 - 3.5 feet Range Modifiers: —
Weight: 3 - 5 pounds
Fumble Range: 01 - 03 ^{UM} (XX=3)
Critical Type: Slash

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM — Unmodified roll. Apply result with no modifications.



OPTIONAL CRITS

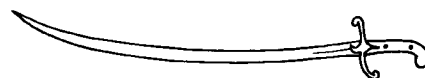
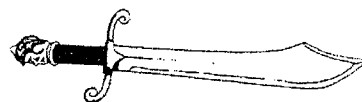
Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 5	1 - 5	1 - 4	1 - 3	1 - 2	1	1 - 6	1 - 5	1 - 7
Puncture	6 - 7	6 - 8	5 - 7	4 - 6	3 - 4	2 - 3	7 - 8	6 - 8	8 - 9
Slash	8 - 10	9 - 10	8 - 10	7 - 10	5 - 10	4 - 10	9 - 10	9 - 10	10

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 1-handed)	01-04	Slash	-5	150	E
Broadsword	01-03	Slash	+0	150	E
Falchion ‡	01-05	Slash	+0	150	E
Katana ‡	01-03	Slash	+5	150	E
Long Sword	01-04	Slash	+0	150	E
Sabre	01-03	Slash	+0	150	E
Scimitar	01-04	Slash	+0	150	E

‡ — Delivers an extra 50% of the hits indicated.



7.1 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕✕ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✕	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✕✕	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ✕ - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ●	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ●	The blow does nothing more than open a wide cut in foe. +2H - 2●	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2●	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3●
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✕✕ - ●	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✕✕ - 2●	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✕✕ - 3●
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ●	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ● - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2● - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3● - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✕ - 4● - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2●	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2●	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✕ - 2●	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✕ - 2●	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✕ - 5●
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2● - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✕ - 2● - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✕ - 3● - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✕ - 3● - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✕ - 3● - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✕ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✕ - 2✕	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3✕ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3✕ - ✕	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✕ - 3● - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✕ - 2✕ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✕ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✕ - 2●
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✕ - 2● - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✕ - ✕ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✕✕ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✕ - 2✕ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✕ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✕✕ - 3● - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✕✕ - 3● - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✕ - 4●	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✕ - 2✕	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✕✕
81-85	Foe steps right into your swing. You make a large wound. +6H - 5✕ - 6● - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✕✕ - 6●	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✕✕ - 4● - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✕ - 2✕ - 8● - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✕✕
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2✕✕ - 2● - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✕✕ - 3●	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✕✕ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✕✕	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✕✕ w/o helmet: +3H - 3✕ - ✕ - 3●	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✕ - ✕ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✕✕	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✕ - 2● - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✕✕	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✕✕	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✕✕

Key: B✕=must parry B rounds; B✕✕=no parry for B rounds; B✕=stunned for B rounds; B●=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

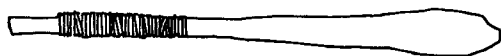
5.3 LIGHT ONE-HAND CRUSHING WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	8C	12E	15E	18E	13E	19E	13E	21E	14E	17E	22E	15E	16E	16E	17E	15E	16E	148-150
145-147	8C	12D	15D	18E	13E	19E	13E	21E	14E	17E	22E	15D	16E	16D	17E	15D	16E	145-147
142-144	8B	12C	14C	17D	13D	18D	13D	20E	13E	16E	21E	15C	15D	16D	16E	14C	15D	142-144
139-141	8B	11C	14C	16D	12C	17D	12D	19E	13D	16E	20E	14C	15D	15D	16D	13C	14D	139-141
136-138	8A	11B	14B	16D	12C	16D	12D	19D	12D	15D	20E	13C	14D	15C	15D	13C	14D	136-138
133-135	7A	11B	13B	15C	11C	16D	12C	18D	12D	15D	19E	13C	14D	14C	15D	13B	13C	133-135
130-132	7A	10B	13A	15B	11C	15C	12C	17D	11C	14D	18D	12B	13C	13C	14C	12B	13B	130-132
127-129	7	10A	12A	14B	10B	15C	11C	17D	11C	13D	17D	12B	13C	13B	14C	12A	12B	127-129
124-126	7	10A	12A	14B	10B	14C	11C	16D	10C	13C	17D	12B	12C	13B	13C	12A	12B	124-126
121-123	7	9A	11A	13A	10B	13C	11B	15C	10B	12C	16D	11B	11B	12B	12B	11A	11A	121-123
118-120	6	9A	11	12A	9B	13B	10B	15C	9B	12B	15C	11A	11B	12B	12B	10A	10A	118-120
115-117	6	8A	10	12A	9A	12B	10B	14C	9A	11B	15C	10A	10A	11B	11B	10A	10A	115-117
112-114	6	8	10	11A	8A	11B	10B	13B	8A	11B	14C	9	9A	10A	10A	9	9A	112-114
109-111	6	8	10	11A	8A	11B	9A	13B	8A	10A	13B	9	9A	10A	10A	9	9A	109-111
106-108	6	7	9	10	7A	10A	9A	12B	7	10A	13B	8	8	9A	9A	8	8	106-108
103-105	5	7	9	9	7	9A	9A	11B	7	9	12A	8	8	9A	9A	8	8	103-105
100-102	5	7	8	9	7	9A	8A	11B	6	9	11A	8	7	9A	8A	8	7	100-102
97-99	5	6	8	8	6	8A	8	10A	6	8	11	7	7	8	8	7	7	97-99
94-96	5	6	7	8	6	7A	8	9A	5	7	10	6	6	7	7	7	6	94-96
91-93	5	6	7	7	5	7	7	9A	5	7	9	6	6	7	7	6	6	91-93
88-90	4	5	6	6	5	6	7	8A	4	6	9	5	5	6	6	5	5	88-90
85-87	4	5	6	6	5	5	7	7A	4	6	8	5	4	6	5	5	5	85-87
82-84	4	5	6	5	4	5	7	7	3	-	-	5	4	6	5	5	4	82-84
79-81	4	4	5	5	4	4	6	6	3	-	-	4	3	5	4	4	4	79-81
76-78	4	4	5	4	3	3	6	5	-	-	-	3	1	4	2	4	2	76-78
73-75	3	3	4	3	3	3	6	5	-	-	-	3	1	4	2	3	1	73-75
70-72	3	3	4	3	2	2	5	4	-	-	-	2	1	3	2	3	1	70-72
67-69	3	3	3	2	2	-	5	-	-	-	-	1	-	1	-	2	1	67-69
64-66	3	2	3	2	2	-	5	-	-	-	-	1	-	1	-	2	1	64-66
61-63	3	2	3	1	-	-	4	-	-	-	-	1	-	1	-	1	-	61-63
58-60	2	2	2	-	-	-	4	-	-	-	-	1	-	1	-	1	-	58-60
55-57	2	1	2	-	-	-	4	-	-	-	-	-	-	-	-	-	-	55-57
52-54	2	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Length: 3 - 5 feet
Weight: 3 - 7 pounds
Fumble Range: 01 - 04 ^{UM} (XX=4)
Critical Type: Krush

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM — Unmodified roll. Apply result with no modifications.



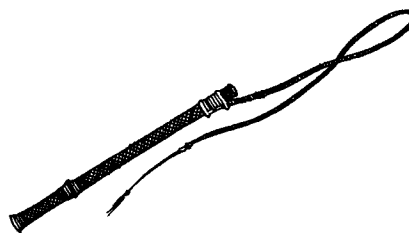
OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 10	1 - 10	1 - 10	1 - 10	1 - 10	1-10	1 - 10	1 - 10	1 - 10

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Blackjack	01	Krush	-10	150	C
Cat of Nine Tails †	01-07	Krush	+20	140	E
Club	01-04	Krush	+0	150	E
Fist (armored)	01-02	Krush	-10	135	B
Jo Stick (used 1-handed)	01-03	Krush	+5	150	E
Nunchacku	01-07	Krush	+20	150	E
Tonfa	01-04	Krush	+10	150	E
Whip †	01-06	Krush	+15	135	D



7.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (X-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ✖ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - ✖	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (X-10)	Blow to foe's waist. He spins sideways. +6H - (X-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ✖✖ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - ✖ - (+5)	Foe loses some resolve from your solid strike. +4H - (X-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ✖	Foe goes airborne to evade your strike. He is stumbling back. +4H - ✖✖	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2✖ w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (X-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (X-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ✖✖	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ✖✖	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ✖✖
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (X-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2✖	Hard strike to chest, armor does not help. +5H - ✖ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2✖ - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (X-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - ✖ - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - ✖ - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ✖ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ✖✖ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - ✖ w/o arm greaves: +5H - ✖	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ✖ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ✖	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ✖✖ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ✖ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2✖✖	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3✖✖	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3✖✖ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3✖ - ✖	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2✖✖ - (-10)	Strike to chest causes a host of trouble. +10H - 3✖ - 2✖ - (-10)	Blow to shoulder. with shoulder armor: +6H - ✖✖ w/o shoulder armor: 2✖✖ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2✖✖ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2✖ - ✖ - (-35)	Strike twists foe's knee. +10H - 2✖✖ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2✖✖ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3✖ - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ✖	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until the armor is removed. +9H - ✖✖ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ✖✖	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2✖✖
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2✖✖ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2✖✖ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3✖✖ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3✖✖ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3✖✖ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4✖✖ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6✖ - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds.
91-95	Break foe's nose. with nose guard: +10H - 2✖✖ w/o nose guard: +15H - 3✖✖	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12✖	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds.	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds.
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6✖	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15✖	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24✖✖	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2✖ - 6(-30)

Key: B✖=must parry B rounds; B✖✖=no parry for B rounds; B✖=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

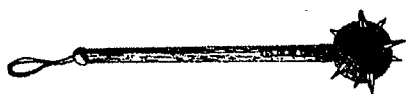
5.4 HEAVY ONE-HAND CRUSHING WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	12E	16E	19E	22E	14E	20E	15E	23E	15E	18E	23E	18E	17E	19E	19E	19E	18E	148-150
145-147	12E	16E	19E	22E	14E	20E	15E	23E	15E	18E	22E	18E	17E	19E	19E	19E	18E	145-147
142-144	12D	15D	18E	21E	13D	19E	15E	22E	14E	17E	22E	17D	16E	18D	18E	18D	17E	142-144
139-141	12C	15D	18D	20D	13D	18D	14D	21E	14E	16E	21E	16D	16D	18D	17E	17D	17D	139-141
136-138	11C	15D	17D	20D	13D	18D	14D	20E	13D	16E	20E	16D	15D	17D	16D	17D	16D	136-138
133-135	11B	14C	17D	19D	12C	17D	13C	20D	12D	15D	19E	15C	14D	17C	16D	16C	15D	133-135
130-132	11B	14C	16C	19D	12C	16D	13C	19D	12D	15D	19E	15C	14D	16C	15D	16C	15D	130-132
127-129	10A	13C	16C	18C	11C	16C	13C	18D	11C	14D	18D	14C	13C	15C	14C	15C	14C	127-129
124-126	10A	13B	15C	17C	11C	15C	12C	17D	11C	13C	17D	14B	13C	15C	14C	15B	14C	124-126
121-123	10A	12B	15B	17C	10C	14C	12C	17D	10C	13C	16D	13B	12C	14C	13C	14B	13C	121-123
118-120	10	12B	14B	16C	10B	14C	12B	16C	10C	12C	16D	13B	12C	14B	13C	14B	13C	118-120
115-117	9	12A	14B	15C	10B	13C	11B	15C	9B	11C	15C	12B	11B	13B	12B	13B	12B	115-117
112-114	9	11A	13A	15B	9B	12C	11B	14C	8B	11B	14C	11B	10B	12B	11B	13A	11B	112-114
109-111	9	11A	13A	14B	9B	12B	10B	14C	8B	10B	13C	11A	10B	12B	11B	12A	11B	109-111
106-108	9	10A	12A	14B	8A	11B	10B	13B	7A	10B	13B	10A	9A	11A	10B	12A	10A	106-108
103-105	8	10	12	13A	8A	10B	10A	12B	7A	9A	12B	10A	9	11A	9A	11	10A	103-105
100-102	8	9	11	12A	7A	10B	9A	11B	6A	8A	11B	9A	8	10A	8A	10	9A	100-102
97-99	8	9	11	12A	7A	9B	9A	11B	6	8A	10A	9A	8	10A	8A	10	9	97-99
94-96	7	9	10	11A	7A	8A	9A	10B	5	7A	10A	8	8	9A	7A	10	8	94-96
91-93	7	8	10	10	6	8A	8A	9A	4	7	9A	8	7	8	6	9	7	91-93
88-90	7	8	10	10	6	7A	8	8A	4	6	8	7	7	8	6	9	7	88-90
85-87	7	7	9	9	5	6A	7	8A	3	-	-	6	6	7	5	8	6	85-87
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49-51	3	2	3	2	-	-	-	-	-	-	-	1	1	1	-	2	1	49-51
46-48	3	2	3	1	-	-	-	-	-	-	-	1	1	1	-	1	-	46-48
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37-39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Length: 2 - 3 feet Range Modifiers: -
Weight: 3.5 - 8 pounds
Fumble Range: 01 - 02^{UM} (XX=2)
Critical Type: Krush

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM — Unmodified roll. Apply result with no modifications.

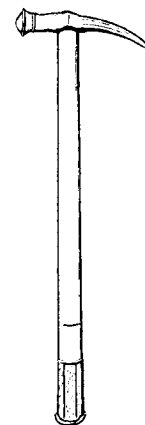
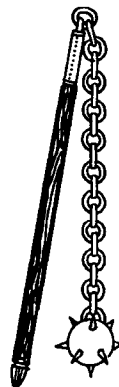


OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 10	1 - 10	1 - 10	1 - 10	1 - 10	1-10	1-10	1-10	1-10

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Mace	01-02	Krush	+0	150	E
Morning Star	01-08	Krush	+10	150	E
War Hammer	01-04	Krush	-10	150	E



7.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (X-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ✖ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - ✖	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (X-10)	Blow to foe's waist. He spins sideways. +6H - (X-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ✖ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - ✖ - (+5)	Foe loses some resolve from your solid strike. +4H - (X-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ✖	Foe goes airborne to evade your strike. He is stumbling back. +4H - ✖	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2✖ w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (X-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (X-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ✖	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ✖	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ✖
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (X-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2✖	Hard strike to chest, armor does not help. +5H - ✖ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2✖ - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (X-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - ✖ - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - ✖ - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ✖ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ✖ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - ✖ w/o arm greaves: +5H - ✖	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ✖ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ✖	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ✖ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ✖ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2✖	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3✖	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3✖ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3✖ - ✖	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2✖ - (-10)	Strike to chest causes a host of trouble. +10H - 3✖ - 2✖ - (-10)	Blow to shoulder. with shoulder armor: +6H - ✖ w/o shoulder armor: 2✖ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2✖ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2✖ - (-35)	Strike twists foe's knee. +10H - 2✖ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2✖ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3✖ - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ✖	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until the armor is removed. +9H - ✖ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ✖	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2✖
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2✖ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2✖ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3✖ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3✖ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3✖ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4✖ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6✖ - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H - 2✖ w/o nose guard: +15H - 3✖	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12✖	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6✖	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15✖	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24✖	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2✖ - 6(-30)

Key: B✖=must parry B rounds; B✖=no parry for B rounds; B✖=stunned for B rounds; B●=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

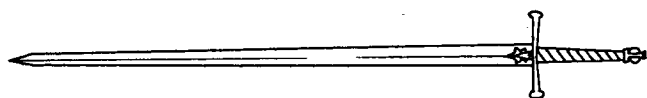
5.5 TWO-HAND EDGED WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	18E	22E	30E	33E	34E	40E	38E	46E	40E	43E	48E	31E	40E	34E	43E	27E	36E	148-150
145-147	18E	22E	29E	32E	33E	38E	37E	45E	38E	41E	46E	30E	38E	33E	41E	37E	35E	145-147
142-144	17E	21E	28E	31E	32E	37E	36E	43E	37E	40E	44E	29E	37E	32E	40E	26E	34E	142-144
139-141	17D	20E	27E	30E	31E	35E	35E	42E	35E	38E	43E	27E	35E	31E	38E	25E	32E	139-141
136-138	17D	19D	27D	29D	29E	34E	34E	40E	33E	36E	41E	26D	33E	29D	36E	24D	31D	136-138
133-135	16C	19D	26D	28D	28D	32E	33E	39E	32E	35E	39E	25D	32E	29D	35E	23D	30D	133-135
130-132	16C	18D	25D	26D	27D	31D	31D	37E	30E	33E	38E	24D	30D	28D	33E	22D	28D	130-132
127-129	15C	17C	24D	25D	26D	29D	30D	36E	28E	31E	36E	23C	28D	26D	32E	21C	26D	127-129
124-126	15B	17C	23C	24D	25D	28D	29D	34D	26D	30D	34E	22C	27D	25C	30D	20C	25D	124-126
121-123	14A	16C	22C	23C	23D	26D	28D	33D	25D	28D	32E	21C	25D	24C	29D	19C	24C	121-123
118-120	14A	15C	21C	22C	22C	25D	27D	31D	23D	26D	31D	20C	24D	23C	27D	18C	22C	118-120
115-117	13A	15B	20C	21C	21C	23D	26C	30D	21D	25D	29D	19C	22D	22C	25D	18B	21C	115-117
112-114	13	14B	19B	20C	20C	22C	25C	28D	20D	23D	27D	18B	21C	21C	24D	17B	20C	112-114
109-111	12	13A	18B	19C	19C	20C	24C	27D	18D	21D	26D	16B	19C	20B	22D	16B	18C	109-111
106-108	12	13A	18A	17B	18C	19C	22C	25D	16C	20C	24D	16B	17C	19B	20C	15A	16B	106-108
103-105	11	12A	17A	16B	16B	17C	21C	24C	15C	18C	22D	14B	16C	18B	19C	14A	15B	103-105
100-102	11	11A	16A	15B	15B	16C	20C	22C	13C	16C	20D	13B	14C	16B	17C	13A	14B	100-102
97-99	11	10	15	14A	14B	14C	19C	21C	11C	15C	19C	11A	12C	15B	16C	12	12B	97-99
94-96	10	10	14	13A	13B	13C	18B	19C	10C	13C	17C	11A	11C	14B	14C	11	11B	94-96
91-93	10	9	13	12A	12A	11B	17B	18C	8B	11B	15C	10A	9B	13B	13B	10	10A	91-93
88-90	9	8	12	11	10A	10B	16B	16B	6B	10A	14C	9A	8B	12A	11B	9	8A	88-90
85-87	9	8	11	10	9A	8B	15B	15B	5A	8A	12B	8A	6A	11A	10A	9	7	85-87
82-84	8	7	10	9	8	7A	13A	13B	-	-	10A	7	3	10A	6A	8	4	82-84
79-81	8	6	9	7	7	5A	12A	12B	-	-	-	5	2	9A	6A	6	3	79-81
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67-69	6	4	6	3	-	-	8	6A	-	-	-	2	-	5	3	3	1	67-69
64-66	5	3	5	2	-	-	7	-	-	-	-	1	-	1	-	2	1	64-66
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xx-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Length: 3.5 - 6.5 feet Range Modifiers: -
Weight: 5 - 12 pounds
Fumble Range: 01 - 05^{UM} (XX=5)
Critical Type: Slash

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM — Unmodified roll. Apply result with no modifications.

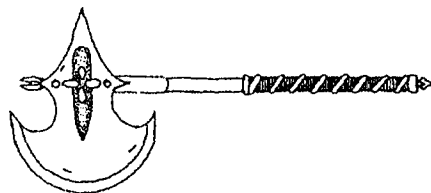


OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 7	1 - 6	1 - 3	1 - 2	1	1	1-8	1-4	1-9
Slash	8 - 10	7 - 10	4 - 10	3 - 10	2 - 10	2 - 10	9-10	5-10	10

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 2-Handed)	01-05	Slash	-5	140	E
Battle Axe	01-05	Slash	+0	150	E
Claymore	01-04	Slash	-5	150	E
Lance (used while mounted)	01-07	Puncture	-5	150	E
No-Dachi	01-05	Slash	+5	150	E
Two-Handed Axe	01-04	Slash	+10	120	E
Two-Handed Sword	01-05	Slash	+0	150	E
Woodsman Axe	01-04	Slash	+15	120	D



7.1 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕✕ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✕	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✕✕	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ♠ - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ♠	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ♠	The blow does nothing more than open a wide cut in foe. +2H - 2♠	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2♠	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3♠
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✕✕ - ♠	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✕✕ - 2♠	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✕✕ - 3♠
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ♠	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ♠ - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2♠ - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3♠ - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✕ - 4♠ - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2♠	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2♠	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✕ - 2♠	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✕ - 2♠	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✕ - 5♠
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2♠ - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✕ - 2♠ - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✕ - 3♠ - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✕ - 3♠ - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✕ - 3♠ - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✕ - (-10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✕ - 2✕	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3✕ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3✕ - ✕	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✕ - 3♠ - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✕ - 2✕ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✕ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✕ - 2♠
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✕ - 2♠ - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✕ - ✕ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✕✕ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✕ - 2✕ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✕ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✕✕ - 3♠ - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✕✕ - 3♠ - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✕ - 4♠	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✕ - 2✕	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✕✕
81-85	Foe steps right into your swing. You make a large wound. +6H - 5✕ - 6♠ - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✕✕ - 6♠	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✕✕ - 4♠ - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✕ - 2✕ - 8♠ - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✕✕
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2✕✕ - 2♠ - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✕✕ - 3♠	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✕✕ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✕✕	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✕✕ w/o helmet: +3H - 3✕ - ✕ - 3♠	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✕ - ✕ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✕✕	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✕ - 2♠ - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✕✕	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✕✕	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✕✕

Key: B✕=must parry B rounds; B✕✕=no parry for B rounds; B✕✕=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.6 TWO-HAND CRUSHING WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	11C	15D	18D	21E	20E	26E	28E	36E	30E	33E	38E	20D	28E	26D	33E	17D	25E	148-150
145-147	11B	15C	18C	21D	20D	26E	28E	35E	29E	32E	37E	20D	27E	25D	32E	18C	25D	145-147
142-144	11A	15B	17C	20C	19C	25D	27D	34E	28D	31E	36E	20C	26D	24C	31D	17B	24C	142-144
139-141	11A	14B	17B	20C	19C	24D	26D	33E	28D	30D	35E	19C	26D	23C	30D	17B	24C	139-141
136-138	10	14B	17B	19C	18C	23C	26C	32D	27C	29D	34E	18B	25C	23C	29C	16B	23C	136-138
133-135	10	14A	16A	19B	18C	23C	25C	32D	26C	29D	33D	18B	24C	23B	29C	16A	22B	133-135
130-132	10	13A	16A	18B	17B	22C	25C	31D	25C	28C	32D	17B	23C	22B	28C	15A	21B	130-132
127-129	10	13A	15A	18B	17B	21C	24C	30C	24C	27C	31D	17B	22C	21B	27C	15A	21B	127-129
124-126	9	12A	15A	17A	16B	21C	23B	29C	23B	26C	30C	16B	22C	20B	26B	14A	20A	124-126
121-123	9	12	14A	16A	16B	20B	23B	28C	22B	25B	29C	16A	21B	20A	25B	14	19A	121-123
118-120	9	12	14	16A	15A	19B	22B	27C	21A	24B	28C	15A	20A	19A	24B	14	18A	118-120
115-117	9	11	14	15A	15A	18B	21B	26C	21A	23B	27B	14A	19A	18A	23B	13	18A	115-117
112-114	8	11	13	15A	14A	18B	21B	25B	20A	22A	26B	14A	19A	18A	22A	13	17A	112-114
109-111	8	11	13	14	14A	17A	20A	24B	19A	21A	25A	14	18A	17A	21A	12	16	109-111
106-108	8	10	12	14	13A	16A	20A	23B	18	20A	24A	13	17	16A	20A	12	16	106-108
103-105	8	10	12	13	13	16A	19A	22B	17	19	23A	13	16	16A	19A	11	15	103-105
100-102	7	9	11	13	12	15A	18A	21B	16	18	22A	12	15	15A	18A	11	14	100-102
97-99	7	9	11	12	12	14A	18A	20A	15	17	21	11	14	14	17	10	13	97-99
94-96	7	9	11	12	11	14	17	19A	14	17	20	11	14	14	16	10	13	94-96
91-93	7	8	10	11	11	13	17	18A	14	16	19	10	13	13	16	9	12	91-93
88-90	6	8	10	10	10	12	16	18A	13	15	18	10	12	13	15	9	11	88-90
85-87	6	8	9	10	10	11	15	17A	12	14	17	9	11	12	14	9	11	85-87
82-84	6	7	9	9	9	11	15	16A	11	13	16	9	11	11	13	8	10	82-84
79-81	6	7	8	9	9	10	14	15	10	12	15	8	10	11	12	8	9	79-81
76-78	5	6	8	8	8	9	13	14	9	11	14	7	9	10	11	7	8	76-78
73-75	5	6	8	8	7	9	13	13	8	10	13	7	8	9	10	7	8	73-75
70-72	5	6	7	7	7	8	12	12	7	9	12	7	7	9	9	6	7	70-72
67-69	5	5	7	7	6	7	12	11	7	8	11	6	7	8	9	6	7	67-69
64-66	4	5	6	6	6	6	11	10	6	7	10	5	6	7	8	5	6	64-66
61-63	4	5	6	6	5	6	10	9	5	6	9	5	5	7	7	5	5	61-63
58-60	4	4	5	5	5	5	10	8	4	-	9	4	4	6	6	4	4	58-60
55-57	4	4	5	4	4	4	9	7	3	-	9	4	3	5	5	4	3	55-57
52-54	3	3	5	4	4	4	8	6	-	-	8	3	2	4	3	3	2	52-54
49-51	3	3	4	3	3	3	8	5	-	-	-	3	1	4	2	3	1	49-51
46-48	3	3	4	3	3	3	8	5	-	-	-	3	1	4	2	3	1	46-48
43-45	3	3	4	3	3	3	8	5	-	-	-	3	1	4	2	3	1	43-45
40-42	2	2	3	2	2	-	6	-	-	-	-	1	-	1	-	2	1	40-42
37-39	2	1	2	1	-	-	5	-	-	-	-	-	-	-	-	1	-	37-39
34-36	2	1	2	1	-	-	5	-	-	-	-	-	-	-	-	1	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Length: 5 - 7 feet
Weight: 3 - 5 pounds
Fumble Range: 01 - 03^{UM} (XX=3)
Critical Type: Krush

Range Modifiers: -

F - Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM - Unmodified roll. Apply result with no modifications.



OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Cudgel	01-04	Krush	+5	120	D
Flail	01-08	Krush	-5	150	E
Jo Stick (used 2-handed)	01-05	Krush	+0	150	E
Nunchacku	01-07	Krush	-10	150	E
Pick	01-06	Krush	-15	150	E
Quarterstaff	01-03	Krush	+0	150	E
War Mattock	01-06	Krush	-5	150	E



7.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ⚡ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - x	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ⚡ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - x - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ⚡	Foe goes airborne to evade your strike. He is stumbling back. +4H - ⚡	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2x w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ⚡	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ⚡	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ⚡
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2x	Hard strike to chest, armor does not help. +5H - ⚡ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2x - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - x - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - x - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ⚡ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ⚡ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - x w/o arm greaves: +5H - ⚡	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ⚡ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ⚡	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ⚡ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ⚡ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2x	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3x	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3x - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3x - ⚡	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2x - (-10)	Strike to chest causes a host of trouble. +10H - 3x - 2x - (-10)	Blow to shoulder. with shoulder armor: +6H - ⚡ w/o shoulder armor: 2x - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2x - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2x - ⚡ - (-35)	Strike twists foe's knee. +10H - 2x - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2x - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3x - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken. +10H - 2x - (-20)	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ⚡	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until the armor is removed. +9H - ⚡ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ⚡	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2x
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2x - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2x - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3x - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3x - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3x - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4x - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6x - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H - 2x w/o nose guard: +15H - 3x	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12x	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6x	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15x	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24x	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2x - 6(-30)

Key: βx=must parry β rounds; βx=no parry for β rounds; βx=stunned for β rounds; βx=bleed β hits per round; (-β)=foe has -β penalty; (+β)=attacker gets +β next round.

5.7 SHORT POLEARM WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	8C	12E	20E	23E	20E	26E	20E	28E	22E	25E	30E	19E	24E	20E	25E	17E	22E	148-150
145-147	8C	12D	20D	23E	20E	25E	20E	27E	21E	24E	29E	18D	23E	19D	24E	17D	22E	145-147
142-144	8B	12C	19D	22D	19D	24E	19E	26E	21E	24E	28E	18D	22E	19D	23E	17C	21D	142-144
139-141	8B	11C	19C	21D	18D	24D	19D	26E	20E	23E	27E	17D	22D	18D	23E	16C	20D	139-141
136-138	8A	11B	18C	20C	18C	23D	18D	25E	19E	22E	26E	17C	21D	18D	22E	15B	19C	136-138
133-135	7A	11B	18C	20C	17C	22D	18D	24D	18D	21E	25E	16C	20D	17C	21D	15B	19C	133-135
130-132	7A	10B	17B	19C	17C	21D	17C	23D	17D	20D	24E	15C	19D	16C	20D	14B	18C	130-132
127-129	7	10A	16B	18C	16C	20C	17C	22D	17D	19D	23E	15B	18C	16B	19D	14B	17C	127-129
124-126	7	10A	16B	18C	15C	19C	16C	21D	16D	18D	22D	14B	17C	15B	18D	14B	16C	124-126
121-123	7	9A	15A	17B	15B	18C	16C	20D	15C	18D	21D	13B	16C	14B	17C	13A	16B	121-123
118-120	6	9A	15A	16B	14B	17C	15C	19C	14C	17C	20D	13B	15C	14B	16C	12A	15B	118-120
115-117	6	9A	14A	16B	13B	17C	15B	18C	14C	16C	19D	13B	15C	13B	16C	12A	15B	115-117
112-114	6	8	14A	15B	13B	16C	14B	17C	13C	15C	19D	12A	14C	12A	15C	11A	14B	112-114
109-111	6	8	13A	14A	12B	15B	14B	17C	12B	14B	18C	11A	13B	12A	14B	11	13A	109-111
106-108	6	7	13A	14A	12A	14B	13B	16B	11B	13B	17C	10A	12B	11A	13B	10	12A	106-108
103-105	6	7	12	13A	11A	13B	13B	15B	10A	13B	16C	10A	11A	11A	12A	10	11A	103-105
100-102	5	7	12	12A	10A	12B	12A	14B	10A	12A	15B	9A	11A	10A	12A	9	11A	100-102
97-99	5	6	11	11A	10A	11B	12A	13B	9	11A	14B	8A	10A	9A	11A	8	10	97-99
94-96	5	6	10	11	9A	11A	11A	12B	8	10A	13A	8	9	9A	10A	8	9	94-96
91-93	5	6	10	10	8	10A	11A	11B	7	9	12A	8	8	8A	9A	8	8	91-93
88-90	5	5	9	9	8	9A	10	10A	6	8	11A	7	7	7	8	7	7	88-90
85-87	4	5	9	9	7	8A	10	9A	6	7	10	6	7	7	7	7	7	85-87
82-84	4	5	8	8	7	7	9	9A	5	7	9	6	6	7	7	6	6	82-84
79-81	4	4	8	7	6	6	8	8A	4	6	8	5	5	6	6	5	5	79-81
76-78	4	4	7	7	5	5	8	7A	3	-	-	4	4	5	5	5	5	76-78
73-75	4	4	7	6	5	4	7	6	-	-	-	4	2	5	3	5	3	73-75
70-72	3	3	6	5	4	4	7	5	-	-	-	3	2	4	2	4	2	70-72
67-69	3	3	5	4	3	3	6	4	-	-	-	3	1	3	2	4	2	67-69
64-66	3	3	5	4	3	2	6	-	-	-	-	2	1	1	-	3	2	64-66
61-63	3	2	4	3	2	-	5	-	-	-	-	1	-	1	-	2	1	61-63
58-60	3	2	4	2	-	-	5	-	-	-	-	1	-	1	-	1	1	58-60
55-57	2	2	3	2	-	-	4	-	-	-	-	1	-	1	-	1	1	55-57
52-54	2	1	3	1	-	-	4	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	1	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

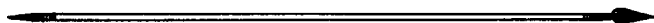
TYPICAL WEAPON DATA

Length: 5 - 10 feet Range Modifiers: 1' - 10': -10
Weight: 3 - 8 pounds 11' - 25': -20
Fumble Range: 01 - 05 ^{UM} (XX=5) 26' - 50': -30

Critical Type: Puncture

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1	1	1	-	1	1	1-2	1-2	1-2
Puncture	3-9	3-9	3-9	1-8	2-9	2-8	3-10	3-10	3-10
Slash	10	10	10	9-10	10	9-10	-	-	-

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Boar Spear †	01-05	Puncture	+0	150	E
Harpoon †	01-04	Puncture	-15	150	E
Javelin †	01-04	Puncture	-10	150	E
Pilum †	01-05	Puncture	-5	150	E
Spear †	01-05	Puncture	+0	150	E
Trident †	01-05	Puncture	+0	150	E

† — When used in melee; gives half normal hits.



Ranges:

Weapon	01-10'	11-25'	26-50'	51-100'	101-150'
Boar Spear	-15	-30	-	-	-
Harpoon	-5	-20	-	-	-
Javelin	+0	-20	-40	-	-
Pilum	0	-20	-30	-	-
Spear	-10	-20	-30	-	-
Trident	-15	-30	-40	-	-

7.2 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ✕
16-20	Foe steps back defensively. +1H-✕	For steps back and avoids the worst. +2H - (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✕ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - ✕ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✕ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ✕ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - ✕ w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ✕ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - ✕ w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (✕-30)	Blow to back damages any equipment worn there. ✕ - ♠	Lower back strike sends foe reeling. His guard is still up. 2✕ - ♠	Light strike pins foe's weapon arm to his side. +6H - ✕✕	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✕ - ♠ w/o abdomen armor: +4H - ✕✕ - 4♠
51-55	Strike to foe's chest and he looks impressed. (✕-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✕ - 2♠	Solid chest strike leaves bruises and blood. +5H - ✕ - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✕✕ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✕ - 2♠	Thigh wound does some damage. +3H - ✕✕ - 2♠	Strike to foe's thigh. with leg armor: +8H - ✕✕ - ♠ w/o leg armor: +5H - 2✕ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✕ w/o abdomen armor: +3H - ✕✕ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✕✕ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✕ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✕✕ w/o arm greaves: +3H - 2✕ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✕ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✕ - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✕ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✕ - 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✕✕ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✕ - ✕	Strike to foe's neck. It's not enough for a kill. 2✕ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✕ - 2✕ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2✕✕ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✕ - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3✕ - (-10) w/o leg greave: +3H - ✕✕ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✕✕ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✕✕ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✕✕ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✕✕ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✕ - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3✕ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✕ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✕ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✕✕
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✕ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✕✕ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✕✕ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✕✕ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✕✕ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✕✕	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✕✕	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✕ - ✕ w/o helmet: +3H - 2♠ - 2✕✕	Strike to foe's hip. with waist armor: +7H - ✕ - (-10) w/o waist armor: +5H - ✕ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✕
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✕✕ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: ✕=must parry B rounds; ✕✕=no parry for B rounds; ✕✕=stunned for B rounds; ♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.8 LONG POLEARM WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	16E	20E	25E	28E	26E	32E	30E	38E	32E	35E	40E	26E	32E	29E	35E	24E	30E	148-150
145-147	16D	20E	24E	27E	25E	31E	29E	37E	31E	34E	38E	25E	31E	28E	34E	23E	29E	145-147
142-144	15C	19D	24D	26D	24E	30E	28E	35E	29E	32E	37E	24D	29E	27D	32E	22D	27D	142-144
139-141	15C	18D	23D	25D	23E	28E	28E	34E	28E	31E	35E	23D	28E	26D	31E	21D	26D	139-141
136-138	15B	18C	22D	24D	23D	27D	27E	33E	27E	29E	34E	22C	27D	25D	30E	21C	25D	136-138
133-135	14A	17C	21C	23D	22D	26D	26D	32E	25E	28E	32E	21C	25D	24D	28E	20C	24D	133-135
130-132	14A	16B	21C	22C	21D	24D	25D	30E	24D	27E	31E	20C	24D	23C	27D	19B	23C	130-132
127-129	13A	16B	20C	22C	20C	23D	24D	29D	23D	25D	29E	19C	23D	22C	26D	19B	22C	127-129
124-126	13A	15B	19B	21C	19C	22D	23D	28D	21D	24D	28E	18C	21D	21C	24D	18B	21C	124-126
121-123	12	14A	18B	20C	18C	21C	22C	26D	20D	22D	26D	17B	20C	20B	23D	17B	20C	121-123
118-120	12	14A	18A	19B	17C	20C	22C	25D	19D	21D	25D	17B	19C	19B	22D	16A	19C	118-120
115-117	12	13A	17A	18B	16C	19C	21C	24D	17D	20D	23D	16B	18C	18B	20D	15A	17C	115-117
112-114	11	12A	16A	17B	15B	18C	20C	23D	16C	18D	22D	15B	17C	17B	19C	14A	16B	112-114
109-111	11	12A	15A	15A	14B	16C	19C	21D	15C	17C	20D	14B	15C	16B	18C	13A	15B	109-111
106-108	10	11	15	15A	14B	15C	18C	20C	13C	15C	19D	13A	14C	15A	16C	13	14B	106-108
103-105	10	10	14	14A	13B	14B	17B	19C	12C	14C	17C	12A	13B	14A	15C	12	13B	103-105
100-102	9	10	13	13A	12A	13B	16B	17C	11B	13C	16C	11A	12B	13A	14B	11	12A	100-102
97-99	9	9	12	12	11A	12B	15B	16C	9A	11B	14C	10A	10A	12A	12B	10	10	97-99
94-96	8	8	12	11	10A	10B	15B	15B	8A	10B	13C	9A	9A	11A	11A	9	9	94-96
91-93	8	8	11	10	9	9A	14A	14B	7	8A	11B	8	8	11A	10A	9	8	91-93
88-90	8	7	10	9	8	8A	13A	12B	5	7	10A	7	6	9A	8A	8	7	88-90
85-87	7	7	10	8	7	7A	12A	12B	4	-	9A	7	5	9A	8A	7	6	85-87
82-84	7	6	9	7	6	6	11	11B	-	-	-	6	3	8A	5A	6	3	82-84
79-81	7	5	8	6	5	4	10	9A	-	-	-	4	2	7	4	5	3	79-81
76-78	6	5	8	5	5	3	9	8A	-	-	-	4	1	6	4	5	2	76-78
73-75	6	4	7	4	4	-	9	7A	-	-	-	2	-	5	3	4	2	73-75
70-72	5	3	6	3	3	-	8	5A	-	-	-	1	-	4	2	3	1	70-72
67-69	5	3	5	2	-	-	7	-	-	-	-	1	-	1	-	2	1	67-69
64-66	4	2	4	-	-	-	6	-	-	-	-	1	-	1	-	1	-	64-66
61-63	4	1	3	-	-	-	5	-	-	-	-	-	-	-	-	-	-	61-63
58-60	3	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	58-60
55-57	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55-57
52-54	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Length: 6 - 15 feet Range Modifiers: -
Weight: 5 - 12 pounds
Fumble Range: 01 - 07^{UM} (XX=7)
Critical Type: Puncture

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM — Unmodified roll. Apply result with no modifications.



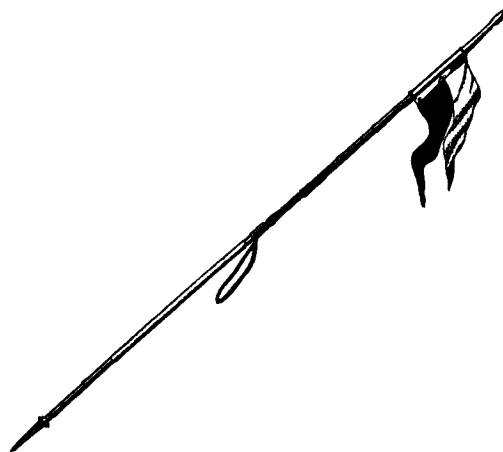
OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 3	1 - 3	1 - 4	1 - 4	1 - 4	1 - 4	1 - 5	1 - 5	1 - 5
Puncture	4 - 8	4 - 7	5 - 7	5 - 6	5 - 6	5 - 6	6 - 9	6 - 8	6 - 10
Slash	9 - 10	8 - 10	8 - 10	7 - 10	7 - 10	7 - 10	10	9 - 10	-

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Lance (used mounted)	01-07	Puncture	-20	150	E
Polearm	01-07	Puncture	+0	150	E



7.2 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ✕
16-20	Foe steps back defensively. +1H-✕	For steps back and avoids the worst. +2H - (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✕ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - ✕ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✕ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ✕ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - ✕ w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ✕ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - ✕ w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (✕-30)	Blow to back damages any equipment worn there. ✕ - ♠	Lower back strike sends foe reeling. His guard is still up. 2✕ - ♠	Light strike pins foe's weapon arm to his side. +6H - ✕	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✕ - ♠ w/o abdomen armor: +4H - ✕ - 4♠
51-55	Strike to foe's chest and he looks impressed. (✕-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✕ - 2♠	Solid chest strike leaves bruises and blood. +5H - ✕ - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✕ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✕ - 2♠	Thigh wound does some damage. +3H - ✕ - 2♠	Strike to foe's thigh. with leg armor: +8H - ✕ - ♠ w/o leg armor: +5H - 2✕ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✕ w/o abdomen armor: +3H - ✕ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✕ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✕ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✕ - ♠ w/o arm greaves: +3H - 2✕ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✕ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✕ - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✕ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✕ - 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✕ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✕ - ✕	Strike to foe's neck. It's not enough for a kill. 2✕ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✕ - 2✕ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2✕ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✕ - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3✕ - (-10) w/o leg greave: +3H - ✕ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✕ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✕ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✕ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✕ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✕ - 3♠ - (-25)	Strike to shield side, if foe has shield, your weapon is stuck in it for a round. 3✕ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✕ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✕ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✕
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✕ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✕ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✕ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✕ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✕ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✕	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✕	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✕ - ✕ w/o helmet: +3H - 2♠ - 2✕	Strike to foe's hip. with waist armor: +7H - ✕ - (-10) w/o waist armor: +5H - ✕ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✕
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✕ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B✕=must parry B rounds; B✕=no parry for B rounds; B✕=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.9 MECHANICAL BOW WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy	Light	Heavy	Light	Heavy	Light	Heavy	Light	Heavy	Light		Heavy	Light	Heavy	Light	Heavy	Light	
	(19/20)	(17/18)	(15/16)	(13/14)	(11/12)	(9/10)	(7/8)	(5/6)	(4)	(3)		(I)	(III/IV)	(I/II)	(VI)	(VII)	(IX/X)	
148-150	10D	14E	21E	24E	19E	25E	20E	28E	18E	21E	26E	19E	21E	21E	23E	19E	21E	148-150
145-147	10C	14D	21E	23E	19E	24E	20E	27E	17E	20E	25E	18D	20E	20D	22E	18D	20E	145-147
142-144	10B	13D	20D	22D	18D	23E	19E	26E	17E	19E	24E	18D	20E	19D	21E	17D	19D	142-144
139-141	10B	13C	19D	22D	17D	22D	19E	25E	16E	19E	23E	17C	19D	19D	20E	17C	19D	139-141
136-138	9A	12C	18D	21D	16D	21D	18D	24E	15E	18E	22E	16C	18D	18D	19E	16C	18D	136-138
133-135	9A	12B	18C	20D	16C	20D	17D	23E	14D	17E	21E	16C	17D	17C	18D	16C	17D	133-135
130-132	9A	11B	17C	19C	15C	19D	17D	22D	14D	16D	20E	15C	16D	16C	18D	15B	16C	130-132
127-129	8A	11B	16C	18C	14C	18D	16C	21D	13D	15D	20E	14C	15D	16C	17D	14B	15C	127-129
124-126	8A	10B	16B	17C	14C	17C	16C	20D	12D	14D	19D	13B	14C	15C	16D	13B	14C	124-126
121-123	8	10A	15B	16C	13C	16C	15C	19D	11C	13D	18D	13B	13C	14B	15C	13B	13C	121-123
118-120	7	9A	14B	15C	12B	15C	14C	18D	10C	13C	17D	12B	12C	13B	14C	12B	12C	118-120
115-117	7	9A	14A	14B	11B	14C	14C	17D	10C	12C	16D	11B	12C	13B	13C	11A	12B	115-117
112-114	7	8A	13A	14B	11B	13C	13C	16C	9B	11C	15D	10B	11B	12B	12B	11A	11B	112-114
109-111	7	8A	12A	13B	10B	12C	13B	16C	8B	10B	14C	10B	10B	12B	12B	10A	10B	109-111
106-108	6	7	12A	12A	9A	11B	12B	15C	7B	9B	13C	9A	9B	11A	11B	9	9A	106-108
103-105	6	7	11	11A	9A	10B	11B	14B	6A	8B	12B	8A	8A	10A	10A	9	8A	103-105
100-102	6	6	10	10A	8A	9B	11B	13B	6A	7A	11B	7A	7A	9A	9A	8	8A	100-102
97-99	5	6	9	9A	7A	8B	10B	12B	5	7A	10B	7A	6A	9A	8A	7	7A	97-99
94-96	5	5	9	8A	6A	7A	10A	11B	4	6A	9A	6	5	8A	7A	6	6	94-96
91-93	5	5	8	7	6	6A	9A	10B	3	—	8A	5	4	7A	6A	6	5	91-93
88-90	5	4	7	6	5	5A	8A	9B	—	—	—	4	2	6A	4A	5	3	88-90
85-87	4	4	7	6	4	4A	8A	8A	—	—	—	4	2	6	4	5	3	85-87
82-84	4	3	6	5	4	3	7	7A	—	—	—	3	1	5	3	4	2	82-84
79-81	4	3	5	4	3	2	7	6A	—	—	—	2	1	4	3	3	2	79-81
76-78	3	2	5	3	2	—	6	5A	—	—	—	1	—	3	2	2	1	76-78
73-75	3	2	4	2	—	—	5	4	—	—	—	1	—	3	2	2	1	73-75
70-72	3	1	3	1	—	—	5	—	—	—	—	—	—	—	—	1	—	70-72
67-69	3	1	3	—	—	—	4	—	—	—	—	—	—	—	—	1	—	67-69
64-66	2	—	2	—	—	—	4	—	—	—	—	—	—	—	—	—	—	64-66
61-63	2	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	61-63
58-60	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	58-60
55-57	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
xx-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Length:	2 - 4 feet	Range Modifiers:	1' - 10': +15
Weight:	4 - 8 pounds		11' - 100': +0
Fumble Range:	01 - 05 ^{UM} (XX=5)		101' - 200': -35
			201' - 300': -50
Critical Type:	Puncture		301' - 360': -75

F – Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM – Unmodified roll. Apply result with no modifications.



OPTIONAL CRITS

[illegible]

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Light Crossbow	01-05	Puncture	+0	150	E
Heavy Crossbow	01-05	Puncture	+10	150	E

Ranges:

Weapon	1-10'	11-100'	101-200'	201-300'	301-360'
Light Crossbow	+15	+0	-35	-50	-75
Heavy Crossbow	+15	+0	-35	-50	-75



Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

7.2 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ✕
16-20	Foe steps back defensively. +1H - ✕	For steps back and avoids the worst. +2H - (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✕ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - ✕ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✕ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ✕ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - ✕ w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ✕ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - ✕ w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (✕-30)	Blow to back damages any equipment worn there. ✕ - ♠	Lower back strike sends foe reeling. His guard is still up. 2✕ - ♠	Light strike pins foe's weapon arm to his side. +6H - ✕✕	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✕ - ♠ w/o abdomen armor: +4H - ✕✕ - 4♠
51-55	Strike to foe's chest and he looks impressed. (✕-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✕ - 2♠	Solid chest strike leaves bruises and blood. +5H - ✕ - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✕✕ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✕ - 2♠	Thigh wound does some damage. +3H - ✕✕ - 2♠	Strike to foe's thigh. with leg armor: +8H - ✕✕ - ♠ w/o leg armor: +5H - 2✕ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✕ w/o abdomen armor: +3H - ✕✕ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✕✕ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✕ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✕✕ w/o arm greaves: +3H - 2✕ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✕ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✕ - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✕ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✕ - 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✕✕ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✕ - ✕	Strike to foe's neck. It's not enough for a kill. 2✕ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✕ - 2✕ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2✕✕ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✕ - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3✕ - (-10) w/o leg greave: +3H - ✕✕ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✕✕ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✕✕ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✕✕ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✕✕ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✕ - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3✕ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✕ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✕ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✕✕
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✕ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✕✕ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✕✕ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✕✕ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✕✕ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✕✕	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✕✕	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✕ - ✕ w/o helmet: +3H - 2♠ - 2✕✕	Strike to foe's hip. with waist armor: +7H - ✕ - (-10) w/o waist armor: +5H - ✕ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✕
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✕✕ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B✕=must parry B rounds; B✕=no parry for B rounds; B✕=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

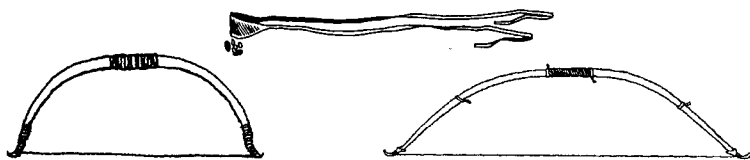
5.10 NON-MECHANICAL BOW WEAPON ATTACK TABLE

[illegible]

TYPICAL WEAPON DATA

Length:	2.5 - 3.5 feet	Range Modifiers:	1' - 10': +10
Weight:	1.5 - 2 pounds		11' - 100': +0
Fumble Range:	01 - 04 ^{UM} (XX=4)		101' - 180': -40
			181' - 240': -70
Critical Type:	Puncture		

F – Weapon fumbled, roll on the appropriate Fumble/Failure Table.
UM – Unmodified roll. Apply result with no modifications.



OPTIONAL CRITS

[illegible]

Roll d10 and look under the target's armor.
Cross index to the left to see what type of critical the target takes.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Blow Gun	01-05	Puncture	+10	150	E
Composite Bow	01-04	Puncture	+15	150	E
Long Bow	01-05	Puncture	+10	150	E
Short Bow	01-04	Puncture	+0	150	E
Sling	01-06	Krush	+5	150	E



Ranges:

Blow Gun	1-10' +0	11-25' +0	26-50' -20	51-100' -40	
Composite Bow	1-10' +25	11-100' +0	101-200' -35	201-300' -60	
Long Bow	1-10' +20	11-100' +0	101-200' -30	201-300' -40	301-400' -50
Short Bow	1-10' +10	11-100' +0	101-180' -40	181-240' -70	
Sling	1=10' +15	11-60' +0	61-120' -40	121-180' -65	

7.2 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ✕
16-20	Foe steps back defensively. +1H - ✕	Foe steps back and avoids the worst. +2H - (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✕ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - ✕ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✕ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ✕ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - ✕ w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ✕ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - ✕ w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (✕-30)	Blow to back damages any equipment worn there. ✕ - ♠	Lower back strike sends foe reeling. His guard is still up. 2✕ - ♠	Light strike pins foe's weapon arm to his side. +6H - ✕✕	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✕ - ♠ w/o abdomen armor: +4H - ✕✕ - 4♠
51-55	Strike to foe's chest and he looks impressed. (✕-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✕ - 2♠	Solid chest strike leaves bruises and blood. +5H - ✕ - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✕✕ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✕ - 2♠	Thigh wound does some damage. +3H - ✕✕ - 2♠	Strike to foe's thigh. with leg armor: +8H - ✕✕ - ♠ w/o leg armor: +5H - 2✕ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✕ w/o abdomen armor: +3H - ✕✕ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✕✕ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✕ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✕✕ w/o arm greaves: +3H - 2✕ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✕ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✕ - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✕ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✕ - 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✕✕ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✕ - ✕	Strike to foe's neck. It's not enough for a kill. 2✕ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✕ - 2✕ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2✕✕ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✕ - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3✕ - (-10) w/o leg greave: +3H - ✕✕ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✕✕ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✕✕ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✕✕ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✕✕ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✕ - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3✕ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✕ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✕ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✕✕
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✕ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✕✕ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✕✕ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✕✕ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✕✕ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✕✕	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✕✕	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✕ - ✕ w/o helmet: +3H - 2♠ - 2✕✕	Strike to foe's hip. with waist armor: +7H - ✕ - (-10) w/o waist armor: +5H - ✕ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✕
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✕✕ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B✕=must parry B rounds; B✕=no parry for B rounds; B✕=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.11 THROWN WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	8C	12D	15E	18E	16E	22E	10E	18E	12E	15E	20E	17D	17E	15D	15E	15D	15E	148-150
145-147	8B	12C	15D	18E	16E	21E	10E	18E	12E	15E	20E	16D	16E	15D	15E	15D	15E	145-147
142-144	8A	12C	14D	17D	15D	21D	10E	17E	12E	14E	19E	16C	16D	14D	14E	14C	14D	142-144
139-141	8	11B	14C	17C	15D	20D	10E	17E	11E	14E	19E	15C	15D	14C	14E	14B	14D	139-141
136-138	8	11B	14C	16C	14C	19D	10D	16E	11E	14E	18E	15C	15D	13C	13E	13B	13D	136-138
133-135	7	11A	13B	15C	14C	18D	9D	16E	10D	13E	18E	14B	14D	13C	13D	13B	12C	133-135
130-132	7	10A	13B	15C	13C	18C	9D	15D	10D	13D	17E	14B	14D	12B	12D	12B	12C	130-132
127-129	7	10A	12A	14B	13C	17C	9C	15D	10D	12D	16E	13B	13C	12B	12D	12A	12C	127-129
124-126	7	9	12A	14B	12B	16C	9C	14D	9D	12D	16D	12A	12C	11B	11D	11A	11C	124-126
121-123	7	9	11A	13A	12B	15C	8C	14D	9C	11D	15D	12A	12C	11B	11C	11	11B	121-123
118-120	6	9	11	12A	11B	14C	8C	13D	8C	11C	15D	11A	11C	11B	10C	10	10B	118-120
115-117	6	8	10	12A	10B	14B	8C	13D	8C	11C	14D	11A	11B	10B	10C	10	10B	115-117
112-114	6	8	10	11A	10A	13B	8B	12C	8C	10C	14D	10A	10B	10A	10C	9	9B	112-114
109-111	6	8	10	11A	9A	12B	8B	12C	7B	10C	13D	10A	9B	10A	9B	9	9A	109-111
106-108	6	7	9	10	9A	11B	7B	11C	7A	9B	13C	9A	9A	9A	9B	8	8	106-108
103-105	5	7	9	9	8	10A	7A	10C	6	9A	12C	8	8	8A	8A	8	7	103-105
100-102	5	7	8	9	8	10A	7A	10B	6	8A	12B	8	8	8A	8A	8	7	100-102
97-99	5	6	8	8	7	9A	7A	9B	6	8	11B	7	7	7A	7A	7	7	97-99
94-96	5	6	7	8	7	8A	6A	9B	5	8	10A	7	6	7A	7A	7	6	94-96
91-93	5	5	7	7	6	7	6	8B	5	7	10	6	6	6A	6A	6	6	91-93
88-90	4	5	7	7	6	6	6	8A	4	7	9	5	5	6	6	6	5	88-90
85-87	4	5	6	6	5	6	6	7A	4	6	9	5	5	6	5	5	5	85-87
82-84	4	4	6	5	5	5	5	7A	4	6	8	4	4	5	5	4	4	82-84
79-81	4	4	5	5	4	4	5	6A	3	5	8	4	3	5	4	4	4	79-81
76-78	4	4	5	4	4	3	5	6	3	5	7	3	3	5	4	4	3	76-78
73-75	3	3	4	4	3	3	5	5	2	5	7	3	2	4	3	3	3	73-75
70-72	3	3	4	3	3	2	5	5	2	-	-	2	2	4	3	3	2	70-72
67-69	3	3	3	2	2	-	4	4	-	-	-	1	-	3	2	2	1	67-69
64-66	3	2	3	2	-	-	4	4	-	-	-	1	-	3	2	2	1	64-66
61-63	3	2	3	1	-	-	4	3	-	-	-	1	-	2	1	1	-	61-63
58-60	2	1	2	1	-	-	4	3	-	-	-	-	-	2	1	1	-	58-60
55-57	2	1	2	-	-	-	3	-	-	-	-	-	-	-	-	-	-	55-57
52-54	2	1	1	-	-	-	3	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	-	1	-	-	-	3	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	-	-	-	-	3	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	-	-	-	-	3	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Length: 3 - 6 feet Range Modifiers: 1' - 50': +0
Weight: 2 - 6 pounds 51' - 100': -20
Fumble Range: 01 - 07 UM (XX=7) 101' - 150': -40

Critical Type: Grapple

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



OPTIONAL CRITS

Crit Type	Plate Armor	Chain Armor	RLeath. Armor	SLeath. Armor	Animal	None	Kevlar Armor	Kinetic Armor	Combat Armor
Krush	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5
Grapple	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10	6 - 10

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bola	01-07	Krush	+0	150	E
Boomerang	01-04	Krush	-5	150	E
Dagger	01	Slash	-20	150	E
Darts	01-05	Puncture	-10	130	E
Handaxe	01-04	Slash	-5	150	E
Javelin	01-04	Puncture	-20	150	E
Lasso †	01-06	Grapple	-30	120	C
Net (gladiator) †	01-05	Grapple	-25	150	D
Net (fishing) †	01-08	Grapple	-40	125	C
Spear	01-05	Puncture	-30	150	E
Shuriken	01-05	Slash	+0	150	E
Tomahawk	01-02	Slash	-10	140	E
War Hammer	01-04	Krush	-35	150	E

† - Delivers half of the indicated hits.

Ranges:	1-10'	11-25'	26-50'	51-100'	101-150'
Bola	+0	+0	+0	-20	-40
Boomerang	+0	+0	+0	-20	-30
Dagger/Darts/Spear	-10	-20	-30	-	-
Handaxe	-15	-30	-45	-	-
Javelin	+0	-20	-20	-40	-
Lasso	+0	-10	-	-	-
Net	+0	-	-	-	-
Shuriken	+0	+0	-20	-30	-
Tomahawk	-5	-15	-30	-	-
War Hammer	-20	-40	-60	-	-

7.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ✖ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - ✖	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ✖✖ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - ✖ - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ✖	Foe goes airborne to evade your strike. He is stumbling back. +4H - ✖✖	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2x w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ✖✖	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ✖✖	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ✖✖
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2x	Hard strike to chest, armor does not help. +5H - ✖ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2✖ - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - ✖ - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - ✖ - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ✖ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ✖✖ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - ✖ w/o arm greaves: +5H - ✖	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ✖ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ✖	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ✖✖ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ✖ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2✖✖	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3✖✖	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3✖✖ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3✖ - ✖	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2✖✖ - (-10)	Strike to chest causes a host of trouble. +10H - 3✖ - 2✖ - (-10)	Blow to shoulder. with shoulder armor: +6H - ✖✖ w/o shoulder armor: 2✖✖ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2✖✖ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2✖ - ✖ - (-35)	Strike twists foe's knee. +10H - 2✖✖ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2✖✖ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3✖ - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ✖	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until the armor is removed. +9H - ✖✖ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ✖✖	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2✖✖
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2✖✖ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2✖✖ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3✖✖ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3✖✖ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3✖✖ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4✖✖ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6✖ - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds.
91-95	Break foe's nose. with nose guard: +10H - 2✖✖ w/o nose guard: +15H - 3✖✖	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12✖	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds.	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds.
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6✖	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15✖	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24✖✖	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2✖ - 6(-30)

Key: B✖=must parry B rounds; B✖=no parry for B rounds; B✖=stunned for B rounds; B●=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.12 BLACK POWDER PISTOL WEAPON ATTACK TABLE

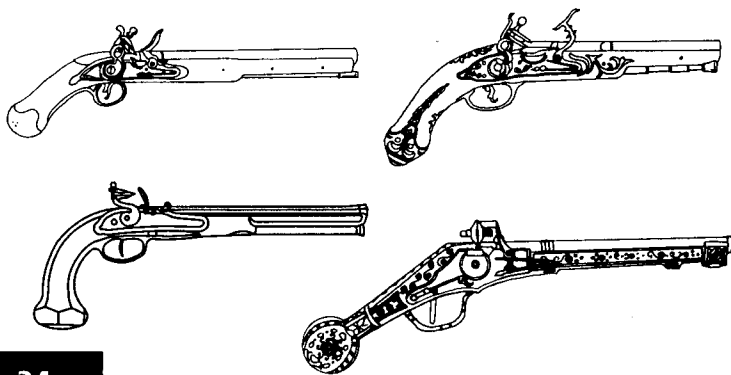
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	3D	3E	5E	6E	6E	6E	7E	9E	6E	9E	12E	4E	6E	6E	7E	4E	6E	148-150
145-147	3D	3E	5E	6E	6E	6E	7E	9E	6E	9E	12E	4E	6E	6E	7E	4E	6E	145-147
142-144	3D	3E	5E	6E	6E	6E	7E	9E	6E	8E	12E	4E	6E	6E	7E	4E	6E	142-144
139-141	3D	3E	5E	6E	6E	6E	7E	9E	5E	8E	10E	4E	5E	6E	7E	4E	5E	139-141
136-138	3C	3D	5E	6E	6D	6E	7E	9E	5D	8D	10D	4D	5D	6D	7D	4D	5D	136-138
133-135	3C	3D	5D	6D	6D	6D	7E	9E	5D	7D	10D	4D	5D	6D	7D	4D	5D	133-135
130-132	3C	3D	5D	6D	6D	6D	7D	9D	5D	6D	9D	4D	5D	6D	7D	4D	5D	130-132
127-129	3B	3D	5D	6D	6D	6D	7D	9D	4C	6D	9D	4D	5C	6D	6C	4D	5C	127-129
124-126	3B	3C	5D	6D	5D	6D	7D	9D	4C	6C	9C	4C	5C	6C	6C	4C	5C	124-126
121-123	3B	3C	5C	5D	5C	6D	7D	8D	4C	5C	8C	4C	5C	5C	6C	4C	4C	121-123
118-120	3B	3C	5C	5C	5C	5C	7D	8D	3C	5C	7C	4C	4C	5C	5C	4C	4C	118-120
115-117	3A	3C	5C	5C	4C	5C	6C	8D	3B	5C	7C	4C	4B	5C	5C	4C	4B	115-117
112-114	3A	3B	5C	4C	4C	5C	6C	7C	3B	4B	7C	4B	4B	5B	5B	3B	3B	112-114
109-111	3A	3B	4C	4C	4C	4C	6C	6C	3B	4B	6B	3B	3B	4B	4B	3B	3B	109-111
106-108	3A	2B	4B	4C	4B	4C	6C	6C	3B	4B	6B	3B	3B	4B	4B	3B	3B	106-108
103-105	3	2B	4B	4B	3B	4B	5C	6C	3A	4B	6B	3B	3A	4B	4B	3B	3A	103-105
100-102	2	2A	4B	3B	3B	3B	5C	5C	2A	3A	5B	2A	2A	3B	3B	2A	2A	100-102
97-99	2	2A	4B	3B	3B	3B	5B	5C	2A	3A	4A	2A	2A	3B	3B	2A	2A	97-99
94-96	2	2A	4B	3B	3A	3B	4B	5C	2A	2A	4A	2A	2A	3B	3B	2A	2A	94-96
91-93	2	2A	3A	3B	3A	3B	4B	5B	1	2A	3A	2A	2A	3A	3A	2A	2A	91-93
88-90	2	2A	3A	3A	3A	2A	4B	4B	1	2	3A	2A	1	3A	2A	2A	2	88-90
85-87	2	1	3A	3A	2A	2A	4B	4B	1	-	2	1	1	2A	2A	2	2	85-87
82-84	2	1	3A	2A	2A	2A	3B	4B	-	-	-	1	1	2A	2A	1	1	82-84
79-81	2	1	2	2A	2	2A	3A	3B	-	-	-	1	1	2A	1A	1	1	79-81
76-78	1	1	2	2A	1	1A	3A	3B	-	-	-	1	-	2A	1A	1	1	76-78
73-75	1	1	2	2	1	-	2A	3A	-	-	-	-	-	2	1	1	1	73-75
70-72	1	1	2	1	1	-	2A	2A	-	-	-	-	-	1	1	1	-	70-72
67-69	1	0	2	1	-	-	2A	2A	-	-	-	-	-	1	1	-	-	67-69
64-66	1	0	2	-	-	-	1A	-	-	-	-	-	-	-	-	-	-	64-66
61-63	1	0	2	-	-	-	1A	-	-	-	-	-	-	-	-	-	-	61-63
58-60	1	-	2	-	-	-	1	-	-	-	-	-	-	-	-	-	-	58-60
55-57	1	-	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	55-57
52-54	1	-	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	52-54
49-51	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Weight: 2.1 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 05 ^{UM} (XX=5) 11' - 30': +0
Action: Single Action 31' - 55': -25
Rounds: 6 56' - 90': -50
Critical Type: Ballistic Puncture 91' - 130': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Double Derringer	01-05	Perc/2	+0	140	D
Duck Foot Pistol	01-05	Perc/4 †	+20	150	D
Dueling Pistol	01-04	Flint/1	+0	150	E
Flintlock Pistol	01-04	Flint/1	+0	150	E
Percussion Pistol	01-04	Perc/1	+0	150	E
Pocket Flintlock	01-05	Flint/1	-20	140	D
Wheelock Pistol	01-06	Wheel/1	+0	150	D

† - All barrels fire together for 2x Damage.

Range Modifiers	+10	+0	-25	-50	-100
Double Derringer	10'	20'	30'	60'	80'
Duck Foot Pistol	10'	20'	30'	40'	50'
Dueling Pistol	10'	30'	50'	60'	80'
Flintlock Pistol	10'	20'	40'	60'	80'
Percussion Pistol	10'	20'	40'	60'	80'
Pocket Flintlock	10'	20'	30'	40'	50'
Wheelock Pistol	10'	20'	40'	60'	80'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - ✕	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2✕ (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2✕ - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3♣ - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - ✕ - ♣	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ✕ - 2♣ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2✕ - 3♣ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3♣ - 4♣ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - ✕ - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2✕ - 2♣ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4✕ - 2✕ - (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6✕ - 3♣ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - ✕ - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2✕ - 2♣ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4✕ - 2✕ - (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6✕ - 3♣ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ✕ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3✕ - ♣ - (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3✕ - 5♣ - (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♣ - (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H - (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - ✕ - (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2✕ - 3♣ - (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4♣ - 7♣ - (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2✕	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3✕ - (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3♣ - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5♣ - 3♣ - (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - ✕ - (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ✕ - 2♣ - (-10)	Bullet strikes calf. Tibia fractured. +12H - 2✕ - 3✕ - (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3♣ - 3♣ - (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - ✕ - (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2✕ - (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3✕ - ♣ - (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4♣ - 4♣ - (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - ✕	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ✕ - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2✕ - ♣ - (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3♣ - 3♣ - (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5♣ - ♣ - (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H - (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H - (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6♣ - 10♣ - (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12♣ - 7♣ - (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - ✕	Knee shot fractures bone and gives foe a limp. +5H - ✕ - (-10)	Bullet lodged in knee. Ouch. +10H - 2✕ - (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose. ... +15H - 4♣ - ♣ - (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6✕ - 4♣ - (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ✕ - (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2✕ - 3♣ - (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3♣ - 4♣ - (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4♣ - 7♣ - (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2✕ - (-5)	Shot in the side breaks two ribs. +5H - 2✕ - (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3✕ - (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2✕ - 6♣ - (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8♣ - (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ✕ - (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ✕ - 3♣ - (-10)	Upper abdominal hit perforates internal organs. +8H - 2✕ - 4♣ - (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4✕ - 2♣ - 6♣ - (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H - 2♣
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♣ - (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2✕ - ♣ - (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3✕ - ♣ - 4♣ - (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3♣ - 7♣ - (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3♣ - (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2✕ - 4B - (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♣	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious)! (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2✕ - (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2✕ - ♣ - 2♣ - (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3♣ - 2♣ - (-15)	Bullet goes through major artery in foe's neck. +3H - ✕ - 10♣ - (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♣ - (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B✕=must parry B rounds; B♣=no parry for B rounds; B✕=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.13 BLACK POWDER RIFLE WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	12E	15F	22F	24F	24F	27F	29F	36F	24F	36F	48F	21F	25F	25F	30F	19F	24F	148-150
145-147	12E	15F	22F	24F	24F	27F	29F	36F	24F	36F	48F	21F	25F	25F	30F	19F	24F	145-147
142-144	12E	15F	22F	24F	24F	27F	29F	36F	24F	32F	48F	21F	25F	25F	30F	19F	24F	142-144
139-141	12D	15E	22F	24F	24F	27F	29F	36F	21E	32E	42E	21E	24E	25E	28E	19E	22E	139-141
136-138	12D	15E	22E	24E	24E	27E	29F	36F	21E	32E	42E	21E	24E	25E	28E	19E	22E	136-138
133-135	12D	15E	22E	24E	24E	27E	29E	36E	21E	30E	42E	21E	24E	25E	28E	19E	22E	133-135
130-132	12C	15E	22E	24E	24E	26E	29E	36E	20D	27D	39E	20E	23D	25E	28D	19E	22D	130-132
127-129	12C	15D	22E	24E	24E	24E	29E	36E	18D	27D	36D	19D	21D	25D	27D	19D	21D	127-129
124-126	12C	15D	22D	24D	21D	24D	29E	36E	18D	25D	36D	19D	21D	25D	27D	19D	21D	124-126
121-123	12B	15D	22D	22D	21D	24D	29E	34E	17C	23D	33D	19D	20C	24D	25D	18D	19C	121-123
118-120	12B	14C	22D	21D	21D	20D	29D	32D	15C	23C	30D	17C	17C	23C	23C	17C	18C	118-120
115-117	12B	13C	22D	21D	19C	20D	27D	32D	15C	23C	30C	16C	17C	22C	23C	17C	18C	115-117
112-114	12A	13C	22C	19C	18C	20D	26D	30D	15C	18C	30C	16C	17C	21C	22C	16C	17C	112-114
109-111	12A	12C	19C	18C	18C	19C	26D	27D	12B	18B	24C	15C	15B	19C	19C	15C	15B	109-111
106-108	12A	11B	19C	18C	16C	17C	24C	27D	12B	18B	24B	14B	14B	19C	19C	14B	15B	106-108
103-105	12	11B	19B	18C	15B	17C	22C	27D	12B	16B	24B	14B	14B	19C	19C	14B	15B	103-105
100-102	11	11B	18B	15B	15B	15C	22C	23C	10A	13A	21B	13B	12A	17B	16B	13B	12A	100-102
97-99	10	9A	16B	15B	15B	13B	22C	23C	9A	13A	18B	11A	11A	16B	16B	12A	12A	97-99
94-96	10	9A	16B	15B	12B	13B	18C	23C	9A	11A	18A	11A	11A	16B	16B	12A	12A	94-96
91-93	10	9A	15A	13B	12A	13B	18B	20C	7	9A	15A	11A	10A	14B	13A	12A	10A	91-93
88-90	9	8A	14A	12A	12A	10B	18B	18C	6	2	12A	9A	8A	13B	12A	10A	9	88-90
85-87	9	7	14A	12A	10A	10A	16B	18B	2	-	2	8	6	12A	10A	9	7	85-87
82-84	9	7	14A	10A	9A	10A	14B	16B	-	-	-	8	6	11A	8A	8	5	82-84
79-81	8	6	11	9A	9	8A	14B	13B	-	-	-	7	4	9A	6A	7	4	79-81
76-78	7	5	11	9A	7	6A	13A	13B	-	-	-	5	3	9A	6A	7	4	76-78
73-75	7	5	11	9	6	-	11A	13B	-	-	-	2	-	9A	6A	7	4	73-75
70-72	6	5	9	6	2	-	11A	9A	-	-	-	2	-	7	4	5	3	70-72
67-69	6	3	8	4	-	-	11A	4A	-	-	-	1	-	3	2	3	2	67-69
64-66	6	2	8	-	-	-	7A	-	-	-	-	1	-	1	-	1	-	64-66
61-63	6	-	7	-	-	-	3	-	-	-	-	-	-	-	-	-	-	61-63
58-60	5	-	7	-	-	-	2	-	-	-	-	-	-	-	-	-	-	58-60
55-57	5	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55-57
52-54	4	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	4	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	4	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	4	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	4	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

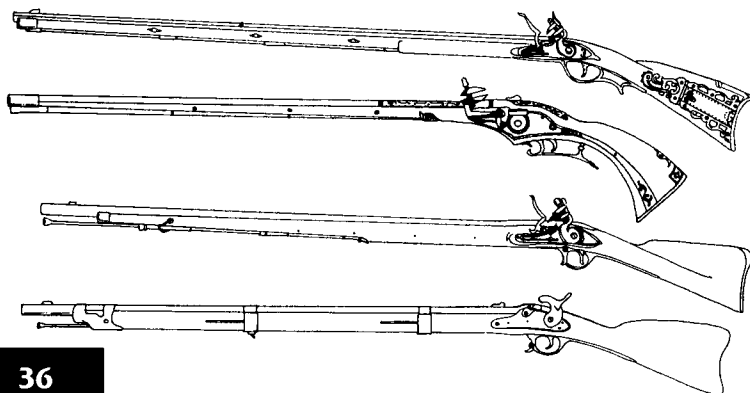
Weight: 14.5 pounds
Fumble Range: 01 - 06 ^{UM} (XX=6)
Action: Percussion
Rounds: 1
Critical Type: Ballistic Puncture

Range Modifiers: 1' - 10': +10
 11' - 70': +0
 71' - 140': -25
 141' - 550': -50
 551' - 1500': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Arab Jezail Rifle	01-05	Flint/1	+10	150	E
Brown Bess Musket	01-04	Flint/1	+0	150	F
Civil War Rifle	01-05	Perc/1	+10	150	F
Matchlock	01-07	Match/1	+0	150	F
Pennsylvania Rifle	01-05	Flint/1	+10	150	F
Smoothbore Carbine	01-04	Flint/1	+0	150	E
Wheelock	01-05	Wheel/1	+0	150	F
Range Modifiers					
Arab Jezail Rifle	+10	+0	-25	-50	-100
Brown Bess Musket	10'	65'	120'	400'	600'
Civil War Rifle	10'	50'	150'	200'	400'
Matchlock	10'	70'	140'	550'	1500'
Pennsylvania Rifle	10'	50'	150'	200'	400'
Smoothbore Carbine	10'	65'	120'	400'	800'
Wheelock	10'	40'	90'	150'	300'
Wheelock	10'	50'	150'	200'	300'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2B (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3X - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - B	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - X - 2B (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2X - 3B (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3X - 4B (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2X - 2B (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4X - 2X (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6X - 3B (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2X - 2B (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4X - 2X (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6X - 3B (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - X (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3X - B (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3X - 5B (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10B (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2X - 3B (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4X - 7B (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2X	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3X (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3X - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5X - 3B (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - X - 2B (-10)	Bullet strikes calf. Tibia fractured. +12H - 2X - 3X (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3X - 3B (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2X (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3X - (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4X - 4B (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - X - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2X - (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3X - 3B (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5X - (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6X - 10B (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12X - 7B (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - X - (-10)	Bullet lodged in knee. Ouch. +10H - 2X (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4X - B (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6X - 4B (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - X (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2X - 3B (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3X - 4B (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4X - 7B (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X (-5)	Shot in the side breaks two ribs. +5H - 2X (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3X (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2X - 6B (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8B (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - X (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - X - 3B (-10)	Upper abdominal hit perforates internal organs. +8H - 2X - 4B (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4X - 2B - 6B (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H - 2B
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - B (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2X - B (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3X - B - 4B (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3X - 7B (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3X (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2X - 4B (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8B	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2X (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2X - B - 2B (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3X - 2B (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10B (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20B (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: BX=must parry B rounds; B=no parry for B rounds; B=X=stunned for B rounds; B=B=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.14 EARLY REVOLVER WEAPON ATTACK TABLE

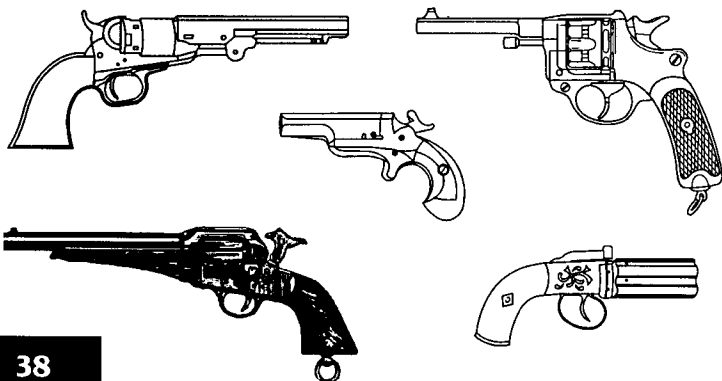
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	6D	7E	11E	12E	12E	13E	14E	18E	12E	18E	24E	10E	12E	12E	15E	9E	12E	148-150
145-147	6D	7E	11E	12E	12E	13E	14E	18E	12E	18E	24E	10E	12E	12E	15E	9E	12E	145-147
142-144	6D	7E	11E	12E	12E	13E	14E	18E	12E	16E	24E	10E	12E	12E	15E	9E	12E	142-144
139-141	6D	7E	11E	12E	12E	13E	14E	18E	10E	16E	21E	10E	11E	12E	14E	9E	11E	139-141
136-138	6C	7D	11E	12E	12D	13E	14E	18E	10D	16D	21D	10D	11D	12D	14D	9D	11D	136-138
133-135	6C	7D	11D	12D	12D	13D	14E	18E	10D	15D	21D	10D	11D	12D	14D	9D	11D	133-135
130-132	6C	7D	11D	12D	12D	13D	14D	18D	10D	13D	19D	10D	11D	12D	14D	9D	11D	130-132
127-129	6B	7D	11D	12D	12D	12D	14D	18D	9C	13D	18D	9D	10C	12D	13C	9D	10C	127-129
124-126	6B	7C	11D	12D	10D	12D	14D	18D	9C	12C	18C	9C	10C	12C	13C	9C	10C	124-126
121-123	6B	7C	11C	11D	10C	12D	14D	17D	8C	11C	16C	9C	10C	12C	12C	9C	9C	121-123
118-120	6B	7C	11C	10C	10C	10C	14D	16D	7C	11C	15C	8C	9C	11C	11C	8C	8C	118-120
115-117	6A	6C	11C	10C	9C	10C	13C	16D	7B	11C	15C	8C	8B	11C	11C	8C	8B	115-117
112-114	6A	6B	11C	9C	9C	10C	13C	15C	7B	9B	15C	8B	8B	10B	11B	7B	8B	112-114
109-111	6A	6B	9C	9C	9C	9C	13C	13C	6B	9B	12B	7B	7B	9B	9B	7B	7B	109-111
106-108	6A	5B	9B	9C	8B	8C	12C	13C	6B	9B	12B	6B	7B	9B	9B	7B	7B	106-108
103-105	6	5B	9B	9B	7B	8B	11C	13C	6A	8B	12B	6B	7B	9B	9B	7B	7A	103-105
100-102	5	5A	9B	7B	7B	7B	11C	11C	5A	6A	10B	6A	6A	8B	8B	6A	6A	100-102
97-99	5	4A	8B	7B	7B	6B	11B	11C	4A	6A	9A	5A	5A	7B	7B	5A	5A	97-99
94-96	5	4A	8B	7B	6A	6B	9B	11C	4A	5A	9A	5A	5A	7B	7B	5A	5A	94-96
91-93	5	4A	7A	6B	6A	6B	9B	10B	3	4A	7A	5A	4A	7A	6A	5A	4A	91-93
88-90	4	4A	7A	6A	6A	5A	9B	9B	3	2	5A	4A	4	6A	6A	5A	4	88-90
85-87	4	3	7A	6A	5A	5A	8B	9B	2	-	2	4	3	6A	5A	4	4	85-87
82-84	4	3	7A	5A	4A	5A	7B	8B	-	-	-	4	3	5A	4A	4	2	82-84
79-81	4	3	5	4A	4	4A	7A	6B	-	-	-	3	2	4A	3A	3	2	79-81
76-78	3	2	5	4A	3	3A	6A	6B	-	-	-	2	1	4A	3A	3	2	76-78
73-75	3	2	5	4	3	-	5A	6A	-	-	-	1	-	4	3	3	2	73-75
70-72	3	2	4	3	2	-	5A	4A	-	-	-	1	-	3	2	2	1	70-72
67-69	3	1	4	3	-	-	5A	3A	-	-	-	-	-	2	1	2	1	67-69
64-66	3	1	4	-	-	-	3A	-	-	-	-	-	-	-	-	-	-	64-66
61-63	3	1	4	-	-	-	3A	-	-	-	-	-	-	-	-	-	-	61-63
58-60	3	-	3	-	-	-	3	-	-	-	-	-	-	-	-	-	-	58-60
55-57	2	-	3	-	-	-	2	-	-	-	-	-	-	-	-	-	-	55-57
52-54	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 2.3 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 05 UM (XX=5) 11' - 30': +0
Action: Single Action 31' - 55': -25
Rounds: 6 56' - 90': -50
Critical Type: Ballistic Puncture 91' - 130': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Colt Detective Special	01-02	DAction/6	+5	150	E
Colt M1849 Pocket	01-04	SAction/6	-20	110	C
Colt Navy	01-04	SAction/6	+0	150	D
Colt Peacemaker	01-05	SAction/6	+0	150	E
Remington Army †	01-04	SAction/6	+0	150	D
Remington Derringer †	01-04	Breach/2	-15	110	C
Smith&Wesson Service	01-03	DAction/6	+0	150	E
Webley Mk 3	01-03	DAction/6	-10	125	D
† - Inflicts half the indicated hits					
Range Modifiers	+10	+0	-25	-50	-100
Colt Detective Special	10'	30'	55'	90'	130'
Colt M1849 Pocket	10'	30'	55'	90'	130'
Colt Navy	10'	30'	55'	90'	130'
Colt Peacemaker	10'	30'	55'	90'	130'
Remington Army	10'	30'	55'	90'	130'
Remington Derringer	10'	30'	55'	90'	130'
Smith&Wesson Service	10'	30'	55'	90'	130'
Weley Mk 3	10'	30'	55'	90'	130'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - ✕	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2✕ (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2✕ - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3✕♣ (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - ✕ - ♣	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ✕ - 2♣ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2✕ - 3♣ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3✕♣ - 4♣ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - ✕ - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2✕ - 2♣ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4✕ - 2✕ - (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6✕ - 3♣ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - ✕ - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2✕ - 2♣ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4✕ - 2✕ - (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6✕ - 3♣ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ✕ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3✕ - ♣ (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3✕ - 5♣ (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♣ (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H - (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - ✕ - (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2✕ - 3♣ (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4✕♣ - 7♣ (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2✕	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3✕ (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3✕♣ (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5✕♣ - 3♣ (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - ✕ - (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ✕ - 2♣ (-10)	Bullet strikes calf. Tibia fractured. +12H - 2✕ - 3✕ (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3✕♣ - 3♣ (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - ✕ - (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2✕ - (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3✕ - ♣ (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4✕♣ - 4♣ (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - ✕	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ✕ - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2✕ - ♣ (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3✕♣ - 3♣ (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5✕♣ (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H - (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H - (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6✕♣ - 10♣ (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12✕♣ - 7♣ (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - ✕	Knee shot fractures bone and gives foe a limp. +5H - ✕ - (-10)	Bullet lodged in knee. Ouch. +10H - 2✕ - (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4✕ - ♣ (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6✕ - 4♣ (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ✕ - (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2✕ - 3♣ (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3✕♣ - 4♣ (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4✕♣ - 7♣ (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2✕ - (-5)	Shot in the side breaks two ribs. +5H - 2✕ - (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3✕ - (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2✕ - 6♣ (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8♣ (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ✕ - (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ✕ - 3♣ (-10)	Upper abdominal hit perforates internal organs. +8H - 2✕ - 4♣ (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4✕ - 2♣ - 6♣ (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15H - 2♣
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♣ - (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2✕ - ♣ (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3✕ - ♣ - 4♣ (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3✕♣ - 7♣ (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3✕ - (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2✕ - 4B - (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♣	Bullet lodges deep in foe's brain. Death in instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2✕ - (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2✕ - ♣ - 2♣ (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3✕♣ - 2♣ (-15)	Bullet goes through major artery in foe's neck. +3H - ✕ - 10♣ (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♣ (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B✕=must parry B rounds; B♣=no parry for B rounds; B✕=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.15 LATE REVOLVER WEAPON ATTACK TABLE

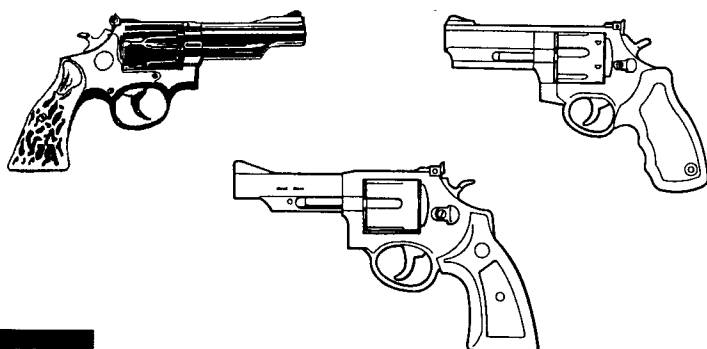
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (V)	Light (VI)	Heavy (IX/X)	Light (VIII)	
148-150	6D	7E	11E	12E	12E	13E	14E	18E	12E	18E	24E	10E	12E	12E	15E	9E	12E	148-150
145-147	6D	7E	11E	12E	12E	13E	14E	18E	12E	18E	24E	10E	12E	12E	15E	9E	12E	145-147
142-144	6D	7E	11E	12E	12E	13E	14E	18E	12E	16E	24E	10E	12E	12E	15E	9E	12E	142-144
139-141	6D	7E	11E	12E	12E	13E	14E	18E	10E	16E	21E	10E	11E	12E	14E	9E	11E	139-141
136-138	6C	7D	11E	12E	12D	13E	14E	18E	10D	16D	21D	10D	11D	12D	14D	9D	11D	136-138
133-135	6C	7D	11D	12D	12D	13D	14E	18E	10D	15D	21D	10D	11D	12D	14D	9D	11D	133-135
130-132	6C	7D	11D	12D	12D	13D	14D	18D	10D	13D	19D	10D	11D	12D	14D	9D	11D	130-132
127-129	6B	7D	11D	12D	12D	12D	14D	18D	9C	13D	18D	9D	10C	12D	13C	9D	10C	127-129
124-126	6B	7C	11D	12D	10D	12D	14D	18D	9C	12C	18C	9C	10C	12C	13C	9C	10C	124-126
121-123	6B	7C	11C	11D	10C	12D	14D	17D	8C	11C	16C	9C	10C	12C	12C	9C	9C	121-123
118-120	6B	7C	11C	10C	10C	10C	14D	16D	7C	11C	15C	8C	8C	11C	11C	8C	8C	118-120
115-117	6A	6C	11C	10C	9C	10C	13C	16D	7B	11C	15C	8C	8B	11C	11C	8C	8B	115-117
112-114	6A	6B	11C	9C	9C	10C	13C	15C	7B	9B	15C	8B	8B	10B	11B	7B	8B	112-114
109-111	6A	6B	9C	9C	9C	9C	13C	13C	6B	9B	12B	7B	7B	9B	9B	7B	7B	109-111
106-108	6A	5B	9B	9C	8B	8C	12C	13C	6B	9B	12B	6B	7B	9B	9B	7B	7B	106-108
103-105	6	5B	9B	9B	7B	8B	11C	13C	6A	8B	12B	6B	7A	9B	9B	7B	7A	103-105
100-102	5	5A	9B	7B	7B	7B	11C	11C	5A	6A	10B	6A	6A	8B	8B	6A	6A	100-102
97-99	5	4A	8B	7B	7B	6B	11B	11C	4A	6A	9A	5A	5A	7B	7B	5A	5A	97-99
94-96	5	4A	8B	7B	6A	6B	9B	11C	4A	5A	9A	5A	5A	7B	7B	5A	5A	94-96
91-93	5	4A	7A	6B	6A	6B	9B	10B	3	4A	7A	5A	4	7A	6A	5A	4A	91-93
88-90	4	4A	7A	6A	6A	5A	9B	9B	3	2	5A	4A	4	6A	6A	5A	4	88-90
85-87	4	3	7A	6A	5A	5A	8B	9B	2	-	2	4	3	6A	5A	4	4	85-87
82-84	4	3	7A	5A	4A	5A	7B	8B	-	-	-	4	2	5A	4A	4	2	82-84
79-81	4	3	5	4A	4	4A	7A	6B	-	-	-	3	2	4A	3A	3	2	79-81
76-78	3	2	5	4A	3	3A	6A	6B	-	-	-	2	1	4A	3A	3	2	76-78
73-75	3	2	5	4	3	-	5A	6A	-	-	-	1	-	4	3	3	2	73-75
70-72	3	2	4	3	2	-	5A	4A	-	-	-	1	-	3	2	2	1	70-72
67-69	3	1	4	3	-	-	5A	3A	-	-	-	-	-	2	1	2	1	67-69
64-66	3	1	4	-	-	-	3A	-	-	-	-	-	-	-	-	-	-	64-66
61-63	3	1	4	-	-	-	3A	-	-	-	-	-	-	-	-	-	-	61-63
58-60	3	-	3	-	-	-	3	-	-	-	-	-	-	-	-	-	-	58-60
55-57	2	-	3	-	-	-	2	-	-	-	-	-	-	-	-	-	-	55-57
52-54	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	01-xx UM

TYPICAL WEAPON DATA

Weight: 1.9 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 04 ^{UM} (XX=4) 11' - 30': +0
Action: Double Action 31' - 55': -25
Rounds: 5 56' - 90': -50
Critical Type: Ballistic Puncture 91' - 130': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Colt Anaconda †	01-05	DAction/6	+0	150	D
Colt King Cobra	01-03	DAction/6	+5	150	E
EAA Big Bore ‡	01-05	DAction/6	-10	150	E
H&R M504	01-04	DAction/5	+0	150	E
Rossi M720 .38 †	01-03	DAction/6	+0	150	D
Rossi M720 .44	01-03	DAction/6	+0	150	E
Ruger Single Six †	01-02	SAction/6	-10	125	D
† - Inflicts half the indicated hits. ‡ - Inflicts double the indicated hits.					
Range Modifiers	+10	+0	-25	-50	-100
Colt Anaconda	10'	35'	60'	100'	150'
Colt King Cobra	10'	30'	55'	90'	130'
EAA Big Bore	10'	35'	60'	100'	150'
H&R M504	10'	30'	55'	90'	130'
Rossi M720 .38	10'	30'	55'	90'	130'
Rossi M720 .44	10'	30'	55'	90'	130'
Rueger Single Six	10'	30'	55'	90'	130'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3♣ - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - ♠	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ♣ - 2♠ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2♣ - 3♠ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3♣ - 4♠ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2♣ - 2♠ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4♣ - 2♣ - (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6♣ - 3♠ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2♣ - 2♠ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4♣ - 2X - (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6♣ - 3♠ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ♣ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3♣ - ♠ (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3♣ - 5♠ (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♠ (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H - (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X - (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2♣ - 3♠ (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4♣ - 7♠ (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2♣	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3♣ - (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3♣ - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5♣ - 3♠ (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X - (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ♣ - 2♠ (-10)	Bullet strikes calf. Tibia fractured. +12H - 2♣ - 3X - (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3♣ - 3♠ (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X - (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2♣ - (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3♣ - ♠ (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4♣ - 4♠ (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ♣ - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2♣ - ♠ (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3♣ - 3♠ (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5♣ - ♠ (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H - (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H - (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6♣ - 10♠ (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12♣ - 7♠ (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - ♣ - (-10)	Bullet lodged in knee. Ouch. +10H - 2♣ - (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4♣ - ♠ (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6♣ - 4♠ (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ♣ - (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2♣ - 3♠ (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3♣ - 4♠ (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4♣ - 7♠ (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X - (-5)	Shot in the side breaks two ribs. +5H - 2♣ - (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3♣ - (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2♣ - 6♠ (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8♠ (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ♣ - (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ♣ - 3♠ (-10)	Upper abdominal hit perforates internal organs. +8H - 2♣ - 4♠ (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4♣ - 2♠ - 6♠ (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15H - 2♠
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♠ - (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2♣ - ♠ (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3♣ - ♠ - 4♠ (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3♣ - 7♠ (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3♣ - (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2♣ - 4B - (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♠	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2♣ - (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2♣ - ♠ - 2♠ (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3♣ - 2♠ (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10♠ (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♠ (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B×=must parry B rounds; B♣=no parry for B rounds; B♣=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.16 LT. SEMI-AUTOMATIC PISTOL WEAPON ATTACK TABLE

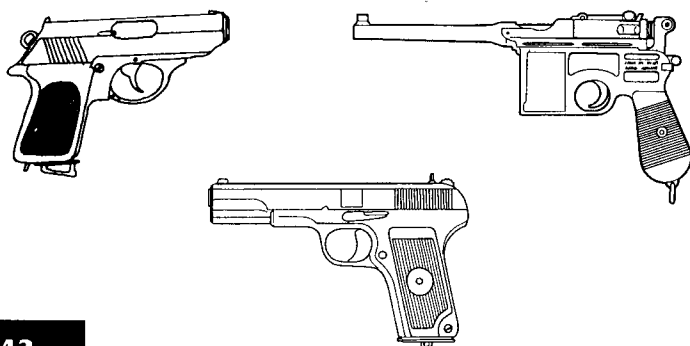
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	3C	3D	5D	6D	6D	6D	7D	9D	6D	9D	12D	4D	6D	6D	7D	4D	6D	148-150
145-147	3C	3D	5D	6D	6D	6D	7D	9D	6D	9D	12D	4D	6D	6D	7D	4D	6D	145-147
142-144	3C	3D	5D	6D	6D	6D	7D	9D	6D	8D	12D	4D	6D	6D	7D	4D	6D	142-144
139-141	3C	3D	5D	6D	6D	6D	7D	9D	5D	8D	10D	4D	5D	6D	7D	4D	5D	139-141
136-138	3C	3D	5D	6D	6D	6D	7D	9D	5D	8D	10D	4D	5D	6D	7D	4D	5D	136-138
133-135	3B	3C	5D	6D	6D	6D	7D	9D	5C	7C	10C	4C	5C	6D	7C	4C	5C	133-135
130-132	3B	3C	5C	6C	6C	6C	7D	9D	5C	6C	9C	4C	5C	6D	7C	4C	5C	130-132
127-129	3B	3C	5C	6C	6C	6C	7C	9D	4C	6C	9C	4C	5C	6D	6C	4C	5C	127-129
124-126	3B	3C	5C	6C	5C	6C	7C	9C	4C	6C	9C	4C	5C	6C	6C	4C	5C	124-126
121-123	3A	3C	5C	5C	5C	6C	7C	8C	4B	5C	8C	4C	5B	5C	6B	4C	4B	121-123
118-120	3A	3B	5C	5C	5C	5C	7C	8C	3B	5B	7C	4B	4B	5B	5B	4B	4B	118-120
115-117	3A	3B	5C	5C	4B	5C	6C	8C	3B	5B	7B	4B	4B	5B	5B	4B	4B	115-117
112-114	3A	3B	5B	4B	4B	5C	6C	7C	3B	4B	7B	4B	4B	5B	5B	3B	3B	112-114
109-111	3A	3B	4B	4B	4B	4B	6C	6C	3B	4B	6B	3B	3B	4B	4B	3B	3B	109-111
106-108	3	2B	4B	4B	4B	4B	6B	6C	3A	4B	6B	3B	3A	4B	4B	3B	3A	106-108
103-105	3	2A	4B	4B	3B	4B	5B	6C	3A	4A	6B	3A	3A	4B	4B	3A	3A	103-105
100-102	2	2A	4B	3B	3B	3B	5B	5B	2A	3A	5A	2A	2A	3A	3A	2A	2A	100-102
97-99	2	2A	4A	3B	3A	3B	5B	5B	2A	3A	4A	2A	2A	3A	3A	2A	2A	97-99
94-96	2	2A	4A	3A	3A	3B	4B	5B	2A	2A	4A	2A	2A	3A	3A	2A	2A	94-96
91-93	2	2A	4A	3A	3A	3B	4B	5B	2A	2A	4A	2A	2A	3A	3A	2A	2A	91-93
88-90	2	2A	3A	3A	3A	3A	4B	4B	1	2	3A	2A	2	3A	2A	2A	2	88-90
85-87	2	1	3A	3A	3A	2A	4B	4B	1	-	3A	1	1	2A	2A	2	2	85-87
82-84	2	1	3A	3A	2A	2A	3A	4B	-	-	-	1	1	2A	2A	2	1	82-84
79-81	2	1	3A	2A	2A	2A	3A	4B	-	-	-	1	1	2A	2A	1	1	79-81
76-78	1	1	2	2A	2	1A	3A	3A	-	-	-	1	-	2	1	1	1	76-78
73-75	1	1	2	2	1	1A	3A	3A	-	-	-	1	-	2	1	1	1	73-75
70-72	1	1	2	1	1	-	2A	2A	-	-	-	-	-	1	1	1	-	70-72
67-69	1	1	2	1	-	-	2A	2A	-	-	-	-	-	1	1	1	-	67-69
64-66	1	0	2	1	-	-	2A	2	-	-	-	-	-	1	1	-	-	64-66
61-63	1	0	2	-	-	-	1A	-	-	-	-	-	-	-	-	-	-	61-63
58-60	1	-	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	58-60
55-57	1	-	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	55-57
52-54	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Weight: 1.3 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 02 ^{UM} (XX=2) 11' - 25': +0
Action: Semi-Automatic 26' - 45': -25
Rounds: 8 56' - 80': -50
Critical Type: Ballistic Puncture 91' - 120': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Mannlicher M. 1903	01-04	SAuto/6	+0	150	D
Mauser Pocket †	01-03	SAuto/8	+0	135	C
New Nambu	01-02	SAuto/8	+0	150	D
Parabellum Swiss	01-04	SAuto/8	+10	150	E
Smith & Wesson 41	01-02	SAuto/10	+0	135	D
TT-33 Tokarev	01-03	SAuto/8	+10	150	E
Walther PPK	01-03	SAuto/7	+0	135	D
† - Inflicts half the indicated hits.					
Range Modifiers	+10	+0	-25	-50	-100
Mannlicher M. 1903	10'	25'	45'	80'	120'
Mauser Pocket	10'	25'	45'	80'	120'
New Nambu	10'	25'	45'	80'	120'
Parabellum Swiss	10'	25'	45'	80'	120'
Smith & Wesson 41	10'	25'	45'	80'	120'
TT-33 Tokarev	10'	25'	45'	80'	120'
Walther PPK	10'	25'	45'	80'	120'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3♣♣ (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - ♣	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ♣ - 2♣ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2♣ - 3♣ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3♣♣ - 4♣ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2♣ - 2♣ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4♣ - 2♣ (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6♣ - 3♣ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2♣ - 2♣ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4♣ - 2X (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6♣ - 3♣ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ♣ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3♣ - ♣ (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3♣ - 5♣ (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♣ (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H - (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X - (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2♣ - 3♣ (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4♣♣ - 7♣ (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2♣	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3♣ (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3♣♣ (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5♣♣ - 3♣ (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X - (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ♣ - 2♣ (-10)	Bullet strikes calf. Tibia fractured. +12H - 2♣ - 3X (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3♣♣ - 3♣ (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X - (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2♣ (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3♣ - ♣ (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4♣♣ - 4♣ (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ♣ - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2♣ - ♣ (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3♣♣ - 3♣ (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5♣♣ (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H - (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H - (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6♣♣ - 10♣ (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12♣♣ - 7♣ (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - ♣ - (-10)	Bullet lodged in knee. Ouch. +10H - 2♣ (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4♣♣ - ♣ (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6♣ - 4♣ (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ♣ - (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2♣ - 3♣ (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3♣♣ - 4♣ (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4♣♣ - 7♣ (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X - (-5)	Shot in the side breaks two ribs. +5H - 2♣ (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3♣ (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2♣ - 6♣ (-10)	Foe really didn't need his spleen anyway. +10H - 3W♣ - 8♣ (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ♣ - (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ♣ - 3♣ (-10)	Upper abdominal hit perforates internal organs. +8H - 2♣ - 4♣ (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4♣ - 2♣ - 6♣ (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H - 2♣
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♣ - (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2♣ - ♣ (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3♣ - ♣ - 4♣ (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3♣♣ - 7♣ (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3♣ (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2♣ - 4B - (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♣	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2♣ - (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2♣ - ♣ - 2♣ (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3♣♣ - 2♣ (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10♣ (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♣ (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B♣=must parry B rounds; B♣♣=no parry for B rounds; B♣♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.17 Hvy. SEMI-AUTOMATIC PISTOL WEAPON ATTACK TABLE

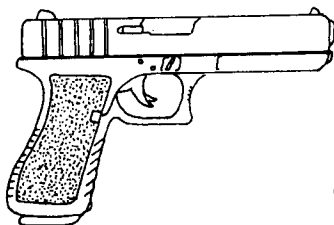
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	8D	10E	15E	16E	16E	18E	19E	24E	16E	24E	32E	14E	17E	17E	20E	13E	16E	148-150
145-147	8D	10E	15E	16E	16E	18E	19E	24E	16E	24E	32E	14E	17E	17E	20E	13E	16E	145-147
142-144	8D	10E	15E	16E	16E	18E	19E	24E	16E	21E	32E	14E	17E	17E	20E	13E	16E	142-144
139-141	8D	10E	15E	16E	16E	18E	19E	24E	14E	21E	28E	14E	16E	17E	19E	13E	15E	139-141
136-138	8C	10D	15E	16E	16D	18E	19E	24E	14D	21D	28D	14D	16D	17D	19E	13E	15D	136-138
133-135	8C	10D	15D	16D	16D	18D	19E	24E	14D	20D	28D	14D	16D	17D	19D	13D	15D	133-135
130-132	8C	10D	15D	16D	16D	17D	19D	24D	13D	18D	26D	13D	15D	17D	18D	13D	14D	130-132
127-129	8B	10D	15D	16D	16D	16D	19D	24D	12C	18D	24D	13D	14C	17D	18D	13D	14C	127-129
124-126	8B	10C	15D	16D	14D	16D	19D	24D	12C	16C	24C	13D	14C	17D	18C	13C	14C	124-126
121-123	8B	10C	15C	15D	14C	16D	19D	23D	11C	15C	22C	13C	13C	16C	17C	12C	13C	121-123
118-120	8B	9C	15C	14C	14C	13C	19D	21D	10C	15C	20C	11C	11C	15C	15C	11C	12C	118-120
115-117	8A	9C	15C	14C	13C	13C	18C	21D	10B	15C	20C	11C	11B	15C	15C	11C	12B	115-117
112-114	8A	9B	15C	13C	12C	13C	17C	20C	10B	12B	20C	11B	11B	14B	15B	11B	11B	112-114
109-111	8A	8B	13C	12C	12C	12C	17C	18C	8B	12B	16B	10B	10B	13B	13B	10B	10B	109-111
106-108	8A	7B	13B	12C	11B	11C	16C	18C	8B	12B	16B	9B	9B	12B	13B	9B	10B	106-108
103-105	8	7B	13B	12B	10B	11B	14C	18C	8A	10B	16B	9B	9A	12B	13B	9B	10A	103-105
100-102	7	7A	12B	10B	10B	10B	14C	15C	7A	9A	14B	8A	8A	11B	11B	8A	8A	100-102
97-99	7	6A	11B	10B	10B	9B	14B	115C	6A	9A	12A	7A	7A	10B	10B	8A	8A	97-99
94-96	7	6A	11B	10B	8A	9B	12B	115C	6A	7A	12A	7A	7A	10B	10B	8A	8A	94-96
91-93	7	6A	10A	9B	8A	9B	12B	113B	5	6A	10A	7A	7A	9A	9A	7A	7A	91-93
88-90	6	5A	9A	8A	8A	6A	12B	12B	4	2	8A	5A	5	8A	8A	6A	6	88-90
85-87	6	5	9A	8A	7A	6A	11B	12B	2	-	2	5	4	8A	7A	6	5	85-87
82-84	6	5	9A	7A	6A	6A	9B	10B	-	-	-	5	3	7A	5A	6	3	82-84
79-81	5	4	7	6A	6	5A	9A	9B	-	-	-	4	2	6A	4A	5	3	79-81
76-78	5	3	7	6A	5	4A	8A	9B	-	-	-	3	2	6A	4A	4	3	76-78
73-75	5	3	7	6	4	-	7A	9A	-	-	-	1	-	6	4	4	3	73-75
70-72	4	3	6	4	2	-	7A	6A	-	-	-	1	-	4	3	3	2	70-72
67-69	4	2	5	3	-	-	7A	4A	-	-	-	1	-	3	2	2	1	67-69
64-66	4	2	5	-	-	-	4A	-	-	-	-	1	-	1	-	1	-	64-66
61-63	4	-	4	-	-	-	3	-	-	-	-	-	-	-	-	-	-	61-63
58-60	3	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	58-60
55-57	3	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55-57
52-54	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 2.1 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 02 ^{UM} (XX=2) 11' - 25': +0
Action: Semi-Automatic 26' - 45': -25
Rounds: 15 56' - 80': -50
Critical Type: Ballistic Puncture 91' - 120': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/ Rounds	OB Mod	Max Result	Max Critical
Beretta M92	01-02	SAuto/15	+0	140	E
Brigadier	01-05	SAuto/8	+15	150	E
Glock 20	01-04	SAuto/15	+0	150	E
Llama Model 11 †	01-03	SAuto/8	+0	150	E
M.R.: Desert Eagle ‡	01-04	SAuto/8	+15	150	E
Ruger P-90	01-04	SAuto/7	+0	140	E
Wbley & Scott Mk 1	01-04	SAuto/7	+0	140	D
† - Inflicts half the indicated hits. ‡ - Inflicts twice the indicated hits.					
Range Modifiers	+10	+0	-25	-50	-100
Beretta M92	10'	25'	45'	80'	120'
Brigadier	10'	25'	45'	85'	125'
Glock 20	10'	25'	45'	80'	120'
Llama Model 11	10'	25'	45'	80'	120'
M.R.: Desert Eagle	10'	25'	45'	85'	125'
Ruger P-90	10'	25'	45'	80'	120'
Wbley & Scott Mk 1	10'	25'	45'	80'	120'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3♣ - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - ♠	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ♣ - 2♣ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2♣ - 3♣ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3♣ - 4♣ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2♣ - 2♣ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4♣ - 2♣ (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6♣ - 3♣ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2♣ - 2♣ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4♣ - 2X - (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6♣ - 3♣ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ♣ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3♣ - ♠ (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3♣ - 5♣ (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♣ (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H - (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X - (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2♣ - 3♣ (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4♣ - 7♣ (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2♣	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3♣ (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3♣ - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5♣ - 3♣ (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X - (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ♣ - 2♣ (-10)	Bullet strikes calf. Tibia fractured. +12H - 2♣ - 3X - (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3♣ - 3♣ (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X - (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2♣ - (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3♣ - ♣ (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4♣ - 4♣ (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ♣ - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2♣ - ♣ (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3♣ - 3♣ (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5♣ - (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H - (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H - (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6♣ - 10♣ (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12♣ - 7♣ (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - ♣ - (-10)	Bullet lodged in knee. Ouch. +10H - 2♣ - (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4♣ - ♠ (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6♣ - 4♣ (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ♣ - (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2♣ - 3♣ (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3♣ - 4♣ (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4♣ - 7♣ (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X - (-5)	Shot in the side breaks two ribs. +5H - 2♣ - (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3♣ - (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2♣ - 6♣ (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8♣ (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ♣ - (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ♣ - 3♣ (-10)	Upper abdominal hit perforates internal organs. +8H - 2♣ - 4♣ (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4♣ - 2♣ - 6♣ (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H - 2♣
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♠ - (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2♣ - ♠ (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3♣ - ♣ - 4♣ (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3♣ - 7♣ (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3♣ - (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2♣ - 4B - (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♣	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2♣ - (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2♣ - ♣ - 2♣ (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3♣ - 2♣ (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10♣ (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♣ - (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B♣=must parry B rounds; B♣=no parry for B rounds; B♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.18 MILITARY RIFLE WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	24F	31G	45G	48G	48G	55G	59G	73G	49G	73G	96G	43G	52G	52G	61G	39G	48G	148-150
145-147	24F	31G	45G	48G	48G	55G	59G	73G	49G	73G	96G	43G	52G	52G	61G	39G	48G	145-147
142-144	24F	31G	45G	48G	48G	55G	59G	73G	49G	64G	96G	43G	52G	52G	61G	39G	48G	142-144
139-141	24E	31F	45F	48F	48F	55F	59G	73G	43F	64F	84F	43F	49F	52F	58F	39F	45F	139-141
136-138	24E	31F	45F	48F	48F	55F	59F	73F	43F	64F	84F	43F	49F	52F	58F	39F	45F	136-138
133-135	24D	31F	45F	48F	48F	55F	59F	73F	43E	60E	84F	43F	49E	52F	58E	39F	45E	133-135
130-132	24D	31E	45F	48F	48E	52F	59F	73F	40E	55E	78E	41E	46E	52E	56E	39E	44E	130-132
127-129	24D	31E	45E	48E	48E	48E	59F	73F	37E	55E	72E	39E	42E	52E	55E	39E	42E	127-129
124-126	24C	31E	45E	48E	42E	48E	59E	73F	37D	50D	72E	39E	42D	52E	55E	39E	42D	124-126
121-123	24C	31D	45E	48E	42E	48E	59E	69E	34D	46D	66D	39D	41D	50D	51D	37D	39D	121-123
118-120	24C	29D	45D	42D	42D	41E	59E	64E	31D	46D	60D	35D	36D	46D	47D	35D	36D	118-120
115-117	24B	27D	45D	42D	39D	41D	55E	64E	31C	46C	60D	34D	36C	45D	47D	34D	36C	115-117
112-114	24B	27C	45D	39D	36D	41D	52D	60E	31C	36C	60C	34C	36C	43D	45D	32C	35C	112-114
109-111	24A	25C	39C	36D	36C	38D	52D	55D	24B	36C	48C	31C	31C	40C	39C	30C	30C	109-111
106-108	24A	23C	39C	36C	33C	34C	48D	55D	24B	36B	48C	28C	29B	39C	39C	29C	30B	106-108
103-105	24A	23B	39C	36C	30C	34C	44D	55D	24B	32B	48B	28B	29B	39C	39C	29B	30B	103-105
100-102	22	23B	36C	30C	30B	31C	44C	46D	21A	27B	42B	27B	26B	34C	33B	26B	25B	100-102
97-99	21	19B	33B	30B	30B	27C	44C	46D	18A	27A	36B	23B	23B	32C	31B	24B	24A	97-99
94-96	21	19A	33B	30B	24B	27B	37C	46C	18A	23A	36A	23A	22A	32B	31B	24A	24A	94-96
91-93	21	19A	31B	27B	24B	27B	37C	41C	15	18A	30A	23A	21A	30B	28A	22A	21A	91-93
88-90	18	17A	28A	24B	24A	20B	37C	36C	12	2	16A	18A	16A	26B	24A	20A	18A	88-90
85-87	18	15	28A	24A	21A	20B	33B	36C	1	-	2	17A	10A	25B	18A	19	12	85-87
82-84	18	15	28A	21A	18A	20A	29B	32B	-	-	-	17	10	23A	16A	18	10	82-84
79-81	16	13	22	18A	18	17A	29B	27B	-	-	-	15	8	20A	13A	15	9	79-81
76-78	15	11	22	18A	15	8A	26B	27B	-	-	-	9	4	19A	13A	14	9	76-78
73-75	15	11	22	18	12	-	22A	27B	-	-	-	5	-	19A	13A	14	9	73-75
70-72	13	11	19	12	2	-	22A	18B	-	-	-	5	-	14A	9A	11	6	70-72
67-69	12	7	16	4	-	-	22A	4A	-	-	-	3	-	5	2	5	2	67-69
64-66	12	3	16	-	-	-	14A	-	-	-	-	1	-	1	-	1	-	64-66
61-63	12	1	16	-	-	-	14A	-	-	-	-	-	-	-	-	-	-	61-63
58-60	12	-	14	-	-	-	4	-	-	-	-	-	-	-	-	-	-	58-60
55-57	10	-	14	-	-	-	2	-	-	-	-	-	-	-	-	-	-	55-57
52-54	10	-	11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	9	-	11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	9	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	9	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

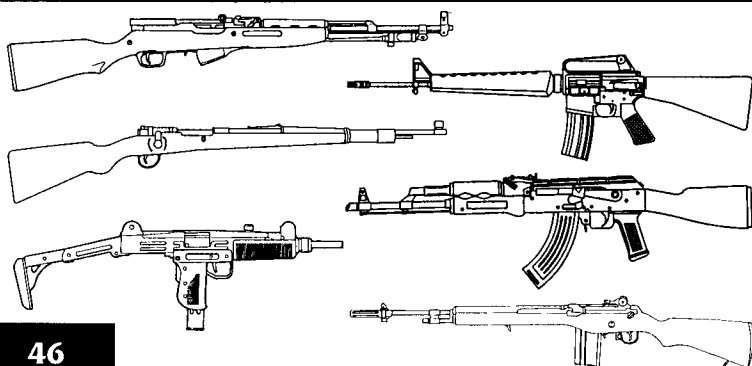
Weight: 8.7 pounds **Range Modifiers:** 1' - 5': +10
Fumble Range: 01 - 04 ^{UM} (XX=4) 6' - 75': +0
Action: Semi-Automatic 76' - 180': -25
Rounds: 20 181' - 800': -50
Critical Type: Ballistic Puncture 801' - 2500': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.

For a "G" severity critical, roll once and apply both an "E" and a "B" result.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Heckler & Koch G3	01-05	Auto*/20	+0	150	G
Kalishnakov AK47	01-05	Auto*/30	-10	140	F
Lee-Enfield SMLE 3	01-03	Bolt/8	+0	150	G
Mannlicher 1903	01-03	Bolt/5	+0	140	F
M14	01-04	SAuto/20	+0	150	G
M16A1 †	01-05	Auto*/30	+0	150	F
Tokarev SVT-38	01-04	SAuto/10	+5	150	G
Uzi	01-05	Auto*/32	+0	140	F
† - Inflicts half indicated hits. * - Can also be fired as a semi-automatic.					
Range Modifiers	+10	+0	-25	-50	-100
Heckler & Koch G3	5'	75'	180'	800'	2500'
Kalishnakov AK47	10'	70'	140'	550'	1500'
Lee-Enfield SMLE 3	5'	75'	180'	800'	2500'
Mannlicher 1903	5'	75'	180'	800'	2500'
M14	5'	75'	180'	800'	2500'
M16A1	10'	70'	140'	550'	1500'
Tokarev SVT-38	5'	75'	180'	800'	2500'
Uzi	5'	55'	110'	300'	400'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2B (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3X - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - B	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - X - 2B (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2X - 3B (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3X - 4B (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2X - 2B (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4X - 2X (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6X - 3B (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2X - 2B (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4X - 2X (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6X - 3B (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - X (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3X - B (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3X - 5B (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10B (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2X - 3B (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4X - 7B (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2X	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3X (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3X - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5X - 3B (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - X - 2B (-10)	Bullet strikes calf. Tibia fractured. +12H - 2X - 3X (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3X - 3B (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2X (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3X - (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4X - 4B (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - X (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2X - (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3X - 3B (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5X - (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6X - 10B (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12X - 7B (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - X (-10)	Bullet lodged in knee. Ouch. +10H - 2X (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4X - B (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6X - 4B (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - X (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2X - 3B (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3X - 4B (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4X - 7B (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X (-5)	Shot in the side breaks two ribs. +5H - 2X (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3X (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2X - 6B (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8B (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - X (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - X - 3B (-10)	Upper abdominal hit perforates internal organs. +8H - 2X - 4B (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4X - 2B - 6B (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15H - 2B
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - B (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2X - B (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3X - B - 4B (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3X - 7B (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3X (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2X - 4B (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8B	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2X (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2X - B - 2B (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3X - 2B (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10B (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20B (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: BX=must parry B rounds; B=no parry for B rounds; BX=stunned for B rounds; B=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.19 HUNTING RIFLE WEAPON ATTACK TABLE

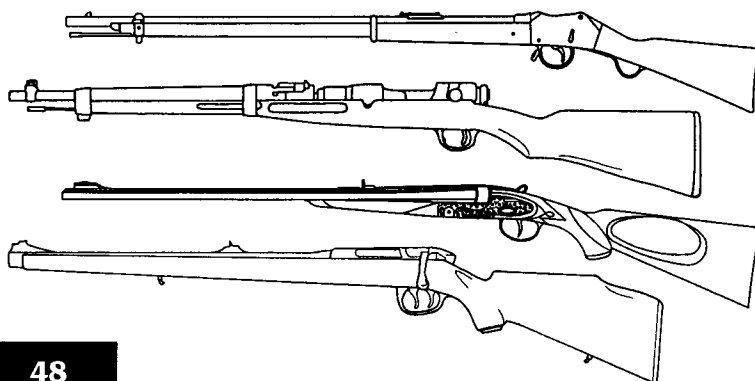
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	16E	21F	30F	32F	32F	37F	39F	49F	33F	49F	64F	29F	35F	35F	40F	26F	32F	148-150
145-147	16E	21F	30F	32F	32F	37F	39F	49F	33F	49F	64F	29F	35F	35F	40F	26F	32F	145-147
142-144	16E	21F	30F	32F	32F	37F	39F	49F	33F	43F	64F	29F	35F	35F	40F	26F	32F	142-144
139-141	16D	21E	30F	32F	32F	37F	39F	49F	29E	43E	56E	29E	33E	35E	39E	26E	30E	139-141
136-138	16D	21E	30E	32E	32E	37E	39F	49F	29E	43E	56E	29E	33E	35E	39E	26E	30E	136-138
133-135	16D	21E	30E	32E	32E	37E	39E	49E	29E	40E	56E	29E	33E	35E	39E	26E	30E	133-135
130-132	16C	21E	30E	32E	32E	34E	39E	49E	27D	36D	52E	27E	30D	35E	38D	26E	29D	130-132
127-129	16C	21D	30E	32E	32E	32E	39E	49E	24D	36D	48D	26D	28D	35D	36D	26D	28D	127-129
124-126	16C	21D	30D	32D	28D	32D	39E	49E	24D	33D	48D	26D	28D	35D	36D	26D	28D	124-126
121-123	16B	21D	30D	30D	28D	32D	39E	46E	22C	30D	44D	26D	27C	33D	34D	25D	26C	121-123
118-120	16B	19C	30D	28D	28D	27D	39D	43D	20C	30C	40D	23C	23C	31C	31C	23C	24C	118-120
115-117	16B	18C	30D	28D	26C	27D	37D	43D	20C	30C	40C	22C	23C	30C	31C	23C	24C	115-117
112-114	16A	18C	30C	26C	24C	27D	34D	40D	20C	24C	40C	22C	23C	29C	30C	22C	23C	112-114
109-111	16A	17C	26C	24C	24C	25C	34D	36D	16B	24B	32C	21C	20B	26C	27C	20C	20B	109-111
106-108	16A	15B	26C	24C	22C	23C	32C	36D	16B	24B	32B	19B	19B	25C	27C	19B	20B	106-108
103-105	16	15B	26B	24C	20B	23C	29C	36D	16B	21B	32B	19B	19B	25C	27C	19B	20B	103-105
100-102	15	15B	24B	20B	20B	20C	29C	30C	14A	18A	28B	17B	17B	22B	22B	17B	17A	100-102
97-99	14	13A	22B	20B	20B	18B	29C	30C	12A	18A	24B	15A	15A	21B	21B	16A	16A	97-99
94-96	14	13A	22B	20B	16B	18B	24C	30C	12A	15A	24A	15A	15A	21B	21B	16A	16A	94-96
91-93	14	13A	20A	18B	16A	18B	24B	27C	10	12A	20A	15A	14A	20B	18A	15A	14A	91-93
88-90	12	11A	18A	16A	16A	13B	24B	24C	8	2	16A	12A	10A	17B	16A	13A	12	88-90
85-87	12	10	18A	16A	14A	13A	22B	24B	2	-	2	11	7	17A	13A	13	9	85-87
82-84	12	10	18A	14A	12A	13A	19B	21B	-	-	-	11	6	15A	10A	12	7	82-84
79-81	11	9	15	12A	12	11A	19B	18B	-	-	-	10	5	13A	9A	10	6	79-81
76-78	10	7	15	12A	10	9A	17A	18B	-	-	-	8	4	12A	9A	9	6	76-78
73-75	10	7	15	12	8	-	14A	18B	-	-	-	3	-	12A	9A	9	6	73-75
70-72	9	7	13	8	2	-	14A	12A	-	-	-	3	-	9	6	7	4	70-72
67-69	8	5	11	4	-	-	14A	4A	-	-	-	2	-	4	2	4	2	67-69
64-66	8	3	11	-	-	-	9A	-	-	-	-	1	-	1	-	1	-	64-66
61-63	8	-	11	-	-	-	9	-	-	-	-	-	-	-	-	-	-	61-63
58-60	8	-	9	-	-	-	5	-	-	-	-	-	-	-	-	-	-	58-60
55-57	7	-	9	-	-	-	2	-	-	-	-	-	-	-	-	-	-	55-57
52-54	6	-	7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	6	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	6	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Weight: 7 pounds
Fumble Range: 01 - 04 ^{UM} (XX=4)
Action: Lever
Rounds: 5
Critical Type: Ballistic Puncture

Range Modifiers: 1' - 10': +10
 11' - 65': +0
 66' - 120': -25
 121' - 400': -50
 401' - 600': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
 UM — Unmodified roll. Apply result with no modifications.
 For a "F" severity critical, roll once and apply both an "E" and an "A" result.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
38th Year Arisaka	01-03	Bolt/5	+15	150	F
Act. Arms Timberwolf	01-04	Pump/8	-5	145	F
Blaser Model R84	01-04	Bolt/1	+15	150	F
H&H Royal Dbl Cust.†	01-06	Breech/2	+0	150	F
Martini-Henry .577	01-05	Breech/1	+5	150	F
Manlicher 256	01-05	Bolt/4	+20	150	F
Winchester Model 64	01-04	Lever/5	+0	150	F
† - Inflicts double the indicated hits.					
Range Modifiers					
38th Year ARisaka	5'	70'	180'	800'	2500'
Act. Arms Timberwolf	5'	75'	180'	800'	2500'
Blaser Model R48	10'	70'	140'	550'	1500'
H&H Royal Dbl. Cust.	5'	80'	200'	1200'	5000'
Martini-Henry .577	5'	75'	180'	800'	2500'
Manlicher 256	5'	80'	200'	1200'	5000'
Winchester Model 64	10'	65'	120'	400'	600'

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3♣ - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - ♣	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ♣ - 2♣ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2♣ - 3♣ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3♣ - 4♣ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X - (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2♣ - 2♣ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4♣ - 2♣ (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6♣ - 3♣ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X - (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2♣ - 2♣ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4♣ - 2X (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6♣ - 3♣ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ♣ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3♣ - ♣ (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3♣ - 5♣ (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♣ (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H - (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X - (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2♣ - 3♣ (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4♣ - 7♣ (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2♣	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3♣ (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3♣ - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5♣ - 3♣ (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X - (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ♣ - 2♣ (-10)	Bullet strikes calf. Tibia fractured. +12H - 2♣ - 3X (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3♣ - 3♣ (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X - (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2♣ (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3♣ - ♣ (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4♣ - 4♣ (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ♣ - (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2♣ - ♣ (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3♣ - 3♣ (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5♣ - (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H - (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H - (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6♣ - 10♣ (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12♣ - 7♣ (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - ♣ - (-10)	Bullet lodged in knee. Ouch. +10H - 2♣ (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4♣ - ♣ (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6♣ - 4♣ (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ♣ - (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2♣ - 3♣ (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3♣ - 4♣ (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4♣ - 7♣ (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X - (-5)	Shot in the side breaks two ribs. +5H - 2♣ - (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3♣ (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2♣ - 6♣ (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8♣ (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ♣ - (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ♣ - 3♣ (-10)	Upper abdominal hit perforates internal organs. +8H - 2♣ - 4♣ (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4♣ - 2♣ - 6♣ (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H - 2♣
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♣ - (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2♣ - ♣ (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3♣ - ♣ - 4♣ (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3♣ - 7♣ (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3♣ - (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2♣ - 4B (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♣	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious)! (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2♣ - (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2♣ - ♣ - 2♣ (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3♣ - 2♣ (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10♣ (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♣ (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B×=must parry B rounds; B♣=no parry for B rounds; B♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.20 SMALL SHOTGUN WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	13E	17F	25F	27F	27F	31F	33F	41F	28F	39F	54F	24F	29F	29F	34F	22F	27F	148-150
145-147	13E	17F	25F	27F	27F	31F	33F	41F	26F	36F	51F	24F	28F	29F	33F	22F	26F	145-147
142-144	13E	17F	25F	27F	27F	31F	33F	41F	24F	36F	48F	24F	27F	29F	32F	22F	25F	142-144
139-141	13D	17E	25E	27F	27E	31F	33F	41F	24E	34E	48E	24E	27E	29E	32E	22E	25E	139-141
136-138	13D	17E	25E	27E	27E	31E	33E	41F	23E	32E	45E	24E	27E	29E	32E	22E	25E	136-138
133-135	13D	17E	25E	27E	27E	27E	33E	41E	21E	32E	42E	22E	24E	29E	31E	22E	24E	133-135
130-132	13C	17D	25E	27E	26E	27E	33E	41E	21D	32D	42D	22D	24D	29D	31D	22D	24D	130-132
127-129	13C	17D	25D	26E	24D	27E	33E	39E	21D	27D	42D	22D	24D	28D	30D	21D	23D	127-129
124-126	13B	16D	25D	24D	24D	26D	33E	36E	18D	27D	36D	21D	22D	27D	28D	20D	21D	124-126
121-123	13B	15C	25D	24D	22D	24D	31D	36E	18C	27C	36D	19C	21C	25D	28D	19C	21C	121-123
118-120	13B	15C	25D	24D	21D	24D	29D	36D	18C	25C	36C	19C	21C	25C	28C	19C	21C	118-120
115-117	13A	15C	23C	21C	21C	22D	29D	32D	17B	23C	33C	18C	19C	23C	24C	18C	19B	115-117
112-114	13A	13C	22C	21C	21C	20C	29D	32D	15B	23B	30C	16C	17B	22C	23C	17C	18B	112-114
109-111	13A	13B	22C	21C	18C	20C	26D	32D	15B	20B	30B	16B	17B	22C	23C	17B	18B	109-111
106-108	13	13B	21B	19C	18B	20C	26C	30D	14A	18B	27B	16B	17B	21C	22B	15B	16B	106-108
103-105	12	12B	19B	18B	18B	17C	26C	27C	12A	18A	24B	14B	14B	19B	19B	15B	15A	103-105
100-102	12	11A	19B	18B	16B	17B	24C	27C	12A	18A	24A	14A	14A	19B	19B	14A	15A	100-102
97-99	12	11A	19B	16B	15B	17B	22C	25C	12	13A	24A	14A	14A	18B	18A	13A	14A	97-99
94-96	11	10A	16A	15B	15A	15B	22B	23C	9	13	18A	12A	12A	16B	16A	12A	12A	94-96
91-93	10	9	16A	15A	13A	13B	20B	23C	9	13	18A	11A	11A	16B	16A	12	12	91-93
88-90	10	9	16A	15A	12A	13A	18B	23B	9	11	18	11	11	16A	16A	12	12	88-90
85-87	9	9	15A	12A	12	12A	18B	18B	7	6	15	10	9	13A	12A	10	9	85-87
82-84	9	7	14	12A	12	10A	18B	18B	6	-	8	8	8	12A	12A	9	9	82-84
79-81	9	7	14	12	9	10A	14A	18B	-	-	-	8	5	12A	9A	9	6	79-81
76-78	9	7	12	10	9	10	14A	16B	-	-	-	8	5	11A	8A	8	5	76-78
73-75	7	6	11	9	9	6	14A	13A	-	-	-	6	3	9	6	7	4	73-75
70-72	7	5	11	9	7	3	13A	13A	-	-	-	4	1	9	6	7	4	70-72
67-69	7	5	11	7	6	-	11	11A	-	-	-	2	-	8	5	6	3	67-69
64-66	6	4	8	6	-	-	11	9A	-	-	-	2	-	6	4	5	3	64-66
61-63	6	4	8	6	-	-	11	6A	-	-	-	2	-	5	3	5	3	61-63
58-60	6	3	8	1	-	-	9	2	-	-	-	1	-	2	1	2	-	58-60
55-57	6	2	8	-	-	-	9	-	-	-	-	1	-	1	-	1	-	55-57
52-54	6	2	8	-	-	-	7	-	-	-	-	1	-	1	-	1	-	52-54
49-51	6	1	8	-	-	-	7	-	-	-	-	-	-	-	-	-	-	49-51
46-48	6	-	8	-	-	-	5	-	-	-	-	-	-	-	-	-	-	46-48
43-45	6	-	7	-	-	-	3	-	-	-	-	-	-	-	-	-	-	43-45
40-42	5	-	6	-	-	-	1	-	-	-	-	-	-	-	-	-	-	40-42
37-39	4	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	4	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

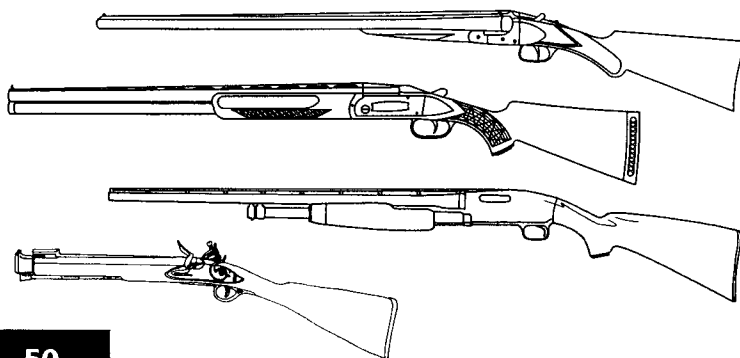
TYPICAL WEAPON DATA

Weight: 7 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 04 UM (XX=4) 11' - 50': +0
Action: Pump 51' - 90': -25
Rounds: 4 91' - 150': -50
Critical Type: Ballistic Shrapnel 151' - 200': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Beretta 424 Hammerless	01-02	Breech/2	+0	150	F
Blunderbuss †	01-05	Muz/1	-10	135	E
Browning Model 12	01-04	Pump/4	+0	150	F
Noble 420	01-03	Breech/2	-10	135	E
Krieghoff Model 32 †	01-04	Breech/2	+0	150	E
Smith & Wessen	01-05	SAuto/4	+0	150	F
Stevens Model 58	01-03	Bolt/2	+0	150	F
† - Inflicts half the indicated hits.					
Range Modifiers					
Beretta 424 Hammerless	+10	+0	-25	-50	-100
Blunderbuss	10'	50'	90'	150'	200'
Browning Model 12	10'	25'	45'	80'	120'
Noble 420	10'	50'	90'	150'	200'
Krieghoff Model 32	10'	50'	90'	150'	200'
Smith & Wessen	10'	55'	90'	150'	200'
Stevens Model 58	10'	55'	90'	150'	200'

7.11 BALLISTIC SHRAPNEL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe's hand is hit! If he is holding an item, it must immediately check for breakage. +3H	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -10 penalty. +3H - 2x	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -20 penalty. +4H - 2x (-10)	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -30 penalty. +8H - 4x - 3x (-20)	Foe's hand is hit! If he is holding an item, it automatically breaks. +15H - 5x - (-50)
06-10	Forearm strike burns! You gain the initiative next round. +5H	Strike to foe's lower arm starts to bleed. His grip may slip! You gain the initiative next round. +7H - 3x - 2x	Forearm wound tears muscle and tendons. If foe is holding an item, it must check for breakage with a -20 penalty. +8H - 3x - 3x (-15)	Forearm shot tears muscles and tendons. Foe drops any held items and they check for breakage. +10H - 4x - 4x (-25)	Incredible blast to foe's arm completely rips off his hand and lower arm! Foe faints and is out for 10 rounds. +15H - 7x - 8x (-50)
11-15	Lots of hot air over foe's arm. +3H - x	Deep scratches on foe's biceps cause minor muscle damage. +7H - 3x (-5)	Serious gash on upper arm causes major muscle damage. +15H - 4x - 2x - 4x (-20)	Foe's elbow takes the brunt of the blast. Broken bone and torn tendons are the price. His arm is useless. +10H - 4x - 2x (-20)	Only dangling flesh is left on foe's arm. It is completely useless. +25H - 7x - 4x (-40)
16-20	An incredible shot leaves only minor scratches. +4H - 2x	Upper arm strike leaves foe with minor muscle damage. +7H - 2x (-10)	Foe's triceps take the blast. He will need a doctor for that major muscle damage. +12H - 3x - 3x (-25)	Right on the elbow! Blast breaks bone and tears tendons. Arm useless. +12H - 4x - 2x - 3x (-20)	Boned foe's arm just like a chicken. Arm is useless. +30H - 6x - 5x (-60)
21-30	Shrapnel grazes foe's shoulder. That will leave a mark. +5H - 2x	Shoulder hit. Minor muscle damage. The strips on his uniform are ripped off. +8H - 3x (-10)	Shrapnel goes through foe's shoulder, tearing muscle and tendons. He will feel that one for a while. +16H - 4x - 2x (-15)	Shrapnel tears muscles tendons on its way through foe's shoulder. Nicks a major artery. +18H - 5x - 6x (-25)	Foe really didn't need that arm anyway. Foe is unconscious for six hours. +25H - 10x (-50)
31-40	Shrapnel grazes foe's shoulder, spinning him around. +5H - 2x	Shrapnel glances off clavicle. Foe looks surprised to still have a head. +7H - 2x (-10)	Shrapnel breaks collar bone. He will never wear a tie again! +12H - 3x (-15)	Shrapnel lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +20H - 3x - (-25)	Shrapnel breaks clavicle and destroys shoulder joint. His arm will hang limp until healed. +30H - 6x - 3x (-40)
41-50	Graze foe's thigh. Now those nice pants are ripped. +3H - x	Thigh wound tears muscle and leaves foe with a minor limp. +6H - 2x (-10)	Shrapnel lodged in thigh. Running very painful. -25 to Moving Maneuvers until Shrapnel is removed. +8H - 3x - 3x (-15)	Shrapnel tears muscle and tendons in the thigh. Foe is knocked backward 5 feet from the blast. +16H - 3x - (-25)	foe's leg severed at the thigh. Foe falls. Hope he has a belt handy. +40H - 4x - 4x (-40)
51-55	Shrapnel grazes foe's calf and causes him to stagger. +4H - x	Several wide cuts on foe's calf, but none are deep. Unfortunately, the muscles have minor damage. +8H - 2x - 2x (-10)	Shrapnel goes clean through the back of foe's lower leg. He is knocked over and now has muscle and tendon damage. +15H - 3x - 3x (-15)	Shrapnel strikes calf. Broken bones have ripped through the flesh of the leg. +25H - 4x - 3x (-25)	Foe blown back 15'. When he rises, he realizes that he now has a ragged stump below his knee (and he can't stand up). +35H - 6x - 10x (-75)
56-60	Blast near foe's feet causes him to dance. +4H - x	Lucky shot on foe's foot takes off all of his toes! Now his shoe won't fit. +7H - 2x (-10)	Solid blast to foe's foot. The sound of breaking bone is very clear. The Several toes have been lost. +25H - 4x (-25)	Ouch! Right on the ankle. Bones break and tendons torn. Foe falls and will have trouble standing. +24H - 4x - (-30)	Foot bone ain't connected to the leg bone no mo'. Blast rips the foot off at the ankle. +35H - 6x - 4x (-50)
61-65	Close shot at foe's hip. Maybe it is time to start that diet. +7H - 2x	Blast strikes solidly on foe's hip. Luckily his bones are strong and it is only a minor fracture. +10H - 2x (-5)	Shrapnel goes deep into foe's hip (lodging against the bone). Walking proves massively painful. +25H - 4x (-20)	Strong blast to foe's hip fractures his pelvis. He now has a funny walk. +30H - 5x - 4x (-25)	Blast completely shatters foe's hip. Foe is thrown back 15'. +34H - 7x - 5x (-50)
66	Shrapnel imbedded in foe's buttocks. He will need a special pillow just to sit down. +20H - (-15)	Blast to foe's head! Amazingly, foe's head is mostly intact. He will just be in a coma for three days. +20H - (-40) - (+25)	Foe forget to duck. He takes shrapnel in the eyes. Foe spins head over heels backwards and will die in 10 rounds if not tended to by a doctor. +10H - 5x - (-30) - (+25)	Abdominal blast knocks foe through the nearest wall. Major internal damage to all kinds of organs. Hope a doctor is on hand. +50H - 8x - 15x (-75)	Surprise shot to foe's groin. Foe no longer needs his 'little black book'. You are stunned for 3 rounds in sympathy. He collapses and won't get up until tomorrow. +50H - 15x - 15x (-75)
67-70	Foe's knee is peppered with shrapnel. Amazingly, no permanent damage. +3H - x	Knee strike fractures bone. Very impressive. +7H - x (-10)	Great shot to foe's leg causes him to drop. +20H - 3x - 3x (-20)	Blast to foe's leg shatters his knee cap. He will have a bad limp until the major tendon damage is healed. +25H - 5x - 4x (-30)	Blast annihilates foe's leg below the knee. Wow! +35H - 6x - 8x (-50)
71-75	Blast in the gut throws foe backwards 10'. +5H - x	Shot in the stomach does minor muscle damage. But the scar looks like a turndip... +7H - 2x (-10)	Abdominal hit causes muscle and organ damage. Foe flies off his feet. +12H - 3x - 5x (-20)	Lower abdominal shot causes much internal damage to internal organs. +12H - 4x - 7x (-20)	Blast rips out foe's kidney. Who needs a surgeon. +35H - 6x - 10x (-40)
76-80	Blast in foe's side leaves a mass of flesh dangling. Surprising, it only leaves a small scar. +8H - 3x - 4x (-10)	Shrapnel finds a home in foe's side, breaking a few ribs in the process. +12H - 3x (-10)	Solid shot to foe's ribs is followed by the sound of breaking bone. There is also major muscle and tendon damage. +20H - 4x - (-20)	Shrapnel breaks ribs and lodges inside foe. The bleeding just won't seem to stop! Get a medic. +35H - 4x - 7x (-20)	Gut shot rips out several organs. Find a donor, quickly. +35H - 6x - 15x (-40)
81-85	Impressive shot right in the abdomen knocks foe backwards. +10H - 3x - 2x - 2x (-10)	Blast rips into foe's gut and causes major damage to everything it finds there. +15H - 4x - 5x (-20)	Upper abdominal hit damages internal organs and muscles. +14H - 3x - 6x (-20)	Blast in the gut leaves a gaping hole. Amazing, foe is still standing! +25H - 6x - 9x (-30)	Shrapnel passes clean through foe's abdomen and lodges in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 penalty to all maneuvers. +35H - 6x
86-90	Chest strike rips all of foe's buttons off his shirt. +12H - 3x - 3x (-10)	Blast in the chest breaks ribs and tears muscles and tendons. Get a new shirt. +15H - 3x - 3x - 3x (-15)	Foe is wheezing as blast perforates a lung. +25H - 4x - 6x (-25)	Shrapnel lodges near foe's heart. Sternum is shattered. +25H - 4x - 8x (-30)	Blast through foe's chest and destroy his heart. Foe flies 20' and everyone is stunned for two rounds. (+20)
91-95	Blast to foe's head rips off one ear. Foe hears at -30. +8H - 3x - 2x (-10)	Shrapnel strikes foe's head. Luckily he has a mighty skull and only loses his hair. +8H - 3x - 4x (-5)	Shrapnel to side of foe's head. He can no longer hear or see from that side of the head. +15H - 4x - 6x (-20)	Blast cracks foe's skull. He is in a coma for 3 weeks then awakens with amnesia (and a headache). +40H - 10x	Blast tears off the top of foe's head. Death is instantaneous. (+20)
96-99	Shrapnel peppers foe's jaw and leaves several holes. Foe has trouble talking because of damage to the tongue. +12H - 4x - (-15)	Blast shatters foe's jaw. He cannot talk until healed. He suffers a -10 to his temporary Appearance and -5 to his potential Appearance. +11H - 3x - 3x - 3x (-15)	Blast rips through foe's throat. He is now a mute. +20H - 4x - 6x (-25)	Shrapnel destroys foe's neck (and wind pipe). He will probably die before he suffocates. +25H - 5x - 12x (-20)	Foe is left with nothing on top of his neck. Anyone got a mop? (+20)
100	Shrapnel passes through the ear and into the brain. Foe is very dead. (+20)	Foe's face is ripped off; right before he dies from shrapnel in the brain. (+20)	Foe's head is opened from the blast. He is quite dead. You have half a round left to act. (+20)	Strong blast to foe's head cracks his skull. He is in coma for next two years. (+20)	Don't loose your head! Ooops. Too late... (+25)

5.21 LARGE SHOTGUN WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	20E	26F	38F	41F	41F	46F	50F	62F	42F	58F	81F	36F	44F	44F	52F	33F	41F	148-150
145-147	20E	26F	38F	41F	41F	46F	50F	62F	39F	55F	76F	36F	42F	50F	40F	33F	40F	145-147
142-144	20E	26F	38F	41F	41F	46F	50F	62F	37F	55F	72F	36F	41F	44F	49F	33F	39F	142-144
139-141	20D	26E	38E	41F	41E	46F	50F	62F	37E	51E	72E	36E	41E	44E	49E	33E	39E	139-141
136-138	20D	26E	38E	41E	41E	46E	50E	62F	35E	48E	67E	36E	40E	44E	48E	33E	38E	136-138
133-135	20D	26E	38E	41E	41E	41E	50E	62E	32E	48E	63E	33E	36E	44E	47E	33E	36E	133-135
130-132	20C	26D	38E	41E	39E	41E	50E	62E	32D	48D	63D	33D	36D	44D	47D	33D	36D	130-132
127-129	20C	26D	38D	39E	36D	41E	50E	58E	32D	41D	63D	33D	36D	42D	45D	32D	35D	127-129
124-126	20B	25D	38D	36D	36D	39D	50E	55E	28D	41D	54D	31D	33D	40D	41D	30D	32D	124-126
121-123	20B	23C	38D	36D	34D	36D	47D	55E	28C	41C	54D	29C	32C	39D	41D	29C	32C	121-123
118-120	20B	23C	38D	36D	32D	36D	44D	55D	28C	38C	54C	29C	32C	39C	41C	29C	32C	118-120
115-117	20A	23C	35C	32C	32C	33D	44D	48D	25B	34C	49C	28C	29C	35C	36C	27C	28B	115-117
112-114	20A	20C	33C	32C	32C	31C	44D	48D	23B	34B	45C	25C	27B	34C	35C	26C	27B	112-114
109-111	20A	20B	33C	32C	27C	31C	39D	48D	23B	31B	45B	25B	27B	34C	35C	26B	27B	109-111
106-108	20	20B	31B	29C	27B	31C	39C	45D	21A	27B	40B	25B	26B	32C	33B	24B	25B	106-108
103-105	18	19B	29B	27B	27B	26C	39C	41C	18A	27A	36B	22B	22B	30B	29B	22A	23B	103-105
100-102	18	17A	29B	27B	25B	26B	36C	41C	18A	27A	36A	21A	22A	29B	29B	22A	22A	100-102
97-99	18	17A	29B	25B	22B	26B	33C	38C	18	20A	36A	21A	22A	27B	28B	21A	21A	97-99
94-96	16	16A	25A	22B	22A	23B	33B	34C	14	20	27A	19A	18A	25B	24B	18A	19A	94-96
91-93	15	14	25A	22A	20A	20B	30B	34C	14	20	27A	17A	17A	24B	24B	18	18	91-93
88-90	15	14	25A	22A	18A	20A	27B	34B	14	17	27	17	17	24A	24A	18	18	88-90
85-87	14	14	23A	18A	18	18A	27B	27B	11	8	22	16	14	20A	19A	16	14	85-87
82-84	13	11	21	18A	18	15A	27B	27B	6	-	9	13	10	19A	16A	14	12	82-84
79-81	13	11	21	18	13	15A	22A	27B	-	-	-	13	7	19A	13A	14	9	79-81
76-78	13	11	19	16	13	15	22A	24B	-	-	-	13	7	17A	12A	13	8	76-78
73-75	11	8	16	13	13	10	22A	20A	-	-	-	9	5	14	10	10	6	73-75
70-72	11	8	14	11	4	-	16	17A	-	-	-	4	-	12	8	5	9	70-72
67-69	9	7	12	6	-	-	16	8A	-	-	-	3	-	7	4	6	3	67-69
64-66	9	5	12	4	-	-	16	4A	-	-	-	2	-	4	2	4	2	64-66
61-63	9	5	12	2	-	-	13	2	-	-	-	2	-	3	1	3	1	61-63
58-60	9	1	12	-	-	-	11	-	-	-	-	-	-	-	-	-	-	58-60
55-57	7	-	9	-	-	-	2	-	-	-	-	-	-	-	-	-	-	55-57
52-54	6	-	7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

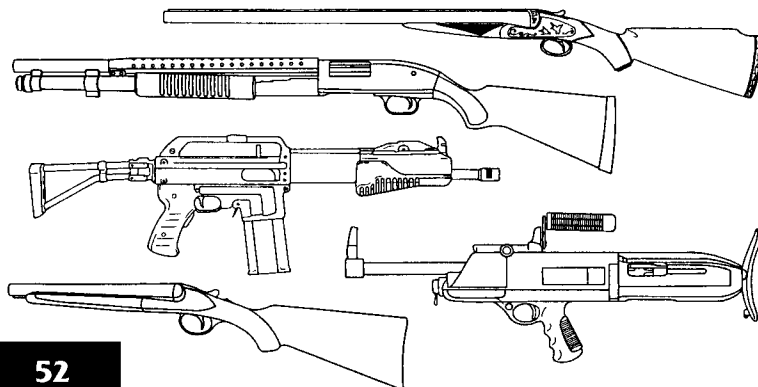
TYPICAL WEAPON DATA

Weight: 7.5 pounds **Range Modifiers:** 1' - 10': +10
Fumble Range: 01 - 03^{UM} (XX=3) 11' - 50': +0
Action: Breech 51' - 90': -25
Rounds: 2 91' - 150': -50
Critical Type: Ballistic Shrapnel 151' - 200': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.



WEAPON DATA

Weapon	Fumble Range	Action/ Rounds	OB Mod	Max Result	Max Critical
Colt Auto Magnum	01-05	SAuto/4	+20	150	F
Franchi SPAS-15	01-05	SAuto/6	+0	150	F
High Standard M10B	01-05	SAuto/5	+0	145	F
Merkel Model 147E	01-04	Breech/2	+0	135	F
Mossberg M590	01-02	Bolt/4	+5	150	F
Purdey Deluxe	01-03	Breech/2	+0	150	F
Savage Model 28A	01-02	Pump/5	+0	150	F
Scattergun	01-04	Breech/2	+0	150	F
Range Modifiers					
Colt Auto Magnum	10'	55'	90'	150'	200'
Franchi SPAS-15	10'	55'	90'	150'	200'
High Standard M10B	10'	55'	90'	150'	200'
Meckel Model 147E	10'	55'	90'	150'	200'
Mossberg M590	10'	55'	90'	150'	200'
Purdey Deluxe	10'	50'	90'	150'	200'
Savage Model 28A	10'	55'	90'	150'	200'
Scattergun	10'	25'	45'	80'	120'

7.11 BALLISTIC SHRAPNEL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe's hand is hit! If he is holding an item, it must immediately check for breakage. +3H	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -10 penalty. +3H - 2x	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -20 penalty. +4H - 2x (-10)	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -30 penalty. +8H - 4x - 3x (-20)	Foe's hand is hit! If he is holding an item, it automatically breaks. +15H - 5x - (-50)
06-10	Forearm strike burns! You gain the initiative next round. +5H	Strike to foe's lower arm starts to bleed. His grip may slip! You gain the initiative next round. +7H - 3x - 2x	Forearm wound tears muscle and tendons. If foe is holding an item, it must check for breakage with a -20 penalty. +8H - 3x - 3x (-15)	Forearm shot tears muscles and tendons. Foe drops any held items and they check for breakage. +10H - 4x - 4x (-25)	Incredible blast to foe's arm completely rips off his hand and lower arm! Foe faints and is out for 10 rounds. +15H - 7x - 8x (-50)
11-15	Lots of hot air over foe's arm. +3H - x	Deep scratches on foe's biceps cause minor muscle damage. +7H - 3x - (-5)	Serious gash on upper arm causes major muscle damage. +15H - 4x - 2x - 4x (-20)	Foe's elbow takes the brunt of the blast. Broken bone and torn tendons are the price. His arm is useless. +10H - 4x - 2x (-20)	Only dangling flesh is left on foe's arm. It is completely useless. +25H - 7x - 4x (-40)
16-20	An incredible shot leaves only minor scratches. +4H - 2x	Upper arm strike leaves foe with minor muscle damage. +7H - 2x - (-10)	Foe's triceps take the blast. He will need a doctor for that major muscle damage. +12H - 3x - 3x (-25)	Right on the elbow! Blast breaks bone and tears tendons. Arm useless. +12H - 4x - 2x - 3x (-20)	Boned foe's arm just like a chicken. Arm is useless. +30H - 6x - 5x (-60)
21-30	Shrapnel grazes foe's shoulder. That will leave a mark. +5H - 2x	Shoulder hit. Minor muscle damage. The strips on his uniform are ripped off. +8H - 3x (-10)	Shrapnel goes through foe's shoulder, tearing muscle and tendons. He will feel that one for a while. +16H - 4x - 2x (-15)	Shrapnel tears muscles tendons on its way through foe's shoulder. Nicks a major artery. +18H - 5x - 6x (-25)	Foe really didn't need that arm anyway. Foe is unconscious for six hours. +25H - 10x (-50)
31-40	Shrapnel grazes foe's shoulder, spinning him around. +5H - 2x	Shrapnel glances off clavicle. Foe looks surprised to still have a head. +7H - 2x - (-10)	Shrapnel breaks collar bone. He will never wear a tie again! +12H - 3x - (-15)	Shrapnel lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +20H - 3x - (-25)	Shrapnel breaks clavicle and destroys shoulder joint. His arm will hang limp until healed. +30H - 6x - 3x (-40)
41-50	Graze foe's thigh. Now those nice pants are ripped. +3H - x	Thigh wound tears muscle and leaves foe with a minor limp. +6H - 2x - (-10)	Shrapnel lodged in thigh. Running very painful. -25 to Moving Maneuvers until Shrapnel is removed. +8H - 3x - 3x (-15)	Shrapnel tears muscle and tendons in the thigh. Foe is knocked backward 5 feet from the blast. +16H - 3x - (-25)	foe's leg severed at the thigh. Foe falls. Hope he has a belt handy. +40H - 4x - 4x (-40)
51-55	Shrapnel grazes foe's calf and causes him to stagger. +4H - x	Several wide cuts on foe's calf, but none are deep. Unfortunately, the muscles have minor damage. +8H - 2x - 2x (-10)	Shrapnel goes clean through the back of foe's lower leg. He is knocked over and now has muscle and tendon damage. +15H - 3x - 3x (-15)	Shrapnel strikes calf. Broken bones have ripped through the flesh of the leg. +25H - 4x - 3x (-25)	Foe blown back 15'. When he rises, he realizes that he now has a ragged stump below his knee (and he can't stand up). +35H - 6x - 10x (-75)
56-60	Blast near foe's feet causes him to dance. +4H - x	Lucky shot on foe's foot takes off all of his toes! Now his shoe won't fit. +7H - 2x - (-10)	Solid blast to foe's foot. The sound of breaking bone is very clear. The Several toes have been lost. +25H - 4x - (-25)	Ouch! Right on the ankle. Bones break and tendons torn. Foe falls and will have trouble standing. +24H - 4x - (-30)	Foot bone ain't connected to the leg bone no mo'. Blast rips the foot off at the ankle. +35H - 6x - 4x (-50)
61-65	Close shot at foe's hip. Maybe it is time to start that diet. +7H - 2x	Blast strikes solidly on foe's hip. Luckily his bones are strong and it is only a minor fracture. +10H - 2x - (-5)	Shrapnel goes deep into foe's hip (lodging against the bone). Walking proves massively painful. +25H - 4x - (-20)	Strong blast to foe's hip fractures his pelvis. He now has a funny walk. +30H - 5x - 4x (-25)	Blast completely shatters foe's hip. Foe is thrown back 15'. +34H - 7x - 5x (-50)
66	Shrapnel imbedded in foe's buttocks. He will need a special pillow just to sit down. +20H - (-15)	Blast to foe's head! Amazingly, foe's head is mostly intact. He will just be in a coma for three days. +20H - (-40) - (+25)	Foe forget to duck. He takes shrapnel in the eyes. Foe spins head over heels backwards and will die in 10 rounds if not tended to by a doctor. +10H - 5x - (-30) - (+25)	Abdominal blast knocks foe through the nearest wall. Major internal damage to all kinds of organs. Hope a doctor is on hand. +50H - 8x - 15x (-75)	Surprise shot to foe's groin. Foe no longer needs his "little black book". You are stunned for 3 rounds in sympathy. He collapses and won't get up until tomorrow. +50H - 15x - 15x (-75)
67-70	Foe's knee is peppered with shrapnel. Amazingly, no permanent damage. +3H - x	Knee strike fractures bone. Very impressive. +7H - x - (-10)	Great shot to foe's leg causes him to drop. +20H - 3x - 3x (-20)	Blast to foe's leg shatters his knee cap. He will have a bad limp until the major tendon damage is healed. +25H - 5x - 4x (-30)	Blast annihilates foe's leg below the knee. Wow! +35H - 6x - 8x (-50)
71-75	Blast in the gut throws foe backwards 10'. +5H - x	Shot in the stomach does minor muscle damage. But the scar looks like a turnip... +7H - 2x - (-10)	Abdominal hit causes muscle and organ damage. Foe flies off his feet. +12H - 3x - 5x (-20)	Lower abdominal shot causes much internal damage to internal organs. +12H - 4x - 7x (-20)	Blast rips out foe's kidney. Who needs a surgeon. +35H - 6x - 10x (-40)
76-80	Blast in foe's side leaves a mass of flesh dangling. Surprising, it only leaves a small scar. +8H - 3x - x - (-10)	Shrapnel finds a home in foe's side, breaking a few ribs in the process. +12H - 3x - (-10)	Solid shot to foe's ribs is followed by the sound of breaking bone. There is also major muscle and tendon damage. +20H - 4x - (-20)	Shrapnel breaks ribs and lodges inside foe. The bleeding just won't seem to stop! Get a medic. +35H - 4x - 7x (-20)	Gut shot rips out several organs. Find a donor, quickly. +35H - 6x - 15x (-40)
81-85	Impressive shot right in the abdomen knocks foe backwards. +10H - 3x - 2x - 2x (-10)	Blast rips into foe's gut and causes major damage to everything it finds there. +15H - 4x - 5x (-20)	Upper abdominal hit damages internal organs and muscles. +14H - 3x - 6x (-20)	Blast in the gut leaves a gaping hole. Amazing, foe is still standing! +25H - 6x - 9x (-30)	Shrapnel passes clean through foe's abdomen and lodges in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 penalty to all maneuvers. +35H - 6x
86-90	Chest strike rips all of foe's buttons off his shirt. +12H - 3x - 3x - (-10)	Blast in the chest breaks ribs and tears muscles and tendons. Get a new shirt. +15H - 3x - x - 3x (-15)	Foe is wheezing as blast perforates a lung. +25H - 4x - 6x (-25)	Shrapnel lodges near foe's heart. Sternum is shattered. +25H - 4x - 8x (-30)	Blast through foe's chest and destroy his heart. Foe flies 20' and everyone is stunned for two rounds. (+20)
91-95	Blast to foe's head rips off one ear. Foe hears at -30. +8H - 3x - 2x - (-10)	Shrapnel strikes foe's head. Luckily he has a mighty skull and only loses his hair. +8H - 3x - x - (-5)	Shrapnel to side of foe's head. He can no longer hear or see from that side of the head. +15H - 4x - 6x (-20)	Blast cracks foe's skull. He is in a coma for 3 weeks then awakens with amnesia (and a headache). +40H - 10x	Blast tears off the top of foe's head. Death is instantaneous. (+20)
96-99	Shrapnel peppers foe's jaw and leaves several holes. Foe has trouble talking because of damage to the tongue. +12H - 4x - (-15)	Blast shatters foe's jaw. He cannot talk until healed. He suffers a -10 to his temporary Appearance and -5 to his potential Appearance. +11H - 3x - 3x (-15)	Blast rips through foe's throat. He is now a mute. +20H - 4x - 6x (-25)	Shrapnel destroys foe's neck (and wind pipe). He will probably die before he suffocates. +25H - 5x - 12x (-20)	Foe is left with nothing on top of his neck. Anyone got a mop? (+20)
100	Shrapnel passes through the ear and into the brain. Foe is very dead. (+20)	Foe's face is ripped off, right before he dies from shrapnel in the brain. (+20)	Foe's head is opened from the blast. He is quite dead. You have half a round left to act. (+20)	Strong blast to foe's head cracks his skull. He is in a coma for next two years. (+20)	Don't loose your head! Ooops. Too late... (+25)

Key: 6x=must parry 6 rounds; 6x=no parry for 6 rounds; 6x=stunned for 6 rounds; 6x=bleed 6 hits per round; (-6)=foe has -6 penalty; (+6)=attacker gets +6 next round.

5.22 BLASTER PISTOL WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	11D	14E	20E	22E	22E	25E	27E	33E	22E	33E	44E	26C	35D	26C	33D	11C	16E	148-150
145-147	11D	14E	20E	22E	22E	25E	27E	32E	22E	32E	42E	26C	34D	26C	32D	11C	16E	145-147
142-144	11D	14E	19E	21E	21E	24E	26E	31E	21E	30E	40E	25B	33D	25B	31D	11B	16E	142-144
139-141	11C	13E	19E	20E	20E	23E	25E	30E	20E	29E	38E	24B	32C	24B	30C	11B	15D	139-141
136-138	11C	13D	18E	20E	19E	22E	24E	29E	19D	27D	36D	23B	30C	23B	29C	10B	14D	136-138
133-135	10C	12D	17D	19D	19D	21D	23E	28E	18D	25D	34D	22A	29C	22A	27C	10A	14C	133-135
130-132	10B	12D	17D	18D	18D	20D	22D	26D	16D	24D	32D	21A	28B	21A	26B	10A	13C	130-132
127-129	10B	11D	16D	17D	17D	19D	21D	25D	15D	22D	30D	21	26B	20	25B	9	12B	127-129
124-126	9B	11C	16D	16D	16D	18D	20D	24D	14C	20C	28D	20	25B	19	24A	9	12B	124-126
121-123	9A	10C	15C	16D	15C	17D	20D	23D	13C	19C	26C	19	24A	18	22A	9	11A	121-123
118-120	9A	10C	14C	15C	14C	16C	19D	22D	12C	17C	24C	18	22A	17	21A	8	11A	118-120
115-117	8A	9C	14C	14C	14C	15C	18D	20C	11B	16C	22C	17	21A	16	20	8	10A	115-117
112-114	8	9B	13C	13C	13C	14C	17C	19C	10B	14B	20C	16	20	16	19	8	9	112-114
109-111	8	8B	12C	12C	12C	13C	16C	18C	9B	12B	18B	15	18	15	17	7	9	109-111
106-108	7	8B	12B	12C	11B	12C	15C	17C	8B	11B	15B	14	17	14	16	7	8	106-108
103-105	7	8B	11B	11B	10B	11B	14C	16C	7A	9B	13B	14	16	13	15	7	7	103-105
100-102	7	7A	10B	10B	9B	10B	13C	15C	6A	7A	11B	13	14	12	14	6	7	100-102
97-99	7	7A	10B	9B	9B	9B	12B	13B	5A	6A	9A	12	13	11	12	6	6	97-99
94-96	6	6A	9B	8B	8A	8B	11B	12B	4A	4A	7A	11	12	10	11	5	6	94-96
91-93	6	6A	8A	8B	7A	7B	10B	11B	3	3A	5A	10	10	9	10	5	5	91-93
88-90	6	5A	8A	7A	6A	6A	9B	10B	2	1	3A	9	9	8	9	5	4	88-90
85-87	5	5	7A	6A	5A	5A	9B	9B	1	—	1	8	8	7	7	4	4	85-87
82-84	5	4	6A	5A	4A	4A	8B	7A	—	—	—	7	6	6	6	4	3	82-84
79-81	5	4	6	4A	4	3A	7A	6A	—	—	—	7	5	5	5	4	2	79-81
76-78	4	3	5	4A	3	2A	6A	5A	—	—	—	6	4	4	4	3	2	76-78
73-75	4	3	4	3	2	—	5A	4A	—	—	—	5	2	3	2	3	1	73-75
70-72	4	2	4	2	1	—	4A	3A	—	—	—	4	1	3	1	3	—	70-72
67-69	3	2	3	1	—	—	3A	1A	—	—	—	3	—	2	—	2	—	67-69
64-66	3	1	2	—	—	—	2A	—	—	—	—	2	—	—	—	2	—	64-66
61-63	3	—	2	—	—	—	1	—	—	—	—	1	—	—	—	2	—	61-63
58-60	2	—	1	—	—	—	—	—	—	—	—	—	—	—	—	1	—	58-60
55-57	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

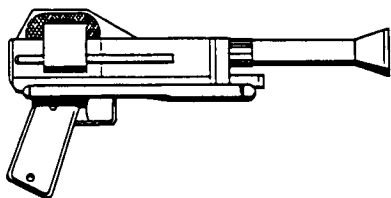
TYPICAL WEAPON DATA

Weight: .9 pounds
 Fumble Range: 01 - 03 ^{UM} (XX=3)
 Action: Semi-Automatic
 Rounds: 64
 Critical Type: Blaster

Range Modifiers: 1' - 10': +10
 11' - 15': +0
 16' - 25': -25
 26' - 40': -50
 41' - 105': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
B. Galactica Sidearm	01-03	SAuto/32	+0	150	E
Beretta Raptor	01-03	SAuto/64	+0	150	E
Privateers Imp. Light	01-03	SAuto/93	+0	145	E
Privateers ISC Blaster	01-03	SAuto/93	+0	150	E
Silent Death ASP 101	01-03	SAuto/128	+10	150	E
Star Trek Phaser †	01-03	Cont/256	+0	140	D
Star Wars Blaster	01-03	SAuto/102	+10	150	F
† - Inflicts half the indicated hits.					
Range Modifiers	+10	+0	-25	-50	-100
B. Galactica Sidearm	10'	15'	25'	40'	105'
Beretta Raptor	10'	15'	25'	40'	105'
Privateers Imp. Light	10'	15'	25'	40'	105'
Privateers ISC Blaster	10'	15'	25'	40'	105'
Silent Death ASP 101	10'	15'	25'	40'	105'
Star Trek Phaser	10'	15'	25'	40'	105'
Star Wars Blaster	10'	15'	25'	40'	105'

7.14 BLASTER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam grazes foe's hand. Foe must make a Routine maneuver to hold onto anything held by it. +0H	Beam nick's foe's hand. If foe is holding something, it is a Light maneuver to hold on to it. +1H - X	Beam pierces foe's hand. If foe is holding an object, he must make a Medium maneuver or drop it. +1H - 2X (-10)	Beam passes through bones, muscles and tendons in hand. If foe is holding anything, he must make a Hard maneuver or drop it. +3H - 2X - 2H (-10)	Beam slices through foe's hand, slashing bones and tendons. Foe drops anything he was holding in that hand.
06-10	Forearm graze causes foe to flinch. He loses initiative next round. +1H	Forearm wound causes foe to grimace. +3H - X - H	Forearm strike separates muscles and tendons. Foe emits a startled gasp. If he is holding anything, he must make a Hard maneuver to hold onto it. +4H - X - 2H (-10)	Beam slices through muscles and tendons in foe's forearm. The arm begins spasming, and the foe drops anything that he was holding. +5H - 2X - 3H (-15)	Beam slices through bones and tendons in foe's forearm. Foe drops anything he was holding. +7H - 3X - 4H (-25)
11-15	Beam grazes foe's upper arm. Wound is cauterized. +1H	Beam causes minor muscle damage to biceps. +3H - X - (-5)	Beam causes major muscular damage to upper arm. +5H - 2X - 2H (-10)	Foe emits a scream of anguish as beam passes through bone and tendons in his elbow. Arm is useless. +3H - 4X - 2X (-20)	Beam slices through biceps, bone, and tendons. Arm is completely useless. +12H - 6X - 3H (-25)
16-20	Beam nicks foe's triceps. Could have been worse. +1H	Beam rips through triceps. He didn't like that one. +3H - X - (-5)	Major muscle damage to foe's triceps. +5H - 2X - 2H (-10)	Elbow hit shatters elbow. Arm is useless. Foe shrieks like a banshee. +3H - 4X - 2X (-20)	Beam cuts deep, through bone, triceps, and tendons. Arm is useless. +12H - 6X - 3H (-25)
21-30	Beam nicks foe's shoulder. Foe becomes nauseous from the pain. +2H	Shoulder hit. Minor damage, but a lot of pain. +2H - X (-5)	Beam passes through shoulder, severing muscles and tendons. +7H - 3X - H (-10)	Beam slices through muscles and tendons on its way through shoulder. Looks like you got an artery. +7H - 3X - 5H (-20)	Beam passes through shoulder, missing everything but that artery. +3H - 10H (-5)
31-40	Beam just misses clavicle. That was lucky. +1H	Beam cuts chunk out of foe's clavicle. +4H - (-5)	Beam cracks foe's clavicle. He stumbles in shock. +8H - X - (-10)	Beam catches bone, muscle and tendon in foe's shoulder. +12H - 2X - 3H (-15)	Beam slices through shoulder and destroys joint. Arm is useless. +12H - 4X - 7H (-50)
41-50	A tiny piece of foe's thigh evaporates. +2H	Thigh wound burns through muscle. +4H - 2X	Beam slices muscles in foe's thigh. Ouch. +10H - 3X (-15)	Beam cuts deep into thigh, nicking the femoral artery. +15H - 3X (-25)	Beam slices through femur, catching femoral artery. Foe collapses. +12H - 5X - 3H (-25)
51-55	Beam grazes calf. Nice limp. +2H	Beam passes through calf. Foe sucks air and drops to one knee. +2H - X - (-5)	Beam passes cleanly through foe's calf. Muscles and tendons are severed. +5H - X - 2H (-10)	Beam passes through calf and tibia. +12H - 2X - 3X (-15)	Beam slices through calf and bone. Foe goes down, a startled look on his face. +15H - 3X - 3H (-30)
56-60	Beam pierces foe's boot. +2H	Shot neatly severs foe's toe. +4H - X - (-5)	Beam slices through several small bones in foe's foot. That's gotta hurt. +10H - 2X (-15)	Ankle strike slices through bone and tendon. Foe's leg folds like a good map. +12H - 3X - (-20)	Ankle strike slices through bone and tendon. If using a hunting class II or better, foot is removed. +15H - 4X - 4H (-25)
61-65	If foe had been watching his weight, that would have never hit. +3H - X	Beam hits foe's hip joint, causing it to crack. +5H - X - (-5)	Beam chips foe's hip. All moving maneuvers are a -30 until chips are removed. +10H - 2X - (-15)	Hip strike slices through pelvic girdle. He'll probably never walk right again. +15H - 3X - 3H (-20)	Beam shatters hip joint with heat expansion. It's a Kodak moment. +20H - 5X - (-50)
66	Beam pierces both cheeks. Biggest muscle in the body, ya know. +10H - (-10)	Beam hit foe right between his eyes. Beam somehow passes through head without hitting anything too vital. Foe is in a coma for three days. +12H - (-25) - (+25)	Beam hits foe right between the eyes. Foe stumbles and falls, dead. Well done, David. (+25)	Heat shatters sternum, sending shards of bone through his lungs, liver, spleen, and stomach. The beam continues through the heart, adding insult to injury. +25H - 6X - 10H (-50)	Beam strikes foe's groin, severing vitals. You are stunned for one round in sympathy. +30H - 12X - 7H (-75)
67-70	Crackling path of beam brushes foe's knee. +1H - X	Knee fracture causes foe severe pain. That'll probably be able to predict the weather. +5H - X - (-10)	Cracked knee. Guess he's dropping out of the NFL draft. +10H - 2X (-15)	Beam shatters kneecap, damaging muscles and tendons. Looks like his dancing career is over. +15H - 4X - H (-20)	Beam shatters foe's kneecaps, sending shard through muscles and tendons. +20H - 6X - 4H (-30)
71-75	Shot creates an interesting extension to foe's appendix scar. +2H	Beam passes through abdomen, causing only muscle damage. +3H - X - (-5)	Abdominal hit severs muscles and intestines, but it feels a lot worse than it is. +5H - 2X - 3H (-10)	Lower abdominal strike causes internal bleeding. +5H - 3X - 4H (-15)	Beam slices through kidney. Foes is bleeding badly. +10H - 4X - 7H (-20)
76-80	Beam hit foe's love handle, causing fat to boil away. He should thank you. +4H - 2X - (-5)	Heat from beam cracks two ribs. +5H - 2X - (-10)	Beam slices through ribs, causing secondary muscle and tendon damage. +10H - 3X (-15)	Beam passes through rib and liver. He's bleeding black. Not good. +7H - 2X - 6H (-10)	Spleens are highly overrated. +10H - 3W - 8H (-20)
81-85	Beam passes through abdomen without critical damage. New belly button? +4H - X - (-5)	Beam passes through abdominal cavity, causing minor damage to intestines. +5H - X - 3H (-10)	Beam perforates intestines in the upper abdomen. Talk about heart burn. +8H - 2X - 4H (-10)	Beam passes through ribs, piercing organs and veins on its way through the body. +10H - 4X - 2H - 6H (-15)	Beam slices through spine, paralyzing foe. +15 H - 2H
86-90	Beam pierces chest, missing heart by a hand's width. Toying with him? +5H - (-5)	Chest strike severs ribs, causing major muscle damage to boot. +10H - 2X - H (-10)	Beam slices through ribs, muscles, tendons, and a lung. Nice sucking chest wound. +10H - 3X - 4H (-15)	Beam cracks sternum and grazes heart. +12H - 3X - 7H (-30)	Beam neatly pierces heart. Send flowers. (+20)
91-95	You slice his earlobe off. -20 to all hearing maneuvers. +2H	Beam creases foe's skull. That's gonna be a nice scar. +5H - 3X - (-5)	Beam glances off skull. Blood, permanent hearing loss (in one ear), and disorientation are just the beginning. +7H - 2X - 4H - (-10)	Beam grazes brain. Foe drops into a coma for three weeks. +10H - 8H	Beam neatly dissects brain. (+20)
96-99	Beam pierces cheek. Foe has difficulty talking. His Appearance is modified by -10 until healed. +4H - 2X - (-5)	Beam cracks foe's jaw. Foe can't talk. -10 to temporary appearance, -5 to permanent appearance. +6H - 2X - 2H - (-10)	Beam neatly destroys foe's voice box. And he was worried about smoking... +7H - 3X - 2H (-15)	Beam passes through major artery in foe's neck. +3H - X - 10H (-10)	Beam passes through throat and spine. Foe is mute and paralyzed. +8H - 20H (-75)
100	Beam passes through eye. Foe collapses without so much as a twitch. (+20)	Beam pierces ear and kills foe instantly. (+20)	Beam burns a deadly path through foe's brain. Say goodnight, Gracie. (+20)	Beam slices some excess tissue from foe's brain. Foe is in a coma for two years. (+20)	Beam passes through foe's eye. Foe dies instantly. You wish you had a camera. (+25)

5.23 BLASTER RIFLE WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	15E	20F	28F	30F	30F	35F	37F	46F	31F	46F	60F	36F	48E	22D	45E	15D	22F	148-150
145-147	15E	20F	28F	30F	29F	34F	36F	45F	30F	44F	57F	35E	47E	22D	44E	15D	22F	145-147
142-144	15E	19F	27F	28F	28F	33F	35F	43F	29F	42F	54F	34D	45E	21C	42D	15C	21E	142-144
139-141	15D	19F	26F	27F	27F	31F	34F	41F	27E	39E	52F	33C	43D	20C	40D	14C	20E	139-141
136-138	14D	18E	25E	26E	26E	30E	33F	40F	26E	37E	49E	32C	41D	20B	39D	14B	19D	136-138
133-135	14C	17E	24E	25E	25E	29E	31E	38E	24E	35E	46E	31B	39C	19A	37C	13A	18D	133-135
130-132	13C	17E	23E	24E	24E	27E	30E	36E	23D	33E	43E	29A	37C	18A	35C	13A	18C	130-132
127-129	13B	16D	22E	23E	23E	26E	29E	35E	21D	30D	40D	28	36B	17	33B	12	17C	127-129
124-126	12B	15D	21D	22D	22D	24D	28E	33E	20D	28D	38D	27	34B	16	32B	12	16B	124-126
121-123	12B	14D	20D	21D	20D	23D	26E	31D	18D	26D	35D	26	32A	16	30A	11	15B	121-123
118-120	12A	14C	19D	20D	19D	22D	25D	30D	17C	24C	32D	24	30A	15	28A	11	14A	118-120
115-117	11A	13C	19D	19D	18D	20D	24D	28D	16C	21C	29C	23	28A	14	27	11	13A	115-117
112-114	11	12C	18C	18C	17C	19D	23D	26D	14C	19C	26C	22	27	13	25	10	12	112-114
109-111	10	12C	17C	17C	16C	17C	21D	25D	13B	17B	24C	21	25	13	23	10	12	109-111
106-108	10	11B	16C	15C	15C	16C	20D	23C	11B	15B	21B	20	23	12	22	9	11	106-108
103-105	9	10B	15B	14C	14B	15C	19C	22C	10B	12B	18B	18	21	11	20	9	10	103-105
100-102	9	10B	14B	13B	12B	13C	18C	20C	8A	10A	15B	17	19	10	18	8	9	100-102
97-99	9	9A	13B	12B	11B	12B	16C	18C	7A	8A	12B	16	17	9	16	8	8	97-99
94-96	8	8A	12B	11B	10B	10B	15C	17B	5A	6A	9A	15	16	9	15	7	7	94-96
91-93	8	8A	11A	10B	9A	9B	14B	15B	4	3A	7A	14	14	8	13	7	6	91-93
88-90	7	7A	10A	9A	8A	8B	13B	13B	2	1	4A	12	12	7	11	6	6	88-90
85-87	7	6	9A	8A	7A	6A	11B	12B	1	—	1	11	10	6	10	6	5	85-87
82-84	6	5	8A	7A	6A	5A	10B	10B	—	—	—	10	8	5	8	5	4	82-84
79-81	6	5	7	6A	4	3A	9B	8A	—	—	—	9	6	5	6	5	3	79-81
76-78	6	4	7	5A	3	2A	8A	7A	—	—	—	7	5	4	4	4	2	76-78
73-75	5	3	6	4	2	—	6A	5A	—	—	—	6	3	3	3	4	1	73-75
70-72	5	3	5	2	1	—	5A	3A	—	—	—	5	1	2	1	3	—	70-72
67-69	4	2	4	1	—	—	4A	2A	—	—	—	4	—	2	—	3	—	67-69
64-66	4	1	3	—	—	—	3A	—	—	—	—	3	—	—	—	2	—	64-66
61-63	3	—	2	—	—	—	1	—	—	—	—	1	—	—	—	2	—	61-63
58-60	3	—	1	—	—	—	—	—	—	—	—	—	—	—	—	1	—	58-60
55-57	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 7.7 pounds
Fumble Range: 01 - 03 ^{UM} (XX=3)
Action: Continuous
Rounds: 56
Critical Type: Blaster

Range Modifiers: 1' - 5': +10
 6' - 30': +0
 31' - 60': -25
 61' - 300': -50
 301' - 600': -100

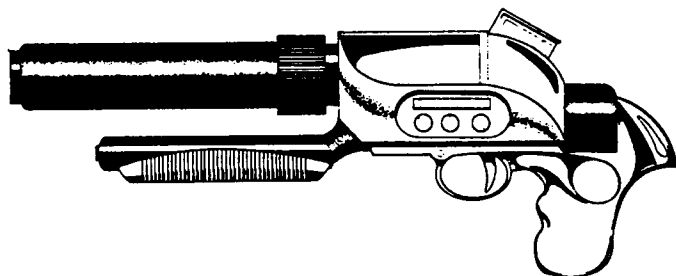
F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.

WEAPON DATA

Weapon	Fumble Range	Action/ Rounds	OB Mod	Max Result	Max Critical
B. Galactica Cylon Rfl.	01-03	SAuto/21	+5	150	F
H & K X-20	01-03	Cont/32	+0	145	E
Priv. Herrrrnick Rrrng	01-03	Cont/56	+0	150	F
Priv. Chromtech A-13	01-03	Cont/5760	+0	150	F
SD ASP 1100110	01-03	Cont/85	+15	150	F
SD Jarn Grieper	01-03	Auto/51	+0	150	F
ST Jem'Hadar Rifle	01-03	Cont/146	+35	150	F
SW Imperial Rifle	01-03	Auto/73	+10	150	F
Range Modifiers					
B. Galactica Cylon Rfl.	5'	30'	60'	150'	300'
H & K X-20	5'	35'	65'	330'	600'
Priv. Herrrrnick Rrrng	5'	30'	60'	300'	600'
Priv. Chromtech A-13	5'	30'	60'	300'	600'
SD ASP 1100110	5'	30'	60'	300'	600'
SD Jarn Grieper	5'	15'	30'	75'	150'
ST Jem'Hadar Rifle	5'	30'	60'	300'	600'
SW Imperial Rifle	5'	30'	60'	300'	600'



7.14 BLASTER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam grazes foe's hand. Foe must make a Routine maneuver to hold onto anything held by it. +0H	Beam nick's foe's hand. If foe is holding something, it is a Light maneuver to hold on to it. +1H - X	Beam pierces foe's hand. If foe is holding an object, he must make a Medium maneuver or drop it. +1H - 2X (-10)	Beam passes through bones, muscles and tendons in hand. If foe is holding anything, he must make a Hard maneuver or drop it. +3H - 2X - 2♣ (-10)	Beam slices through foe's hand, slashing bones and tendons. Foe drops anything he was holding in that hand.
06-10	Forearm graze causes foe to flinch. He loses initiative next round. +1H	Forearm wound causes foe to grimace. +3H - X - ♣	Forearm strike separates muscles and tendons. Foe emits a startled gasp. If he is holding anything, he must make a Hard maneuver to hold onto it. +4H - X - 2♣ (-10)	Beam slices through muscles and tendons in foe's forearm. The arm begins spasming, and the foe drops anything that he was holding. +5H - 2X - 3♣ (-15)	Beam slices through bones and tendons in foe's forearm. Foe drops anything he was holding. +7H - 3X - 4♣ (-25)
11-15	Beam grazes foe's upper arm. Wound is cauterized. +1H	Beam causes minor muscle damage to biceps. +3H - X - (-5)	Beam causes major muscular damage to upper arm. +5H - 2X - 2♣ (-10)	Foe emits a scream of anguish as beam passes through bone and tendons in his elbow. Arm is useless. +3H - 4X - 2X (-20)	Beam slices through biceps, bone, and tendons. Arm is completely useless. +12H - 6X - 3♣ (-25)
16-20	Beam nicks foe's triceps. Could have been worse. +1H	Beam rips through triceps. He didn't like that one. +3H - X - (-5)	Major muscle damage to foe's triceps. +5H - 2X - 2♣ (-10)	Elbow hit shatters elbow. Arm is useless. Foe shrieks like a banshee. +3H - 4X - 2X (-20)	Beam cuts deep, through bone, triceps, and tendons. Arm is useless. +12H - 6X - 3♣ (-25)
21-30	Beam nicks foe's shoulder. Foe becomes nauseous from the pain. +2H	Shoulder hit. Minor damage, but a lot of pain. +2H - X (-5)	Beam passes through shoulder, severing muscles and tendons. +7H - 3X - ♣ (-10)	Beam slices through muscles and tendons on its way through shoulder. Looks like you got an artery. +7H - 3X - 5♣ (-20)	Beam passes through shoulder, missing everything but that artery. +3H - 10♣ (-5)
31-40	Beam just misses clavicle. That was lucky. +1H	Beam cuts chunk out of foe's clavicle. +4H - (-5)	Beam cracks foe's clavicle. He stumbles in shock. +8H - X - (-10)	Beam catches bone, muscle and tendon in foe's shoulder. +12H - 2X - 3♣ (-15)	Beam slices through shoulder and destroys joint. Arm is useless. +12H - 4X - 7♣ (-50)
41-50	A tiny piece of foe's thigh evaporates. +2H	Thigh wound burns through muscle. +4H - 2X	Beam slices muscles in foe's thigh. Ouch. +10H - 3X (-15)	Beam cuts deep into thigh, nicking the femoral artery. +15H - 3X - (-25)	Beam slices through femur, catching femoral artery. Foe collapses. +12H - 5X - 3♣ (-25)
51-55	Beam grazes calf. Nice limp. +2H	Beam passes through calf. Foe sucks air and drops to one knee. +2H - X - (-5)	Beam passes cleanly through foe's calf. Muscles and tendons are severed. +5H - X - 2♣ (-10)	Beam passes through calf and tibia. +12H - 2X - 3X (-15)	Beam slices through calf and bone. Foe goes down, a startled look on his face. +15H - 3X - 3♣ (-30)
56-60	Beam pierces foe's boot. +2H	Shot neatly severs foe's toe. +4H - X - (-5)	Beam slices through several small bones in foe's foot. That's gotta hurt. +10H - 2X - (-15)	Ankle strike slices through bone and tendon. Foe's leg folds like a good map. +12H - 3X - (-20)	Ankle strike slices through bone and tendon. If using a hunting class II or better, foot is removed. +15H - 4X - 4♣ (-25)
61-65	If foe had been watching his weight, that would have never hit. +3H - X	Beam hits foe's hip joint, causing it to crack. +5H - X - (-5)	Beam chips foe's hip. All moving maneuvers are a -30 until chips are removed. +10H - 2X - (-15)	Hip strike slices through pelvic girdle. He'll probably never walk right again. +15H - 3X - 3♣ (-20)	Beam shatters hip joint with heat expansion. It's a Kodak moment. +20H - 5X - (-50)
66	Beam pierces both cheeks. Biggest muscle in the body, ya know. +10H - (-10)	Beam hit foe right between his eyes. Beam somehow passes through head without hitting anything too vital. Foe is in a coma for three days. +12H - (-25) - (+25)	Beam hits foe right between the eyes. Foe stumbles and falls, dead. Well done, David. (+25)	Heat shatters sternum, sending shards of bone through his lungs, liver, spleen, and stomach. The beam continues through the heart, adding insult to injury. +25H - 6X - 10♣ (-50)	Beam strikes foe's groin, severing vitals. You are stunned for one round in sympathy. +30H - 12X - 7♣ (-75)
67-70	Crackling path of beam brushes foe's knee. +1H - X	Knee fracture causes foe severe pain. That'll probably be able to predict the weather. +5H - X - (-10)	Cracked knee. Guess he's dropping out of the NFL draft. +10H - 2X - (-15)	Beam shatters kneecap, damaging muscles and tendons. Looks like his dancing career is over. +15H - 4X - ♣ (-20)	Beam shatters foe's kneecaps, sending shard through muscles and tendons. +20H - 6X - 4♣ (-30)
71-75	Shot creates an interesting extension to foe's appendix scar. +2H	Beam passes through abdomen, causing only muscle damage. +3H - X - (-5)	Abdominal hit severs muscles and intestines, but it feels a lot worse than it is. +5H - 2X - 3♣ (-10)	Lower abdominal strike causes internal bleeding. +5H - 3X - 4♣ (-15)	Beam slices through kidney. Foes is bleeding badly. +10H - 4X - 7♣ (-20)
76-80	Beam hit foe's love handle, causing fat to boil away. He should thank you. +4H - 2X - (-5)	Heat from beam cracks two ribs. +5H - 2X - (-10)	Beam slices through ribs, causing secondary muscle and tendon damage. +10H - 3X - (-15)	Beam passes through rib and liver. He's bleeding black. Not good. +7H - 2X - 6♣ (-10)	Spleens are highly overrated. +10H - 3W - 8♣ (-20)
81-85	Beam passes through abdomen without critical damage. New belly button? +4H - X - (-5)	Beam passes through abdominal cavity, causing minor damage to intestines. +5H - X - 3♣ (-10)	Beam perforates intestines in the upper abdomen. Talk about heart burn. +8H - 2X - 4♣ (-10)	Beam passes through ribs, piercing organs and veins on its way through the body. +10H - 4X - 2♣ - 6♣ (-15)	Beam slices through spine, paralyzing foe. +15H - 2♣
86-90	Beam pierces chest, missing heart by a hand's width. Toying with him? +5H - (-5)	Chest strike severs ribs, causing major muscle damage to boot. +10H - 2X - ♣ (-10)	Beam slices through ribs, muscles, tendons, and a lung. Nice sucking chest wound. +10H - 3X - ♣ - 4♣ (-15)	Beam cracks sternum and grazes heart. +12H - 3X - 7♣ (-30)	Beam neatly pierces heart. Send flowers. (+20)
91-95	You slice his earlobe off. -20 to all hearing maneuvers. +2H	Beam creases foe's skull. That's gonna be a nice scar. +5H - 3X - (-5)	Beam glances off skull. Blood, permanent hearing loss (in one ear), and disorientation are just the beginning. +7H - 2X - 4B (-10)	Beam grazes brain. Foe drops into a coma for three weeks. +10H - 8♣	Beam neatly dissects brain. (+20)
96-99	Beam pierces cheek. Foe has difficulty talking. His Appearance is modified by -10 until healed. +4H - 2X - (-5)	Beam cracks foe's jaw. Foe can't talk. -10 to temporary appearance, -5 to permanent appearance. +6H - 2X - ♣ - 2♣ (-10)	Beam neatly destroys foe's voice box. And he was worried about smoking . . . +7H - 3X - 2♣ (-15)	Beam passes through major artery in foe's neck. +3H - X - 10♣ (-10)	Beam passes through throat and spine. Foe is mute and paralyzed. +8H - 20♣ (-75)
100	Beam passes through eye. Foe collapses without so much as a twitch. (+20)	Beam pierces ear and kills foe instantly. (+20)	Beam burns a deadly path through foe's brain. Say goodnight, Gracie. (+20)	Beam slices some excess tissue from foe's brain. Foe is in a coma for two years. (+20)	Beam passes through foe's eye. Foe dies instantly. You wish you had a camera. (+25)

5.24 LASER PISTOL WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	11D	14E	20E	22E	22F	25F	27F	33F	22F	33F	44F	26E	35F	26D	33E	11D	16F	148-150
145-147	11D	14E	20E	22E	22F	25F	27F	33F	22F	32F	42F	26E	34F	26D	32E	11D	16F	145-147
142-144	11D	14E	20E	21E	21F	24F	26F	31F	21F	31F	41F	25E	33F	25C	31E	11C	16E	142-144
139-141	11C	13E	19E	21E	20F	23F	25F	30F	20F	29F	39F	24D	32E	24C	30D	11C	15E	139-141
136-138	11C	13D	18D	20E	20E	22F	24F	29F	19E	28E	37E	23D	31E	23B	29D	11B	14E	136-138
133-135	10B	13D	18D	19D	19E	21E	23E	28E	18E	26E	35E	23C	29E	22B	28C	10B	14D	133-135
130-132	10B	12D	17D	18D	18E	20E	23E	27E	17E	25E	33E	22C	28E	21A	27C	10A	13D	130-132
127-129	10B	12D	17D	18D	17E	19E	22E	26E	16D	23D	31E	21C	27D	21A	25C	10A	13C	127-129
124-126	9A	11C	16D	17D	16D	18E	21E	25E	15D	22D	29D	20B	26D	20A	24B	9A	12C	124-126
121-123	9A	11C	15C	16C	16D	17D	20E	24E	14D	20D	27D	19B	24D	19	23B	9	12B	121-123
118-120	9A	10C	15C	15C	15D	16D	19D	22D	13C	19D	25D	18A	23C	18	22A	9	11B	118-120
115-117	9	10B	14C	15C	14D	15D	18D	21D	12C	17C	23D	18A	22C	17	21A	8	10A	115-117
112-114	8	9B	14C	14C	13C	14D	17D	20D	11C	16C	21C	17A	21C	16	19A	8	10A	112-114
109-111	8	9B	13B	13C	13C	14C	17D	19D	10C	14C	19C	16	19B	15	18	8	9A	109-111
106-108	8	8B	12B	12B	12C	13C	16D	18D	9B	13B	18C	15	18B	14	17	7	9	106-108
103-105	7	8A	12B	12B	11C	12C	15C	17C	8B	11B	16B	14	17B	14	16	7	8	103-105
100-102	7	7A	11B	11B	10B	11C	14C	16C	7B	10B	14B	13	16A	13	15	7	7	100-102
97-99	7	7A	10A	10B	9B	10C	13C	15C	6A	8B	12B	13	14A	12	14	6	7	97-99
94-96	6	7A	10A	9A	9B	9B	12C	13C	5A	7A	10B	12	13A	11	12	6	6	94-96
91-93	6	6	9A	9A	8B	8B	11C	12C	5A	5A	8A	11	12A	10	11	5	6	91-93
88-90	6	6	9A	8A	7A	7B	10B	11B	4A	4A	6A	10	11	9	10	5	5	88-90
85-87	6	5	8A	7A	6A	6B	10B	10B	3	2	4A	9	9	8	9	5	5	85-87
82-84	5	5	7	6A	5A	5A	9B	9B	2	—	2A	8	8	7	8	4	4	82-84
79-81	5	4	7	6	5A	4A	8B	8B	—	—	—	8	7	7	7	4	3	79-81
76-78	5	4	6	5	4A	3A	7B	7A	—	—	—	7	6	6	5	4	3	76-78
73-75	4	3	6	4	3	2A	6A	6A	—	—	—	6	4	5	4	3	2	73-75
70-72	4	3	5	3	2	1A	5A	4A	—	—	—	5	3	4	3	3	2	70-72
67-69	4	2	4	3	2	—	4A	3A	—	—	—	4	2	3	2	3	1	67-69
64-66	4	2	4	2	—	—	4A	2A	—	—	—	3	—	2	—	2	—	64-66
61-63	3	1	3	1	—	—	3A	1	—	—	—	3	—	1	—	2	—	61-63
58-60	3	1	3	—	—	—	2A	—	—	—	—	2	—	—	—	2	—	58-60
55-57	3	—	2	—	—	—	1	—	—	—	—	1	—	—	—	1	—	55-57
52-54	2	—	1	—	—	—	—	—	—	—	—	—	—	—	—	1	—	52-54
49-51	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

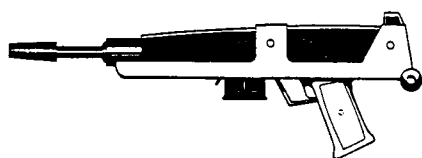
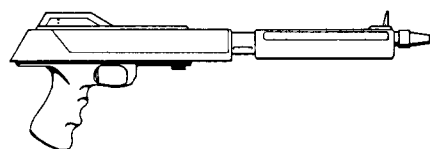
TYPICAL WEAPON DATA

Weight: 6.8 pounds **Range Modifiers:** 1' -45': +10
Fumble Range: 01 - 03 ^{UM} (XX=3) 46' - 75': +0
Action: Semi-Automatic 76' - 120': -25
Rounds: 93 121' - 195': -50
Critical Type: Laser 196' - 525': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Beretta Flashpoint	01-03	SAuto/93	+0	150	F
H & K LP-10	01-03	SAuto/93	+15	150	F
Priv. Jarrl Tock	01-03	SAuto/93	+0	135	E
Priv. Karrl Tock	01-03	Auto/140	+15	150	F
SD ASP 10101	01-02	SAuto/128	+10	150	F
SD Th-C Derringer †	01-05	SAuto/25	+0	135	D
† - Inflicts half the hits indicated.					
Range Modifiers	+10	+0	-25	-50	-100
Beretta Flashpoint	45'	75'	120'	195'	525'
H & K LP-10	20'	85'	130'	215'	580'
Priv. Jarrl Tock	45'	75'	120'	195'	525'
Priv. Karrl Tock	45'	75'	120'	195'	525'
SD ASP 10101	45'	75'	120'	195'	525'
SD Th-C Derringer	15'	45'	60'	105'	270'

7.13 LASER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam pierces the skin between foe's fingers. +0H	Beam grazes hand. Foe flinches. +1H - X	Beam nicks foe's hand, piercing anything he carries. +1H - 2X (-10)	Shot burns through hand, missing most everything vital. +3H - 2X - 2♣ - (-10)	Foe has a burn clean through his hand. That must smart. +5H - 3♣ - (-20)
06-10	Forearm burn leaves only slight damage. You have the initiative. +1H	Beam creases forearm. The wound is cauterized. +3H - X - ♣	Beam slices through tendons in forearm. Foe screams in surprise. +4H - X - 2♣ - (-10)	Hole burns through muscles in foe's forearm. Foe grips it in pain. +5H - 2X - 3♣ - (-15)	Beam burns clean through forearm, slicing bone in two. Arm is useless. Foe drops anything he's carrying. +7H - 3♣ - 4♣ - (-25)
11-15	Beam grazes inner arm. +1H	Minor muscle damage to foe's upper arm. Better luck next time. +3H - X - (-5)	Beam cauterizes its way through biceps, doing some small amount of damage. +5H - 2X - 2♣ - (-10)	Laser passes through elbow, slicing the joint and tendons. Arm is useless. +3H - 4X - 2X - (-20)	Beam cuts through bicep, slicing bone in two and severing muscles and tendons. +12H - 6X - 3♣ - (-25)
16-20	That'll leave a mark. +1H	Shot nicks foe's bicep. His flinch only makes it worse. +3H - X - (-5)	Beam slices deep into biceps. Instant tattoo removal. +5H - 2X - 2♣ - (-10)	Funny bone cracks from heat. Muscles and tendons severed. Say, "Mommy." +3H - 4X - 2X - (-20)	Foe grasps arm as beam cuts bone, tendons and muscles. Burned and mangled flesh hang in a grizzly mess. lck. +12H - 6X - 3♣ - (-25)
21-30	You got a piece of his shoulder, but only barely. +2H	Beam pierces shoulder, but only barely. +2H - X (-5)	Clean shoulder wound. Muscles and tendons bare the brunt of the damage. +7H - 3X - ♣ - (-10)	Laser cuts through shoulder, damaging muscles and tendon, but cauterizing all damage. +7H - 3X - 5♣ - (-20)	You missed the bone and the biceps. If it wasn't for the artery, that would have been a waste of a shot. +3H - 10♣ - (-5)
31-40	Beam takes a chunk out of foe's shoulder. +1H	Beam takes a piece out of foe's clavicle. He screams like a small child. +4H - (-5)	Beam passes clean through foe's clavicle. That arm ain't hanging right. +8H - X - (-10)	Beam passes clean through clavicle. That must've hurt. +12H - 2X - 3♣ - (-15)	Clavicle and shoulder joint are nearly a complete write off. Better find a really good surgeon. +12H - 4X - 7♣ - (-50)
41-50	Beam brushes foe's hip. +2H	Slight muscle damage to foe's thigh. Foe's leg almost crumples out from underneath him. +4H - 2X	Beam passes straight through foe's thigh. +10H - 3X - (-15)	Beam burns a neat little hole through thigh, cutting muscle and tendon. +15H - 3X - (-25)	Scything beam of light severs thigh bone and artery. Foe collapses like a bag of wheat. +12H - 5X - 3♣ - (-25)
51-55	You take a piece out of his calf. +2H	Beam only nicks the foe's calf, severing a single tendon. +2H - X - (-5)	Beam strikes straight through calf, severing muscle and tendon. That'll leave a mark. +5H - X - 2♣ - (-10)	Beam slices through shinbone and calf, fracturing bone and severing muscle. +12H - 2X - 3X - (-15)	Agonizing shot burns through shin bone and muscles. Foe goes down... hard. +15H - 3X - 3♣ - (-30)
56-60	Foe moves his foot just in time. +2H	Were you trying to make him dance or something? Beam slices off foe's toe. +4H - X - (-5)	Beam passes effortlessly through foe's foot. Several bones are cut. Foe looks at you in shock. +10H - 2X - (-15)	Slicing path through ankle breaks bone and tendons. Foe looks down in shock. +12H - 3X - ♣ - (-20)	You think he was Achilles? Beam slices through ankle and tendon, disconnecting the foot completely. Ouch. +15H - 4X - 4♣ - (-25)
61-65	Barely grazed his belly. +3H - X	Beam passes cleanly through foe's hip bone. Minor damage. Foe takes a step and the hip bone snaps. +5H - X - (-5)	You leave a very nice hole in foe's hip. +10H - 2X - ♣ - (-15)	Surgical removal of foe's love handles. You smell boiling fat. +15H - 3X - 3♣ - (-20)	Slice hip bone in two. Foe mews pitifully. +20H - 5X - (-50)
66	They told him to watch his six. Now he won't be sitting down for days. Pitiful. +10H - (-10)	Beam passes clean in one ear and out the other. Foe drops in coma for one week. +12H - (-25) - (+25)	Laser makes neat incision in foe's nose. Beam continues through spine, brainstem and back of head. Check out look on his face. (+25)	You waved that one around just enough to open beautiful slices in front and back of foe. Those look like intestines. +25H - 6X - 10♣ - (-50)	Slicing blow to groin vaporizes vitals. All within 15 feet are stunned, dumbfounded, for one round. +30H - 12X - 7♣ - (-75)
67-70	Beam brushes foe's knee. +1H - X	Beam cracks kneecap in two. Foe manages to shift his weight just in time. +5H - X - (-10)	Very neat hole in foe's knee. He won't be making the team this fall. +10H - 2X - (-15)	Surgical strike almost completely removes kneecap. +15H - 4X - ♣ - (-20)	Surgical strike almost completely removes kneecap. +20H - 6X - 4♣ - (-30)
71-75	Beam goes right through foe's abdomen, miraculously missing everything. +2H	Beam passes through abdomen, perforating foe's intestine. +3H - X - (-5)	Beam passes through foe's stomach. Talk about a perforated ulcer. +5H - 2X - 3♣ - (-10)	Wound opens in torso, slicing through kidneys and intestines. Foe gasps in pain. +5H - 3X - 4♣ - (-15)	Beautiful little hole through kidney. Even with the cauterization, there's blood. +10H - 4X - 7♣ - (-20)
76-80	Laser pierces foe's side. Nothing important is damaged. +4H - 2X - (-5)	Beam takes out rib, but just misses lung. +5H - 2X - (-10)	Beam cuts two ribs in half. Muscle and tendon damage result. +10H - 3X - (-15)	That black blood probably means you hit his liver. Not good. +7H - 2X - 6♣ - (-10)	Nice appendectomy. You go to med-school? +10H - 3W - 8♣ - (-20)
81-85	Beam passes through gut, nicking an intestine. +4H - X - (-5)	Shot to foe's belly-button turns his outfit into an innie. Minor damage to intestines. +5H - X - 3♣ - (-10)	Beam pierces foe's lung. Can you say, "Sucking chest wound."? I knew you could. +8H - 2X - 4♣ - (-10)	Slicing shot to pelvic girdle. He's actually bleeding from this one. Good work. +10H - 4X - 2♣ - 6♣ - (-15)	You managed to miss all the important stuff. Well, except the spinal cord. Foe collapses, paralyzed. +15H - 2♣
86-90	Almost got his lung with that one. Minor muscle damage. +5H - (-5)	Rib cracks as beam passes through it. +10H - 2X - ♣ - (-10)	Rib and lung pierced. Life stinks sometimes. +10H - 3X - ♣ - 4♣ - (-15)	Drilled straight through sternum. Unfortunately, it was an artery you clipped, not the heart. +12H - 3X - 7♣ - (-30)	Beam drills right through heart. It takes foe two rounds to realize he's dead. (+20)
91-95	You clip off a piece of foe's ear. It feels worse than it is. +2H	Beam leaves crease in foe's head. His hair is smoldering. +5H - 3X - (-5)	Beam slices through side of head, piercing inner ear and damaging eye. -10 to awareness checks. +7H - 2X - 4B - (-10)	Surgical blow to the brain severs several nerve bundles. Foe drops, unconscious, for two months. When he awakes, he's deaf. +10H - 8♣	Beam slices right through brain pan. Very surgical. Foe almost survives. (+20)
96-99	Beam cracks foe's jaw, but just slightly. +4H - 2X - (-5)	Beam crack's foe's jaw. It'll have to be wired shut. +6H - 2X - ♣ - 2♣ - (-10)	Surgical removal of voice box. Wow. +7H - 3X - 2♣ - (-15)	Beam severs carotid artery. Foe tries to staunch the flow, but it pours out through his fingers. +3H - X - 10♣ - (-10)	Beam catches jugular and spine. He can't even reach up to try to stop the blood. +8H - 20♣ - (-75)
100	Beam pierces skull in non-vital area. If he hadn't twitched, he would have lived. (+20)	Beam pierces foe's eye. Foe drops like a puppet with its strings cut. (+20)	Beam pierces brain, damaging multiple areas. Poor sap dies instantly. (+20)	Beam enters eye. A flick of the wrist brings beam out side of head. Sad. (+20)	You missed. No wait. Is that a burn between his eyes? Foe crumples, dead. (+25)

Key: B×=must parry B rounds; B♣=no parry for B rounds; B☆=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.25 LASER RIFLE WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (11/17)	Light (1/11)	Heavy (7/1)	Light (1/11)	Heavy (15/1)	Light (1/11)	
148-150	19E	25F	35F	38F	38G	44G	47G	58G	39G	58G	76G	46F	61G	46E	57F	19E	28G	148-150
145-147	19E	25F	35F	37F	37G	43G	46G	56G	38G	55G	73G	45F	59G	45E	55F	19E	28G	145-147
142-144	19D	24F	34F	36F	36G	41G	45G	54G	36G	53G	69G	44E	57G	43D	53E	19D	27F	142-144
139-141	18D	23E	32F	35F	34G	40G	43G	52G	34F	50F	66F	42E	55F	42D	51E	18D	26F	139-141
136-138	18C	22E	31E	33E	33F	38F	42F	50F	33F	48F	63F	41D	53F	40C	49D	17C	25E	136-138
133-135	17C	22E	30E	32E	32F	36F	40F	48F	31F	45F	59F	39D	50F	39B	47D	17B	24E	133-135
130-132	17B	21D	29E	31E	30F	35F	39F	46F	29E	42E	56F	38D	48E	37B	45D	16B	23D	130-132
127-129	16B	20D	28D	30E	29E	33F	37F	45F	28E	40E	53E	36C	46E	36A	43C	16A	21D	127-129
124-126	16A	19D	27D	28D	28E	31E	36F	43E	26E	37E	49E	35C	44D	34A	41C	15A	20C	124-126
121-123	15A	18D	26D	27D	26E	30E	34E	41E	24D	34D	46E	33B	42D	33	39B	15	19C	121-123
118-120	15A	17C	25D	26D	25E	28E	33E	39E	22D	32D	43D	32B	39D	31	37B	14	18B	118-120
115-117	14	17C	24C	24D	24D	26D	31E	37E	21D	29D	40D	30A	37C	29	35A	13	17B	115-117
112-114	14	16C	23C	23C	22D	25D	30E	35E	19C	26C	36D	29A	35C	28	33A	13	16A	112-114
109-111	13	15B	22C	22C	21D	23D	28D	33D	17C	24C	33C	27	33C	26	31	12	15A	109-111
106-108	13	14B	21B	20C	20C	21D	27D	31D	16C	21C	30C	26	31B	25	29	12	14	106-108
103-105	12	13B	20B	19B	18C	20C	25D	29D	14B	19B	26C	24	29B	23	27	11	13	103-105
100-102	12	13A	19B	18B	17C	18C	24D	27D	12B	16B	23B	23	26B	22	25	11	12	100-102
97-99	11	12A	18B	17B	15C	16C	22D	25C	11B	13B	20B	22	24A	20	23	10	11	97-99
94-96	11	11A	17A	15B	14B	15C	21C	23C	9A	11A	16B	20	22A	19	21	9	10	94-96
91-93	10	10	15A	14A	13B	13B	19C	21C	7A	8A	13B	19	20A	17	19	9	9	91-93
88-90	9	9	14A	13A	11B	11B	18C	19C	6A	5A	10A	17	18	15	17	8	8	88-90
85-87	9	8	13A	11A	10A	10B	16C	17B	4	3	7A	16	16	14	15	8	7	85-87
82-84	8	8	12	10A	9A	8B	15B	15B	2	—	3A	14	13	12	13	7	6	82-84
79-81	8	7	11	9	7A	7A	13B	13B	—	—	—	13	11	11	11	6	5	79-81
76-78	7	6	10	7	6A	5A	12B	11B	—	—	—	11	9	9	8	6	4	76-78
73-75	7	5	9	6	5	3A	10B	9A	—	—	—	10	7	8	6	5	3	73-75
70-72	6	4	8	5	3	2A	9A	7A	—	—	—	8	5	6	4	5	2	70-72
67-69	6	3	7	4	2	—	7A	5A	—	—	—	7	2	5	2	4	1	67-69
64-66	5	3	6	2	—	—	6A	3A	—	—	—	5	—	3	—	4	—	64-66
61-63	5	2	5	1	—	—	4A	1	—	—	—	4	—	2	—	3	—	61-63
58-60	4	1	4	—	—	—	3A	—	—	—	—	2	—	—	—	2	—	58-60
55-57	4	—	3	—	—	—	1	—	—	—	—	1	—	—	—	2	—	55-57
52-54	3	—	2	—	—	—	—	—	—	—	—	—	—	—	—	1	—	52-54
49-51	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
xx-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Weight: 6.2 pounds
Fumble Range: 01 - 03 ^{UM} (XX=3)
Action: Automatic
Rounds: 24
Critical Type: Laser

Range Modifiers: 1' -15': +10
 16' - 150': +0
 151' - 300': -25
 301' - 1500': -50
 1501' - 3000': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

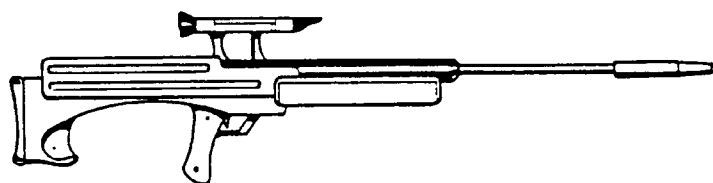
UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.

For a "G" severity critical, roll once and apply both an "E" and a "B" result.

WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
Priv. Trrrratak Rrrng	01-03	Auto/46	+0	150	G
SD ASP100101	01-02	SAuto/64	+40	150	G
SD Th-C Transgressor†	01-02	SAuto/51	+0	150	G
Spectrum Arms AL-15	01-03	Auto/24	+0	150	G
Steyr-Klough L-2	01-03	Auto/25	+10	130	F
Ultimate Arms HAL	01-03	Auto/	+35	150	G
† - Inflicts double the hits indicated.					
Range Modifiers					
Priv. Trrrratak Rrrng	15'	150'	300'	1500'	3000'
SD ASP 100101	15'	225'	450'	2250'	4500'
SD Th-C Transgressor	30'	450'	900'	4500'	9000'
Spectrum Arms AL-15	15'	150'	300'	1500'	3000'
Steyr-Klough L-2	15'	150'	300'	1500'	3000'
Ultimate Arms HAL	30'	450'	600'	3000'	6000'



7.13 LASER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam pierces the skin between foe's fingers. +0H	Beam grazes hand. Foe flinches. +1H - ✕	Beam nicks foe's hand, piercing anything he carries. +1H - 2✕ (-10)	Shot burns through hand, missing most everything vital. +3H - 2✕ - 2♣ (-10)	Foe has a burn clean through his hand. That must smart. +5H - 3✕♣ - (-20)
06-10	Forearm burn leaves only slight damage. You have the initiative. +1H	Beam creases forearm. The wound is cauterized. +3H - ✕ - ♣	Beam slices through tendons in forearm. Foe screams in surprise. +4H - ✕ - 2♣ - (-10)	Hole burns through muscles in foe's forearm. Foe grips it in pain. +5H - 2✕ - 3♣ - (-15)	Beam burns clean through forearm, slicing bone in two. Arm is useless. Foe drops anything he's carrying. +7H - 3✕♣ - 4♣ - (-25)
11-15	Beam grazes inner arm. +1H	Minor muscle damage to foe's upper arm. Better luck next time. +3H - ✕ - (-5)	Beam cauterizes its way through biceps, doing some small amount of damage. +5H - 2✕ - 2♣ - (-10)	Laser passes through elbow, slicing the joint and tendons. Arm is useless. +3H - 4✕ - 2✕ - (-20)	Beam cuts through bicep, slicing bone in two and severing muscles and tendons. +12H - 6✕ - 3♣ - (-25)
16-20	That'll leave a mark. +1H	Shot nicks foe's bicep. His flinch only makes it worse. +3H - ✕ - (-5)	Beam slices deep into biceps. Instant tattoo removal. +5H - 2✕ - 2♣ - (-10)	Funny bone cracks from heat. Muscles and tendons severed. Say, "Mommy." +3H - 4✕ - 2✕ - (-20)	Foe grasps arm as beam cuts bone, tendons and muscles. Burned and mangled flesh hang in a grizzly mess. Ick. +12H - 6✕ - 3♣ - (-25)
21-30	You got a piece of his shoulder, but only barely. +2H	Beam pierces shoulder, but only barely. +2H - ✕ (-5)	Clean shoulder wound. Muscles and tendons bare the brunt of the damage. +7H - 3✕ - ♣ - (-10)	Laser cuts through shoulder, damaging muscles and tendon, but cauterizing all damage. +7H - 3✕ - 5♣ - (-20)	You missed the bone and the biceps. If it wasn't for the artery, that would have been a waste of a shot. +3H - 10♣ - (-5)
31-40	Beam takes a chunk out of foe's shoulder. +1H	Beam takes a piece out of foe's clavicle. He screams like a small child. +4H - (-5)	Beam passes clean through foe's clavicle. That arm ain't hanging right. +8H - ✕ - (-10)	Beam passes clean through clavicle. That must've hurt. +12H - 2✕ - 3♣ - (-15)	Clavicle and shoulder joint are nearly a complete write off. Better find a really good surgeon. +12H - 4✕♣ - 7♣ - (-50)
41-50	Beam brushes foe's hip. +2H	Slight muscle damage to foe's thigh. Foe's leg almost crumples out from underneath him. +4H - 2✕	Beam passes straight through foe's thigh. +10H - 3✕ - (-15)	Beam burns a neat little hole through thigh, cutting muscle and tendon. +15H - 3✕♣ - (-25)	Scything beam of light severs thigh bone and artery. Foe collapses like a bag of wheat. +12H - 5✕♣ - 3♣ - (-25)
51-55	You take a piece out of his calf. +2H	Beam only nicks the foe's calf, severing a single tendon. +2H - ✕ - (-5)	Beam strikes straight through calf, severing muscle and tendon. That'll leave a mark. +5H - ✕ - 2♣ - (-10)	Beam slices through shinbone and calf, fracturing bone and severing muscle. +12H - 2✕ - 3✕ - (-15)	Agonizing shot burns through shin bone and muscles. Foe goes down . . . hard. +15H - 3✕♣ - 3♣ - (-30)
56-60	Foe moves his foot just in time. +2H	Were you trying to make him dance or something? Beam slices off foe's toe. +4H - ✕ - (-5)	Beam passes effortlessly through foe's foot. Several bones are cut. Foe looks at you in shock. +10H - 2✕ - (-15)	Slicing path through ankle breaks bone and tendons. Foe looks down in shock. +12H - 3✕ - ♣ - (-20)	You think he was Achilles? Beam slices through ankle and tendon, disconnecting the foot completely. Ouch. +15H - 4✕♣ - 4♣ - (-25)
61-65	Barely grazed his belly. +3H - ✕	Beam passes cleanly though foe's hip bone. Minor damage. Foe takes a step and the hip bone snaps. +5H - ✕ - (-5)	You leave a very nice hole in foe's hip. +10H - 2✕ - ♣ - (-15)	Surgical removal of foe's love handles. You smell boiling fat. +15H - 3✕♣ - 3♣ - (-20)	Slice hip bone in two. Foe mews pitifully. +20H - 5✕♣ - (-50)
66	They told him to watch his six. Now he won't be sitting down for days. Pitiful. +10H - (-10)	Beam passes clean in one ear and out the other. Foe drops in coma for one week. +12H - (-25) - (+25)	Laser makes neat incision in foe's nose. Beam continues through spine, brainstem and back of head. Check out look on his face. (+25)	You waved that one around just enough to open beautiful slices in front and back of foe. Those look like intestines. +25H - 6✕♣ - 10♣ - (-50)	Slicing blow to groin vaporizes vitals. All within 15 feet are stunned, dumbfounded, for one round. +30H - 12✕♣ - 7♣ - (-75)
67-70	Beam brushes foe's knee. +1H - ✕	Beam cracks kneecap in two. Foe manages to shift his weight just in time. +5H - ✕ - (-10)	Very neat hole in foe's knee. He won't be making the team this fall. +10H - 2✕ - (-15)	Surgical strike almost completely removes kneecap. +15H - 4✕♣ - ♣ - (-20)	Surgical strike almost completely removes kneecap. +20H - 6✕ - 4♣ - (-30)
71-75	Beam goes right through foe's abdomen, miraculously missing everything. +2H	Beam passes through abdomen, perforating foe's intestine. +3H - ✕ - (-5)	Beam passes through foe's stomach. Talk about a perforated ulcer. +5H - 2✕ - 3♣ - (-10)	Wound opens in torso, slicing through kidneys and intestines. Foe gasps in pain. +5H - 3✕♣ - 4♣ - (-15)	Beautiful little hole through kidney. Even with the cauterization, there's blood. +10H - 4✕♣ - 7♣ - (-20)
76-80	Laser pierces foe's side. Nothing important is damaged. +4H - 2✕ - (-5)	Beam takes out rib, but just misses lung. +5H - 2✕ - (-10)	Beam cuts two ribs in half. Muscle and tendon damage result. +10H - 3✕ - (-15)	That black blood probably means you hit his liver. Not good. +7H - 2✕ - 6♣ - (-10)	Nice appendectomy. You go to med-school? +10H - 3W♣ - 8♣ - (-20)
81-85	Beam passes through gut, nicking an intestine. +4H - ✕ - (-5)	Shot to foe's belly-button turns his outie into an innie. Minor damage to intestines. +5H - ✕ - 3♣ - (-10)	Beam pierces foe's lung. Can you say, "Sucking chest wound."? I knew you could. +8H - 2✕ - 4♣ - (-10)	Slicing shot to pelvic girdle. He's actually bleeding from this one. Good work. +10H - 4✕ - 2♣ - 6♣ - (-15)	You managed to miss all the important stuff. Well, except the spinal cord. Foe collapses, paralyzed. +15 H - 2♣
86-90	Almost got his lung with that one. Minor muscle damage. +5H - (-5)	Rib cracks as beam passes through it. +10H - 2✕ - ♣ - (-10)	Rib and lung pierced. Life stinks sometimes. +10H - 3✕ - ♣ - 4♣ - (-15)	Drilled straight through sternum. Unfortunately, it was an artery you clipped, not the heart. +12H - 3✕♣ - 7♣ - (-30)	Beam drills right through heart. It takes foe two rounds to realize he's dead. (+20)
91-95	You clip off a piece of foe's ear. It feels worse than it is. +2H	Beam leaves crease in foe's head. His hair is smoldering. +5H - 3✕ - (-5)	Beam slices through side of head, piercing inner ear and damaging eye. -10 to awareness checks. +7H - 2✕ - 4B - (-10)	Surgical blow to the brain severs several nerve bundles. Foe drops, unconscious, for two months. When he awakes, he's deaf. +10H - 8♣	Beam slices right through brain pan. Very surgical. Foe almost survives. (+20)
96-99	Beam cracks foe's jaw, but just slightly. +4H - 2✕ - (-5)	Beam crack's foe's jaw. It'll have to be wired shut. +6H - 2✕ - ♣ - 2♣ - (-10)	Surgical removal of voice box. Wow. +7H - 3✕♣ - 2♣ - (-15)	Beam severs carotid artery. Foe tries to staunch the flow, but it pours out through his fingers. +3H - ✕ - 10♣ - (-10)	Beam catches jugular and spine. He can't even reach up to try to stop the blood. +8H - 20♣ - (-75)
100	Beam pierces skull in non-vital area. If he hadn't twitched, he would have lived. (+20)	Beam pierces foe's eye. Foe drops like a puppet with its strings cut. (+20)	Beam pierces brain, damaging multiple areas. Poor sap dies instantly. (+20)	Beam enters eye. A flick of the wrist brings beam out side of head. Sad. (+20)	You missed. No wait. Is that a burn between his eyes? Foe crumples, dead. (+25)

5.26 PLASMA PISTOL WEAPON ATTACK TABLE

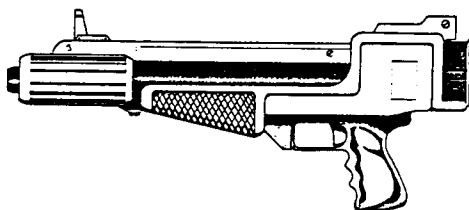
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	7D	9E	13E	14E	14E	16E	17E	21E	15E	20E	28E	17D	22E	17C	21D	7C	10E	148-150
145-147	7D	9E	13E	14E	14E	16E	17E	21E	15E	20E	27E	17D	22E	17C	21D	7C	10E	145-147
142-144	7D	9E	13E	14E	14E	16E	17E	20E	15E	19E	26E	17C	21E	17B	20C	7B	10D	142-144
139-141	7C	9E	13E	13E	13E	15E	16E	20E	14E	18E	25E	16C	20D	16A	20C	7A	10D	139-141
136-138	7C	9D	12D	13E	13D	14E	16E	19E	14D	17D	24D	16C	20D	16A	19C	7A	9C	136-138
133-135	7C	8D	12D	12D	12D	14D	15E	18E	13D	16D	23D	15B	19C	15	18B	7	9C	133-135
130-132	7B	8D	12D	12D	12D	13D	15D	17D	13D	15D	21D	15B	18C	15	17B	6	8B	130-132
127-129	7B	8D	11D	12D	11D	13D	14D	17D	12C	14C	20D	14A	17B	14	17A	6	8B	127-129
124-126	6B	8C	11D	11D	11D	12D	13D	16D	12C	13C	19C	13A	17B	13	16A	6	8A	124-126
121-123	6A	7C	10C	11C	10C	11D	13D	15D	11C	13C	18C	13A	16A	13	15A	6	7A	121-123
118-120	6A	7C	10C	10C	10C	11C	12D	15D	11B	12C	16C	12	15A	12	14	6	7	118-120
115-117	6A	7B	10C	10C	9C	10C	12C	14D	10B	11B	15C	12	14A	12	14	5	6	115-117
112-114	6A	6B	9C	9C	9C	10C	11C	13C	10B	10B	14B	11	14	11	13	5	6	112-114
109-111	5	6B	9B	9C	8B	9C	11C	12C	9B	9B	13B	11	13	11	12	5	5	109-111
106-108	5	6B	8B	8B	8B	8B	10C	12C	9A	8A	12B	10	12	10	12	5	5	106-108
103-105	5	5A	8B	8B	7B	8B	10C	11C	8A	7A	10B	10	11	10	11	4	5	103-105
100-102	5	5A	8B	7B	7B	7B	9B	10C	8A	6A	9A	9	10	9	10	4	4	100-102
97-99	5	5A	7A	7B	6A	7B	9B	10C	7	5A	8A	9	10	9	9	4	4	97-99
94-96	5	5A	7A	6A	6A	6B	8B	9B	7	4	7A	8	9	8	9	4	3	94-96
91-93	4	4	6A	6A	5A	5A	8B	8B	6	3	5A	8	8	8	8	3	3	91-93
88-90	4	4	6A	5A	5A	5A	7B	7B	5	3	4	7	7	7	7	3	3	88-90
85-87	4	4	6A	5A	4	4A	6B	7B	5	2	3	6	7	6	6	3	2	85-87
82-84	4	3	5	4A	4	4A	6A	6B	4	—	2	6	6	6	6	3	2	82-84
79-81	4	3	5	4	3	3A	5A	5B	4	—	—	5	5	5	5	2	1	79-81
76-78	3	3	4	3	3	2	5A	5A	3	—	—	5	4	5	4	2	—	76-78
73-75	3	2	4	3	2	2	4A	4A	3	—	—	4	4	4	3	2	—	73-75
70-72	3	2	4	2	2	1	4A	3A	2	—	—	4	3	4	3	2	—	70-72
67-69	3	2	3	2	1	—	3	2A	2	—	—	3	2	3	2	1	—	67-69
64-66	3	2	3	1	—	—	3	2A	1	—	—	3	1	3	1	1	—	64-66
61-63	2	1	2	1	—	—	2	1A	—	—	—	2	—	2	—	1	—	61-63
58-60	2	1	2	—	—	—	2	—	—	—	—	2	—	2	—	—	—	58-60
55-57	2	—	2	—	—	—	1	—	—	—	—	1	—	1	—	—	—	55-57
52-54	2	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
xx-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Weight: 1.8 pounds **Range Modifiers:** 1' -5': +10
Fumble Range: 01 - 03 ^{UM} (XX=3) 6' - 10': +0
Action: Semi-Automatic 11' - 15': -25
Rounds: 46 16' - 20': -50
Critical Type: Plasma 21' - 55': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
B-5 Earth Force Pistol†	01-05	SAuto/15	+10	115	D
B-5 Sha'ann PP	01-03	SAuto/	+10	150	F
Priv. Tarrum Tock	01-03	SAuto/35	+0	150	F
SD ASP 111000	01-03	SAuto/64	+10	150	F
SD Th-C Sun Spot ‡	01-03	SAuto/51	+0	150	F
Spectrum Arms 3100	01-03	SAuto/46	+0	150	F
† - Inflicts half the hits indicated.					
‡ - Inflicts double the hits indicated.					
Range Modifiers	+10	+0	-25	-50	-100
B-5 Earth Force Pistol	3'	5'	10'	15'	25'
B-5 Sha'ann PP	10'	15'	25'	40'	105'
Priv. Tarrum Tock	5'	10'	15'	20'	55'
SD ASP 111000	5'	10'	15'	20'	55'
SD Th-C Sun Spot	5'	10'	15'	20'	55'
Spectrum Arms 3100	5'	10'	15'	20'	55'

7.15 PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast hit's item in foe's hand. A Light maneuver will allow him to hold onto it. +0H	Blast hits whatever he was holding. A Medium maneuver, and he might even hold onto it. +1H - X	Plasma catches object in foe's hand. He must make a Hard maneuver to hold onto it. +1H - 2X (-10)	Shot burns through foe's hand and anything he was holding. +3H - 2X - 2♣ (-10)	Blast detonates whatever foe was holding, sending shrapnel through hand. +5H - 3♣ - (-20)
06-10	Light burns. You gain initiative next round. +1H	Deep burn on foe's forearm, you get the initiative next round. +3H - X - ♠	Glancing shot burns through tendon in foe's forearm. +4H - ♠ - 2♣ (-10)	Blast burns through muscles and tendons in foe's forearm. +5H - 2♣ - 3♣ (-15)	Blast burns through both bones in forearm, rendering arm useless. +7H - 3♣ - 4♣ (-25)
11-15	Blast leaves a nasty burn. +1H	Plasma grazes foe's biceps, causing a painful burn. +3H - X - (-5)	Plasma burn deeply into foe's biceps. +5H - 2♣ - 2♣ (-10)	Plasma burns through bone and tendon, making foe wonder why it's called the humerus. +3H - 4♣ - 2♣ (-20)	Blast burns through upper arm, eating through bone and tendon. Foe cannot lift his arm. +12H - 6♣ - 3♣ (-25)
16-20	His arm catches a bit of it. +1H	Blast causes a painful burn to foe's triceps. +3H - X - (-5)	Solid hit burns through triceps. +5H - 2♣ - 2♣ (-10)	Plasma effectively destroys elbow. Medical! +3H - 4♣ - 2X - (-20)	Penetrating blast burns through upper arm and bone. Arm is useless. +12H - 6♣ - 3♣ (-25)
21-30	Foe moved at the last moment. You barely got a piece of him. +2H	Shot burns foe's shoulder. +2H - ♠ (-5)	Blast burns deep into foe's shoulder, dissolving muscles and tendons alike. +7H - 3♣ - ♠ (-10)	Plasma burns through shoulder and out other side. +7H - 3♣ - 5♣ (-20)	You just burned a hole in his shoulder big enough to put your fist through. That's a gusher. +3H - 10♣ (-5)
31-40	He almost felt that one. +1H	Plasma burns foe's neck. +4H - (-5)	Blast burns clean through foe's clavicle. +8H - X - (-10)	Plasma burns out top of foe's shoulder. +12H - 2♣ - 3♣ (-15)	Plasma burns shoulder joint to the nub. That arm will never be right again. +12H - 4♣ - 7♣ (-50)
41-50	Shot grazes foe's thigh leaving an ugly mark. +2H	Plasma burns into foe's thigh. Minor muscle damage. +4H - 2♣	Plasma burn deep into foe's thigh. +10H - 3♣ (-15)	Shot burns through thigh, removing half the muscles, burning tendons and cooking through arteries. +15H - 3♣ - (-25)	Blast to thigh burns through bone and arteries. Foe drops into an expanding pool of blood. +12H - 5♣ - 3♣ (-25)
51-55	Blast grazes foe's calf. That must've smarted. +2H	Plasma burn a chunk out of foe's calf. Minor muscle damage. +2H - X - (-5)	Shot to foe's calf burns through muscle and tendons. +5H - ♠ - 2♣ (-10)	Shot burns through foe's tibia. That leg isn't gonna be the same again. +12H - 2♣ - 3X - (-15)	Shot hits lower leg, burning through bone and sinew. Leg folds like a lawn chair. +15H - 3♣ - 3♣ (-30)
56-60	Blast just misses, but plasma splatters onto foot. +2H	Plasma grazes foe's foot, burning off two toes. +4H - X - (-5)	Plasma catches foe in center of foot, burning through bone, muscle, and into the ground. +10H - 2♣ (-15)	Plasma burns through most of ankle, bones and tendons alike. +12H - 3♣ - ♣ (-20)	If using hunting class I or greater, foot is burned right off. Otherwise, ankle is destroyed. +15H - 4♣ - 4♣ (-25)
61-65	Close shot. Good thing those hips weren't any wider. +3H - X	Shot catches foe's hip. Heat expansion cracks hip. Ouch. +5H - ♠ - (-5)	Plasma causes cracks in foe's femur. Walking will cause d10 hits per minute. +10H - 2♣ - ♣ (-15)	Plasma burns through foe's hip joint. +15H - 3♣ - 3♣ (-20)	Foe's hip is destroyed. +20H - 5♣ - (-50)
66	Shot catches foe in the rear. Those burns look painful. +10H - (-10)	Blast hits foe in shoulder, but splashing plasma catches foe in ear, causing brain damage. Foe is in a coma for d10 days. +12H - (-25) - (+25)	Plasma burns straight into foe's forehead, then down into foe's neck. Very sad. (+25)	Shot burns through abdomen. Though organ not burned out begin spilling on the ground. +25H - 6♣ - 10♣ (-50)	Blast to foe's groin burns all vitals to a nub. All withing sight are stunned in sympathy for one round. +30H - 12♣ - 7♣ (-75)
67-70	Plasma grazes foe's knee. +1H - X	Blast burns deep into foe's knee, but fails to cause more damage. +5H - ♠ - (-10)	Blast burns flesh of foe's knee. +10H - 2♣ (-15)	Plasma burns out kneecap. Muscles and tendons are damaged as well. +15H - 4♣ - ♠ (-20)	Knee joint destroyed. Tendons are not doing much better. +20H - 6♣ - 4♣ (-30)
71-75	Close shot grazes foe's stomach. +2H	Foe catches a piece of it in his abdomen. Minor damage. +3H - ♠ - (-5)	Shot burns fist-sized hole through foe's abdomen. +5H - 2♣ - 3♣ (-10)	Major damage to stomach causes bleeding in spite of cauterization. +5H - 3♣ - 4♣ (-15)	Blast blows through kidney. Blood bubbles out of wound and begins filling abdomen. +10H - 4♣ - 7♣ (-20)
76-80	Plasma burns off a random love handle. +4H - 2X - (-5)	Foe dodges most of the blast, but it still burns through d5 ribs. +5H - 2♣ (-10)	Blast burns through d5 ribs. Muscles and tendons are badly burned. +10H - 3♣ (-15)	Blast bursts through rib, crippling lung. Hope he has good medical. +7H - 2♣ - 6♣ (-10)	Good thing God gave him two lungs. Several ribs are burned away. +10H - 3W - 8♣ (-20)
81-85	Only a piece of that caught him. He'll have a new appendix scar. +4H - ♠ - (-5)	Foe takes it in the gut. The internal damage is significant. +5H - ♠ - 3♣ (-10)	Plasma burns a grapefruit-sized large hole in foe's abdomen. +8H - 2♣ - 4♣ (-10)	Blast makes a gory mess of foe's midsection. +10H - 4♣ - 2♣ - 6♣ (-15)	Blast blows through foe's gut. His spine dissolves, leaving him paralyzed. +15H - 2♣
86-90	Blast splashes onto chest as it passes. +5H - (-5)	Solid hit burns through d5 ribs and causes muscle and tendon damage. +10H - 2♣ - ♠ (-10)	Plasma burn through d10 ribs wrecks foe's lung. +10H - 3♣ - ♣ - 4♣ (-15)	Sternum manages to channel plasma around heart, but both lungs and various other organs are damaged. +12H - 3♣ - 7♣ (-30)	Blast burns straight through foe's sternum. Talk about a heart attack. (+20)
91-95	Foe's ear is removed. +2H	Plasma doesn't quite burn through foe's skull. +5H - 3♣ - (-5)	Plasma burns deep into foe's skull, wrecking foe's hearing in that ear for good. +7H - 2♣ - 4B - (-10)	Plasma burns hole in skull. Foe slips into a coma for d10 weeks and loses a level's worth of experience. +10H - 8♣	Foe's head just sort of boils away. Foe is too shocked to fall over. (+20)
96-99	Shot leaves burn marks across foe's face. Scar will shave 10 off his appearance. +4H - 2♣ - (-5)	Plasma burns through foe's jaw. Naturally, he can't talk. Take 20 off his appearance. +6H - 2♣ - ♣ - 2♣ (-10)	Blast to foe's mouth burns through jaw and teeth. +7H - 3♣ - 2♣ (-15)	Plasma burns foe's jaw away. That's a lot of blood for a burn-wound. +3H - X - 10♣ (-10)	Plasma burns straight through foe's mouth and out through his spine. Foe is paralyzed. +8H - 20♣ (-75)
100	Blast enters through eye, burning out half his brain. Neat. (+20)	Plasma enters foe's ear and hollows out his skull. Wow. (+20)	You burn foe's head down to a nub. Carry on. (+20)	Blast catches foe dead in the face, melting it right off. Ick. (+20)	Foe's neck just sort of disintegrates, leaving his head hanging in the air for a beat. (+25)

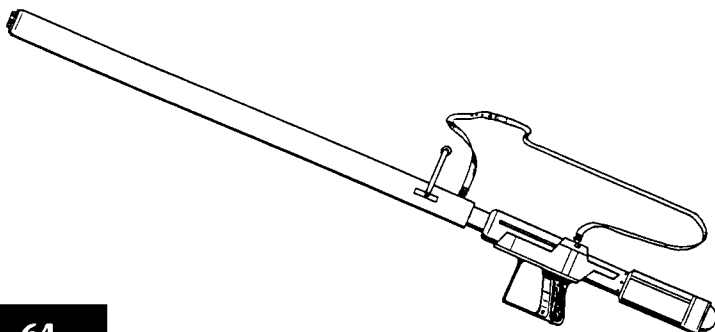
5.27 PLASMA RIFLE WEAPON ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	22F	27G	37G	40G	40G	45G	48G	59G	41G	56G	76G	47F	61G	47E	57F	22E	30G	148-150
145-147	22F	27G	37G	39G	39G	44G	47G	57G	40G	54G	73G	46F	59G	46D	55F	22D	29G	145-147
142-144	22E	26G	35G	38G	38G	42G	45G	55G	39G	51G	69G	45E	57F	45C	53E	21C	28F	142-144
139-141	21E	25F	34F	36F	36F	40F	44G	53G	37F	49F	66F	43D	55F	43B	51D	21B	27E	139-141
136-138	20D	24F	33F	35F	35F	39F	42F	51F	36F	46F	63F	42D	53E	42A	49D	20A	26D	136-138
133-135	20D	23F	32F	34F	33F	37F	41F	49F	34E	43E	59F	40C	51D	40	47C	19	24D	133-135
130-132	19C	22E	31E	32F	32E	35F	39F	47F	33E	41E	56E	39B	49D	39	45B	18	23C	130-132
127-129	19C	21E	30E	31E	31E	34E	38F	45F	32D	38E	53E	37B	46C	37	43B	18	22B	127-129
124-126	18B	21D	29E	30E	29E	32E	36E	43F	30D	36D	49D	36A	44C	36	41A	17	21B	124-126
121-123	17B	20D	28D	28E	28D	30E	35E	41E	29D	33D	46D	34A	42B	34	39A	16	19A	121-123
118-120	17A	19D	26D	27D	26D	29D	33E	39E	27C	31C	43D	33	40A	33	37	15	18	118-120
115-117	16A	18C	25D	26D	25D	27D	32E	37E	26C	28C	40C	31	38A	31	35	15	17	115-117
112-114	16A	17C	24C	24D	23C	25D	30D	35E	25B	26C	36C	30	36	30	33	14	16	112-114
109-111	15	16C	23C	23C	22C	24D	29D	33D	23B	23B	33C	28	34	28	31	13	14	109-111
106-108	14	15B	22C	21C	21C	22C	27D	31D	22B	21B	30B	27	32	27	30	12	13	106-108
103-105	14	14B	21B	20C	19B	20C	26D	29D	20A	18A	26B	25	29	25	28	12	12	103-105
100-102	13	13A	20B	19B	18B	18C	24C	27D	19A	15A	23B	24	27	24	26	11	11	100-102
97-99	13	13A	19B	17B	16B	17B	22C	25C	17	13A	20A	22	25	22	24	10	9	97-99
94-96	12	12A	17A	16B	15A	15B	21C	23C	16	10	16A	21	23	21	22	9	8	94-96
91-93	11	11	16A	15B	13A	13B	19B	21C	15	8	13A	19	21	19	20	9	7	91-93
88-90	11	10	15A	13A	12A	12A	18B	19C	13	5	10	18	19	18	18	8	6	88-90
85-87	10	9	14A	12A	11	10A	16B	17B	12	3	7	16	17	16	16	7	4	85-87
82-84	10	8	13	11A	9	8A	15B	15B	10	—	3	15	14	15	14	6	3	82-84
79-81	9	7	12	9	8	7A	13A	13B	9	—	—	13	12	13	12	6	2	79-81
76-78	8	6	11	8	6	5	12A	11B	8	—	—	12	10	12	10	5	—	76-78
73-75	8	5	10	6	5	3	10A	9A	6	—	—	10	8	10	8	4	—	73-75
70-72	7	5	8	5	3	2	9A	7A	5	—	—	9	6	9	6	3	—	70-72
67-69	7	4	7	4	2	—	7	5A	3	—	—	7	4	7	4	3	—	67-69
64-66	6	3	6	2	—	—	6	3A	2	—	—	6	2	6	2	2	—	64-66
61-63	5	2	5	1	—	—	4	1A	—	—	—	4	—	4	—	1	—	61-63
58-60	5	1	4	—	—	—	3	—	—	—	—	3	—	3	—	—	—	58-60
55-57	4	—	3	—	—	—	1	—	—	—	—	1	—	1	—	—	—	55-57
52-54	4	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 31 pounds **Range Modifiers:** 1' -5': +10
Fumble Range: 01 - 03 ^{UM} (XX=3) 6' - 15': +0
Action: Automatic 16' - 30': -25
Rounds: 1875 31' - 150': -50
Critical Type: Plasma 151' - 300': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.
 UM — Unmodified roll. Apply result with no modifications.
 For a "F" severity critical, roll once and apply both an "E" and an "A" result.
 For a "G" severity critical, roll once and apply both an "E" and a "B" result.



WEAPON DATA

Weapon	Fumble Range	Action/Rounds	OB Mod	Max Result	Max Critical
B-5 Earth Force Carb.	01-02	Auto/25	+20	150	G
Chromtech P-30	01-03	Auto/1875	+0	150	G
Priv. Kathrack Rrrng	01-03	Auto/28	+0	150	G
SD ASP 1110101	01-03	Auto/51	+10	150	G
SD Th-C Nova	01-03	Auto/51	+0	150	G
Steyr-Klough APC-24	01-03	Auto/21	+25	150	G
Ultimate Arms LSPC ‡	01-02	SAuto/	+25	150	G
‡ - Inflicts double the hits indicated.					
Range Modifiers					
B-5 Earth Force Carb.	5'	15'	30'	150'	300'
Chromtech P-30	5'	15'	30'	150'	300'
Priv. Kathrack Rrrng	5'	15'	30'	150'	300'
SD ASP 1110101	5'	15'	30'	150'	300'
SD Th-C Nova	5'	15'	30'	150'	300'
Steyr-Klough APC-24	5'	15'	30'	150'	300'
Ultimate Arms LSPC	10'	135'	270'	1350'	2700'

7.15 PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast hit's item in foe's hand. A Light maneuver will allow him to hold onto it. +0H	Blast hits whatever he was holding. A Medium maneuver, and he might even hold onto it. +1H - X	Plasma catches object in foe's hand. He must make a Hard maneuver to hold onto it. +1H - 2X (-10)	Shot burns through foe's hand and anything he was holding. +3H - 2X - 2♣ (-10)	Blast detonates whatever foe was holding, sending shrapnel through hand. +5H - 3♣ - (-20)
06-10	Light burns. You gain initiative next round. +1H	Deep burn on foe's forearm, you get the initiative next round. +3H - X - ♣	Glancing shot burns through tendon in foe's forearm. +4H - ♣ - 2♣ (-10)	Blast burns through muscles and tendons in foe's forearm. +5H - 2♣ - 3♣ (-15)	Blast burns through both bones in forearm, rendering arm useless. +7H - 3♣ - 4♣ (-25)
11-15	Blast leaves a nasty burn. +1H	Plasma grazes foe's biceps, causing a painful burn. +3H - X - (-5)	Plasma burn deeply into foe's biceps. +5H - 2♣ - 2♣ (-10)	Plasma burns through bone and tendon, making foe wonder why it's called the humerus. +3H - 4♣ - 2♣ (-20)	Blast burns through upper arm, eating through bone and tendon. Foe cannot lift his arm. +12H - 6♣ - 3♣ (-25)
16-20	His arm catches a bit of it. +1H	Blast causes a painful burn to foe's triceps. +3H - X - (-5)	Solid hit burns through triceps. +5H - 2♣ - 2♣ (-10)	Plasma effectively destroys elbow. Medic! +3H - 4♣ - 2X (-20)	Penetrating blast burns through upper arm and bone. Arm is useless. +12H - 6♣ - 3♣ (-25)
21-30	Foe moved at the last moment. You barely got a piece of him. +2H	Shot burns foe's shoulder. +2H - ♣ - (-5)	Blast burns deep into foe's shoulder, dissolving muscles and tendons alike. +7H - 3♣ - ♣ (-10)	Plasma burns through shoulder and out other side. +7H - 3♣ - 5♣ (-20)	You just burned a hole in his shoulder big enough to put your fist through. That's a gusher. +3H - 10♣ - (-5)
31-40	He almost felt that one. +1H	Plasma burns foe's neck. +4H - (-5)	Blast burns clean through foe's clavicle. +8H - X - (-10)	Plasma burns out top of foe's shoulder. +12H - 2♣ - 3♣ (-15)	Plasma burns shoulder joint to the nub. That arm will never be right again. +12H - 4♣ - 7♣ (-50)
41-50	Shot grazes foe's thigh leaving an ugly mark. +2H	Plasma burns into foe's thigh. Minor muscle damage. +4H - 2♣	Plasma burn deep into foe's thigh. +10H - 3♣ - (-15)	Shot burns through thigh, removing half the muscles, burning tendons and cooking through arteries. +15H - 3♣ - (-25)	Blast to thigh burns through bone and arteries. Foe drops into an expanding pool of blood. +12H - 5♣ - 3♣ (-25)
51-55	Blast grazes foe's calf. That must've smarted. +2H	Plasma burn a chunk out of foe's calf. Minor muscle damage. +2H - X - (-5)	Shot to foe's calf burns through muscle and tendons. +5H - ♣ - 2♣ (-10)	Shot burns through foe's tibia. That leg isn't gonna be the same again. +12H - 2♣ - 3X (-15)	Shot hits lower leg, burning through bone and sinew. Leg folds like a lawn chair. +15H - 3♣ - 3♣ (-30)
56-60	Blast just misses, but plasma splatters onto foot. +2H	Plasma grazes foe's foot, burning off two toes. +4H - X - (-5)	Plasma catches foe in center of foot, burning through bone, muscle, and into the ground. +10H - 2♣ - (-15)	Plasma burns through most of ankle, bones and tendons alike. +12H - 3♣ - ♣ (-20)	If using hunting class I or greater, foot is burned right off. Otherwise, ankle is destroyed. +15H - 4♣ - 4♣ (-25)
61-65	Close shot. Good thing those hips weren't any wider. +3H - X	Shot catches foe's hip. Heat expansion cracks hip. Ouch. +5H - ♣ - (-5)	Plasma causes cracks in foe's femur. Walking will cause d10 hits per minute. +10H - 2♣ - ♣ (-15)	Plasma burns through foe's hip joint. +15H - 3♣ - 3♣ (-20)	Foe's hip is destroyed. +20H - 5♣ - (-50)
66	Shot catches foe in the rear. Those burns look painful. +10H - (-10)	Blast hits foe in shoulder, but splashing plasma catches foe in ear, causing brain damage. Foe is in a coma for d10 days. +12H - (-25) - (+25)	Plasma burns straight into foe's forehead, then down into foe's neck. Very sad. (+25)	Shot burns through abdomen. Though organ not burned out begin spilling on the ground. +25H - 6♣ - 10♣ (-50)	Blast to foe's groin burns all vitals to a nub. All withing sight are stunned in sympathy for one round. +30H - 12♣ - 7♣ (-75)
67-70	Plasma grazes foe's knee. +1H - X	Blast burns deep into foe's knee, but fails to cause more damage. +5H - ♣ - (-10)	Blast burns flesh of foe's knee. +10H - 2♣ - (-15)	Plasma burns out kneecap. Muscles and tendons are damaged as well. +15H - 4♣ - ♣ (-20)	Knee joint destroyed. Tendons are not doing much better. +20H - 6♣ - 4♣ (-30)
71-75	Close shot grazes foe's stomach. +2H	Foe catches a piece of it in his abdomen. Minor damage. +3H - ♣ - (-5)	Shot burns fist-sized hole through foe's abdomen. +5H - 2♣ - 3♣ (-10)	Major damage to stomach causes bleeding in spite of cauterization. +5H - 3♣ - 4♣ (-15)	Blast blows through kidney. Blood bubbles out of wound and begins filling abdomen. +10H - 4♣ - 7♣ (-20)
76-80	Plasma burns off a random love handle. +4H - 2X - (-5)	Foe dodges most of the blast, but it still burns through d5 ribs. +5H - 2♣ - (-10)	Blast burns through d5 ribs. Muscles and tendons are badly burned. +10H - 3♣ - (-15)	Blast bursts through rib, crippling lung. Hope he has good medical. +7H - 2♣ - 6♣ (-10)	Good thing God gave him two lungs. Several ribs are burned away. +10H - 3W - 8♣ (-20)
81-85	Only a piece of that caught him. He'll have a new appendix scar. +4H - ♣ - (-5)	Foe takes it in the gut. The internal damage is significant. +5H - ♣ - 3♣ (-10)	Plasma burns a grapefruit-sized large hole in foe's abdomen. +8H - 2♣ - 4♣ (-10)	Blast makes a gory mess of foe's midsection. +10H - 4♣ - 2♣ - 6♣ (-15)	Blast blows through foe's gut. His spine dissolves, leaving him paralyzed. +15H - 2♣
86-90	Blast splashes onto chest as it passes. +5H - (-5)	Solid hit burns through d5 ribs and causes muscle and tendon damage. +10H - 2♣ - ♣ (-10)	Plasma burn through d10 ribs wrecks foe's lung. +10H - 3♣ - ♣ - 4♣ (-15)	Sternum manages to channel plasma around heart, but both lungs and various other organs are damaged. +12H - 3♣ - 7♣ (-30)	Blast burns straight through foe's sternum. Talk about a heart attack. (+20)
91-95	Foe's ear is removed. +2H	Plasma doesn't quite burn through foe's skull. +5H - 3♣ - (-5)	Plasma burns deep into foe's skull, wrecking foe's hearing in that ear for good. +7H - 2♣ - 4B - (-10)	Plasma burns hole in skull. Foe slips into a coma for d10 weeks and loses a level's worth of experience. +10H - 8♣	Foe's head just sort of boils away. Foe is too shocked to fall over. (+20)
96-99	Shot leaves burn marks across foe's face. Scar will shave 10 off his appearance. +4H - 2♣ - (-5)	Plasma burns through foe's jaw. Naturally, he can't talk. Take 20 off his appearance. +6H - 2♣ - ♣ - 2♣ (-10)	Blast to foe's mouth burns through jaw and teeth. +7H - 3♣ - 2♣ (-15)	Plasma burns foe's jaw away. That's a lot of blood for a burn-wound. +3H - X - 10♣ (-10)	Plasma burns straight through foe's mouth and out through his spine. Foe is paralyzed. +8H - 20♣ - (-75)
100	Blast enters through eye, burning out half his brain. Neat. (+20)	Plasma enters foe's ear and hollows out his skull. Wow. (+20)	You burn foe's head down to a nub. Carry on. (+20)	Blast catches foe dead in the face, melting it right off. Ick. (+20)	Foe's neck just sort of disintegrates, leaving his head hanging in the air for a beat. (+25)

5.28 STUNNER WEAPON ATTACK TABLE

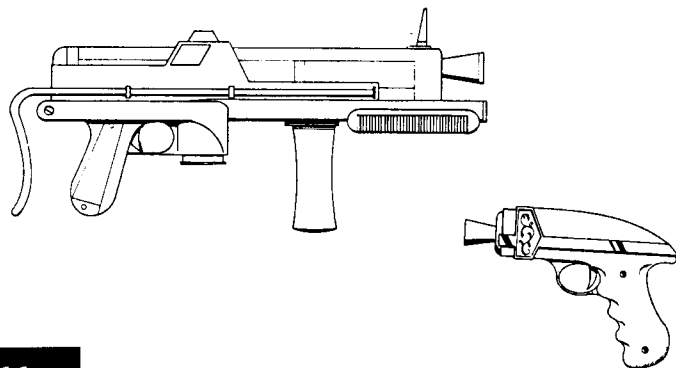
	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	148-150
145-147	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	145-147
142-144	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	142-144
139-141	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	139-141
136-138	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	136-138
133-135	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	133-135
130-132	0C	0C	0B	0B	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0B	0B	130-132
127-129	0B	0B	0B	0B	0B	0B	0C	0C	0C	0C	0C	0C	0C	0B	0B	0B	0B	127-129
124-126	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	124-126
121-123	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	121-123
118-120	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	118-120
115-117	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0A	0A	115-117
112-114	0B	0B	0A	0A	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0A	0A	112-114
109-111	0A	0A	0A	0A	0B	0B	0B	0B	0B	0B	0B	0B	0B	0A	0A	0A	0A	109-111
106-108	0A	0A	0A	0A	0A	0A	0B	0B	0B	0B	0B	0B	0B	0A	0A	0A	0A	106-108
103-105	0A	0A	0A	0A	0A	0A	0A	0A	0B	0B	0B	0A	0A	0A	0A	0A	0A	103-105
100-102	0A	0A	0A	0A	0A	0A	0A	0A	0B	0B	0B	0A	0A	0A	0A	0A	0A	100-102
97-99	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	—	—	97-99
94-96	0A	0A	—	—	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	—	—	94-96
91-93	0A	0A	—	—	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	—	—	91-93
88-90	—	—	—	—	0A	0A	0A	0A	0A	0A	0A	0A	0A	—	—	—	—	88-90
85-87	—	—	—	—	0A	0A	0A	0A	0A	0A	0A	0A	0A	—	—	—	—	85-87
82-84	—	—	—	—	—	—	0A	0A	0A	0A	0A	0A	0A	—	—	—	—	82-84
79-81	—	—	—	—	—	—	—	—	0A	0A	0A	—	—	—	—	—	—	79-81
76-78	—	—	—	—	—	—	—	—	0A	0A	0A	—	—	—	—	—	—	76-78
73-75	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	73-75
70-72	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	70-72
67-69	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	67-69
64-66	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	64-66
61-63	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	61-63
58-60	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	58-60
55-57	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
xx-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xx-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: .02 pounds **Range Modifiers:** 1' -5': +10
Fumble Range: 01 - 02 ^{UM} (XX=2) 6' - 15': +0
Action: Continuous 16' - 30': -25
Rounds: 120 hours 31' - 60': -50
Critical Type: Stunner 61' - 150': -100

F — Weapon fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Action/ Rounds	OB Mod	Max Result	Max Critical
Security Sys. Mark I	01-02	Cont/Days	+0	150	A
Security Sys. Mark II	01-02	Cont/Days	+0	150	B
Security Sys. Mark III	01-02	Cont/Days	+0	150	C
Security Sys. Mk. IV †	01-02	Cont/Days	+0	150	D
Security Sys. Mark V ‡	01-02	Cont/Days	+0	150	E
† - Criticals inflicted are of one higher severity level (A=B, B=C, C=D).					
‡ - Criticals inflicted are of two higher severity levels (A=C, B=D, C=E).					
Range Modifiers	+10	+0	-25	-50	-100
Sec. Sys. Mark I - V	5'	15'	30'	60'	150'

7.16 STUNNER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Maybe you'll get a second chance. +0H	Foe shrugs it off. +1H - x	Foe shakes his head to clear it. +1H - 2x (-10)	Foe turns his ankle. +3H - 2x - 2d (-10)	Foe reaches out to steady himself. +5H - 3x - (-20)
06-10	No effect. +1H	Foe staggers. +3H - x - d	Foe is dazed a moment. +4H - x - 2d (-10)	Foe has a hard time functioning for three rounds. +5H - 2x - 3d (-15)	Foe falls to one knee. +7H - 3x - 4d (-25)
11-15	Foe stumbles. +1H	Foe is a little off for three rounds. +3H - x - (-5)	Foe has a hard time with his hand-eye coordination for 4 rounds. +5H - 2x - 2d (-10)	Foe leans against the nearest object for support. +3H - 4x - 2x (-20)	Foe's coordination messed up for 2 days. +12H - 6x - 3d (-25)
16-20	Foe is shaken. +1H	Foe is dazed. +3H - x - (-5)	Foe looks at you, surprised. +5H - 2x - 2d (-10)	Foe loses the use of his arm for 24 rounds. He stumbles. +3H - 4x - 2x (-20)	Foe's legs stop working for 3 days. +12H - 6x - 3d (-25)
21-30	Foe is somewhat dazed. +2H	Foe looks around, confused. +2H - x (-5)	Foe is stunned. +7H - 3x - d (-10)	Foe is paralyzed from the waist down for 7 rounds. If standing, he takes the damage below. +7H - 3x - 5d (-20)	Foe loses control of his neck muscle and his head falls asleep for 12 rounds. +3H - 10d (-5)
31-40	Foe is stunned. +1H	Foe is disoriented. +4H - (-5)	Foe falls to one knee, struggling to remain conscious. +8H - x - (-10)	Foe is having a hard time concentrating. +12H - 2x - 3d (-15)	Foe wanders off, confused, for 16 rounds. +12H - 4x - 7d (-50)
41-50	Foe is having trouble. +2H	Foe reaches out to steady himself. +4H - 2x	Foe has a problem with hand-eye coordination for 1 hour. +10H - 3x - (-15)	Foe falls, hard. +15H - 3x - (-25)	Foe is disoriented and confused. +12H - 5x - 3d (-25)
51-55	Foe is confused. +2H	Foe is knocked to his knees. Penalty only applies next round. +2H - x - (-5)	Foe's limbs feel wooden for 7 rounds. +5H - x - 2d (-10)	Foe collapses, stunned. +12H - 2x - 3x (-15)	Foe is lost and unable to cope with his surroundings. +15H - 3x - 3d (-30)
56-60	Well done. +2H	Foe staggers and falls against something pointy. +4H - x - (-5)	Foe has a hard time moving right for about 12 rounds. +10H - 2x - (-15)	Foe is incapacitated for 11 rounds. +12H - 3x - d (-20)	Foe goes down, hard. +15H - 4x - 4d (-25)
61-65	Foe falls to one knee. +3H - x	Foe's arms cease functioning for 7 rounds. +5H - x - (-5)	Neural pathways disrupted. Foe is blind for 9 rounds. Foe falls. +10H - 2x - d - (-15)	Foe drops to the ground in a grand mal seizure. It lasts 12 rounds. +15H - 3x - 3d (-20)	Foe does a face plant. Graceful. +20H - 5x - d (-50)
66	Foe falls. He isn't orienting well at all. +10H - (-10)	Foe collapses, landing wrong. He looks like that hurt. +12H - (-25) - (+25)	Attack takes all the life out of foe's limbs. He falls, paralyzed, for 20 rounds. (+25)	Foe collapses, snapping an arm in the process. He is unresponsive for 24 rounds. +25H - 6x - 10d (-50)	Foe collapses, in a coma, for 20 days. Penalties last an additional 20 days. +30H - 12x - 7d (-75)
67-70	Foe drops his weapon. +1H - x	Foe is dazed. He drops anything in his hands and stares into space, completely unresponsive, for 8 rounds. +5H - x - (-10)	Foe begins drooling all over himself, as he collapses, paralyzed. Pathetic. +10H - 2x - (-15)	Foe collapses into a quivering pile for 13 rounds. His equipment is scattered. +15H - 4x - d - (-20)	Foe collapses on his equipment, causing random damage. +20H - 6x - 4d (-30)
71-75	Foe falls to one knee. +2H	Foe's legs fold underneath him. His legs refuse to work for 10 rounds. +3H - x - (-5)	Foe falls to his knee. He is not doing well. +5H - 2x - 3d (-10)	Strike wrecks foe's coordination for 14 rounds. +5H - 3x - 4d (-15)	Foe loses control of his limbs for 40 rounds. Guess he'll have to use harsh +10H - 4x - 7d (-75)
76-80	Foe is really disoriented. +4H - 2x - (-5)	Muscles give out. Foe is paralyzed for 10 rounds. +5H - 2x - (-10)	Foe is messed up. He can't quite move right for 15 rounds. +10H - 3x - (-15)	Foe's neurons begin misfiring. He isn't himself for 20 hours. +7H - 2x - 6d (-10)	Foe is uncoordinated for two days. +10H - 3W - 8d (-20)
81-85	Foe is knocked down. +4H - x - (-5)	Foe falls to his knees. +5H - x - 3d (-10)	Foe manages to stay upright for three rounds, after which, he collapses for 10 rounds, paralyzed. +8H - 2x - 4d (-10)	Attack leaves one half of foe's body paralyzed for 16 rounds. +10H - 4x - 2d - 6d (-15)	Something goes terrible wrong. Foe's heart goes into arrest. Immediate medical attention should save him. He has 10 rounds. +15H - 2d
86-90	Foe is really out of it. +5H - (-5)	Foe collapses as hit muscles give out. He is paralyzed for 12 rounds. +10H - 2x - d - (-10)	Foe is uncoordinated for 5 hours. +10H - 3x - d - 4d (-15)	Foe is paralyzed, but fully conscious, for 17 rounds. +12H - 3x - 7d (-30)	Foe falls hard. He slips into a 30 day coma. (+20)
91-95	Foe is lost. Penalty lasts for one hour. +2H	Sonics scramble foe's brain. His body doesn't work right for 24 hours. +5H - 3x - (-5)	Foe's eye's won't focus. All actions involving vision are penalized for 1 day. +7H - 2x - 4d (-10)	Foe wishes he were dead. +10H - 8d	Motor control is spotty at best. Foe is unable to fight for 24 hours. (+20)
96-99	Foe is out cold for 15 rounds. +4H - 2x - (-5)	Foe collapses, cutting himself. He cannot move for 20 rounds. +6H - 2x - d - 2d (-10)	Foe collapses, paralyzed, for 24 rounds. He then tries on a 10-day coma. +7H - 3x - 2d (-15)	Foe is incapable of all but the briefest moments of lucidity for 3 days. +3H - x - 10d (-10)	Foe folds like a bad poker hand. He will not regain consciousness for 30 days. +8H - 20d (-75)
100	Foe begins spasming. He has whiplash. He won't completely shake this off for 3 hours. (+20)	Foe is knocked cold for 24 rounds. When he wakes up, it takes 6 hours for his coordination to come back. (+20)	Foe feel his legs go out from underneath him. He lands, hard, and doesn't shake off the effects for 24 hours. (+20)	Foe goes down like the Titanic. (+20)	Foe falls, hitting his head and causing tremendous blunt trauma. Foe dies. (+25)

5.29 BITE ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	16E	25E	22E	28E	20E	32E	29E	42F	29E	35E	45F	28E	30E	33E	35E	26E	28E	148-150
145-147	15D	24E	21D	27E	19D	30E	28E	40E	27E	33E	43E	27E	28E	32E	33E	25E	27E	145-147
142-144	14C	23D	20D	26D	18C	29E	27E	39E	26E	32E	42E	26D	27E	31D	32E	24D	26D	142-144
139-141	13C	22D	19C	25D	17C	28E	26E	37E	25E	31E	41E	25D	26E	29D	31E	23D	25D	139-141
136-138	12B	21C	18C	24C	16C	27D	25D	36E	24D	30E	39E	24C	25D	28D	30D	22C	24C	136-138
133-135	11B	20C	17C	23C	15B	25D	24D	35E	23D	28D	38E	22C	24D	27D	29D	21C	23C	133-135
130-132	11B	19C	16C	22C	14B	24D	23D	33E	22D	27D	37E	21C	23D	26D	27D	20C	22C	130-132
127-129	10B	18C	15B	21C	13B	23D	22D	32D	21C	26D	35E	20C	22C	25C	26C	19C	21C	127-129
124-126	9A	17C	14B	20C	12B	22C	21C	31D	20C	25D	34E	19C	22C	24C	25C	18C	20C	124-126
121-123	8A	17B	13B	19B	11A	20C	20C	29D	19C	24C	33D	18B	19C	23C	24C	18B	19B	121-123
118-120	7A	16B	12B	18B	10A	19C	19C	28D	18B	22C	31D	17B	18B	22C	23C	17B	18B	118-120
115-117	6A	15B	11A	17B	9A	18B	18C	26C	17B	21C	30D	16B	17B	20B	21B	16B	17B	115-117
112-114	6A	14B	11A	16B	8A	17B	17B	25C	16B	20C	29D	15B	16B	19B	20B	15B	16B	112-114
109-111	5	13A	10A	15A	7	15B	16B	24C	15A	19B	27C	14A	15A	18B	19B	14A	15A	109-111
106-108	4	12A	9A	14A	6	14A	14B	22C	14A	18B	26C	13A	14A	17B	18B	13A	14A	106-108
103-105	3	11A	8A	13A	5	13A	13B	21B	13A	16B	25B	12A	13A	16A	17A	12A	13A	103-105
100-102	2	10A	7	12A	4	12A	12A	20B	12A	15B	23B	11A	12A	15A	16A	11A	12A	100-102
97-99	1	9	6	11	3	10A	11A	18B	11A	14A	22B	9	10A	13A	14A	10	11	97-99
94-96	1	9	5	10	2	9A	10A	17A	10	13A	21B	9	9	13	13A	9	10	94-96
91-93	-	8	4	9	1	8	9A	16A	9	11A	19B	8	8	12	12	8	9	91-93
88-90	-	7	3	8	1	7	8A	14A	8	10A	18B	7	7	10	11	7	8	88-90
85-87	-	6	2	7	-	5	7A	13A	7	9	17B	5	6	9	10	6	7	85-87
82-84	-	5	1	6	-	4	6	11A	6	8	15A	4	5	8	8	5	6	82-84
79-81	-	4	1	5	-	3	5	10	5	7	14A	3	4	7	7	4	5	79-81
76-78	-	3	-	4	-	2	4	9	4	5	13A	2	3	6	6	3	4	76-78
73-75	-	2	-	3	-	1	3	7	3	4	11A	1	1	4	5	2	3	73-75
70-72	-	1	-	2	-	-	2	6	2	3	10A	-	1	3	4	1	2	70-72
67-69	-	1	-	1	-	-	1	5	1	2	9	-	-	3	3	-	1	67-69
64-66	-	-	-	-	-	-	-	3	-	1	7	-	-	1	1	-	-	64-66
61-63	-	-	-	-	-	-	-	2	-	-	6	-	-	1	1	-	-	61-63
58-60	-	-	-	-	-	-	-	1	-	-	5	-	-	-	-	-	-	58-60
55-57	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	55-57
52-54	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	52-54
49-51	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	49-51
46-48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
03-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	03-33
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

F — Attack fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.



ATTACK DATA					
Attack	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Alligator	01-02	Puncture	+45	120	D
Bear	01-02	Puncture	+60	120	D
Camel	01-02	Puncture	+40	120	D
Drake	01-02	Puncture	+90	150	F
Dragon	01-02	Puncture	+115	150	F
Eagle	01-02	Slash	+35	105	B
Elephant, tusk	01-02	Puncture	+70	150	F
Hawk	01-02	Slash	+25	105	B
Horse	01-02	Puncture	+35	120	D
Human	01-02	Puncture	+0	105	A
Lion	01-02	Puncture	+85	135	E
Octopus	01-02	Slash	+45	105	B
Rhinoceros, horn	01-02	Puncture	+120	150	F
Shark	01-02	Puncture	+80	125	E
Snake	01-02	Puncture	+30	100	B
Tiger	01-02	Puncture	+85	135	E
Unicorn, horn	01-02	Puncture	+140	135	E
Rodent	01-02	Puncture	+15	90	A

7.2 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ✕
16-20	Foe steps back defensively. +1H - ✕	For steps back and avoids the worst. +2H - (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✕ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - ✕ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✕ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ✕ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - ✕ w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ✕ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - ✕ w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (✕-30)	Blow to back damages any equipment worn there. ✕ - ♠	Lower back strike sends foe reeling. His guard is still up. 2✕ - ♠	Light strike pins foe's weapon arm to his side. +6H - ✕✕	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✕ - ♠ w/o abdomen armor: +4H - ✕✕ - 4♠
51-55	Strike to foe's chest and he looks impressed. (✕-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✕ - 2♠	Solid chest strike leaves bruises and blood. +5H - ✕ - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✕✕ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✕ - 2♠	Thigh wound does some damage. +3H - ✕✕ - 2♠	Strike to foe's thigh. with leg armor: +8H - ✕✕ - ♠ w/o leg armor: +5H - 2✕ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✕ w/o abdomen armor: +3H - ✕✕ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✕✕ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✕ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✕✕ w/o arm greaves: +3H - 2✕ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✕ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✕ - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✕ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✕ - 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✕✕ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✕ - ✕	Strike to foe's neck. It's not enough for a kill. 2✕ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✕ - 2✕ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2✕✕ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✕ - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3✕ - (-10) w/o leg greave: +3H - ✕✕ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✕✕ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✕✕ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✕✕ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✕✕ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✕ - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3✕ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✕ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✕ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✕✕
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✕ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✕✕ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✕✕ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✕✕ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✕✕ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✕✕	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✕✕	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✕ - ✕ w/o helmet: +3H - 2♠ - 2✕✕	Strike to foe's hip. with waist armor: +7H - ✕ - (-10) w/o waist armor: +5H - ✕ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✕
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✕✕ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B✕=must parry B rounds; B✕✕=no parry for B rounds; B✕✕=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.30 CLAW ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	10E	15E	14D	17E	12E	18E	15E	23F	19E	21E	24F	16E	18E	19E	21E	16E	18E	148-150
145-147	9D	15D	13C	16E	11D	17E	14E	22E	18E	20E	24E	16D	17E	18D	20E	15D	17E	145-147
142-144	9C	14D	13C	15D	11C	16E	13E	21E	17E	19E	23E	15D	16E	17D	19E	14D	16D	142-144
139-141	8C	14C	12C	15D	10C	16D	13D	21E	17E	19E	23E	15C	16D	17D	19E	14C	16D	139-141
136-138	8B	13C	12B	14C	10C	15D	12D	20E	16D	18E	22E	14C	15D	16D	18D	13C	15C	136-138
133-135	7B	13C	11B	14C	9B	15D	12D	19E	15D	17D	21E	14C	15D	16D	17D	13C	14C	133-135
130-132	7B	12C	11B	13C	9B	14C	11C	19E	15D	17D	21E	13C	14C	15D	17D	12C	14C	130-132
127-129	7B	12C	10B	13C	8B	13C	11C	18D	14C	16D	20E	12C	13C	15C	16C	12C	13C	127-129
124-126	6A	11B	10A	12C	8B	13C	10C	17D	14C	16D	19E	12B	13C	14C	15C	11B	12C	124-126
121-123	6A	11B	9A	12B	7A	12B	10C	17D	13C	15C	19E	11B	12B	14C	15C	11B	12B	121-123
118-120	5A	10B	9A	11B	7A	12B	9B	16D	12B	14C	18D	11B	12B	13C	14C	10B	11B	118-120
115-117	5	10B	8A	10B	6	11B	9B	15C	12B	14C	17D	10B	11B	12B	13B	10B	10B	115-117
112-114	4	9A	8A	10B	6	10A	8B	15C	11B	13C	17D	9A	10A	12B	13B	9A	10B	112-114
109-111	4	9A	7	9A	6	10A	8A	14C	10A	12B	16C	9A	10A	11B	12B	9A	9A	109-111
106-108	4	8A	7	9A	5	9A	7A	13C	10A	12B	15C	8A	9A	10B	11B	8A	9A	106-108
103-105	3	8A	6	8A	5	9A	7A	13B	9A	11B	15B	8A	9A	10A	11A	8A	8A	103-105
100-102	3	7	6	8	4	8A	6A	12B	9A	11B	14B	7A	8A	9A	10A	7	8A	100-102
97-99	2	7	5	7	4	8A	6A	11B	8A	10A	13B	7	8A	9	9A	7	7	97-99
94-96	2	6	5	7	3	7	5A	11A	7	9A	13B	6	7	8	9A	6	7	94-96
91-93	1	6	4	6	3	6	5	10A	7	9A	12B	6	6	8	8	6	6	91-93
88-90	1	5	4	5	2	6	4	9A	6	8A	12B	5	6	7	7	5	5	88-90
85-87	1	5	3	5	2	5	4	9A	5	7A	11A	5	5	7	7	5	5	85-87
82-84	-	4	3	4	1	5	3	8A	5	7	10A	4	5	6	6	4	4	82-84
79-81	-	4	2	4	1	4	3	7	4	6	10A	4	4	5	5	4	4	79-81
76-78	-	3	2	3	1	3	2	7	4	6	9A	3	3	5	5	3	3	76-78
73-75	-	3	1	3	-	3	2	6	3	5	8A	3	3	4	4	3	3	73-75
70-72	-	2	1	2	-	2	1	5	2	4	8A	2	2	3	3	2	2	70-72
67-69	-	2	-	2	-	2	1	5	2	4	7A	2	2	3	3	2	2	67-69
64-66	-	1	-	1	-	1	-	4	1	3	6	1	1	2	2	1	1	64-66
61-63	-	1	-	1	-	1	-	3	1	2	6	1	1	2	1	1	1	61-63
58-60	-	-	-	-	-	-	-	3	-	2	5	-	-	1	1	-	-	58-60
55-57	-	-	-	-	-	-	-	2	-	1	4	-	-	1	1	-	-	55-57
52-54	-	-	-	-	-	-	-	1	-	1	4	-	-	-	-	-	-	52-54
49-51	-	-	-	-	-	-	-	1	-	-	3	-	-	-	-	-	-	49-51
46-48	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	46-48
43-45	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
03-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	03-33
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

F — Attack fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.

ATTACK DATA

Attack	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bear	01-02	Slash	+60	135	E
Chimera	01-02	Slash	+100	135	E
Drake	01-02	Slash	+50	150	F
Dragon	01-02	Slash	+80	150	F
Eagle	01-02	Slash	+50	120	D
Hawk	01-02	Slash	+40	120	D
Housecat	01-02	Slash	+10	80	A
Gargoyle	01-02	Slash	+60	135	E
Kangaroo	01-02	Slash	+50	110	C
Lion	01-02	Slash	+120	135	E
Platypus	01-02	Slash	+30	105	B
Tiger	01-02	Slash	+75	135	E
Rodent	01-02	Slash	+20	90	A
Sphinx	01-02	Slash	+140	135	E
Wombat	01-02	Slash	+40	120	D
Yeti	01-02	Slash	+80	120	D

7.1 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕✕ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✕	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✕✕	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ♣ - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ♣	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ♣	The blow does nothing more than open a wide cut in foe. +2H - 2♣	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2♣	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3♣
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✕✕ - ♣	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✕✕ - 2♣	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✕✕ - 3♣
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ♣	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ♣ - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2♣ - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3♣ - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✕ - 4♣ - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2♣	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2♣	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✕ - 2♣	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✕ - 2♣	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✕ - 5♣
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2♣ - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✕ - 2♣ - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✕ - 3♣ - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✕ - 3♣ - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✕ - 3♣ - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✕ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✕ - 2✕	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3✕ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3✕ - ✕	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✕ - 3♣ - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✕ - 2✕ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✕ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✕ - 2♣
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✕ - 2♣ - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✕ - ✕ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✕✕ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✕ - 2✕ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✕ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✕✕ - 3♣ - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✕✕ - 3♣ - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✕ - 4♣	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✕ - 2✕	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✕✕
81-85	Foe steps right into your swing. You make a large wound. +6H - 5✕ - 6♣ - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✕✕ - 6♣	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✕✕ - 4♣ - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✕ - 2✕ - 8♣ - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✕✕
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2✕✕ - 2♣ - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✕✕ - 3♣	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✕✕ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✕✕	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✕✕ w/o helmet: +3H - 3✕ - ✕ - 3♣	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✕ - ✕ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✕✕	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✕ - 2♣ - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✕✕	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✕✕	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✕✕

Key: ✕=must parry B rounds; ✕✕=no parry for B rounds; ✕✕=stunned for B rounds; ♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.31 FALL/CRUSH ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	20F	30F	31F	39F	27F	34F	32F	47F	40F	45F	50F	32F	37F	38F	43F	34F	39F	148-150
145-147	19E	29E	30E	37E	26E	33E	31E	45E	38E	43E	48E	31E	35E	37E	41E	33E	37E	145-147
142-144	18D	28E	29E	36E	25D	32E	30E	44E	37E	42E	47E	30E	34E	36E	40E	32E	36E	142-144
139-141	17D	27D	28D	35D	24D	31E	29E	43E	36E	41E	46E	29D	33E	35D	39E	31D	35D	139-141
136-138	17C	26D	27D	34D	23C	30E	28E	42E	35E	40E	44E	28D	32E	34D	38E	30D	34D	136-138
133-135	16C	25D	26D	33D	22C	29E	27E	40E	34E	39E	43E	27D	31E	32D	37E	29D	33D	133-135
130-132	15C	24C	25C	32D	21C	28D	26D	39E	33E	37E	42E	26C	30D	31D	36E	28C	32D	130-132
127-129	14B	24C	24C	31C	20C	27D	25D	38E	32D	36E	41E	25C	29D	31D	35D	27C	31C	127-129
124-126	14B	23C	23C	30C	19B	26D	24D	37E	31D	35D	39E	24C	28D	30D	34D	26C	30C	124-126
121-123	13B	22C	23C	29C	18B	25D	24D	36D	30D	34D	38E	23C	27D	29C	33D	25C	29C	121-123
118-120	12B	21C	22C	28C	18B	24D	23D	34D	29D	33D	37D	22C	26D	27C	31D	24C	28C	118-120
115-117	11B	20C	21C	27C	17B	23D	22C	33D	28D	31D	36D	21C	25D	26C	30D	23C	27C	115-117
112-114	11A	19B	20B	26C	16B	22C	21C	32D	27D	30D	34D	20B	24C	25C	29D	22B	26C	112-114
109-111	10A	18B	19B	25C	15A	21C	20C	31D	25C	29D	33D	19B	23C	24C	28C	21B	25C	109-111
106-108	9A	18B	18B	24C	14A	20C	18C	30D	24C	28D	32D	19B	22C	24C	27C	21B	24C	106-108
103-105	9A	17B	17B	23B	13A	19C	18C	28C	23C	27C	31C	18B	21C	22B	25C	20B	23B	103-105
100-102	8A	16B	16B	22B	12A	18B	17B	27C	22C	25C	29C	17B	20B	21B	24C	19B	22B	100-102
97-99	7A	15A	16B	21B	11A	17B	16B	26C	21C	24C	28C	16A	19B	20B	23C	18A	21B	97-99
94-96	6A	14A	15A	20B	10A	17B	16B	25C	20B	23C	27C	15A	18B	19B	22B	17A	20B	94-96
91-93	6A	13A	14A	18B	9A	16B	15B	24C	19B	22B	26C	14A	17B	18B	21B	15A	18B	91-93
88-90	5A	12A	13A	17A	9A	15A	14B	22C	18B	21B	24C	13A	16A	17B	20B	14A	17A	88-90
85-87	4A	12A	12A	16A	8A	14A	13A	21B	17B	20B	23C	13A	15A	16A	19B	14A	16A	85-87
82-84	3A	11A	11A	15A	7A	13A	12A	20B	16B	18B	22B	12A	14A	15A	18B	13A	15A	82-84
79-81	3	10A	10A	14A	6A	12A	11A	19B	15A	17A	21B	11A	13A	14A	17A	12A	14A	79-81
76-78	2	9A	9A	13A	5A	11A	10A	17B	14A	16A	19B	10A	12A	13A	15A	11A	13A	76-78
73-75	1	8A	8A	12A	4	10A	9A	16A	12A	15A	18A	9A	11A	12A	14A	10A	12A	73-75
70-72	1	7A	8A	11A	3	9A	8A	15A	11A	14A	17A	8A	10A	11A	13A	9A	11A	70-72
67-69	—	6A	7A	10A	2	8A	8A	14A	10A	12A	16A	7A	9A	10A	12A	8A	10A	67-69
64-66	—	6	6A	9A	1	7A	7A	13A	9A	11A	14A	6	8A	9	11A	7	9A	64-66
61-63	—	5	5A	8A	1	6A	6A	11A	8A	10A	13A	5	7A	8	9A	6	8A	61-63
58-60	—	4	4	7A	—	5A	5A	10A	7A	9A	12A	4	6A	7	8A	5	7A	58-60
55-57	—	3	3	6A	—	4	4A	9A	6A	8A	11A	3	5	6	7A	4	6A	55-57
52-54	—	2	2	5	—	3	3A	8A	5A	6A	9A	2	4	5	6A	3	5	52-54
49-51	—	1	1	4	—	2	2A	7A	4A	5A	8A	1	3	4	5A	2	4	49-51
46-48	—	1	1	3	—	1	1A	5A	3	4A	7A	1	2	3	4	2	3	46-48
43-45	—	—	—	2	—	1	1	4A	2	3A	6A	—	1	2	3	1	2	43-45
40-42	—	—	—	1	—	—	—	3A	1	2	4A	—	—	1	2	—	1	40-42
37-39	—	—	—	—	—	—	—	2A	—	1	3A	—	—	1	1	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	2A	—	—	—	—	—	—	34-36
03-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	03-33
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

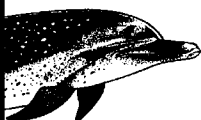
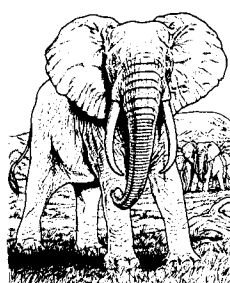
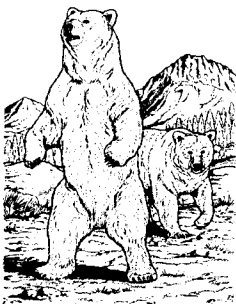
F — Attack fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.

ATTACK DATA

Attack	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bear	01-02	Krush	+80	120	D
Bull	01-02	Krush	+60	135	E
Dolphin	01-02	Krush	+50	120	D
Drake	01-02	Krush	+50	150	F
Dragon	01-02	Krush	+150	150	F
Elephant	01-02	Krush	+80	150	F
Elk	01-02	Krush	+50	135	E
Fall	n/a	Krush	+1/foot	150	F
Hippo	01-02	Krush	+60	135	E
Horse	01-02	Krush	+25	120	D
Manta Ray	01-02	Krush	+40	105	B
Moose	01-02	Krush	+55	135	E
Walrus	01-02	Krush	+40	120	D
Whale	01-02	Krush	+80	150	F



7.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ✖ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - ✖	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ✖✖ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - ✖ - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ✖	Foe goes airborne to evade your strike. He is stumbling back. +4H - ✖✖	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2x w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ✖✖	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ✖✖	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ✖✖
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2x	Hard strike to chest, armor does not help. +5H - ✖ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2x - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - ✖ - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - ✖ - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ✖ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ✖✖ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - ✖ w/o arm greaves: +5H - ✖	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ✖ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ✖	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ✖✖ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ✖ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2✖✖	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3✖✖	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3✖✖ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3✖ - ✖	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2✖✖ - (-10)	Strike to chest causes a host of trouble. +10H - 3✖ - 2✖ - (-10)	Blow to shoulder. with shoulder armor: +6H - ✖✖ w/o shoulder armor: 2✖✖ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2✖✖ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2✖ - ✖ - (-35)	Strike twists foe's knee. +10H - 2✖✖ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2✖✖ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3✖ - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ✖	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +9H - ✖✖ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ✖✖	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2✖✖
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2✖✖ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2✖✖ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3✖✖ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3✖✖ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3✖✖ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4✖✖ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6✖ - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H - 2✖✖ w/o nose guard: +15H - 3✖✖	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12✖	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6✖	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15✖	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24✖✖	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2✖ - 6(-30)

Key: Bx=must parry B rounds; B✖=no parry for B rounds; B✖=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.








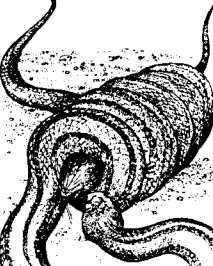
5.32 GRAPPLE & MARTIAL ARTS SWEEPS ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	4E	8E	8E	9E	5E	10E	10E	12E	9E	10E	12E	9E	9E	10E	10E	8E	9E	148-150
145-147	3E	7E	7E	8E	4E	9E	9E	11E	8E	9E	11E	8E	8E	9E	9E	7E	8E	145-147
142-144	3E	7E	7E	8E	4E	9E	9E	11E	8E	9E	10E	7E	8E	9E	9E	7E	8E	142-144
139-141	3E	7E	7E	8E	4E	8E	9E	10E	7D	8D	10D	7E	7D	8E	8D	7E	7D	139-141
136-138	3E	7E	7E	7D	4E	8D	8E	10D	7D	8D	9D	7D	7D	8E	8D	7D	7D	136-138
133-135	3D	6D	6D	7D	4D	8D	8D	9D	7D	7D	8D	7D	7D	7D	8D	6D	7D	133-135
130-132	3D	6D	6D	7D	4D	7D	8D	9D	6C	7C	8C	6D	6C	7D	7C	6D	6C	130-132
127-129	3D	6D	6D	7D	4D	7D	7D	8D	6C	6C	7C	6D	6C	7D	7C	6D	6C	127-129
124-126	3D	6D	6D	6C	3D	7C	7D	8C	5C	6C	7C	6C	6C	7C	6C	6C	5C	124-126
121-123	3D	5D	5D	6C	3D	6C	7D	7C	5B	5B	6B	5C	5B	6C	6B	5C	5B	121-123
118-120	3C	5C	5C	6C	3C	6C	6C	7C	5B	5B	5B	5C	5B	6C	6B	5C	5B	118-120
115-117	3C	5C	5C	5C	3C	6C	6C	6C	4B	4B	5B	5C	5B	5C	5B	5C	4B	115-117
112-114	2C	5C	5C	5B	3C	5B	6C	6B	4A	4A	4A	5B	4A	5B	5A	5B	4A	112-114
109-111	2C	4C	5C	5B	3C	5B	5C	6B	3A	3A	4A	4B	4A	5B	4A	4B	4A	109-111
106-108	2C	4C	4C	5B	3C	5B	5C	5B	3A	3A	3A	4B	4A	4B	4A	4B	4A	106-108
103-105	2B	4B	4B	4B	2B	4B	5B	5B	3A	2A	2A	4B	3A	4B	4A	4B	3A	103-105
100-102	2B	4B	4B	4A	2B	4A	5B	4A	2A	2A	2A	4A	3A	4A	3A	4A	3A	100-102
97-99	2B	4B	4B	4A	2B	4A	4B	4A	2A	1A	1	4A	3A	4A	3A	4A	3A	97-99
94-96	2B	3B	3B	3A	2B	3A	4B	3A	1A	1	1	3A	2A	3A	2A	3A	2A	94-96
91-93	2B	3B	3B	3A	2B	3A	4B	3A	1	1	—	3A	2	3A	2	3A	2	91-93
88-90	2A	3A	3A	3A	2A	3A	3A	2A	1	—	—	3A	2	2A	1	3A	2	88-90
85-87	2A	3A	3A	3A	2A	2A	3A	2A	—	—	—	2A	1	2A	1	3A	1	85-87
82-84	2A	2A	3A	2A	1A	2A	3A	1A	—	—	—	2A	1	1A	—	2A	1	82-84
79-81	1A	2A	2A	2A	1A	2A	2A	1	—	—	—	2A	1	1	—	2A	1	79-81
76-78	1A	2A	2A	2A	1A	1A	2A	1	—	—	—	1A	—	1	—	2A	1	76-78
73-75	1A	2A	2A	1A	1A	1	2A	—	—	—	—	1	—	1	—	1A	—	73-75
70-72	1A	1A	2A	1A	1A	1	1A	—	—	—	—	1	—	—	—	1A	—	70-72
67-69	1A	1A	1A	1	1A	—	1A	—	—	—	—	—	—	—	—	1	—	67-69
64-66	1A	1A	1A	1	1	—	1	—	—	—	—	—	—	—	—	1	—	64-66
61-63	1A	1A	1A	—	1	—	1	—	—	—	—	—	—	—	—	—	—	61-63
58-60	1A	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	58-60
55-57	1A	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
03-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	03-33
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

F — Attack fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.

For a "F" severity critical, roll once and apply both an "E" and an "A" result.

	ATTACK DATA					
	Attack	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
	Alligator	01-02	Grapple	+75	115	B
	Bear	01-02	Grapple	+75	135	D
	Gorilla	01-02	Grapple	+60	135	D
	Judo, Yellow Belt	01-02	Sweeps	+20	105	B
	Judo, Green Belt	01-02	Sweeps	+20	120	C
	Judo, Brown Belt	01-02	Sweeps	+30	135	D
	Judo, Black Belt	01-02	Sweeps	+40	150	E
	Octopus	01-02	Grapple	+50	120	C
	Python	01-02	Grapple	+75	130	C
	Sea Serpent	01-02	Grapple	+90	150	E
	Tackle	01-02	Grapple	+0	105	A

7.7 GRAPPLE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe escapes like the wind. +0H	Your attack falls short. +0H	Your fingernails deal a vicious wound. +1H	A little elbow before you lose your grip. +2H	You grip strand of foe's hair. It breaks. +3H
06-10	Grab foe's arm. Oops. Try again. +0H	Your grip fails. +2H	Foe grabs, misses. You have initiative. +3H	This was not a special moment. +4H	You have initiative next round. +5H
11-15	You impede foe's combat stance. You have the initiative. +0H	Foe collides with your attack before you get a grip. Small bruise. +2H	You cannot get a good grip, foe hurts himself evading. You have initiative. +4H	Grab foe's head. If foe has helm, you twist it. Otherwise, you gain initiative. with helm: ✖	Lame attack, but foe is concerned. He moves back. +6H - ✖
16-20	Foe breaks free of a weak grip. You have the initiative next round. +0H	Grab foe and give him a weak punch. He thinks you are dangerous. ✖	Foe recovers, continues his defense by sweeping his weapon at your feet. ✖	Push foe, unbalancing him. You have initiative for 2 rounds. —	Strong passing blow near foe's head. His violent evasion is not productive. +3H - ✖
21-35	Almost get a grip on foe's arm. He avoids his mistake. You gain the initiative next round. +3H	You grip foe's shield arm. Foe's strike toward your head makes you let go of him. He keeps a distance. ✖(-20)	Collide with foe. You push him away and he stumbles back 5 feet. It went better than you could have hoped. +2H - ✖	Hard, but poorly placed. Foe bounces back out of your grip. He looks like he does not recognize you. +3H - ✖	Uncoordinated attack and a little luck, allows foe to escape your grasp. You have initiative for 2 rounds. ✖
36-45	Grip to lower back. Foe wards off your attack and prepares for your next move. ✖	Grip fails, but bash does not. You unbalance your foe. You have the initiative. +4H - ✖	Your attack is almost comical as you seek any little grip you can get. All the tiny tugs finally have an effect on foe. ✖✖	Strike to foe's shield arm. If foe has no shield, you immobilize arm for 6 rounds. with shield: +3H	Attack to upper leg. Foe spins to break free. He is disoriented badly. It takes a moment for him to see you. ✖✖
46-50	Hinder foe's weapon arm. Foe violently frees himself and takes a defensive stance. ✖	Pull foe over, he breaks free. He is having trouble recovering. Your heart is broken. 5H - ✖	Grab foe's waist. Your grip appeared to be strong, but now it is losing its advantage. Your foe is working free. 3(-25)	Painful grip on foe's hand. You do not break anything, but he thinks so. You have initiative for 4 rounds. 3(-30)	You and foe collide. He breaks your grip and stumbles away. You bounce back and miss a good opportunity. 2✖✖
51-55	You get in close and grab at foe's hair. He is daunted and steps back to escape your reach. ✖(-20)	Grip to foe's garments. They rip and you lose a hopeful hold. Foe is carried back by his break-away. +7H - ✖	Grapple foe's leg and try to lift it up off the ground. Foe slips away, but is off balance while recovering. ✖✖	Catch foe's waist garments and pull him in. He is in trouble. He seeks to strike your hand and break your hold. 3(-50)	Grip to shield arm. Foe drops his shield as he wails in pain. You try to stay serious. +5H - 2✖✖
56-60	Foe spins away and comes back to face you. He is unbalanced. +3H - ✖	Foe spins out of your grasp. However, spin nullifies his counterattack. ✖✖	Short fingers render thigh hold ineffectual. Try lower next time. +3H - ✖✖	Grip foe's side and shake him like a rattle. He is disoriented, but gets free. +6H - 3✖	Grasp around foe's leg proves effective. Foe is unbalanced for a moment. ✖✖ - 3(-25)
61-65	Grip to arm gives foe a bruised bicep. Foe shakes free and prepares for your assault. +3H - ✖(-20)	Slipping grasp around foe's waist is weak. He breaks your grip and stumbles out of your way. 2✖	Grab foe around waist. Just when you think your grip is iron, he begins to break free. You might still prevail. +3H - 3(-50)	Clumsy bear hug around foe. Foe can do little to escape for the moment. Both his arms are pinned. 2✖ - ✖(-20)	You find yourself on foe's shield side. If he has a shield, you are stymied. w/o shield: +7H - 3✖✖
66	Strike foe's weapon, disarming him. Foe fails to recover weapon. He has put himself in a bad spot. +3H - 2✖	You grab foe's weapon arm and make him drop it with a violent shake. Foe strains wrist trying to break free. 2✖ - (-25)	Grab foe, he falls down and you follow. You knock him prone to stand back up. He is down for 1 round. +5H	Grab leg and flip foe to ground, pinning him. Prone and immobile for 2 rounds, he might surrender. +6H	Grasp foe around neck and bring him to ground. Muscles and tendons tear. Foe is prone and immobilized for 3 rounds. +3H - ✖
67-70	Passing chest strike. Foe eludes grapple, keeps defensive stance. 2✖(-20)	Grip foe's neck. Push foe's chin back steadily. He should act soon, or... 1(-10) - 1(-20) - 1(-30)	Grab foe's shield arm. If foe has shield you grapple it. Until dropped: (-50) w/o shield: 3(-40)	Foe barely escapes immobilization, but must recover from the ordeal. +7H - 2✖	You almost disarm foe and trip him. He uses weapon arm to prevent his fall. 2✖✖ - 1(-75)
71-75	Grab an exposed garment. Uneasy grip impedes foe's actions. +5H - 2(-50)	Weak hold around foe's waist. He brings his knee up and you lose your grip. Foe does not recover quickly. +4H - 3(-50)	Very strong grip around foe's waist. Foe is held at a great disadvantage. He might get free. 2✖✖ - (-50)	You grapple foe in a brutal way. Hold proves to be excellent. You have him. What next? ✖✖ - 3(-70)	Foe evades your grasp by falling to the ground. A clever play. Smile at your good fortune. +9H - 2✖✖
76-80	Grapple foe's shield arm. If foe has a shield, you pull it down. If foe has no shield, you immobilize his arm. +2H - 4(-50)	Entangle foe's shield arm. If foe has shield, your grip makes it impossible to use. Until shield dropped: (-30) If no shield his arm is entangled. (-40)	Entangle foe's weapon arm. His weapon is held immobile. He cannot use it, but he will not drop it. He tries to knee you to escape, this fails. 2✖✖ - (-50)	Entangle foe's weapon arm. Foe hangs on to his weapon, but the arm is immobilized. You try to make him strike himself. It fails. +4H	Grab foe's weapon arm and beat on it, without concern foe the rest of foe. Foe is disarmed. You tear ligaments and pull muscles. 3✖ - (-40)
81-85	Useful grip on foe's neck. Foe's face turns red. He cannot breathe easily. Slowly he breaks your grip. +5H - 2✖ - 2(-25)	Grip around foe's waist unbalances him. You have the initiative. Foe shares much profanity with you. 6(-50)	Brutal grip around foe's chest, leaves bruises all over him. Your assault has created much confusion. +3H - 3✖✖ - (-5)	Grab knee and send foe down. He breaks his fall by breaking his shield arm. He is disarmed and prone. +5H - 2✖✖ - (-10)	Entangle both of foe's arms and pin them to his body. Foe cannot move his arms and he looks ready to surrender. 10(-75)
86-90	Grasp foe's leg, lifting it off the ground for a moment. You have the initiative for 6 rounds. +3H - 3✖	Entangle foe's leg and send him down. He does not hit hard. He pulls a muscle in his leg struggling. 2✖✖ - (-10)	Your assault is strong and lucky. As you grapple foe, you stomp his foot. He falls hard, breaking his shoulder. +10H - 6✖ - (-40)	Tie up both of foe's arms. He is immobile and cannot fight back effectively. You have him now. +10H - 9✖✖	Foe stumbles, with your assistance, and falls. His weapon breaks on impact. If foe has no chest armor, he takes a D' Krush. +3H - ✖
91-95	Entangle foe's leg. Foe is knocked down. Foe lands on his weapon arm. He kicks and breaks free. +4H - 2✖✖	Pull foe's legs together. He goes down, hitting hard and dropping his weapon. He feebly attempts to crawl for it. 2✖✖ - 4(-25)	Painfully immobilize weapon arm. Foe cannot surrender quickly enough to avoid the damage and pain. +15H - 4✖✖ - 8(-95)	Grapple foe's legs and send him over. He hits his head in the fall. You get little resistance after that. +10H - 30✖✖	Wrap up foe's legs. Foe tumbles to the ground like a ragdoll breaking both arms and an ankle. Foe is knocked out. +20H - (-95)
96-99	Ride foe down and immobilize him. He can do nothing for 12 rounds. You are prone also, while holding him down. (-40)	Entangle foe's arm and flip him to ground, fracturing his leg. You immobilize him completely. He is prone, face down and still conscious. (-40)	Entangle foe's legs. Grapple weapon arm and break it on an available surface. You send foe to the ground. He falls very hard and is knocked out. +20H - 10✖✖ - (-30)	Crushing grip around foe's neck. If no neck armor, foe dies in 6 rounds from your mortal grip. Foe is disarmed. with neck armor: 3✖✖	Attack results in strangling hold. Foe flails legs in desperation. Foe is unable to break free and dies after 9 rounds of helpless struggling. Grim. +3H - ✖
100	Foe's legs are entangled long enough to make him fall. He is knocked out for 5 rounds. +9H - (+20)	Grip foe's neck in a vicious hold. If foe cannot break your grip in 4 rounds, he will begin to pass out from suffocation. +10H - ✖ - (-40)	Grip foe's head and jerk it around. If foe has no neck armor, he dies. no neck armor: +5H - 5✖✖ - (-75)	Grapple foe's head. His skull is fractured during this assault. If he has no helm, he is in a coma for 30 days. with helmet: +3H - 9✖✖	Crush foe's windpipe and pull the head from his body. You are mighty. 1(+25)

Key: B✖=must parry B rounds; B✖✖=no parry for B rounds; B✖=stunned for B rounds; B✖=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

5.33 BRAWLING & MARTIAL ARTS STRIKES ATTACK TABLE

	Plate		Chain		R-Leather		S-Leather		Animal		None	Kevlar		Kinetic		Combat		
	Heavy (19/20)	Light (17/18)	Heavy (15/16)	Light (13/14)	Heavy (11/12)	Light (9/10)	Heavy (7/8)	Light (5/6)	Heavy (4)	Light (3)		Heavy (III/IV)	Light (I/II)	Heavy (VI)	Light (VII)	Heavy (IX/X)	Light (VIII)	
148-150	5D	7D	9D	10E	10E	13E	14E	18E	15E	16E	19E	10D	14E	12D	16E	8D	12E	148-150
145-147	5C	7D	9D	10E	10D	13E	14E	17E	14E	16E	18E	10D	13E	12D	15E	8D	12E	145-147
142-144	5C	7D	8D	10E	9D	12D	13D	17E	14D	15E	18E	9D	13D	12D	15D	8D	12E	142-144
139-141	5B	7C	8D	10E	9C	12D	13D	18E	14D	15D	17E	9C	13D	11D	15D	8C	12E	139-141
136-138	5B	7C	8C	9D	9C	11D	13D	16D	13D	14D	17E	9C	12D	11C	14D	8C	11D	136-138
133-135	5B	7C	8C	9D	9C	11C	12C	16D	13C	14D	16D	9C	12C	11C	14C	8C	11D	133-135
130-132	5A	6B	8C	9C	8C	11C	12C	15D	12C	14D	16D	8B	11C	10C	13C	7B	10C	130-132
127-129	5A	6B	7C	9C	8C	10C	12C	15D	12C	13C	15D	8B	11C	10C	13C	7B	10C	127-129
124-126	4A	6B	7B	8C	8B	10C	11C	14C	11C	13C	15D	8B	10C	10B	12C	7B	9C	124-126
121-123	4A	6B	7B	8C	8B	10C	11C	14C	11C	12C	14C	8B	10C	10B	12C	7B	9C	121-123
118-120	4A	6A	7B	8C	7B	9C	11B	13C	10B	12C	14C	7B	9B	9B	11B	7B	9C	118-120
115-117	4A	5A	7B	7B	7B	9B	10B	13C	10B	11B	13C	7A	9B	9B	11B	6A	8B	115-117
112-114	4A	5A	6A	7B	7B	9B	10B	12C	10B	11B	13C	7A	9B	8B	11B	6A	8B	112-114
109-111	4A	5A	6A	7B	7A	8B	10B	12C	9B	10B	12B	6A	8B	8B	10B	6A	8B	109-111
106-108	4A	5A	6A	7B	6A	8B	10B	11B	9A	10B	12B	6A	8A	8A	10A	6A	8B	106-108
103-105	4A	5A	6A	6B	6A	8B	9B	11B	8A	9B	11B	6A	8A	8A	9A	5A	7B	103-105
100-102	3	4A	5A	6A	6A	7A	9A	10B	8A	9A	11B	5A	7A	7A	9A	5A	7A	100-102
97-99	3	4A	5A	6A	6A	7A	9A	10B	7A	8A	10A	5A	7A	7A	8A	5A	6A	97-99
94-96	3	4A	5A	6A	5A	7A	8A	9B	7A	8A	10A	5A	7A	6A	8A	5A	6A	94-96
91-93	3	4A	5	5A	5A	6A	8A	9B	6A	8A	9A	5A	6A	6A	7A	4A	5A	91-93
88-90	3	4	5	5A	5	6A	8A	9A	6	7A	9A	5	6	6	7	4	5A	88-90
85-87	3	4	4	5A	5	5A	7A	8A	6	7	8A	4	5	6	7	4	5A	85-87
82-84	3	3	4	4	4	5A	7	8A	5	6	8A	4	5	5	6	3	4	82-84
79-81	3	3	4	4	4	5	7	7A	5	6	7	4	5	5	6	3	4	79-81
76-78	2	3	4	4	4	4	6	7A	4	5	7	3	4	5	5	3	4	76-78
73-75	2	3	4	4	3	4	6	6A	4	5	6	3	4	4	5	3	4	73-75
70-72	2	3	3	3	3	4	6	6A	3	4	5	3	3	4	4	3	3	70-72
67-69	2	2	3	3	3	3	6	5	3	4	5	2	3	3	4	2	3	67-69
64-66	2	2	3	3	3	3	5	5	3	3	5	2	3	3	4	2	3	64-66
61-63	2	2	3	3	2	3	5	4	2	3	4	2	2	3	3	2	3	61-63
58-60	2	2	2	2	2	2	5	4	2	-	-	2	2	3	3	2	2	58-60
55-57	2	2	2	2	2	2	4	3	1	-	-	2	1	2	2	2	1	55-57
52-54	1	1	2	2	2	2	4	3	-	-	-	1	1	2	1	1	1	52-54
49-51	1	1	2	1	1	1	4	2	-	-	-	1	-	1	1	1	-	49-51
46-48	1	1	2	1	1	-	3	2	-	-	-	-	-	1	1	1	-	46-48
43-45	1	1	2	1	1	-	3	2	-	-	-	-	-	1	1	1	-	43-45
40-42	-	-	1	-	-	-	3	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-	34-36
03-33	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-	03-33
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

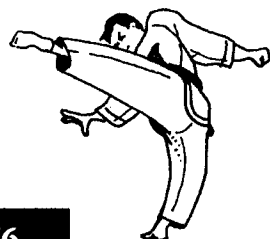
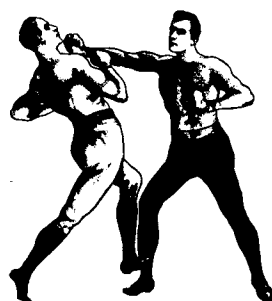
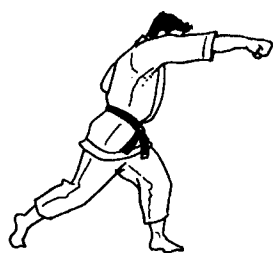
F — Attack fumbled, roll on the appropriate Fumble/Failure Table.

UM — Unmodified roll. Apply result with no modifications.


For a "F" severity critical, roll once and apply both an "E" and an "A" result.

ATTACK DATA

Attack	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Horse	01-02	Krush	+40	120	C
Kangaroo	01-02	Krush	+45	115	B
Karate, Yellow Belt	01-02	Strikes	+10	105	B
Karate, Purple Belt	01-02	Strikes	+20	120	C
Karate, Brown Belt	01-02	Strikes	+20	135	D
Karate, Black Belt	01-02	Strikes	+30	150	E
Kick	01-02	Krush	+0	120	B
Punch	01-02	Krush	+0	105	A



7.5 MARTIAL ARTS STRIKES CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Strike loses its power. +0H	Fine artistry, but no extra damage. +0H	Glancing blow makes a strange sound. +1H	You impress foe with your form. +2H	How did you botch this beautiful strike? +3H
06-10	Strike slows to a tap. +1H	Your master would be so embarrassed. +2H	Not so solid a strike. +3H	Foe steps out of most of the strike. +4H	Glancing strike makes foe respect you. +5H
11-15	You maneuver for a better position. You have initiative. +3H	Blow to shoulder. Foe steps back and yields the initiative to you. +5H	Forceful. Foe steps back. You have initiative. +5H	Kick foe's side. He stumbles out of the way. You have the initiative. +5H	You strike foe to unbalance him before you attempt a killing blow. +7H - ✱
16-20	You take an open shot to foe's side. You have initiative. +4H	Good shot! You have initiative for 2 rounds. +5H	Hard strike. Foe lashes out to avoid your next attack. +6H - ✕	Foe blocks your attack. He falls back to recover from your onslaught. +8H - (✕-10)	Snappy double shot to ribs. Crack! Ribs are fractured. +5H - ✱ - (-10)
21-35	Light, but well placed strike. You are already starting your next attack. +5H - ✕	Strong, but poorly aimed strike forces foe to defend himself energetically. +6H - ✕	Grab foe and bring your knee into his ribs. The force of the strike throws him from your grasp. +6H - ✱	Blow to chest. Use your forehead in a brutal way to subdue foe. You have initiative for 3 rounds. +3H - ✱	Side strike jars foe's kidneys. Heavy bruise to muscles. Foe steps right into that one. He is in pain. (-20)
36-45	Mild strike to foe's chest. He can see your next strike coming and he attempts to block it. +6H - (✕-10)	Chest strike. Foe makes a strange noise on impact. He blocks and recovers. +7H - (✕-20)	Clever feint finds an opening in foe's guard. Your strike is light and fast. Bruise foe's chest. +8H - ✱	Chest strike. Foe falls forward onto one knee in front of you. His guard is down for a moment. +5H - ✱✱	Strike is solid. It turns foe around. You have a clean shot at foe's back next round, if you hurry. ✱
46-50	Foe is confused by your attack. He steps back to parry your next strike. +6H - (✕-25)	Glancing kick to foe's back. The effects are reasonable for your modest effort. +5H - ✱	Step to the side and catch foe in his back. He stumbles forward. His guard is down. ✱✱	Solid chest strike. The impact confuses foe greatly. His ribs are fractured. He hates you. +3H - 2✱ - (-10)	Draw down foe's defenses with a feint and then hammer him in chest. Your tactics are acceptable. +5H - 2✱ - ✱
51-55	Strike bends foe's hip in an odd direction. He is unbalanced. +3H - ✱	Side strike sends foe stumbling to the left 5 feet. He recovers to face you. +6H - ✱	With a circular block and a focused central strike you break foe's defenses. ✱✱ - (+20)	Textbook shot to foe's upper leg. The bruise is deep. Foe does not fall down. +6H - (-25)	Hip strike spins foe. He is suspicious of gravity and struggles to stay standing. +5H - 3✱
56-60	Fist to chest. A solid punch. Foe is rattled a little. +5H - ✱	Boom! Good shot to foe's stomach. He almost loses his lunch. +3H - 2✱	Strong wheel kick sends foe 10 feet in any desired direction. +8H - 2✱	Back strike. Foe attempts to flee and then changes his mind. +4H - 3✱	Shoulder strike. Foe is badly unbalances and unable to defend himself. 2✱ - ✱ - (-10)
61-65	Blow on top of foe's foot is slightly misplaced, but quick. Bruise toe and mash toe nails. +5H - 5(-20)	Kick in back of foe's leg. He stumbles, but does not fall. You move to gain advantage. +7H - 2✱	Brutal strike to upper leg. The bruise is deep. The pain makes it hard for foe to stand on the leg. +5H - (-25)	Blow strikes a nerve in foe's upper leg. He is not in pain, but his leg is numb. 2✱ - 6(-25)	Draw out foe's weapon arm. You strike cleanly to disarm him. Textbook. +3H
66	Strike Achilles tendon. Foe almost falls. He recovers his balance, but the pain is strong. +7H - 2✱ - (-50)	Strike foe in his forehead. The shock sprains neck and fractures foe's jaw. He cannot seem to close his jaw. +4H - 9✱ - (-50)	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out. —	Grip foe's weapon arm. Dislocate the arm and then break it. Use your advantage to pull foe over and kick him in the face. Foe is knocked out. (+20)	Simultaneous palm strike to both of foe's ears. Destroy foe's hearing and balance. 24✱ - (-95)
67-70	Weak spearhand to foe's side. It yields an excellent effect. +2H - 2✱	Spear hand strike to chest. Elbow shot to foe's side causes some confusion. +3H - 3✱	Strong knife hand to upper portion of foe's shield arm. Arm is broken. —	Press your attack under the bottom of foe's ribcage. Knock the wind out of foe. 2✱✱	Elbow to solar plexus and back of fist to foe's face. Foe drops. +5H - 3✱ - 2✱
71-75	Knife hand, spear hand combination. Foe must roll a weapon fumble. ✱	Hammer foe's weapon arm as it passes near you. The bruise is deep. Foe holds tight to his weapon. +6H - 2✱ - (-20)	Strike to back of lower leg. Foe struggles to keep balance. He is unable to defend himself. 2✱✱	Firm flat palm strike to foe's collarbone. Bone is broken. Foe guard is down. It hurts him to raise his arm. 2✱✱ - (-25)	Kick foe's knee in backwards. Tendons and muscles are torn. Foe yells out frightfully in response. +5H - 3✱ - (-50)
76-80	Blow to foe's shield arm. If foe has a shield, it is broken. If foe has no shield, his arm is broken. +6H - ✱	You find an opening and strike the back of foe's knee. The impact damages tendons and unbalances foe. 2✱ - (-25)	You turn a block into a strike to foe's weapon arm. Foe is disarmed. Strike damages cartilage. ✱ - (-10)	Strike and grip area behind foe's knee. Tendon and cartilage damage insures your success. (-75)	Front kick to midsection doubles foe over. You follow with a knee strike which breaks foe's nose and knocks foe out. —
81-85	Kick to foe's weapon arm. Foe is disarmed. Your strike does little else. +3H	Kick foe's weapon arm and send weapon flying 5 feet away. You break 2 of foe's weapons. +3H - 2✱ - (-20)	Heel kick breaks bone in foe's foot. Foe has trouble standing. His foot looks bad. 2✱✱ - (-50)	Kick to foe's leg is clean and mean. Leg is broken above the knee. Foe falls over slowly. +5H - 5✱ - (-75)	Powerful strike shatters knee and then disjoints it. Foe drops. Oh that hurts! +15H - 12✱✱ - (-80)
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down. He is shaken and tries to stand. 3✱	Wheel kick knocks foe flat. Smash tendons and tear muscle. You spin clear with too much energy. 9✱ - (-30)	Clean strike to lower leg rips Achilles tendon and drops foe. +10H - 9✱ - (-80)	Open-handed blow to foe's adam's apple crushes foe's windpipe. Foe dies in 18 rounds of shock and asphyxiation. —	Round house kick to kidneys drops foe to his knees. You grip foe's neck and snap it very effectively. Foe dies in 9 rounds. —
91-95	Strike to nerve in foe's leg. Foe's leg buckles. He does not fall, he crouches down in pain. +8H - 2✱✱ - 6(-40)	Strike to foe's knee shatters joint. Foe drops down hard. He grips his knee and spits out an oath. 4✱✱ - (-85)	Flying kick to foe's back. You knock foe down, disarm him, and leave him in trouble. 12✱✱	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet in the direction you select. 10✱ - (-100)	Strike to abdomen ruptures spleen. Foe spits out blood instantly. He drops and dies in 12 rounds. (+10)
96-99	You block foe's attack. You then follow-up with a side strike that knocks foe down. Foe hits hard and loses his direction. 3✱✱	Roundhouse kick knocks foe out and fractures collarbone. Neck is sprained and shoulder muscles are bruised. 20✱✱ - (-100)	Kick to foe's solar plexus. He stumbles back 10 feet. He falls very hard.  +30H - 30✱✱	Round house kick catches foe in back of head. You slam foe's head into the ground. Severe concussion. Foe dies of hemorrhage in 9 rounds. —	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. The effects are rapid. Foe dies after 6 rounds prone and immobile. —
100	Gooseneck strike. Foe's inner ear ruptured. Foe stands there while your follow-up strike knocks him down and out! (-75)	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks foe's backbone, leaving foe paralyzed from the waist down. +5H	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rounds. —	Goosho! Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly. —	Disarm foe and use his weapon to kill him. A follow-up strike breaks his neck and you send him 5 feet in any direction. He is dead twice. —

Key: ✕=must parry B rounds; ✱=no parry for B rounds; ✱=stunned for B rounds; ✱=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

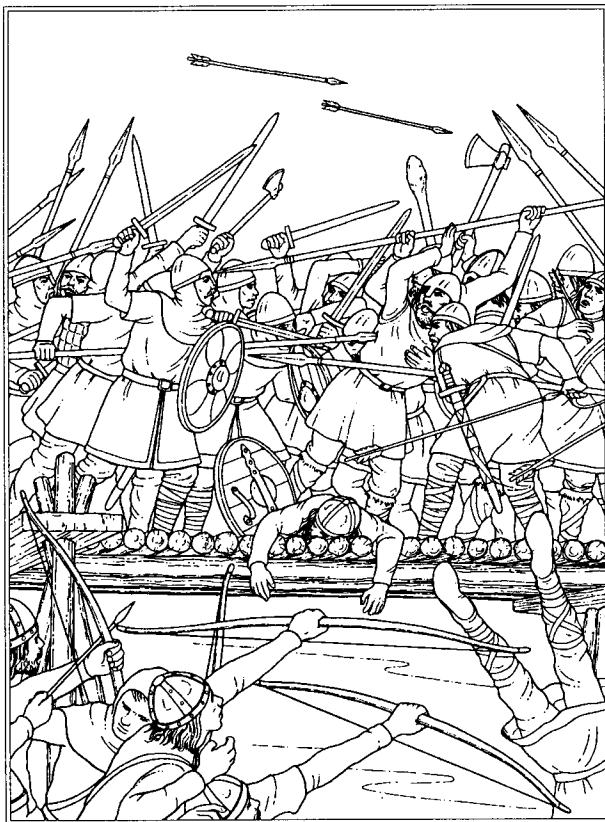
THE FUMBLE TABLES

This section contains this introduction and three fumble tables.

HOW TO USE THESE TABLES

To resolve a fumble, simply roll a d100 (not open-ended) and cross-index the result with the type of attack that generated the fumble. If you fumble a melee or missile (non-firearm) weapon attack, use the Melee & Missile Fumble Table (6.1). If you fumble a firearm weapon attack, use the Firearm Fumble Table (6.3). All non-weapon attacks use the Non-Weapon Fumble Table (6.2).

Example: Aurum is in the middle of a combat with a black bear. Aurum is using his father's enchanted broadsword (use the Heavy One-Hand Bladed Weapon Attack Table, 5.2) while the bear has only its claws and teeth—use the Claw Attack Table (7.30) and the Bite Attack Table (7.29).



During the first round of combat, Aurum rolls a 03, a fumble! He rolls again, resulting in a 49. He looks up a 49 on the *Melee & Missile Weapon Fumble Table* (*One-Handed Arms* column) and sees that he over-extends and gives himself 2 concussion hits (a 1d5 roll of 2).

The bear attacks and rolls a 02! The GM rolls again, resulting in an 86. He looks up 86 on the *Non-Weapon Fumble Table* (*Animal Attacks* column) and sees that the bear is intimidated and will have a -50 penalty for 2 rounds!



6.1 MELEE & MISSILE FUMBLE TABLE

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS	MOUNTED ARMS	THROWN ARMS	MISSILE WEAPONS
01-25	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.	Your mount's tack tangles your weapon. You lose the opportunity to take a strike.	Your grip is weak. You elect not to attack because of control.	Sweat trickles into your eye. You elect not to attack. Good choice.
26-30	Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.	Can't find the right angle. You lose 2 rounds of attack (but can still parry).	You fumble your delivery but hang onto your weapon. You have -10 to your next attack.	Your ten thumbs just cannot handle loading. You must reload your weapon.
31-40	Your feet get tangled. You miss the opportunity to get in that vital blow.	Your mind is wandering. Spend the rest of the round clearing your head.	You just look clumsy. Your feet are sliding. You are stunned for one round.	You slip in the saddle. You lose 2 rounds of attack (but can still parry).	Your feet are really tangled up. You lose 2 rounds of attack, but can still parry.	Your ammunition slips away. You must reload.
41-50	You are over-extended and strain a muscle. Take 1d5 hits.	Stumble over an imaginary dead turtle. You lose 2 rounds of attack, but you can still parry.	Your weapon is spinning for two rounds. You can still parry at -10.	Your mount dodges an unseen foe. You are stunned for 2 rounds.	You begin juggling your weapon because of a bad grip. Your lack of control stuns you for 3 rounds.	You notice that your ammunition is faulty. After removing it you discover you were wrong. Reload it.
51-60	You try to impress your opponent with a spin maneuver. Too bad. Lose two rounds while you recover.	Your combination of acrobatics and attacks is unimpressive. Lose two rounds of attacks, but you can still parry.	You stagger into a nearby fixed object. You are stunned and unable to parry for two rounds.	You lose your grip on your weapon. Luckily, it is tangled in your mount's tack. Your lack of grace stuns you for three rounds.	Poor release. Weapon travels 2d10 feet to the left of the target.	Your ammunition keeps jumping off of your weapon! Try melee next time.
61-65	You snag your clothes with your weapon, causing it to slip from your hand. Spend two rounds juggling it.	Your weapon flies from your hands, but you are able to catch it before it flies totally away. Lose two rounds of attack.	Your shaft tangles in your legs. You almost fall down in an impressive feat of entangling. Your next attack is at -20.	Your poor mount stumbles. You are stunned for two rounds.	Very poor release sends your weapon straight up! You duck for cover while your weapon checks for breakage.	Your weapon slips from your hands. Spend two rounds recovering it; or draw a new weapon.
66	You execute a perfect attack—against closest ally (yourself if no one else is around). Ally takes 1d10 hits and a 'B' critical.	Acrobatic maneuver leaves you flat on your back. Take 2d10 hits and an 'E' Krush critical.	Your weapon must check for breakage as you slam it into the ground! You are stunned for six rounds because of the impact.	Your swing slices the tack of your mount. You and your saddle take your leave of the poor beast. Take an 'A' Krush critical.	Your ferocious scream is followed by silence as you hit yourself. Take a 'D' Krush critical.	Take an 'A' Krush critical from the sudden release. Your weapon snaps cleanly into two pieces.
67-70	You trip over that uneven surface. Spend two rounds staggering. You can still parry.	You gracefully drop your weapon to the ground. You are able to kick it back into your hand, but you lose two rounds while doing it.	Your weapon seems to have a mind of it's own! Your next attack is at -50 as your try and get it under control.	Your tack has loosened! You suddenly slip sideways. You are stunned for two rounds.	You cannot control your aim—your weapon flies 2d10 feet to the right of the intended target.	Your grip fails you and your weapon flies from your hands. Spend two rounds recovering it; or draw a new weapon.
71-80	You are distracted by that pixie in the corner. You lose 2 rounds of attacks.	You strain your shoulders in a mighty swing (that misses). You are stunned for two rounds.	Your ineptitude is obvious to all. You lose 3 rounds of attacks and are stunned for 2 rounds.	Your weapon goes straight into the ground (check for breakage).	Just as you are about to release, you step into an imaginary hole in the ground. Lose 3 rounds getting up from the ground.	Your bowstring breaks! Draw a new weapon or put a new string on this one.
81-85	You are suddenly very winded. Take two rounds to relax.	You lose your grip as you begin your swing. Your weapon is trying to slip away. Spend three rounds gaining control. You can still parry.	Clumsy move narrowly misses your own head. You are stunned and unable to parry for three rounds (try a bow next time).	Your weapon flies out of your hand! Draw a new one.	Your weapon drops to the ground as you begin to aim. Take four rounds to recover this one; or draw a new one.	Your weapon bites back when you fire. Your shot misses everything, but you are stunned and unable to parry for three rounds.
86-90	Hopefully, you will learn that dancing is not appropriate in combat. You are stunned for two rounds by your lack of ability.	You pulled something on that last swing and now it begins to hurt! You are stunned for three rounds while you recover.	There it goes! Your weapon skitters away. Take six rounds to recover it; or draw a new one.	Your weapon must check for breakage as it hits the hardest part of your foe. You take 2d10 hits from the blast.	Your poor and weak release sends the weapon up two feet. It immediately comes down and hits you. You take no damage, but are stunned for six rounds.	You release too soon! Your arrow falls 3d10 feet short of the target. In addition, you spend two rounds trying to find more ammunition.
91-95	You fall down as your swing goes wide. You are stunned for three rounds.	You fall and narrowly miss gutting yourself! You are stunned for four rounds.	You fall and smack your head on the ground. You are down for four rounds and stunned for three.	Your mount bucks unexpectedly just as you were about to swing. You find yourself stunned and unable to parry for three rounds.	Your weapon flies behind you, travelling 4d10 feet before landing.	Your shot goes astray as you slip and fall during your release. You are stunned for six rounds and unable to parry for two rounds.
96-99	The excitement is just too much! Your momentary frenzy leaves you stunned and unable to parry for three rounds.	You trip and fall. You are down for four rounds and unable to parry for three.	Your shoulder doesn't bend that way! You are stunned and unable to parry for three rounds. You now fight at -25.	Your mount jumps wildly. You take 4d10 hits from the impact and are stunned and unable to parry for six rounds.	You trip as you release. Your shot goes off wildly and you are stunned for twelve rounds.	Your weapon shatters (as you don't realize your own strength)! You are stunned for 4 rounds.
100	You attempt to maim yourself. Take a 'D' critical.	Worst move seen in ages! You are out for 2 days with a groin injury. There is a 50% chance your foes will be out for 3 rounds, laughing.	Your weapon breaks and one end hits you in the head. You are stunned and unable to parry for six rounds.	You can't stay on your mount! You fall and take a 'D' crush critical.	You accidentally hit yourself in the delivery. Take a 'D' Krush critical.	Poor execution. You take 5 hits as the weapon hits you. You are permanently maimed and are bleeding 2 hits per round.

6.2 FIREARM FUMBLE TABLE

	1-HANDED FIREARMS	2-HANDED FIREARMS	MUZZLE LOADERS	REVOLVERS	FULL AUTOMATICS	SEMI-AUTOMATICS
01-05	Mysteriously, you elect not to fire during this phase.	A moment's hesitation loses you the opportunity to fire this phase.	Wet powder. Reload.	Dud round. You may fire again normally next phase.	Dud round prevents fire this round. You must manually clear the chamber (10% activity) before firing again.	Dud round. You must manually clear the chamber (10% activity) before firing again.
06-10	Your clumsy maneuvers prevent an effective shooting opportunity. Try again next phase.	Poor grip and nasty kickback really do a number on your shoulder. You miss and take 10 hits.	Spilled powder out of the pan onto the ground. Re-prime (10% activity) and you can try again.	Dud round. You waste the rest of the round swearing.	Dud in the middle of firing burst. You get half the effect you wanted this round (half damage and one less critical severity). Clear the chamber (10% activity) before firing.	Dud round. Loose the rest of this round being annoyed. You must manually clear the chamber (10% activity) before firing again.
11-15	Distracted by a passing bird, you fail to fire this round.	You pull the trigger while aiming at the sky. If there is anything directly above you, you may make an attack on it.	Ooops. Forgot to prime. Prime the pan and you can try again.	Round goes off normally, but splits the casing. Next reload action will take an extra 30% activity.	Split round in the middle of the firing burst. You get half the effect you wanted this round (half damage and one less critical severity). It will take a 50% activity to clear the chamber.	Weapon fires, but casing splits. Take 50% activity to clear the round before you may fire again.
16-20	Get your eyes checked. Momentary double vision convinces you that it would to wait out the rest of this round. You are at -50 for the rest of the round.	You empty a round into the ground. You are stunned for one round (and quite surprised).	Powder not properly tamped down. Shot goes off as normal, but does half damage and one less critical severity.	Poor powder quality sends an underpowered shot down range. Half concussion damage and one less critical severity.	Bad ammo cost you a full effect. You get only half the effect you wanted out of this burst (half damage and one less critical severity)	Poorly made round inflicts only half damage this round (and one less critical severity)
21-30	For a moment you think your opponent is your old friend. You lower your weapon instead of firing.	The gun is suddenly quite heavy! The barrel dips too low to fire this round.	Pulled the arm back too hard. You grimace as you hear the lock spring snap. Gun will not fire until repaired.	You cocked the hammer too fast and snapped the main spring. Gun will not fire until repaired.	Operating action is defective. This gun may now only be fired in semi-automatic mode and 10% activity must be spent to cycle the rounds manually.	Recoil spring is defective. You must spend 10% activity between each shot to cycle the rounds manually.
31-40	Your spastic shooting hits 3 yards short of the target. You are at -30 for the next round while you recover.	Slight sprain to your non-weapon wrist causes all further 2-handed attacks to be at -20. Take 5 hits from the jolting	Sear breaks. Gun will no longer lock the hammer. Gun may still be fired, but with a -20 penalty.	Sear snaps off. Gun cannot be fired in a double-action mode. Hammers must be held back manually (-20 to OB).	Sear damaged beyond repair. Gun may only be fired in full-auto mode until repaired.	Sear breaks off. Gun will now act as an auto weapon (full-auto only).
41-50	Chose wrong target. Reroll the attack against a target (friend or foe) closest to the person you thought you were attacking.	Shot goes wide. Reroll the attack against a target who is nearest to the person you thought you were attacking.	Lock's springs were loose. Mechanism spills out onto the ground. Gun will not fire until you find the pieces and repair	Cylinder pin breaks, dropping it at your feet. Gun will not fire until you get it repaired.	Clip release broke and drops on the ground. Rounds may be reloaded manually. Gun will only fire in single shot mode.	Clip snaps off and is now lost. Rounds may be manually loaded (taking 50% activity).
51-60	Apparently, you were aiming at a bird, not your target. If you survive, you have dinner.	You didn't even see that rabbit before he jumped in front of your bullet to save your target from certain death.	Too much powder sends an extra thick cloud of smoke through the touch hole. You squint your eyes in pain. Take 3 hits and are stunned for 2 rounds.	Round had too much power. You wince in pain. Take 5 hits and are stunned for 1 round.	Recoil is almost too much for you. You might consider going with a smaller caliber. Take 10 hits and are stunned for 3 rounds.	Round had too much power. You wince in pain. Take 5 hits and are stunned for 1 round.
61-65	Shot goes straight down, barely missing your foot. Don't blame me, you rolled this result.	Shot goes wide, ricochets off a tree and barely misses your closest ally. He is not happy.	Heavy recoil causes no damage to you, but wrenches the barrel out of alignment. Gun is at -25 to all shots until repaired.	Sight is out of alignment. -25 to OB until it is replaced or re-adjusted.	Sight is shaken out of alignment. -10 to all shots until you can repair it.	How did your sight get out of whack. -25 to all shots until you get it fixed.
66	You artfully spin the weapon in your hand and deal a point-blank attack on yourself (with +0 OB). Say "Goodnight, Gracey."	Poor grip sends weapon crashing back into your shoulder. Take an attack on the Fall/Crush Table with a +40 OB.	Heavy recoil sends gun flying. There is a 50% chance it hits a nearby friend for 15 hits and an 'A' Krush critical.	You didn't expect that. The severe recoil sends the gun flying. There is a 50% chance that it hits a nearby friend for 10 hits and an 'A' Krush critical.	Gun is out of control! It recoils back and flies out of your grip. There is a 50% chance it hits a nearby ally for 15 hits and a 'C' Krush critical.	Heavy recoil sends gun flying. There is a 50% chance it hits a nearby friend for 15 hits and an 'A' Krush critical.
67-70	Poke yourself in the eye while trying to get fancy. Take 8 hits and are stunned for 2 rounds.	Break a finger. Take 8 hits. All weapon attacks with that hand suffer a -35 penalty.	Stock is split by the recoil. If it was a pistol, it now fires at -30 to all shots. Rifles or muskets suffer a -40 penalty.	That custom grip is split by the recoil. This gun now has a -15 to all shots.	Severe recoil splits the grip. Now this gun has a special penalty of -25 to all shots.	Grip is split by the recoil. All shots suffer a penalty of -15.
71-80	You weren't supposed to throw the weapon. Foe dodges easily. Check to see if your weapon broke.	I see your master plan now, throw the weapon at your opponent's feet and then hit him while he is surprised. What? No?	Stock splits in two from the recoil and tears your arm. Take a 'C' Slash critical.	Those revolver are a little tough to get a grip on. You gracefully drop the thing and it bounces a good 2 yards. Roll for breakage.	You fumble with your weapon and send it spinning end over end a good 5 yards. Add 4 to its breakage number and check for breakage.	I didn't know you could juggle! Ooops. Gun hits you in the head. Take an 'C' Krush critical.
81-85	Fingers mysteriously entangled in weapon cause you some consternation. You are stunned for 3 rounds while you figure it out.	Whirling around for no apparent reason, you bash your weapon against a nonaggressive surface. Roll for breakage.	Bullet deforms in gun causing immense fouling. The weapon is at -30 until cleaned.	Bullet deforms in gun causing damage to the barrel. The weapon is at -20 until cleaned.	Bullet deforms in gun defacing the barrel. All shots suffer a -30 until the weapon is cleaned.	Bullet deforms in gun. You suffer a -30 penalty to all shots until the gun is cleaned.
86-90	You spin to take aim at your target, and trip over your own two feet. You are down and stunned for one round.	Shot mysteriously goes wide. You eye your gun suspiciously for one round while you are stunned.	Over pressure blows off tip of gun. The weapon is at -30 and has 3 added to its breakage number.	Bad round blows the end off of the barrel. The weapon is at -30 and has 3 added to its breakage number.	Gun barrel gets too hot and deforms. The weapon now fires at -30 and has 3 added to its breakage number.	Over pressure blows off tip of gun. The weapon fires at -30 and has its reliability lowered by 15.
91-95	While daydreaming, you put your hand in front of the barrel. Lose a finger. Take 10 hits and you are stunned for 3 rounds. You are bleeding 5 hits per round as well.	As you raised the-weapon to fire, you managed to crack yourself in the jaw. Take 15 hits and are stunned for 2 rounds (and unable to parry for one).	Over pressure blows out side of barrel. Take a 'B' Slash critical.	The side of the gun explodes! Take a 'B' Slash critical.	The gun explodes! Take a 'B' Heat critical and a 'C' Shrapnel critical.	Jam causes gun to blow out the side of the barrel. Take a 'B' Slash critical.
96-99	You didn't really need that kneecap anyway. Take 20 hits, 5 rounds of stun, and a 3 per round bleeder. You fall down.	You had your hand too far forward and burn yourself on the hot barrel. Take 9 hits and are stunned for 2 rounds.	Barrel explodes near lock. Take 'C' Heat and Slash criticals.	Barrel explodes! Take 'C' Heat and Slash criticals.	For some unknown reason, the barrel explodes. Take an 'E' Heat and Shrapnel criticals.	Why me! The gun explodes. Take 'C' Heat and Slash criticals.
100	Bullet ricochets off a rock, and comes right back at you. Make a new roll (with a +50 OB) against yourself.	You pull the trigger fire the weapon inot your own foot. Take 20 hits, 3 rounds of stun, and an 8 per round bleeder.	Barrel explodes shattering stock and your hand. Take 'D' heat and slash criticals. You have lost 1d5 fingers.	Whole gun explodes in your hands. Take 'D' Heat and Slash criticals. You have lost 1d5 fingers.	The whole weapon flies into small pieces in an explosion. Take 'E' Heat, Slash, and Shrapnel criticals. Say good-bye to your hand.	The stock shatters in your hand. Take 'D' Heat and Slash criticals. You have lost 1d5 fingers.

6.3 NON-WEAPON FUMBLE TABLE

	MA STRIKES	MA SWEEPS	BRAWLING	ANIMAL
01-25	Target is VERY fast. Lose the opportunity to attack.	Your grip on foe's arm is tenuous at best. Try again next round.	You stop for a breather. Try again next round.	Your foe's defenses seem more formidable. Try again next round.
26-30	Stumble on your own two feet. Take the rest of the round to regain balance.	Your attack is weak and off-balanced. Spend the remainder of the round recovering.	You are distracted by that rather attractive person over there. Lose your opportunity to attack.	His sudden movement surprised you. You lose the opportunity to attack.
31-40	You thought you knew what you were doing. Spend the remainder of the round remembering how to do that move.	You stub your toe during delivery. You fail to connect and spend the remainder of this round stunned.	The object you were holding is suddenly shattered! You are stunned for the remainder of this round.	You attack too quickly, coming away with only cloth. You are stunned the remainder of the round.
41-50	Overextend yourself. Spend next round parrying while your muscles recover.	You lose your balance during the throw. You must parry for two rounds while you recover.	You duck just in time! Spend the next round parrying while you find a new opening.	You realize that this foe may be too much. You must attack a different foe next round.
51-60	In the flurry, you have forgotten your best moves. May only make Strike I attacks for two rounds.	Ill-timed sweep results in your attempt to trip the ground. This stuns you for two rounds.	There was a chair here a minute ago! You may only make Small attacks for the next two rounds.	You must change opponents next round. In addition, you can only make Small attacks for two rounds.
61-65	Mistake in attack causes awkward position and slight muscle spasms. You must parry for two rounds.	Foe's deft move leaves you trying to throw the air. You must parry for two rounds while looking for the right opening.	Your attack misses widely. You nearly trip yourself and stagger. You must parry for two rounds while you recover.	You are confused. All attacks for the next three rounds are at half offense while you orient.
66	What were you thinking! You strike the nearest solid object that isn't your opponent. Give yourself an 'A' Krush critical.	Acrobatic move leaves you flat on your back! Take an 'A' Krush critical.	Someone blindsides you just as you were about to strike! Take an 'A' Brawling critical.	The wind changes and you smell food! You must disengage and seek out an easier source of food!
67-70	Bad positioning. You must parry for two rounds while you recover.	Foe is just too powerful! You contemplate your last last lesson while parrying for the next two rounds.	You catch a chair that someone threw. You can only parry for two rounds while you get unentangled from the furniture.	You are distracted by a fly that keeps buzzing your head. You can only use half your normal attack ability for two rounds.
71-80	Attempt at an advanced technique stuns you for the remainder of the round and next round.	Foe easily avoids your clumsy sweep. You are out of position and are stunned and unable to parry for one round.	Your pugilistic attempts are humorous. You are stunned for two rounds as you punch that post when your foe ducks.	That shiny piece of metal keeps distracting you. You suffer a -50 for two rounds.
81-85	Your knee connects with foe's solid bone, causing an interesting sensation. You are stunned for one round and unable to parry for two rounds.	You've suddenly forgotten the follow though move on that throw. You lose three rounds of action while trying to remember it.	The crowd pushes you into the wall. You lose three rounds of action as you seek to get free of the crowd.	Was that your babies crying? Suffer a -50 for three rounds before you discover it was that mocking bird again.
86-90	You "know" that your strike was amazing. However, foe is lucky to have blocked it. You are stunned for two rounds by his intuition.	You suddenly understand what your teacher has been telling you all those years! You are stunned for two rounds. Go ahead; reminisce.	Was that someone flying overhead? You are stunned for two rounds as a large object just passed over your head.	You are intimidated by foe's sudden surge of strength. Perhaps this was a bad idea. Suffer a -50 for two rounds while you seek a way to disengage.
91-95	You twist your ankle in a recovery. You fall and manage to stun yourself in the process.	Your "graceful" sweep results in your own fall. You are stunned for two rounds, though you quickly jump to your feet.	You slip on a wet spot on the floor. You go down hard. You are stunned for two rounds while you crawl for cover.	Your unexpected jump surprised not only your foe, but also yourself. You land wrong. Take an 'A' Krush critical.
96-99	In the excitement, you try to make your two feet be in three places at once. You fall, stunning yourself for three rounds. You are unable to parry for two rounds.	Your indecision causes you to attempt two different throws at once. You are stunned and unable to parry for three rounds. Quick thinking!	As you duck a blow, you lose your footing. You fall down, stunned for three rounds and unable to parry for two.	You duck to one side to avoid foe's attack. Unfortunately, you get tangled up in the underbrush. You suffer a -50 to all actions for three rounds.
100	You forget even the most basic of moves. You throw yourself at your opponent, giving yourself a 'B' Krush critical.	Awkward sweep results in you going down and slamming your head. You are stunned and unable to parry for 6 rounds.	Someone unexpectedly slams into your back. You hit your head on a table as you fall. You are stunned and unable to parry for 6 rounds.	Run away! You must turn tail and run. Survival instincts say its time to leave the scene. Foe gets an attack at your back as you leave.

THE CRITICAL STRIKE TABLES

This section contains this introduction, a key to all of the tables in this section, and 20 critical tables. In addition, at the bottom of each table there is a key for all of the special symbols used in the table.

HOW TO USE THESE TABLES

To resolve most critical hits, roll d100 (not open-ended) and cross-index the result on the appropriate column of the chart.

The exception to this method is the large critical strike table. When attacking a target that is classified as "large," you must ascertain the type of weapon used in the attack. Cross-index a high open-ended d100 roll with the type of weapon used in the attack: normal, magic, mithril, holly arms, or slaying.

- Magic and mithril weapons only do extraordinary damage to large creatures. Do not roll on the Large Creature Critical Strike Table when using these types of weapons against normal opponents.
- If you are using a "slaying" or a "holy" weapon against a target that is not large, you should resolve the attack normally. However, if the normal attack delivers a critical, the weapon will deliver an additional critical. Cross-index the roll used to resolve the normal critical on the Slaying or the Holy column of the Large Creature Critical Strike Table.

Example: Richard is playing Grundy who has a spear that has been enchanted to slay griffons. During his latest expedition into the mountains, he finds himself facing just such a beast.

His normal attack delivers 22 concussion hits and an 'E' Puncture critical. Richard rolls for his Puncture critical and gets a 96! After resolving the normal critical, he rolls again (because 96 is open-ended), getting an 11; for a total of 107. He looks up 107 on the Slaying column of the Large Creature Critical Strike Table (severing a major vein in the poor griffon—who will die in 6 rounds).



10 MILLION
WAYS TO DIE



KEY TO THE TABLES

All of the tables in this section have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

$$+BH - B\star - B\otimes - B\bullet - B(-\alpha) - B(+\alpha)$$

where α and β are numbers. In general:

H	hits
\star	rounds of stun
\otimes	rounds of no parry
\times	rounds of must parry
\bullet	hits per round
$(-\alpha)$	penalty
$(+\alpha)$	bonus

Sometimes, the second and third items are combined (reading as $\star\otimes$). Also, sometimes the third item is replaced with $B(\times-\alpha)$ (there can never be both a \otimes and a \times entry). Below is a more detailed explanation of the entries.

- $+BH$ – This indicates that the target of the attack takes an additional β hits of damage.
- $B\star$ – This indicates that the target of the attack is stunned for β rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When β is not specified, it is assumed to be 1.
- $B\otimes$: This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a \star result (see above). When β is not specified, it is assumed to be 1.
- $B(\times-\alpha)$: This indicates that the target of the attack must parry for his next β actions with a penalty of α . When β is not specified, it is assumed to be 1. When α is not specified, it is assumed to be zero.
- $B\bullet$: This indicates that the target of the attack will lose β hits every round until the wound is healed. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When β is not specified, it is assumed to be 1.
- $B(-\alpha)$: This indicates the target of the attack suffers a penalty of α for β rounds. When β is not specified, the penalty is assumed to last until the wound is healed.
- $B(+\alpha)$: This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.

7.1 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕✕ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✕	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✕✕	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ♣ - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ♣	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ♣	The blow does nothing more than open a wide cut in foe. +2H - 2♣	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2♣	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3♣
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✕✕ - ♣	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✕✕ - 2♣	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✕✕ - 3♣
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ♣	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ♣ - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2♣ - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3♣ - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✕ - 4♣ - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2♣	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2♣	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✕ - 2♣	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✕ - 2♣	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✕ - 5♣
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2♣ - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✕ - 2♣ - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✕ - 3♣ - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✕ - 3♣ - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✕ - 3♣ - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✕ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✕ - 2✕	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3✕ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3✕ - ✕	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✕ - 3♣ - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✕ - 2✕ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✕ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✕ - 2♣
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✕ - 2♣ - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✕ - ✕ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✕✕ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✕ - 2✕ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✕ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✕✕ - 3♣ - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✕✕ - 3♣ - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✕ - 4♣	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✕ - 2✕	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✕✕
81-85	Foe steps right into your swing. You make a large wound. +6H - 5✕ - 6♣ - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✕✕ - 6♣	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✕✕ - 4♣ - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✕ - 2✕ - 8♣ - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✕✕
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2✕✕ - 2♣ - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✕✕ - 3♣	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✕✕ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✕✕	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✕✕ w/o helmet: +3H - 3✕ - ✕ - 3♣	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✕ - ✕ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✕✕	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✕ - 2♣ - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✕✕	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✕✕	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✕✕

Key: B✕=must parry B rounds; B✕✕=no parry for B rounds; B✕✕=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.2 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ✕
16-20	Foe steps back defensively. +1H - ✕	Foe steps back and avoids the worst. +2H - (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✕ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - ✕ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✕ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ✕ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - ✕ w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ✕ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - ✕ w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (✕-30)	Blow to back damages any equipment worn there. ✕ - ♠	Lower back strike sends foe reeling. His guard is still up. 2✕ - ♠	Light strike pins foe's weapon arm to his side. +6H - ✕✕	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✕ - ♠ w/o abdomen armor: +4H - ✕✕ - 4♠
51-55	Strike to foe's chest and he looks impressed. (✕-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✕ - 2♠	Solid chest strike leaves bruises and blood. +5H - ✕ - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✕✕ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✕ - 2♠	Thigh wound does some damage. +3H - ✕✕ - 2♠	Strike to foe's thigh. with leg armor: +8H - ✕✕ - ♠ w/o leg armor: +5H - 2✕ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✕ w/o abdomen armor: +3H - ✕✕ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✕✕ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✕ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✕✕ w/o arm greaves: +3H - 2✕ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✕ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✕ - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✕ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✕ - 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✕✕ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✕ - ✕	Strike to foe's neck. It's not enough for a kill. 2✕ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✕ - 2✕ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2✕✕ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✕ - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3✕ - (-10) w/o leg greave: +3H - ✕✕ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✕✕ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✕✕ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✕✕ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✕✕ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✕ - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3✕ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✕ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✕ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✕✕
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✕ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✕✕ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✕✕ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✕✕ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✕✕ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✕✕	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✕✕	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✕ - ✕ w/o helmet: +3H - 2♠ - 2✕✕	Strike to foe's hip. with waist armor: +7H - ✕ - (-10) w/o waist armor: +5H - ✕ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✕
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✕✕ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

7.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ✖ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - ✖	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ✖✖ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - ✖ - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ✖	Foe goes airborne to evade your strike. He is stumbling back. +4H - ✖✖	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2✖ w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ✖✖	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ✖✖	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ✖✖
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2✖	Hard strike to chest, armor does not help. +5H - ✖ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2✖ - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - ✖ - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - ✖ - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ✖ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ✖✖ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - ✖ w/o arm greaves: +5H - ✖	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ✖ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ✖	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ✖✖ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ✖ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2✖✖	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3✖✖	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3✖✖ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3✖ - ✖	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2✖✖ - (-10)	Strike to chest causes a host of trouble. +10H - 3✖ - 2✖ - (-10)	Blow to shoulder. with shoulder armor: +6H - ✖✖ w/o shoulder armor: 2✖✖ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2✖✖ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2✖ - ✖ - (-35)	Strike twists foe's knee. +10H - 2✖✖ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2✖✖ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3✖ - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken. +10H - 2✖✖ - (-20)	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ✖	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until the armor is removed. +9H - ✖✖ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ✖✖	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2✖✖
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2✖✖ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2✖✖ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3✖✖ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3✖✖ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3✖✖ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4✖✖ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6✖ - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H - 2✖✖ w/o nose guard: +15H - 3✖✖	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12✖	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6✖	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15✖	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24✖✖	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2✖ - 6(-30)

Key: ✖=must parry B rounds; ✖✖=no parry for B rounds; ✖✖=stunned for B rounds; ✖=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.4 TINY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Dubious strike. +0H	You throw up some dust. +0H	You're not very good, are you? +0H	Get it right next time! +0H	You did very poorly. +1H
06-10	Zip. Less than effective. +0H	You leap. Foe moves. You land. It had good form. +0H	Look over there! Baby eagles! +0H	Your slash tears off a piece of fur or cloth. +1H	Strike is not solid or well placed. +2H
11-15	Feeble. +0H	You almost got a real grip. +0H	You really tear up foe's garments. Try his skin next time. +1H	Slash to neck, pulls off any necklaces foe is wearing. +1H	Entangle your claws in foe's clothes. You struggle to pull free. +2H
16-20	Victory to the oppressed! +1H	Your lunge for foe's throat was blocked by his arm. +1H	Glance off foe and grip the air. He steps out of your strike. +1H	Solid chest strike yields a bruise. +2H	Light cutting strike. It has a little effect, but you taste blood. +2H - 6
21-35	Jolly deadly attack. +1H	You get in close, but foe kicks you clear before your strike turns deadly. +2H	Strike catches foe in waist. His equipment blocks some damage. +2H	The recoil from a missed strike lands against foe's back. It is a mild scratch. +3H	Scratch foe in calf. It turns into a bleeder and you are very pleased. +2H - 6
36-45	Cruel blow for nature. +2H	Attempt to disembowel falls short. Foe guards his stomach well. +3H	Light grip. Foe breaks free, damaging himself. You are pleased. +2H - 6	Strike to foe's lower leg. If foe has no leg armor, you cause him pain. w/o leg greaves: +5H - 6	Solid shot to leg. Foe watches you break the skin on his thigh. +3H - 6
46-50	Poor follow through. You lose a claw. Your attack is dubious. +4H - 2(-5)	Slash to foe's side does no cut deep. He turns to avoid the worst. +3H	Solid strike to side does not break the skin. Foe turns to face you better. +4H	Unexpected puncture in foe's side. You are pleased. Foe grips his side. +3H - 6	You bring a powerful blow around against foe's back. He leaps back away. +5H - X - 6
51-55	Leaping chest strike yields some measurable damage. +3H	Good little gash, produces an effective wound. +3H - 6	Mild strike to chest catches in a soft spot. You are surprised at its effect. +4H - 26	Slash foe's stomach. If foe's has no metal armor, you tear him open badly. w/o abdomen armor: +5H - 36	Grip to foe's shield arm garments. Foe is unable to use his shield arm for 1 round. +6H - 16
56-60	Light wound to thigh. Garments are torn. Promises are made. +1H - 6	Scratch foe's skin, but you do not break the skin. +6H	Your original strike misses, but foe's thigh is available as a consolation. +4H - X - 26	Your strike catches the back of foe's thigh. Foe is unbalanced for a moment. +6H - X - 26	You rip open foe's thigh. The look on his face tells you victory is near. +7H - X - 36
61-65	Mild forearm wound. You are doing very well, keep it up. +2H - 26	Raking forearm strike leaves a nasty scar. It bites deep enough to bleed. +3H - 26	Foe blocks you with his arm and you tear it up as payment. The damage is substantial, before foe breaks free. +3H - 2X - 26	Grip to foe's forearm. Foe flails his arm around trying to shake you off. You let go and move to a better position. +5H - 2X - 26 - (+10)	Slash across foe's chest and upper arm. Strike causes a bruise and then opens up a gaping wound on foe's shield arm. +6H - 2X - 36
66	You find a nice vulnerable spot to rip open. Foe leaps back from your clutches. He unbalances himself to escape your assault. +4H - 2X - 26	Your strike grips foe's calf. He pulls away from you violently. His actions further damage the wound. You do your best, before he breaks free. +5H - 2X - (-20)	Violent move assaults foe's arm, wrist and shoulder. Foe is shaken by the vicious strike. He drops his weapon and leaps back 10 feet. You stay with your quarry looking for an advantage. +4H - X - (+10)	Astounding head strike. If foe has no helm, you make a bloody mess of foe's scalp. To further your advantage you push foe's head sideways. with helm: +4H w/o helm: +7H - 6X	Bizarre strike to eyes destroys 1 eye and leaves the other blind for 2 days. Foe is down and helpless for an hour. He will need assistance to even stand. His appearance is modified by -20. +15H - 24X - (-95)
67-70	Slash to foe's shoulder. It's not deadly, but it is a start. +3H - X - 6	Claw scratches acrossed a piece of metal. That screeching sound! +4H - X - 6	Pull foe off balance with a grasp of his shoulder. He steps away and stumbles. +5H - X - 26 - 1(-20)	Graceful slash to foe's shoulder sweeps blood onto foe's face. Foe is unsteady. +6H - X - 26	Inspired shoulder strike sends foe reeling. You tear tendons and cause pain. +7H - 2X - (-20)
71-75	You attempt to assault foe's lower leg. You have the initiative. with leg armor: +4H w/o leg armor: +1H - 26	Assault foe's shin. If foe has no armor, you tear his shin up. Foe struggles to throw you off. with leg armor: +6H w/o leg armor: +3H - 2X - 26	You slash into a muscle on foe's calf. You have the initiative next round. 2X - 26 - (-20)	Lower leg strike. If foe has no leg armor, heavy bruise. Foe stumbles back to avoid you. with leg armor: +3H - X w/o leg armor: 2X - X	Vicious leg wound bleeds hard. Foe's attempt to stop the bleeding gets it all over his hands. +5H - 3X - 46
76-80	Weak, but precise strike to foe's arm. Foe shakes you off, but you do some damage anyway. +3H - X - 6	Strong, but imprecise arm strike. The wound is of moderate size. You are proud to have created it. +5H - 26 - (-15)	You take a shot at foe's forearm. It lands well. A muscle and tendon are slashed. He holds on to his weapon. +5H - 2X - 26 - (-25)	Grab foe's arm. Foe struggles violently to make you let go. You rend his arm without mercy. He gets free and stumbles back. You win this round. +5H - 3X - 26 - (-25)	Sly arm strike gives foe a troublesome wound. What looks like a tiny wound is producing much blood. Foe does not fall down, but he stumbles much. 2X - 26 - 36
81-85	Strike at foe's face. He panics and stumbles back 5 feet. You fall clear and prepare for another strike. +4H - X - 26	Flying face strike. with facial armor: +3H - X w/o facial armor: 3X - 36	Head strike. Foe's helm is knocked off. If foe has no helm, he has a vicious cut to his scalp. with helmet: +3H - X w/o helmet: +2H - X - 36 - (-40)	Acrobatic face strike. If foe has no facial armor he will get some, when his nose heals. with facial armor: +5H w/o facial armor: 3X - 36 - (-40)	Slash between foe's fingers. If foe has a metal gauntlet on, he is fine. +8H - 9X - 36
86-90	Sudden well placed blow makes you feel you are mighty in battle. Your foe is convinced. +6H - 2X	Slash foe's neck. He thinks you just killed him. The wound is not mortal. Foe stumbles away fearful of death. +5H - 3X - 26	Shoulder strike unbalances foe and spins him around. He is frantic to turn around and face you. You move the other direction to prolong the effect. +6H - 2X - 26	Strong grip to foe's weapon arm. He tries to throw you clear, but cannot. He finally drops his weapon. You lose your grip on him at the same time. +5H - X	Rend open foe's lower back with a quick double slash. Both wounds are deep and nasty. Blood pours out all over you and foe, making the combat seem brutal. +4H - 3X - X - 36 - (-40)
91-95	Leaping head stike. If foe has no helm, face and left ear is slashed. +3H - 2X - (-30)	Foe blocks your attack with his arm so you slash it in place of your original target. Foe realizes his mistake. +5H - 3X - 26	Strike lands near neck and cheek. Foe is disoriented and recoils from your onslaught. +3H - 2X - 26 - (-20)	Clean strike, you cleave the thumb on foe's weapon arm. His arm is less than useful. Foe drops his weapon. 2X - 26 - (-50)	Dazzling leap knocks foe down. Foe hits on his back. Foe is disarmed and unconscious. +9H
96-99	Insulting strike to foe's nose. If foe has no nose guard, his nose is shredded. Foe reels from your onslaught. 9X - 36	Strike to foe's forehead. Foe is blinded, until the bleeding is stopped. Foe is off guard trying to stop the bleeding. Now is your chance. 3X - 26 - 36 - (-40)	Epic slash to foe's Achilles tendon. Foe falls down. He is almost helpless. His attempts to crawl away fail. You have him now. +5H - 6X - (-75)	Strike foe in face. If foe has a visored helm, he is blinded and helpless for a week while the swelling lasts. If foe does not have a visored helm, he loses 1 eye and is blind in the other. (-100)	Head strike is deadly. Slash open foe's head and send him down. He hits hard. The shock of your strike and the concussion of the fall is too much for him to handle. He dies in 9 rounds. ---
100	Strike at foe's eyes. Without a visored helm, foe loses one of his eyes. +15H - 3X - (-75)	Foe leaps back to avoid a slash to the throat, too late. He falls down. You expose some muscle and make a mess. 6X - 26 - 36 - (-50)	Severe head strike. If foe has a helm he is unconscious for 1-10 days. Without a helm, foe is dead. +25H - 6	Strike to foe's eyes. Foe is blinded permanently. Foe is at your mercy. +10H - 6X - 26 - (-95)	Unbelievable strike to foe's neck. Vein and artery severed. Foe dies after 6 rounds of inactivity. 206

7.5 MARTIAL ARTS STRIKES CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Strike loses its power. +0H	Fine artistry, but no extra damage. +0H	Glancing blow makes a strange sound. +1H	You impress foe with your form. +2H	How did you botch this beautiful strike? +3H
06-10	Strike slows to a tap. +1H	Your master would be so embarrassed. +2H	Not so solid a strike. +3H	Foe steps out of most of the strike. +4H	Glancing strike makes foe respect you. +5H
11-15	You maneuver for a better position. You have initiative. +3H	Blow to shoulder. Foe steps back and yields the initiative to you. +5H	Forceful. Foe steps back. You have initiative. +5H	Kick foe's side. He stumbles out of the way. You have the initiative. +7H - ✱	You strike foe to unbalance him before you attempt a killing blow. +7H - ✱
16-20	You take an open shot to foe's side. You have initiative. +4H	Good shot! You have initiative for 2 rounds. +5H	Hard strike. Foe lashes out to avoid your next attack. +6H - ✱	Foe blocks your attack. He falls back to recover from your onslaught. +8H - (✱-10)	Snappy double shot to ribs. Crack! Ribs are fractured. +5H - ✱ - (-10)
21-35	Light, but well placed strike. You are already starting your next attack. +5H - ✱	Strong, but poorly aimed strike forces foe to defend himself energetically. +6H - ✱	Grab foe and bring your knee into his ribs. The force of the strike throws him from your grasp. +6H - ✱	Blow to chest. Use your forehead in a brutal way to subdue foe. You have initiative for 3 rounds. +3H - ✱	Side strike jars foe's kidneys. Heavy bruise to muscles. Foe steps right into that one. He is in pain. (-20)
36-45	Mild strike to foe's chest. He can see your next strike coming and he attempts to block it. +6H - (✱-10)	Chest strike. Foe makes a strange noise on impact. He blocks and recovers. +7H - (✱-20)	Clever feint finds an opening in foe's guard. Your strike is light and fast. Bruise foe's chest. +8H - ✱	Chest strike. Foe falls forward onto one knee in front of you. His guard is down for a moment. +5H - ✱✱	Strike is solid. It turns foe around. You have a clean shot at foe's back next round, if you hurry. ✱
46-50	Foe is confused by your attack. He steps back to parry your next strike. +6H - (✱-25)	Glancing kick to foe's back. The effects are reasonable for your modest effort. +5H - ✱	Step to the side and catch foe in his back. He stumbles forward. His guard is down. ✱✱	Solid chest strike. The impact confuses foe greatly. His ribs are fractured. He hates you. +3H - 2✱ - (-10)	Draw down foe's defenses with a feint and then hammer him in chest. Your tactics are acceptable. +5H - 2✱ - ✱
51-55	Strike bends foe's hip in an odd direction. He is unbalanced. +3H - ✱	Side strike sends foe stumbling to the left 5 feet. He recovers to face you. +6H - ✱	With a circular block and a focused central strike you break foe's defenses. ✱✱ - (+20)	Textbook shot to foe's upper leg. The bruise is deep. Foe does not fall down. +6H - (-25)	Hip strike spins foe. He is suspicious of gravity and struggles to stay standing. +5H - 3✱
56-60	Fist to chest. A solid punch. Foe is rattled a little. +5H - ✱	Boom! Good shot to foe's stomach. He almost loses his lunch. +3H - 2✱	Strong wheel kick sends foe 10 feet in any desired direction. +8H - 2✱	Back strike. Foe attempts to flee and then changes his mind. +4H - 3✱	Shoulder strike. Foe is badly unbalances and unable to defend himself. 2✱ - ✱ - (-10)
61-65	Blow on top of foe's foot is slightly misplaced, but quick. Bruise toe and mash toe nails. +5H - 5(-20)	Kick in back of foe's leg. He stumbles, but does not fall. You move to gain advantage. +7H - 2✱	Brutal strike to upper leg. The bruise is deep. The pain makes it hard for foe to stand on the leg. +5H - (-25)	Blow strikes a nerve in foe's upper leg. He is not in pain, but his leg is numb. 2✱ - 6(-25)	Draw out foe's weapon arm. You strike cleanly to disarm him. Textbook. +3H
66	Strike Achilles tendon. Foe almost falls. He recovers his balance, but the pain is strong. +7H - 2✱ - (-50)	Strike foe in his forehead. The shock sprains neck and fractures foe's jaw. He cannot seem to close his jaw. +4H - 9✱ - (-50)	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out. —	Grip foe's weapon arm. Dislocate the arm and then break it. Use your advantage to pull foe over and kick him in the face. Foe is knocked out. (+20)	Simultaneous palm strike to both of foe's ears. Destroy foe's hearing and balance. 24✱ - (-95)
67-70	Weak spearhand to foe's side. It yields an excellent effect. +2H - 2✱	Spear hand strike to chest. Elbow shot to foe's side causes some confusion. +3H - 3✱	Strong knife hand to upper portion of foe's shield arm. Arm is broken. —	Press your attack under the bottom of foe's ribcage. Knock the wind out of foe. 2✱✱	Elbow to solar plexus and back of fist to foe's face. Foe drops. +5H - 3✱ - 2✱
71-75	Knife hand, spear hand combination. Foe must roll a weapon fumble. ✱	Hammer foe's weapon arm as it passes near you. The bruise is deep. Foe holds tight to his weapon. +6H - 2✱ - (-20)	Strike to back of lower leg. Foe struggles to keep balance. He is unable to defend himself. 2✱✱	Firm flat palm strike to foe's collarbone. Bone is broken. Foe guard is down. It hurts him to raise his arm. 2✱✱ - (-25)	Kick foe's knee in backwards. Tendons and muscles are torn. Foe yells out frightfully in response. +5H - 3✱ - (-50)
76-80	Blow to foe's shield arm. If foe has a shield, it is broken. If foe has no shield, his arm is broken. +6H - ✱	You find an opening and strike the back of foe's knee. The impact damages tendons and unbalances foe. 2✱ - (-25)	You turn a block into a strike to foe's weapon arm. Foe is disarmed. Strike damages cartilage. ✱ - (-10)	Strike and grip area behind foe's knee. Tendon and cartilage damage insures your success. (-75)	Front kick to midsection doubles foe over. You follow with a knee strike which breaks foe's nose and knocks foe out. —
81-85	Kick to foe's weapon arm. Foe is disarmed. Your strike does little else. +3H	Kick foe's weapon arm and send weapon flying 5 feet away. You break 2 of foe's weapons. +3H - 2✱ - (-20)	Heel kick breaks bone in foe's foot. Foe has trouble standing. His foot looks bad. 2✱✱ - (-50)	Kick to foe's leg is clean and mean. Leg is broken above the knee. Foe falls over slowly. +5H - 5✱✱ - (-75)	Powerful strike shatters knee and then disjoints it. Foe drops. Oh that hurts! +15H - 12✱✱ - (-80)
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down. He is shaken and tries to stand. 3✱	Wheel kick knocks foe flat. Smash tendons and tear muscle. You spin clear with too much energy. 9✱ - (-30)	Clean strike to lower leg rips Achilles tendon and drops foe. +10H - 9✱ - (-80)	Open-handed blow to foe's adam's apple crushes foe's windpipe. Foe dies in 18 rounds of shock and asphyxiation. —	Round house kick to kidneys drops foe to his knees. You grip foe's neck and snap it very effectively. Foe dies in 9 rounds. —
91-95	Strike to nerve in foe's leg. Foe's leg buckles. He does not fall, he crouches down in pain. +8H - 2✱✱ - 6(-40)	Strike to foe's knee shatters joint. Foe drops down hard. He grips his knee and spits out an oath. 4✱✱ - (-85)	Flying kick to foe's back. You knock foe down, disarm him, and leave him in trouble. 12✱✱	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet in the direction you select. 10✱ - (-100)	Strike to abdomen ruptures spleen. Foe spits out blood instantly. He drops and dies in 12 rounds. (+10)
96-99	You block foe's attack. You then follow-up with a side strike that knocks foe down. Foe hits hard and loses his direction. 3✱✱	Roundhouse kick knocks foe out and fractures collarbone. Neck is sprained and shoulder muscles are bruised. 20✱✱ - 20(-100)	Kick to foe's solar plexus. He stumbles back 10 feet. He falls very hard. +30H - 30✱✱	Round house kick catches foe in back of head. You slam foe's head into the ground. Severe concussion. Foe dies of hemorrhage in 9 rounds. —	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. The effects are rapid. Foe dies after 6 rounds prone and immobile. —
100	Gooseneck strike. Foe's inner ear ruptured. Foe stands there while your follow-up strike knocks him down and out! (-75)	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks foe's backbone, leaving foe paralyzed from the waist down. +5H	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rounds. —	Goosho! Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly. —	Disarm foe and use his weapon to kill him. A follow-up strike breaks his neck and you send him 5 feet in any direction. He is dead twice. —

Key: B✱=must parry B rounds; B✱✱=no parry for B rounds; B✱✱=stunned for B rounds; B✱=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.6 MARTIAL ARTS SWEEPS CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Acrobatic, but no extra damage. +0H	You look like you are trying to sweep yourself. Fortunately, you fail. +0H	Clever strike exposes foe's garment tags and washing instructions. +1H	You forget you are a master martial artist and attack at rank 1. +2H	Your attack looked deadly, but failed to connect. +3H
06-10	Rip your pants and miss an opportunity. +1H	Your attack is little more than a clumsy grip. +1H	You slip in a punch, after failing your sweep. +2H	It looks like you're sparring. Your foe is serious. +3H	Knee to thigh. Unbalance foe. You have the initiative. +4H
11-15	You get to a better position and you have the initiative next round. +1H	Your attack is deflected, but you gain the initiative next round. +3H	Your form confuses foe greatly. He responds slowly, you have initiative. (+20)	Foe steps out of your assault and puts up a determined defense. +4H - ✕	Base your grip on a garment that tears off. You miss a good throw. ✕ - (+10)
16-20	Your attack causes foe to seek safety behind his weapon. +2H - ✕	Foe is dazzled by your form. He seeks to avoid your onslaught. (✕-10)	Foe fights back and pushes you clear. He unbalances himself in the process. +3H - (✕-20)	Your attack causes foe to strike himself lightly. You are happy with the result. +4H - ✕	A soft strike and a hard punch leaves an opening for you to exploit. +2H - ✕
21-35	Foe leaps back from your attempts. He needs some time to recover. +2H - (✕-10)	You almost connect your grapple with the force of a kick. Foe escapes and wards you away. +3H - (✕-20)	Solid strike is not a sweep. Your foe stands listless for a moment and then recovers. +4H - ✕	Sweep almost takes foe off his feet. He drops down on one knee, but struggles back to his feet. +4H - ✕	Sweep foe over. He spends some time trying to recover his balance. You recover and prepare for an opportunity. 2✕
36-45	Sweep is little more than a threatening kick. Foe steps back. +3H - (✕-20)	Sweep bruises foe's leg. Foe limps clear of your attack. +4H - 3(-25)	Sweep to foe's legs. Foe jumps over some of your assault, but not all of it. Leg is bruised. You have initiative. (-10)	Sweep strikes foe's calf. Foe does not fall, but the bruise is heavy. Foe is in pain. +5H - (-20)	Sweep takes foe down on one knee. He breaks free and stands in pain. Try a shot to that bruise and you have him. +5H - ✕ - (-20)
46-50	Foe jumps over your assault. He strikes out at you in defense. +4H - (✕-25)	Your sweep pushes foe to the side. He recovers at bay. +5H - ✕	Sweep foe over. He does not fall. You look for a good opening, while foe recovers. +4H - 2✕	Foe's feet come out from under him. He makes a remarkable recovery, but it's not that remarkable. +5H - ✕	You almost disarm foe. He bends down to recover his weapon. You have the advantage. Finish him. +7H - 2✕
51-55	Foe must step back 3 feet to avoid your sweep. +5H - (✕-30)	Throw knocks the wind out of foe. It fails to knock him down. +6H - ✕	Steady grip sends foe stumbling. Your follow up misses, but who is perfect? +6H - 2✕	You step in and grab foe. The impact breaks ribs. You fail to throw him down as planned. +6H - ✕ - (-20)	Stumble foe in the direction of your choice 5 feet. Foe does not fall, but he looks like he will. 3✕
56-60	You try to throw foe, but he breaks free. Foe is unbalanced. +6H - ✕	Grip foe's weapon hand and sprain his finger. Foe keeps hold of his weapon. ✕ - (-10)	Your attack breaks foe's guard down. You see an open spot. ✕	Sweep nearly knocks foe down. Foe drops his guard to avoid falling. +7H - ✕	Your sweep is effective. Foe is sent reeling. Why he does not fall is a mystery. +9H - 3✕
61-65	You throw foe down, but he gets up quickly. Your killing blow misses him. +7H - ✕	You grip foe's weapon arm, pulling and twisting it brutally. Foe breaks free, he is bruised badly. +3H - ✕ - (-20)	Your sweep results in an attempt at throwing foe's arm. He is disarmed. His arm, however, stays attached. +3H - ✕	You attempt a throw. Foe avoids your main attack, but you steal his weapon when he blocks with it. 2✕	Excellent throw sends foe falling on his weapon arm. He is disarmed. He must roll over to stand. You should have fun. 3✕
66	Throw dislocates foe's shield shoulder. Foe does not fall, but his shoulder is in pain. 3✕ - (-50)	Nifty throw. You have foe pinned, on his face, and in an armlock. Foe is disarmed and immobilized. +9H	Strike to foe's shins sweeps his legs up and behind him. Foe comes down on his knees. Both are broken. Foe falls over helpless. +15H - 6✕ - (-80)	You use your body to lift foe up and throw him into the ground. He hits head first. If he has a helm, he is knocked out. If no helm, foe is paralyzed from the waist down. +10H - 4✕ - (-90)	Perfect throw sends foe flying over your shoulder. He lands how you want him to, within 10 feet. If you like, he dies on impact. If not, he is knocked out. —
67-70	Hard, but less than smooth throw attempt. Foe is unbalanced. +7H - 2✕	Strong throw. Foe is left a second behind you and confused. You have initiative for 6 rounds. +8H	Glancing kick to foe's face. Your recovery strikes foe in side. Foe steps back 5 feet to recover. 2✕ - (-10)	You make it look simple. You throw foe down on his shield shoulder. Break collar bone and arm. Arm is useless. +5H - 2✕ - (-20)	Foe lands on shield arm. If foe has shield, it is broken. If foe has no shield, arm is shattered and useless. with shield: +20H w/o shield: +10H - 2✕ - (-20)
71-75	Fall bruises foe's thigh. He gets back to his feet instantly. +2H - 2✕ - (-5)	Fall from throw tears ligaments in foe's leg. Foe rises with some difficulty. +5H - ✕ - (-10)	You sweep foe down and grip his leg to keep it from breaking his fall. He strains a muscle trying to break free. 2✕ - (-25)	You assist foe in falling very hard. Foe's leg is fractured. He rolls away from you to get off his wounded leg. +5H - 2✕ - (-30)	You sweep foe over. Foe falls and breaks his hip. You strike at foe's mild hip fracture for advantage. 2✕ - (-40)
76-80	Foe falls on his shield side. If he has a shield, it is broken. If no shield, arm is sprained. 2✕ - (-10)	Foe breaks his fall with his weapon hand. He sprains two fingers when landing. 2✕ - (-25)	You knock foe over and ride him down. He throws you off, but lands on his shield arm. He dislocates his shoulder. +6H - 6✕ - (-40)	You throw foe down hard and deadly. He lands on his back and cracks his shoulder blade. +9H - 2✕ - (-20)	You send foe over backwards. He stumbles 10 feet. Foe falls on his elbow. Joint is shattered. Arm is useless. 4✕ - ✕
81-85	Sweep unbalances foe and puts you in a good position for your next strike. +3H - 3✕ - (+25)	Sweep knocks foe 10 feet to side. If foe has a cloak or cape, he falls down. If not, foe is facing the wrong way. +9H - 2✕	Sweep staggers foe. You step in close for better position. Foe is oblivious to your advantage. 2✕ - (+30)	Your throwing grip lands on foe's weapon hand. You tear tendons and muscles in his wrist. He drops his weapon. Arm is useless. +10H	Throw foe with a running assault. You carry him a good 10 feet to land on his face. As he yells dirt shovels into his mouth. You try not to laugh. +5H - 6✕
86-90	Foe lands on his back. He rolls over and stands up. Bruised muscles. The damage is done. 2✕ - (-20)	Foe lands on his back. He realizes that he is in peril. The impact tears tendons and breaks bones. 2✕ - (-25)	Strike to legs. Throw foe to the ground. He will always remember this one. Foe has cracked a vertebrae. 3✕ - (-50)	Throw foe down. You immobilize him in an arm lock. It will take a special move to get out of your grip. 6✕	Throw sends foe flying into an available enemy within 10 feet. Both are knocked down and confused. +9H - 3✕
91-95	Foe breaks his nose on a piece of equipment when you throw him. He is down and confused. +7H - 2✕ - (-25)	Fall breaks ribs, and disarms foe. Foe hits the ground rolling. His attempts to stand facing in the wrong direction. 12✕ - (-30)	Sweep downs foe and you put him in a leg-breaking hold. You pin foe and may break his leg at your leisure. +9H - 15✕	Throw bashes foe against nearby hard surface. Foe is knocked out. You may kill him when you like. He is at your mercy. +10H	Sly rolling throw sends foe into air. You guide foe to the ground. He is knocked unconscious and disarmed. —
96-99	Excellent throw sends foe down on his head. If foe has no helm, he is knocked out. 9✕	With but one strike, you disarm foe, knock him out and kick him onto his back. You're not a dragon yet. +20H	Throw foe against a hard surface of your choice. Crack skull. If foe has helm, he is in a coma. If no helm, he dies in 1 round. —	Your attack breaks foe's ribs. You throw him down and impale him on his broken ribs. He dies in 6 rounds. —	You grapple your foe firmly, sweep his feet out from under him and then throw him to the ground. The impact breaks his neck. He dies instantly. (+25)
100	Snazzy throw. Foe is knocked down with a controlled grip. You may finish him or hold him immobile and helpless. —	Fabulous throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15 feet. You are a mighty warrior to all who see your work. —	Bring foe down with your knee under his back. You break his back and paralyze him from the shoulders down. You take a deadly looking stance. —	Foe lunges toward you in a threatening move. A brutal grapple from below breaks foe's back, as you throw him. He is paralyzed from the neck down. —	Using but half the round, you use a rolling throw to send foe against an available hard surface of your choice. Foe dies from many wounds instantly. (+25)

7.7 GRAPPLE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe escapes like the wind. +0H	Your attack falls short. +0H	Your fingernails deal a vicious wound. +1H	A little elbow before you lose your grip. +2H	You grip strand of foe's hair. It breaks. +3H
06-10	Grab foe's arm. Oops. Try again. +0H	Your grip fails. +2H	Foe grabs, misses. You have initiative. +3H	This was not a special moment. +4H	You have initiative next round. +5H
11-15	You impede foe's combat stance. You have the initiative. +0H	Foe collides with your attack before you get a grip. Small bruise. +2H	You cannot get a good grip, foe hurts himself evading. You have initiative. +4H	Grab foe's head. If foe has helm, you twist it. Otherwise, you gain initiative. with helm: ✨	Lame attack, but foe is concerned. He moves back. +6H - ✨
16-20	Foe breaks free of a weak grip. You have the initiative next round. +0H	Grab foe and give him a weak punch. He thinks you are dangerous. ✨	Foe recovers, continues his defense by sweeping his weapon at your feet. ✨	Push foe, unbalancing him. You have initiative for 2 rounds. —	Strong passing blow near foe's head. His violent evasion is not productive. +3H - ✨
21-35	Almost get a grip on foe's arm. He avoids his mistake. You gain the initiative next round. +3H	You grip foe's shield arm. Foe's strike toward your head makes you let go of him. He keeps a distance. ✨(-20)	Collide with foe. You push him away and he stumbles back 5 feet. It went better than you could have hoped. +2H - ✨	Hard, but poorly placed. Foe bounces back out of your grip. He looks like he does not recognize you. +3H - ✨	Uncoordinated attack and a little luck, allows foe to escape your grasp. You have initiative for 2 rounds. ✨
36-45	Grip to lower back. Foe wards off your attack and prepares for your next move. ✨	Grip fails, but bash does not. You unbalance your foe. You have the initiative. +4H - ✨	Your attack is almost comical as you seek any little grip you can get. All the tiny tugs finally have an effect on foe. ✨✨	Strike to foe's shield arm. If foe has no shield, you immobilize arm for 6 rounds. with shield: +3H	Attack to upper leg. Foe spins to break free. He is disoriented badly. It takes a moment for him to see you. ✨✨
46-50	Hinder foe's weapon arm. Foe violently frees himself and takes a defensive stance. ✨	Pull foe over, he breaks free. He is having trouble recovering. Your heart is broken. 5H - ✨	Grab foe's waist. Your grip appeared to be strong, but now it is losing its advantage. Your foe is working free. 3(-25)	Painful grip on foe's hand. You do not break anything, but he thinks so. You have initiative for 4 rounds. 3(-30)	You and foe collide. He breaks your grip and stumbles away. You bounce back and miss a good opportunity. 2✨✨
51-55	You get in close and grab at foe's hair. He is daunted and steps back to escape your reach. ✨(-20)	Grip to foe's garments. They rip and you lose a hopeful hold. Foe is carried back by his break-away. +7H - ✨	Grapple foe's leg and try to lift it up off the ground. Foe slips away, but is off balance while recovering. ✨✨	Catch foe's waist garments and pull him in. He is in trouble. He seeks to strike your hand and break your hold. 3(-50)	Grip to shield arm. Foe drops his shield as he wails in pain. You try to stay serious. +5H - 2✨✨
56-60	Foe spins away and comes back to face you. He is unbalanced. +3H - ✨	Foe spins out of your grasp. However, spin nullifies his conterattack. ✨✨	Short fingers render thigh hold ineffectual. Try lower next time. +3H - ✨✨	Grip foe's side and shake him like a rattle. He is disoriented, but gets free. +6H - 3✨	Grasp around foe's leg proves effective. Foe is unbalanced for a moment. ✨✨ - 3(-25)
61-65	Grip to arm gives foe a bruised bicep. Foe shakes free and prepares for your assault. +3H - ✨(-20)	Slipping grasp around foe's waist is weak. He breaks your grip and stumbles out of your way. 2✨	Grab foe around waist. Just when you think your grip is iron, he begins to break free. You might still prevail. +3H - 3(-50)	Clumsy bear hug around foe. Foe can do little to escape for the moment. Both his arms are pinned. 2✨ - ✨(-20)	You find yourself on foe's shield side. If he has a shield, you are stymied. w/o shield: +7H - 3✨✨
66	Strike foe's weapon, disarming him. Foe fails to recover weapon. He has put himself in a bad spot. +3H - 2✨	You grab foe's weapon arm and make him drop it with a violent shake. Foe strains wrist trying to break free. 2✨ - (-25)	Grab foe, he falls down and you follow. You knock him prone to stand back up. He is down for 1 round. +5H	Grab leg and flip foe to ground, pinning him. Prone and immobile for 2 rounds, he might surrender. +6H	Grasp foe around neck and bring him to ground. Muscles and tendons tear. Foe is prone and immobilized for 3 rounds. +3H - ✨
67-70	Passing chest strike. Foe eludes grapple, keeps defensive stance. 2✨(-20)	Grip foe's neck. Push foe's chin back steadily. He should act soon, or... 1(-10) - 1(-20) - 1(-30)	Grab foe's shield arm. If foe has shield you grapple it. Until dropped: (-50) w/o shield: 3(-40)	Foe barely escapes immobilization, but must recover from the ordeal. +7H - 2✨	You almost disarm foe and trip him. He uses weapon arm to prevent his fall. 2✨✨ - 1(-75)
71-75	Grab an exposed garment. Uneasy grip impedes foe's actions. +5H - 2(-50)	Weak hold around foe's waist. He brings his knee up and you lose your grip. Foe does not recover quickly. +4H - 3(-50)	Very strong grip around foe's waist. Foe is held at a great disadvantage. He might get free. 2✨✨ - (-50)	You grapple foe in a brutal way. Hold proves to be excellent. You have him. What next? ✨✨ - 3(-70)	Foe evades your grasp by falling to the ground. A clever play. Smile at your good fortune. +9H - 2✨✨
76-80	Grapple foe's shield arm. If foe has a shield, you pull it down. If foe has no shield, you immobilize his arm. +2H - 4(-50)	Entangle foe's shield arm. If foe has shield, your grip makes it impossible to use. Until shield dropped: (-30) If no shield his arm is entangled. (-40)	Entangle foe's weapon arm. His weapon is held immobile. He cannot use it, but he will not drop it. He tries to knee you to escape, this fails. 2✨✨ - (-50)	Entangle foe's weapon arm. Foe hangs onto his weapon, but the arm is immobilized. You try to make him strike himself. It fails. +4H	Grab foe's weapon arm and beat on it, without concern foe the rest of foe. Foe is disarmed. You tear ligaments and pull muscles. 3✨ - (-40)
81-85	Useful grip on foe's neck. Foe's face turns red. He cannot breathe easily. Slowly he breaks your grip. +5H - 2✨ - 2(-25)	Grip around foe's waist unbalances him. You have the initiative. Foe shares much profanity with you. 6(-50)	Brutal grip around foe's chest, leaves bruises all over him. Your assault has created much confusion. +3H - 3✨✨ - (-5)	Grab knee and send foe down. He breaks his fall by breaking his shield arm. He is disarmed and prone. +5H - 2✨✨ - (-10)	Entangle both of foe's arms and pin them to his body. Foe cannot move his arms and he looks ready to surrender. 10(-75)
86-90	Grasp foe's leg, lifting it off the ground for a moment. You have the initiative for 6 rounds. +3H - 3✨	Entangle foe's leg and send him down. He does not hit hard. He pulls a muscle in his leg struggling. 2✨✨ - (-10)	Your assault is strong and lucky. As you grapple foe, you stomp his foot. He falls hard, breaking his shoulder. +10H - 6✨ - (-40)	Tie up both of foe's arms. He is immobile and cannot fight back effectively. You have him now. +10H - 9✨✨	Foe stumbles, with your assistance, and falls. His weapon breaks on impact. If foe has no chest armor, he takes a D' Krush. +3H - ✨
91-95	Entangle foe's leg. Foe is knocked down. Foe lands on his weapon arm. He kicks and breaks free. +4H - 2✨✨	Pull foe's legs together. He goes down, hitting hard and dropping his weapon. He feebly attempts to crawl for it. 2✨✨ - 4(-25)	Painfully immobilize weapon arm. Foe cannot surrender quickly enough to avoid the damage and pain. +15H - 4✨✨ - 8(-95)	Grapple foe's legs and send him over. He hits his head in the fall. You get little resistance after that. +10H - 30✨✨	Wrap up foe's legs. Foe tumbles to the ground like a ragdoll breaking both arms and an ankle. Foe is knocked out. +20H - (-95)
96-99	Ride foe down and immobilize him. He can do nothing for 12 rounds. You are prone also, while holding him down. (-40)	Entangle foe's arm and flip him to ground, fracturing his leg. You immobilize him completely. He is prone, face down and still conscious. (-40)	Entangle foe's legs. Grapple weapon arm and break it on an available surface. You send foe to the ground. He falls very hard and is knocked out. +20H - 10✨✨ - (-30)	Crushing grip around foe's neck. If no neck armor, foe dies in 6 rounds from your mortal grip. Foe is disarmed. with neck armor: 3✨✨	Attack results in strangling hold. Foe flails legs in desperation. Foe is unable to break free and dies after 9 rounds of helpless struggling. Grim. +3H - ✨
100	Foe's legs are entangled long enough to make him fall. He is knocked out for 5 rounds. +9H - (+20)	Grip foe's neck in a vicious hold. If foe cannot break your grip in 4 rounds, he will begin to pass out from suffocation. +10H - ✨ - (-40)	Grip foe's head and jerk it around. If foe has no neck armor, he dies. no neck armor: +5H - 5✨✨ - (-75)	Grapple foe's head. His skull is fractured during this assault. If he has no helm, he is in a coma for 30 days. with helmet: +3H - 9✨✨	Crush foe's windpipe and pull the head from his body. You are mighty. 1(+25)

Key: B✨=must parry B rounds; B✨=no parry for B rounds; B✨=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.8 LARGE CREATURE CRITICAL STRIKE TABLE

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	Weapon shatters on foe's solid form. +12H	You fumble your weapon (roll on the fumble table). +15H	Your weapon bites hard, but you move poorly. Lose initiative. +18H	Glancing blow shakes you up. You suffer a -10 penalty next round. +20H	Blade touches foe's exposed skin. Your weapon hisses. +5H
06-10	Solid, but futile. +3H	Blow to foe's side. Pretty sparks. +4H	Your weapon glances off foe's side and leaves a measurable wound. +5H	Your swing lands lightly. You had hoped for better. +9H	Your blow is solid, but lands on a well protected area. +10H
11-20	Hardly enough for victory. Weak side strike. +6H	Your blade guides itself in, but you miss the opportunity. +8H	Blow shoulder. It's well placed, but you'll need a lucky shot at this pace. +9H	Your strike lands solid and righteous. You wish it had landed a little more. +12H	A mortal blow poorly placed. Maybe you're holding it wrong? +15H
21-30	Strong blow to foe's forearm yields its measure. +9H	You give out an epic strike, but foe is an epic creature. +10H	Your strike is solid, but your grip fails on impact. +12H	You trip foe and slam his shin with your weapon. You are not being noble. +15H	Bruise to foe's shoulder is made worse by your weapon's strong enchantment. +20H
31-40	Strike to beast's chest. Some unseen piece of protection blocks your attack. +12H	Hard strike to foe's thigh. It glances off. You really wish that had landed better. +15H	Your strike lands in a critical spot on foe's abdomen. You are unable to mortally wound him, for the moment. +20H	Your weapon sparks against the beast's hide and he realizes its mighty blessing. +25H	Your weapon strikes foe like a clap of thunder, clawing at his very essence. +30H
41-50	Strike lands upon foe's side. He responds by leaping back away from you. +15H	Your blade bites into foe's skin with a hiss. Foe roars out at you. You ready yourself for what comes next. +18H	Hack at foe's neck, landing on his shoulder. He moves before the strike bites deeper. +25H	Heavy blow with all of your weight behind it hits foe in his side. +30H	Your weapon drives deep into foe's abdomen. Blood pours out of foe. He looks like a statue in a fountain. +12H - ☠ - 5♣
51-65	Blow crashes into foe's leg. The damage is obvious by the look on his face. +20H	Blow to foe's back. It concerns him greatly. Good luck. +5H - ✨	Grip foe's hide for leverage, before you strike. Blow lands solid, but he throws you clear. +30H	Strike lands lightly against foe's shoulder. You have the initiative for 3 rounds. Foe's blood gets all over you. +10H - ✖ - 2♣	Cave in the side of foe's head. Foe is down and dies in 2 rounds. Your foot is pinned under him for a round. --
66	Well placed strike to foe's neck severs the jugular vein. Foe falls and dies in 6 rounds. --	Vicious strike to abdominal region destroys a variety of organs. Foe falls over with a crash. He dies in 3 rounds. +30H	Strike to foe's heart. He dies instantly. You hit him one more time to make sure he is dead. Very clean kill. --	Drive home your attack right between your foe's eyes. He dies instantly. You have half the round left. +20H	Chest wound knocks foe down. +10H - 2☠☠
67-70	Foe's leg catches your falling strike at the right moment. The leg is bruised badly. +25H	Blow to thigh leaves a bad bruise. Foe almost falls over on you. You leap clear. +30H	Strike to foe's thigh. Despite his size, it sends him back. Your Mithril bites deep and leaves a painful wound. +15H - 2☠ - (-20) - (+10)	Foe loses his footing with your solid strike. He takes time to gain his balance. You are in good position. +20H - 2☠☠ - (+10)	Plunge weapon into foe's heart. Your weapon seems to know the way. The wound is instantly mortal. He dies. +20H - (+10)
71-80	Arm strike gives foe a bruise. +30H	Minor forearm wound. The beast's guard is down for an instant. Press your attack. +13H - 3☠☠	Tear him up! Your strike lands along foe's arm. The wound is bleeding everywhere. It's all over you, as well. +20H - 2☠☠ - 3♣	Tear open foe's leg with a brutal side swing. Foe is unbalanced and bleeding. His guard goes down. +9H - ☠☠ - 3♣ - (-10)	Strike comes up under foe's arm. Blow breaks bones in upper arm. Arm is useless. Foe stumbles back. +15H - 3☠
81-90	Strong blast to foe's stomach staggers foe. His guard drops for a moment. You have a chance. +20H - 2☠☠ - (+10)	Hard blow to foe's back. If foe has wings they are damaged. If not, foe has broken ribs. +22H - 3☠ - ☠	Reverse your strike to catch foe in his lower leg. He stumbles back out of reach. +15H - 2☠ - 2♣ - (-20)	With a mighty cross swing you strike foe's head. If he has a helm (or hard head) you knock him out. If he has no helm, you behead him and he dies. +30H	You see the opportunity you have needed. A legendary strike to foe's chest destroys heart and other vital organs. He drops and dies instantly. +25H - (+15)
91-95	Strong blow to foe's leg yields a gaping wound. If foe has blood, you see a lot of it. +18H - 3☠ - 5♣ - (-10)	You strike at foe's face. It hits and causes him some difficulty. +5H - 3♣ - (-25) - (+20)	Weapon impacts upon foe's head with unmatched force. Foe comes over and is knocked out. +30H - (+10)	Your victory strike. Your weapon crashes into foe's chest and downs him for 2 rounds. He dies in 6 rounds. --	Blow to foe's leg slashes an artery open. Foe falls gripping his leg. He is inactive for 12 sad rounds and then dies. --
96-98	Plunge your weapon into foe's heart. Foe dies instantly, and falls on you. You are pinned for 6 rounds and +20H! --	Your weapon plunges into foe's chest. He drops and dies in 3 rounds. Your weapon is stuck in him for 12 rounds. +25H	Strike foe in his head and destroy his brain. If that's not power, what is? You have half the round left to act. --	Strike foe in his ear. He dies next round. You are very confident in your combat skills. +15H - (+25)	True to its name, your weapon slays foe by crushing his skull. Parts of bone fly in all directions. Not a pretty sight. Foe drops instantly to the ground. --
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rounds. Allies get a bonus! +24H - (+20)	Hard but flat strike. Your weapon takes much of the impact. In addition to his wound, your weapon is broken. +35H - ☠☠	You find a weak point and hammer foe's neck. Your weapon sticks in foe for 2 rounds, while he struggles to breathe. He dies in 6 rounds. +20H - 6☠☠	Your precision surgery blinds foe. He quickly loses his direction and is in trouble. +5H - 2☠☠ - (-100)	Strike foe in his face. His cheek bones collapse. His neck is a bloody pulp. He dies a round later. Your weapon is lodged in foe. --
101-150	Awesome strike to shoulder sends foe stumbling. He has trouble getting his balance back. +50H - 3☠☠ - (-35)	Strike foe in the side of his head. Foe stumbles back a few feet before he falls to the ground. He is out for 3 hours. +20H - (+10)	Catch foe in chin with all your weight behind the weapon. Head snaps back and chin shatters. Foe is knocked out for 30 days. +60H	You miss foe's weapon arm, but the strike lands on foe's knee. The results are acceptable. +3H - 2☠ - 2♣ - (-30)	Sever a vein in foe's forelimb. He falls to his knees. Blood is everywhere. He dies in 6 rounds. +20H - 6☠☠ - 12♣
151-175	Strike drives bone into kidneys and liver. Foe drops and dies in 6 rounds. What a pity. --	Strike shatters foe's jaw and sends it up into his brain. Foe is dead before he hits the ground. Half round left to act. --	Strike foe in the abdomen. The wound is mortal. A variety of important organs are destroyed on impact. Foe drops and dies after 6 rounds. --	Smooth strike to foe's cheek. Just as he was about to deal you a deadly blow, you crush the side of his head. He dies. You have half the round left. --	You almost sever foe's head, with a mighty blow to his neck. Foe is inactive and dies in 5 rounds. (+20)
176-200	Strike to bowels destroys foe's abdominal areas. Foe's blood is all over you. Foe dies in 12 rounds. +35H - (+15)	Shot along side foe's head penetrates his ear and he dies in 3 rounds. You are mighty in battle. +10H - (+20)	Death comes swiftly! Your strike severs an artery in foe's leg. Foe fights for 2 rounds, then drops and dies in 6 rounds. +5H - 2(-20)	Strike penetrates to foe's spine. Spine is broken and foe is paralyzed from the waist down. You will not have trouble killing him. +20H	Strike to abdomen damages a variety of organs. Internal bleeding will kill foe in 4 rounds. You have half the round to act. (+20)
201-250	Blow to foe's forearm severs a vein. Foe dies in 7 rounds from shock and blood loss. He is still standing. +15H - 6☠ - (-30)	Strike to foe's back. Hit severs spine. Foe is paralyzed from the neck down. Sadly, your weapon is broken. +15H	Heart strike. Your foe dies in true epic form. He tumbles backwards and lands with a thunderous sound. Your strike knocks you to your knees. Foe is dead. +20H - 2(+15)	Your weapon swings out and hammers foe's evil heart. He expires and your sword sings a joyful note. All who see your mighty deed are inspired by it. +25H - 3(+20)	Snap foe's head and break his neck. Foe drops and dies. You may direct another attack at anything you can reach. --
251+	You grapple your foe and deal him a mighty blow. You are knocked out. Foe is also impaired. +35H - 3☠☠	Strike through foe's eye proves fatal. He dies immediately. You avoid his fall. +20H - (+25)	You blind foe with a vicious crossing strike to the eyes. He grips his face and falls to his knees. +10H - 6☠ - (-100)	Strike to foe's ribs punctures a lung. Foe is knocked out. Your weapon is stuck in foe for 6 rounds. Good luck. --	Drive foe's eyes back into his skull, with a cross strike. Foe is blind and prone. Foe is in pain. He does not even try to get up. +6H - 24☠☠

7.9 BALLISTIC PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H - X	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H - 2X (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H - 2X - 2♣ (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H - 3♣ - (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H - X - ♠	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H - ♠ - 2♣ (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H - 2♠ - 3♣ (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and loses initiative for the next three rounds. +7H - 3♠ - 4♣ (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H - X (-5)	Shot tears through the upper arm causing major muscle damage. +5H - 2♠ - 2♣ (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4♠ - 2♠ (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. +12H - 6♠ - 3♣ (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H - X (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H - 2♠ - 2♣ (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H - 4♠ - 2X (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. +12H - 6♠ - 3♣ (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H - ♠ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H - 3♠ - ♠ (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H - 3♠ - 5♣ (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H - 10♣ (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H - X (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H - 2♠ - 3♣ (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H - 4♠ - 7♣ (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H - 2♠	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H - 3♠ (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H - 3♠ - (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H - 5♠ - 3♣ (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H - X (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H - ♠ - 2♣ (-10)	Bullet strikes calf. Tibia fractured. +12H - 2♠ - 3X (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H - 3♠ - 3♣ (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H - X (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H - 2♠ (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H - 3♠ - ♣ (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H - 4♠ - 4♣ (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H - X	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H - ♠ (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H - 2♠ - ♣ (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H - 3♠ - 3♣ (-20)	Foe's hip joint shattered by your incredible shot. +20H - 5♠ - ♣ (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H (-25) - (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H - 6♠ - 10♣ (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H - 12♠ - 7♣ (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H - X	Knee shot fractures bone and gives foe a limp. +5H - ♠ (-10)	Bullet lodged in knee. Ouch. +10H - 2♠ (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H - 4♠ - ♠ (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H - 6♠ - 4♣ (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H - ♠ (-5)	Abdomen hit causes minor muscle and organ damage. +5H - 2♠ - 3♣ (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H - 3♠ - 4♣ (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H - 4♠ - 7♣ (-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H - 2X (-5)	Shot in the side breaks two ribs. +5H - 2♠ (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H - 3♠ (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H - 2♠ - 6♣ (-10)	Foe really didn't need his spleen anyway. +10H - 3W - 8♣ (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H - ♠ (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H - ♠ - 3♣ (-10)	Upper abdominal hit perforates internal organs. +8H - 2♠ - 4♣ (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H - 4♠ - 2♣ - 6♣ (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H - 2♣
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H - ♠ (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H - 2♠ - ♠ (-10)	Chest strike snaps ribs and collapses a lung. +10H - 3♠ - ♣ - 4♣ (-15)	Chest hit breaks sternum and lodges near heart. +12H - 3♠ - 7♣ (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H - 3♠ (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H - 2♠ - 4B (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H - 8♣	Bullet lodges deep in foe's brain. Death is instantaneous (but my isn't that look on his face precious!) (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H - 2♠ (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H - 2♠ - ♣ - 2♣ (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H - 3♠ - 2♣ (-15)	Bullet goes through major artery in foe's neck. +3H - X - 10♣ (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H - 20♣ (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B×=must parry B rounds; B♣=no parry for B rounds; B♠=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.10 BALLISTIC IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast to foe's hand. If he was holding an item, might drop it. +0H	You shot foe's hand. He must make a Light maneuver to hold onto it. +0H - X	Shot hits whatever foe was holding. The item flies out of his grasp. +1H - 2X	The item in foe's hand is hit. Make a breakage check for the item and it flies 10' behind foe. +2H - 2X - (-5)	Shot hits foe's hand. Bones break. Hand is useless. +3H - 3X - (-15)
06-10	Ah, well. Maybe next time. +0H	Forearm wound causes foe to flinch and bruise. You gain initiative next round. +2H - X	Forearm wound bruises tears tendons. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +2H - X - (-5)	Forearm shot fractures wrist. Foe drops any items he was carrying with this arm. +4H - 2X - (-10)	Forearm shot crushes bone and which tears tendons. Foe drops any items he was carrying and loses initiative for two rounds. +5H - 3X - 2 - (-15)
11-15	Not even a bruise. +0H	Nick foe's biceps causing minor bruising damage. +2H - X - (-5)	Biceps hit causes major bruising damage. +4H - 2X - (-10)	Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4X - 2X - (-20)	Biceps hit breaks bone. Arm useless. + 8H - 6X - - - (-25)
16-20	Come on, I can "punch" harder than that. +0H	Nick foe's triceps causing minor bruising damage. +2H - X - (-5)	Triceps hit causes major bruising damage. +4H - 2X - (-10)	Elbow hit breaks bone and tears tendons. Arm useless. +3H - 4X - 2X - (-20)	Triceps hit breaks bone. Arm useless. + 8H - 6X - - - (-25)
21-30	A bruise on the shoulder. +1H	Shoulder hit. Minor bruising damage. +1H - X - (-5)	Bullet solidly impacts shoulder, foe spins and falls down. +5H - 2X - X - (-10)	Bullet solidly impacts shoulder, foe spins and falls down. Foe loses initiative next round. +5H - 3X - 2X - (-15)	Impact pops foe's arm from his shoulder. +5H - 4X - - - (-20)
31-40	Shot to the shoulder gives only a slight dent. +1H	Bullet bruises foe's clavicle +4H - 2X - (-5)	Bullet breaks clavicle. +10H - 3X - (-15)	Bullet solidly impacts shoulder, foe spins and falls down. Foe loses initiative next round. +5H - 3X - 2X - (-15)	Impact pops foe's arm from his shoulder. +5H - 4X - - - (-20)
41-50	Ho. Hum. +0H	Hard hit to the thigh. Foe must make a Medium maneuver or fall down. +4H - (-5)	Hard hit to the thigh. Foe must make a Hard maneuver or fall down. +6H - X - (-5)	Hard hit to the thigh. Foe must make a Very Hard maneuver or fall down. That'll leave a mark. +8H - 2X - (-10)	Bullet impacts squarely and breaks femur. Foe falls. +10H - 4X - - - (-40)
51-55	Lower leg hit results in just a minor scratch. +1H	Hard hit to the calf. Foe must make a Medium maneuver or fall down. +1H - X	Hard hit to the calf. Foe must make a Hard maneuver or fall down. +4H - X - (-5)	Bullet strikes calf. Tibia fractured. Foe must make a Very Hard maneuver or fall down. +10H - 2X - X - (-15)	Calf strike breaks bone. Foe falls. +8H - 3X - - - (-30)
56-60	Foe is lucky he has quick feet. +1H	Foe has a crushed toe. +4H - X - (-5)	Foot hit breaks several small bones. +8H - 2X - (-10)	Ankle strike fractures bone. Foe falls. +10H - 3X - - - (-15)	Ankle strike breaks bone which tears tendon. If caliber is large enough (hunting class of II or greater) ankle is crushed (+20H). Foe falls. +12H - 4X - 2 - (-25)
61-65	Shot punches foe in waist. +2H - X	Bullet strikes foe's hip causing a minor fracture. +4H - X - (-5)	Hip strike causes much bruising and a small fracture. +8H - 2X - X - (-10)	Hip strike fractures pelvis. He tries not to shimmy. +12H - 3X - - - (-20)	Foe's hip joint shattered. +20H - 5X - - - (-50)
66	Bullet to his seat causes foe to jump. He loses initiative next round. +8H - 2X	Wild shot bounces off of foe's armor, hits a rock, then goes right back to foe's head. Foe is unconscious for 3d10 hours. +10H - (-10) - (+25)	And you thought this shot of shot was a myth ... Foe takes it right between the eyes. His skull is cracked. He's down for the count. +20H (+25)	Chest hit breaks several ribs which cause internal bleeding. +20H - 4X - 4 - (-30)	Funny, you never thought your opponent could hit a note that high. You are stunned for 1 round in sympathy. +30H - 12X - 2 - (-75)
67-70	Almost a great hit on the knee. +1H - X	Knee shot fractures bone. +4H - X - (-5)	Bullet fractures knee and bruises tendons. +7H - 2X - (-10)	Bullet breaks kneecap and causes minor tendon damage. +12H - 4X - - - (-20)	Bullet shatters foe's knee. Sever tendon damage. +18H - 6X - 4 - (-30)
71-75	Right in the gut; except for that armor. +1H	Bullet impacts foe's abdomen causing minor muscle bruising. +2H - X - (-5)	Abdomen hit causes minor muscle and organ damage. +4H - 2X - - - (-10)	Lower abdominal shot leaves a large bruise and causes some bleeding. +5H - 3X - 2 - (-10)	Kidney shot. Opponent bleeding pretty bad internally. +8H - 4X - 5 - (-20)
76-80	Shot to the side leaves foe slightly off-balance. +3H - 2X	Side hit breaks two ribs. +4H - 2X - (-10)	Bullet glances off two ribs, breaking them in the process. +8H - 3X - (-10)	Bullet breaks three ribs. +10H - 4X - (-10)	Foe has two ribs and his spleen crushed by the impact. +12H - 3X - 5 - (-20)
81-85	Center abdomen hit causes minor muscle bruising. +3H - X	Bullet impacts high on foe's abdomen. Foe loses initiative for three rounds. +4H - X - (-5)	Upper abdominal hit bruises some internal organs. +6H - 2X - (-10)	Bullet breaks a rib which punctures a lung. +8H - 3X - 3 - (-15)	Bullet hits foe in back causing major bruising. Foe at -20 until a chiropractor looks at his back. +15 H - 2X - (-10)
86-90	Chest hit causes minor muscle bruising. +3H - X	Chest hit breaks rib. Major muscle and tendon damage. +8H - 2X - - - (-10)	Chest strike breaks rib and collapses lung. +8H - 3X - 3 - (-15)	Chest Hit breaks sternum. +10H - 3X - - - (-30)	Heart strike crushes sternum and lodges bone shards near foe's heart. Call a good surgeon. +15H - 4X - 4 - (-40)
91-95	Foe's ear is now a little flatter. Foe hears at -10. +2H	Bullet glances off foe's skull. +3H - 3X	Bullet to side of foe's head. Temporary (2 days) loss of hearing in that ear. +6H - 2X - (-10)	Bullet hits foe smack dab in the forehead. Foe unconscious for three hours. +12H - (-10)	Bullet caves in the front of foe's skull. Death is instantaneous. (+20)
96-99	Bullet breaks foe's cheek. Foe has trouble talking. He suffers a -5 to his Appearance. +4H - 2X - (-5)	Bullet breaks foe's jaw. Foe cannot talk until healed. He suffers a -15 to his Appearance. +6H - 2X - - - 2 - (-10)	Bullet to foe's throat. Trachea crushed. Foe will suffocate in six minutes without medical attention. +6H - 3X - - - - (-15)	Bullet crushes carotid artery. Foe will die in six minutes without surgery +3H - 3X - - - (-15)	Bullet breaks foe's neck. Foe paralyzed. +8H - (-75)
100	Bullet crushes foe's eye. Permanent vision loss in that eye. +5H - 2X - - - (-10) - (+20)	Foe's ear is crushed and several bones broken in his skull. Not fun ... for him. +6H - 3X - - - (-10) - (+20)	Shot caves in the side of foe's head. He's dead, but you have half a round left to act. (+20)	Foe gets strange look on face as bullet breaks foe's nose and drives cartilage into his brain. Foe is in coma for next two years. (+20)	Bullet crushes foe's fore-lobes. Foe dies instantly. Carry on soldier. (+25)

7.11 BALLISTIC SHRAPNEL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe's hand is hit! If he is holding an item, it must immediately check for breakage. +3H	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -10 penalty. +3H - 2x	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -20 penalty. +4H - 2x (-10)	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -30 penalty. +8H - 4x - 3x (-20)	Foe's hand is hit! If he is holding an item, it automatically breaks. +15H - 5x - (-50)
06-10	Forearm strike burns! You gain the initiative next round. +5H	Strike to foe's lower arm starts to bleed. His grip may slip! You gain the initiative next round. +7H - 3x - 2x	Forearm wound tears muscle and tendons. If foe is holding an item, it must check for breakage with a -20 penalty. +8H - 3x - 3x (-15)	Forearm shot tears muscles and tendons. Foe drops any held items and they check for breakage. +10H - 4x - 4x (-25)	Incredible blast to foe's arm completely rips off his hand and lower arm! Foe faints and is out for 10 rounds. +15H - 7x - 8x (-50)
11-15	Lots of hot air over foe's arm. +3H - x	Deep scratches on foe's biceps cause minor muscle damage. +7H - 3x - (-5)	Serious gash on upper arm causes major muscle damage. +15H - 4x - 2x - 4x (-20)	Foe's elbow takes the brunt of the blast. Broken bone and torn tendons are the price. His arm is useless. +10H - 4x - 2x (-20)	Only dangling flesh is left on foe's arm. It is completely useless. +25H - 7x - 4x (-40)
16-20	An incredible shot leaves only minor scratches. +4H - 2x	Upper arm strike leaves foe with minor muscle damage. +7H - 2x - (-10)	Foe's triceps take the blast. He will need a doctor for that major muscle damage. +12H - 3x - 3x (-25)	Right on the elbow! Blast breaks bone and tears tendons. Arm useless. +12H - 4x - 2x - 3x (-20)	Boned foe's arm just like a chicken. Arm is useless. +30H - 6x - 5x (-60)
21-30	Shrapnel grazes foe's shoulder. That will leave a mark. +5H - 2x	Shoulder hit. Minor muscle damage. The strips on his uniform are ripped off. +8H - 3x (-10)	Shrapnel goes through foe's shoulder, tearing muscle and tendons. He will feel that one for a while. +16H - 4x - 2x (-15)	Shrapnel tears muscles tendons on its way through foe's shoulder. Nicks a major artery. +18H - 5x - 6x (-25)	Foe really didn't need that arm anyway. Foe is unconscious for six hours. +25H - 10x (-50)
31-40	Shrapnel grazes foe's shoulder, spinning him around. +5H - 2x	Shrapnel glances off clavicle. Foe looks surprised to still have a head. +7H - 2x - (-10)	Shrapnel breaks collar bone. He will never wear a tie again! +12H - 3x - (-15)	Shrapnel lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +20H - 3x - (-25)	Shrapnel breaks clavicle and destroys shoulder joint. His arm will hang limp until healed. +30H - 6x - 3x (-40)
41-50	Graze foe's thigh. Now those nice pants are ripped. +3H - x	Thigh wound tears muscle and leaves foe with a minor limp. +6H - 2x - (-10)	Shrapnel lodged in thigh. Running very painful. -25 to Moving Maneuvers until Shrapnel is removed. +8H - 3x - 3x (-15)	Shrapnel tears muscle and tendons in the thigh. Foe is knocked backward 5 feet from the blast. +16H - 3x - (-25)	foe's leg severed at the thigh. Foe falls. Hope he has a belt handy. +40H - 4x - 4x (-40)
51-55	Shrapnel grazes foe's calf and causes him to stagger. +4H - x	Several wide cuts on foe's calf, but none are deep. Unfortunately, the muscles have minor damage. +8H - 2x - 2x (-10)	Shrapnel goes clean through the back of foe's lower leg. He is knocked over and now has muscle and tendon damage. +15H - 3x - 3x (-15)	Shrapnel strikes calf. Broken bones have ripped through the flesh of the leg. +25H - 4x - 3x (-25)	Foe blown back 15'. When he rises, he realizes that he now has a ragged stump below his knee (and he can't stand up). +35H - 6x - 10x (-75)
56-60	Blast near foe's feet causes him to dance. +4H - x	Lucky shot on foe's foot takes off all of his toes! Now his shoe won't fit. +7H - 2x - (-10)	Solid blast to foe's foot. The sound of breaking bone is very clear. The Several toes have been lost. +25H - 4x - (-25)	Ouch! Right on the ankle. Bones break and tendons torn. Foe falls and will have trouble standing. +24H - 4x - (-30)	Foot bone ain't connected to the leg bone no mo'. Blast rips the foot off at the ankle. +35H - 6x - 4x (-50)
61-65	Close shot at foe's hip. Maybe it is time to start that diet. +7H - 2x	Blast strikes solidly on foe's hip. Luckily his bones are strong and it is only a minor fracture. +10H - 2x - (-5)	Shrapnel goes deep into foe's hip (lodging against the bone). Walking proves massively painful. +25H - 4x - (-20)	Strong blast to foe's hip fractures his pelvis. He now has a funny walk. +30H - 5x - 4x (-25)	Blast completely shatters foe's hip. Foe is thrown back 15'. +34H - 7x - 5x (-50)
66	Shrapnel imbedded in foe's buttocks. He will need a special pillow just to sit down. +20H - (-15)	Blast to foe's head! Amazingly, foe's head is mostly intact. He will just be in a coma for three days. +20H - (-40) - (+25)	Foe forget to duck. He takes shrapnel in the eyes. Foe spins head over heels backwards and will die in 10 rounds if not tended to by a doctor. +10H - 5x - (-30) - (+25)	Abdominal blast knocks foe through the nearest wall. Major internal damage to all kinds of organs. Hope a doctor is on hand. +50H - 8x - 15x (-75)	Surprise shot to foe's groin. Foe no longer needs his "little black book". You are stunned for 3 rounds in sympathy. He collapses and won't get up until tomorrow. +50H - 15x - 15x (-75)
67-70	Foe's knee is peppered with shrapnel. Amazingly, no permanent damage. +3H - x	Knee strike fractures bone. Very impressive. +7H - x - (-10)	Great shot to foe's leg causes him to drop. +20H - 3x - 3x (-20)	Blast to foe's leg shatters his knee cap. He will have a bad limp until the major tendon damage is healed. +25H - 5x - 4x (-30)	Blast annihilates foe's leg below the knee. Wow! +35H - 6x - 8x (-50)
71-75	Blast in the gut throws foe backwards 10'. +5H - x	Shot in the stomach does minor muscle damage. But the scar looks like a turnip... +7H - 2x - (-10)	Abdominal hit causes muscle and organ damage. Foe flies off his feet. +12H - 3x - 5x (-20)	Lower abdominal shot causes much internal damage to internal organs. +12H - 4x - 7x (-20)	Blast rips out foe's kidney. Who needs a surgeon. +35H - 6x - 10x (-40)
76-80	Blast in foe's side leaves a mass of flesh dangling. Surprising, it only leaves a small scar. +8H - 3x - x - (-10)	Shrapnel finds a home in foe's side, breaking a few ribs in the process. +12H - 3x - (-10)	Solid shot to foe's ribs is followed by the sound of breaking bone. There is also major muscle and tendon damage. +20H - 4x - (-20)	Shrapnel breaks ribs and lodges inside foe. The bleeding just won't seem to stop! Get a medic. +35H - 4x - 7x (-20)	Gut shot rips out several organs. Find a donor, quickly. +35H - 6x - 15x (-40)
81-85	Impressive shot right in the abdomen knocks foe backwards. +10H - 3x - 2x - 2x (-10)	Blast rips into foe's gut and causes major damage to everything it finds there. +15H - 4x - 5x (-20)	Upper abdominal hit damages internal organs and muscles. +14H - 3x - 6x (-20)	Blast in the gut leaves a gaping hole. Amazing, foe is still standing! +25H - 6x - 9x (-30)	Shrapnel passes clean through foe's abdomen and lodges in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 penalty to all maneuvers. +35H - 6x
86-90	Chest strike rips all of foe's buttons off his shirt. +12H - 3x - 3x (-10)	Blast in the chest breaks ribs and tears muscles and tendons. Get a new shirt. +15H - 3x - x - 3x (-15)	Foe is wheezing as blast perforates a lung. +25H - 4x - 6x (-25)	Shrapnel lodges near foe's heart. Sternum is shattered. +25H - 4x - 8x (-30)	Blast through foe's chest and destroy his heart. Foe flies 20' and everyone is stunned for two rounds. (+20)
91-95	Blast to foe's head rips off one ear. Foe hears at -30. +8H - 3x - 2x - (-10)	Shrapnel strikes foe's head. Luckily he has a mighty skull and only loses his hair. +8H - 3x - x - (-5)	Shrapnel to side of foe's head. He can no longer hear or see from that side of the head. +15H - 4x - 6x (-20)	Blast cracks foe's skull. He is in a coma for 3 weeks then awakens with amnesia (and a headache). +40H - 10x	Blast tears off the top of foe's head. Death is instantaneous. (+20)
96-99	Shrapnel peppers foe's jaw and leaves several holes. Foe has trouble talking because of damage to the tongue. +12H - 4x - (-15)	Blast shatters foe's jaw. He cannot talk until healed. He suffers a -10 to his temporary Appearance and -5 to his potential Appearance. +11H - 3x - 3x (-15)	Blast rips through foe's throat. He is now a mute. +20H - 4x - 6x (-25)	Shrapnel destroys foe's neck (and wind pipe). He will probably die before he suffocates. +25H - 5x - 12x (-20)	Foe is left with nothing on top of his neck. Anyone got a mop? (+20)
100	Shrapnel passes through the ear and into the brain. Foe is very dead. (+20)	Foe's face is ripped off; right before he dies from shrapnel in the brain. (+20)	Foe's head is opened from the blast. He is quite dead. You have half a round left to act. (+20)	Strong blast to foe's head cracks his skull. He is in coma for next two years. (+20)	Don't loose your head! Ooops. Too late... (+25)

Key: Bx=must parry B rounds; Bx=no parry for B rounds; Bx=stunned for B rounds; Bx=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.12 BALLISTIC HOLLOWPOINT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Shoot item in foe's hand. He must make a Light maneuver to hold on to it. +1H	Nice shot hits whatever foe was holding. He must make a Medium maneuver to hold on to it. +2H - X	Surprise shot hits object in foe's grasp. He must make a Hard maneuver to hold on to it. +3H - 2X - (-10)	Shot goes through foe's hand, destroying any item he was holding. +5H - 3X - 3 - (-15)	Shot hits whatever foe was holding. The object explodes in foe's hand and causes much pain. +7H - 4X - (-25)
06-10	Just a scratch. You gain initiative next round. +2H	Deep cut on foe's forearm. You gain the initiative next round. +5H - 2X - 2	Nasty gash on foe's lower arm does minor tendon damage. Now his grip is weak. +6H - 2X - 3 - (-15)	Bullet passes cleanly through foe's forearm. But not before doing minor muscle and tendon damage. +7H - 3X - 4 - (-20)	Shot explodes in foe's forearm. Bone is broken and tendons are torn. Foe drops any items he was carrying and loses initiative for two rounds. +10H - 5X - 6 - (-40)
11-15	A nasty burn is all it leaves. +2H	Shot barely grazes foe's biceps, causing minor muscle damage. +5H - 2X - (-5)	Right in the arm! Foe has major muscle damage from the hit. +10H - 3X - 3 - (-15)	That's not funny! Bullet rips through foe's elbow, breaking bone and tearing tendons. Arm is useless. +8H - 4X - 2 - (-20)	Bullet strikes the bone in foe's upper arm. Muscles and tendons are damaged. Foe cannot lift his arm. +20H - 6X - 5 - (-40)
16-20	He raised his arm at just the right time. +2H	Shot goes through foe's upper arm causing minor muscle damage. +5H - 2X - (-5)	Solid hit on foe's upper arm causes major muscle damage. +8H - 2X - 3 - (-15)	Ouch! Shot destroys foe's elbow. Any movement of the arm hurts badly! +4H - 4X - 2X - (-25)	Nice shot breaks foe's upper arm. Muscles and tendons are torn. Arm is useless. +20H - 6X - 4 - (-40)
21-30	Foe tucked his shoulder, avoiding a great shot. +3H	Shot nearly missed, but does catch foe in the shoulder, spinning foe around. +5H - 2X - (-10)	Bullet rips open foe's shoulder. He looks amazed and muscles and tendons are hanging loose. +12H - 4X - 2 - 2 - (-15)	Bullet leaves a gaping hole in foe's shoulder. +12H - 4X - 6 - (-25)	You can now see through the huge hole in foe's shoulder. No major tissue damage, but will the bleeding ever stop! +5H - 10 - (-10)
31-40	Almost got him. +3H	Foe falls down just in time to avoid a nasty shot to the neck. +4H - 2X	Shot explodes on foe's clavicle, breaking it. +12H - 3X - (-15)	Shot destroys the top half of foe's shoulder. Great shot! +20H - 3X - (-25)	Explosion breaks foe's clavicle and completely destroys the shoulder joint. Give up on that pitching career. +25H - 5X - 3 - (-40)
41-50	Shot grazes foe's thigh, leaving a hole in his pocket. +2H	Shot barely nicks his thigh, but leaves a torn muscle behind. +6H - (-10)	Luckily bullet doesn't fragment. But it is now lodged in foe's thigh. -25 to all moving maneuvers until it is removed. +12H - 2X - (-15)	Shot removes half of foe's thigh. Muscles and tendons are damaged. Minor artery damage as well. +20H - 3X - 3 - (-25)	Solid shot to foe's thigh breaks the femur and does major arterial damage. Foe falls into a pool of his own blood. +25H - 5X - 8 - (-75)
51-55	Bullet grazes foe's calf. +2H	Bullet passes through foe's lower leg. Minor muscle damage. +2H - X - (-5)	Nice hit on foe's lower leg does muscle and tendon damage. +5H - X - 2 - (-10)	Bullet strikes the tibia, fracturing it. That's gotta hurt. +12H - 2X - 3X - (-15)	Calf hit spins foe around. Bone is broken and muscles are torn. +15H - 3X - 3 - (-30)
56-60	Keep foe dancing as the shot lands between foe's feet. +3H	Crue! Shot blasts off two of foe's toes. He'll need a new pair of shoes. +6H - 2X - (-5)	Shot hits right in the middle of foe's foot, breaking lots of bones. +15H - 3X - (-20)	Shot to foe's ankle sends foe to the ground. Bones break and tendons tear. +18H - 4X - 2 - (-30)	If using a hunting class I or better, foe's foot goes flying behind him. Otherwise, ankle is completely destroyed. Foe falls. +25H - 6X - 4 - (-50)
61-65	That shot was close! Make some "wide load" remark. +5H - X	Shot hits foe in the hip. Lucky for him it didn't fragment. It only fractured the bone. +8H - 2X - (-5)	Shot barely fragments after hitting foe in the hip. Walking will cause d10 hits per minute. +15H - 3X - 2 - (-15)	Gaping hole around foe's hip. He tries to hold it all together. +20H - 4X - 3 - (-25)	Shot destroys foe's hip. +30H - 6X - (-50)
66	Shot to the posterior. Nice shooting. Tex. Foe needs a pillow to sit on. +15H - (-15)	Shot hits foe's shoulder, but a bone chip flies into foe's ear and lodges near foe's brain. Foe in coma for d10 days. +20H - (-40) - (+25)	Shot hits foe squarely between the eyes... then his head explodes. (+25)	Incredible shot leaves foe's whole abdomen open. Major damage to all kinds of internal organs; before they start spilling onto the floor. +40H - 8X - 15 - (-75)	Ooohhhh. Shot right between the legs leaves a bloody pulp on foe's groin. All within sight are stunned for one round in sympathy. +40H - 15X - 8 - (-75)
67-70	Shot passes just to the left of foe's knee. +2H - X	Shot fails to fragment on foe's kneecap. But it still hurts. +7H - X - (-10)	Shot rips the flesh off of foe's knee. +15H - 3X - (-20)	Kneecap shattered and tendons are damaged. Get a crutch. +20H - 5X - 2 - (-25)	Foe didn't need that knee anyway. Severe tendon damage. +25H - 6X - (-30)
71-75	Close shot nicks foe across the stomach. +3H	Bullet passes cleanly through foe's abdomen, doing minor muscle damage. +5H - 2X - (-10)	Right in the gut. Shot leaves a fist-sized hole and minor muscle/organ damage. +8H - 3X - 4 - (-15)	Good hit right in the stomach causes lots of bleeding. +8H - 4X - 6 - (-15)	Kidney shot. Foe is bleeding internally and externally. +15H - 5X - 8 - (-20)
76-80	If foe were a little thinner, this shot would have missed. +6H - 3X - (-5)	Shot barely catches foe on the side. But fragmentation still breaks d5 ribs. +8H - 3X - (-10)	Shot to foe's side breaks d5 ribs. Muscles and tendons suffer major damage. +15H - 4X - (-20)	Shot passes between two ribs, but one of them is broken in the fragmentation. Lung is severely damaged. +15H - 4X - 7 - (-15)	Luckily foe has another lung (as this one was just permanently deflated). Lots of broken ribs. +15H - 5W - 9 - (-30)
81-85	Unfortunately, the bullet failed to fragment. Abdomen hit will simply leave a small scar. +6H - 2X - (-10)	Major strike to foe's gut causes major internal damage. +8H - 3X - 4 - (-15)	Gaping hole in foe's abdomen is going to cause him difficulty. +10H - 3X - 5 - (-15)	Yack! Bloody mess around foe's mid-section is a result of major internal and external damage. +20H - 5X - 7 - (-25)	Shot explodes through foe's gut, severing foe's spine. +25H - 4 - 4
86-90	Solid shot in the chest causes minor muscle damage. +8H - 2X - 2 - (-5)	Nice hit in the chest breaks d5 ribs and causes major muscle and tendon damage. +15H - 3X - 2 - 2 - (-15)	Chest strike breaks d10 ribs and collapses one lung. +15H - 3X - 5 - (-25)	Chest hit cracks sternum and causes a lot of internal damage. Lucky to be alive at all! +18H - 4X - 8 - (-30)	Shot explodes in foe's chest. The heart just can't take that much abuse. Foe dead. (+20)
91-95	Foe's ear is blasted off. +3H	Lucky for foe, bullet fails to fragment when it hits his skull. +5H - 3X - (-5)	Shot cracks the side of foe's skull. Lots of bleeding and permanent loss of hearing in that ear. +10H - 3X - 6 - (-15)	Bullet cracks open foe's head. Foe is in a coma for d10 weeks and loses one level's worth of experience. +30H - 9	Foe head turns into a fine mist. The body remains standing until someone knocks it over. (+20)
96-99	Shot barely glances off of foe's face. Scar leaves foe with a -10 to his Appearance. +6H - 3X - (-5)	Shot cracks foe's jaw. He cannot talk until it healed. The scar looks like a second set of teeth! +8H - 3X - 2 - (-15)	Shot to foe's mouth leaves foe voiceless and toothless. +10H - 4X - 5 - (-25)	Shot passes just under foe's chin. Where did all that blood come from! +8H - 2X - 12 - (-10)	Shot goes in through foe's mouth and out through his neck. Foe's spine is severed, paralyzing him. +12H - 20 - (-75)
100	Shot enters foe's head through the eye. His brain hurts. He is dead. (+20)	Foe dies instantly when his brain turns to jello after shot enters foe's ear. It's a Kodak moment. (+20)	Foe's head is no more. You have half the round left to act. (+20)	Shot explodes on foe's face. It takes a second or two, but he drops in much agony. After d10 rounds, he drops into a coma for d5 years. (+20)	Foe's head is severed from his body. The head shoots up to the sky, then lands back in place. A surprised, but dead foe, falls over. (+25)

7.13 LASER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam pierces the skin between foe's fingers. +0H	Beam grazes hand. Foe flinches. +1H - X	Beam nicks foe's hand, piercing anything he carries. +1H - 2X (-10)	Shot burns through hand, missing most everything vital. +3H - 2X - 2♣ (-10)	Foe has a burn clean through his hand. That must smart. +5H - 3♣ - (-20)
06-10	Forearm burn leaves only slight damage. You have the initiative. +1H	Beam creases forearm. The wound is cauterized. +3H - X - ♣	Beam slices through tendons in forearm. Foe screams in surprise. +4H - ♣ - 2♣ (-10)	Hole burns through muscles in foe's forearm. Foe grips it in pain. +5H - 2♣ - 3♣ (-15)	Beam burns clean through forearm, slicing bone in two. Arm is useless. Foe drops anything he's carrying. +7H - 3♣ - 4♣ (-25)
11-15	Beam grazes inner arm. +1H	Minor muscle damage to foe's upper arm. Better luck next time. +3H - X - (-5)	Beam cauterizes its way through biceps, doing some small amount of damage. +5H - 2♣ - 2♣ (-10)	Laser passes through elbow, slicing the joint and tendons. Arm is useless. +3H - 4♣ - 2♣ (-20)	Beam cuts through bicep, slicing bone in two and severing muscles and tendons. +12H - 6♣ - 3♣ (-25)
16-20	That'll leave a mark. +1H	Shot nicks foe's bicep. His flinch only makes it worse. +3H - X - (-5)	Beam slices deep into biceps. Instant tatoo removal. +5H - 2♣ - 2♣ (-10)	Funny bone cracks from heat. Muscles and tendons severed. Say, "Mommy." +3H - 4♣ - 2X - (-20)	Foe grasps arm as beam cuts bone, tendons and muscles. Burned and mangled flesh hang in a grizzly mess. Lck. +12H - 6♣ - 3♣ (-25)
21-30	You got a piece of his shoulder, but only barely. +2H	Beam pierces shoulder, but only barely. He screams like a small child. +2H - ♣ (-5)	Clean shoulder wound. Muscles and tendons bare the brunt of the damage. +7H - 3♣ - ♣ (-10)	Laser cuts through shoulder, damaging muscles and tendon, but cauterizing all damage. +7H - 3♣ - 5♣ (-20)	You missed the bone and the biceps. If it wasn't for the artery, that would have been a waste of a shot. +3H - 10♣ (-5)
31-40	Beam takes a chunk out of foe's shoulder. +1H	Beam takes a piece out of foe's clavicle. He screams like a small child. +4H - (-5)	Beam passes clean through foe's clavicle. That arm ain't hanging right. +8H - X - (-10)	Beam passes clean through clavicle. That must've hurt. +12H - 2♣ - 3♣ (-15)	Clavicle and shoulder joint are nearly a complete write off. Better find a really good surgeon. +12H - 4♣ - 7♣ (-50)
41-50	Beam brushes foe's hip. +2H	Slight muscle damage to foe's thigh. Foe's leg almost crumples out from underneath him. +4H - 2♣	Beam passes straight through foe's thigh. +10H - 3♣ (-15)	Beam burns a neat little hole through thigh, cutting muscle and tendon. +15H - 3♣ - (-25)	Scything beam of light severs thigh bone and artery. Foe collapses like a bag of wheat. +12H - 5♣ - 3♣ (-25)
51-55	You take a piece out of his calf. +2H	Beam only nicks the foe's calf, severing a single tendon. +2H - X - (-5)	Beam strikes straight through calf, severing muscle and tendon. That'll leave a mark. +5H - ♣ - 2♣ (-10)	Beam slices through shinbone and calf, fracturing bone and severing muscle. +12H - 2♣ - 3X - (-15)	Agonizing shot burns through shin bone and muscles. Foe goes down . . . hard. +15H - 3♣ - 3♣ (-30)
56-60	Foe moves his foot just in time. +2H	Were you trying to make him dance or something? Beam slices off foe's toe. +4H - X - (-5)	Beam passes effortlessly through foe's foot. Several bones are cut. Foe looks at you in shock. +10H - 2♣ (-15)	Slicing path through ankle breaks bone and tendons. Foe looks down in shock. +12H - 3♣ - ♣ (-20)	You think he was Achilles? Beam slices through ankle and tendon, disconnecting the foot completely. Ouch. +15H - 4♣ - 4♣ (-25)
61-65	Barely grazed his belly. +3H - X	Beam passes cleanly though foe's hip bone. Minor damage. Foe takes a step and the hip bone snaps. +5H - ♣ (-5)	You leave a very nice hole in foe's hip. +10H - 2♣ - ♣ (-15)	Surgical removal of foe's love handles. You smell boiling fat. +15H - 3♣ - 3♣ (-20)	Slice hip bone in two. Foe mews pitifully. +20H - 5♣ - (-50)
66	They told him to watch his six. Now he won't be sitting down for days. Pitiful. +10H - (-10)	Beam passes clean in one ear and out the other. Foe drops in coma for one week. +12H - (-25) - (+25)	Laser makes neat incision in foe's nose. Beam continues through spine, brainstem and back of head. Check out look on his face. (+25)	You waved that one around just enough to open beautiful slices in front and back of foe. Those look like intestines. +25H - 6♣ - 10♣ (-50)	Slicing blow to groin vaporizes vitals. All within 15 feet are stunned, dumbfounded, for one round. +30H - 12♣ - 7♣ (-75)
67-70	Beam brushes foe's knee. +1H - X	Beam cracks kneecap in two. Foe manages to shift his weight just in time. +5H - ♣ - (-10)	Very neat hole in foe's knee. He won't be making the team this fall. +10H - 2♣ (-15)	Surgical strike almost completely removes kneecap. +15H - 4♣ - ♣ (-20)	Surgical strike almost completely removes kneecap. +20H - 6♣ - 4♣ (-30)
71-75	Beam goes right through foe's abdomen, miraculously missing everything. +2H	Beam passes though abdomen, perforating foe's intestine. +3H - ♣ (-5)	Beam passes through foe's stomach. Talk about a perforated ulcer. +5H - 2♣ - 3♣ (-10)	Wound opens in torso, slicing through kidneys and intestines. Foe gasps in pain. +5H - 3♣ - 4♣ (-15)	Beautiful little hole through kidney. Even with the cauterization, there's blood. +10H - 4♣ - 7♣ (-20)
76-80	Laser pierces foe's side. Nothing important is damaged. +4H - 2X - (-5)	Beam takes out rib, but just misses lung. +5H - 2♣ (-10)	Beam cuts two ribs in half. Muscle and tendon damage result. +10H - 3♣ (-15)	That black blood probably means you hit his liver. Not good. +7H - 2♣ - 6♣ (-10)	Nice appendectomy. You go to med-school? +10H - 3W - 8♣ (-20)
81-85	Beam passes through gut, nicking an intestine. +4H - ♣ (-5)	Shot to foe's belly-button turns his outie into an innie. Minor damage to intestines. +5H - ♣ - 3♣ (-10)	Beam pierces foe's lung. Can you say, "Sucking chest wound."? I knew you could. +8H - 2♣ - 4♣ (-10)	Slicing shot to pelvic girdle. He's actually bleeding from this one. Good work. +10H - 4♣ - 2♣ - 6♣ (-15)	You managed to miss all the important stuff. Well, except the spinal cord. Foe collapses, paralyzed. +15 H - 2♣
86-90	Almost got his lung with that one. Minor muscle damage. +5H - (-5)	Rib cracks as beam passes through it. +10H - 2♣ - ♣ (-10)	Rib and lung pierced. Life stinks sometimes. +10H - 3♣ - ♣ - 4♣ (-15)	Drilled straight through sternum. Unfortunately, it was an artery you clipped, not the heart. +12H - 3♣ - 7♣ (-30)	Beam drills right through heart. It takes foe two rounds to realize he's dead. (+20)
91-95	You clip off a piece of foe's ear. It feels worse than it is. +2H	Beam leaves crease in foe's head. His hair is smoldering. +5H - 3♣ (-5)	Beam slices through side of head, piercing inner ear and damaging eye. -10 to awareness checks. +7H - 2♣ - 4B - (-10)	Surgical blow to the brain severs several nerve bundles. Foe drops, unconscious, for two months. When he awakes, he's deaf. +10H - 8♣	Beam slices right through brain pan. Very surgical. Foe almost survives. (+20)
96-99	Beam cracks foe's jaw, but just slightly. +4H - 2♣ - (-5)	Beam crack's foe's jaw. It'll have to be wired shut. +6H - 2♣ - ♣ - 2♣ (-10)	Surgical removal of voice box. Wow. +7H - 3♣ - 2♣ (-15)	Beam severs carotid artery. Foe tries to staunch the flow, but it pours out through his fingers. +3H - X - 10♣ (-10)	Beam catches jugular and spine. He can't even reach up to try to stop the blood. +8H - 20♣ (-75)
100	Beam pierces skull in non-vital area. If he hadn't twitched, he would have lived. (+20)	Beam pierces foe's eye. Foe drops like a puppet with its strings cut. (+20)	Beam pierces brain, damaging multiple areas. Poor sap dies instantly. (+20)	Beam enters eye. A flick of the wrist brings beam out side of head. Sad. (+20)	You missed. No wait. Is that a burn between his eyes? Foe crumples, dead. (+25)

7.14 BLASTER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam grazes foe's hand. Foe must make a Routine maneuver to hold onto anything held by it. +0H	Beam nick's foe's hand. If foe is holding something, it is a Light maneuver to hold on to it. +1H - ✕	Beam pierces foe's hand. If foe is holding an object, he must make a Medium maneuver or drop it. +1H - 2✕ (-10)	Beam passes through bones, muscles and tendons in hand. If foe is holding anything, he must make a Hard maneuver or drop it. +3H - 2✕ - 2♣ (-10)	Beam slices through foe's hand, slashing bones and tendons. Foe drops anything he was holding in that hand.
06-10	Forearm graze causes foe to flinch. He loses initiative next round. +1H	Forearm wound causes foe to grimace. +3H - ✕ - ♣	Forearm strike separates muscles and tendons. Foe emits a startled gasp. If he is holding anything, he must make a Hard maneuver to hold onto it. +4H - ✕ - 2♣ (-10)	Beam slices through muscles and tendons in foe's forearm. The arm begins spasming, and the foe drops anything that he was holding. +5H - 2✕ - 3♣ (-15)	Beam slices through bones and tendons in foe's forearm. Foe drops anything he was holding. +7H - 3✕ - 4♣ (-25)
11-15	Beam grazes foe's upper arm. Wound is cauterized. +1H	Beam causes minor muscle damage to biceps. +3H - ✕ - (-5)	Beam causes major muscular damage to upper arm. +5H - 2✕ - 2♣ (-10)	Foe emits a scream of anguish as beam passes through bone and tendons in his elbow. Arm is useless. +3H - 4✕ - 2✕ (-20)	Beam slices through biceps, bone, and tendons. Arm is completely useless. +12H - 6✕ - 3♣ (-25)
16-20	Beam nicks foe's triceps. Could have been worse. +1H	Beam rips through triceps. He didn't like that one. +3H - ✕ - (-5)	Major muscle damage to foe's triceps. +5H - 2✕ - 2♣ (-10)	Elbow hit shatters elbow. Arm is useless. Foe shrieks like a banshee. +3H - 4✕ - 2✕ (-20)	Beam cuts deep, through bone, triceps, and tendons. Arm is useless. +12H - 6✕ - 3♣ (-25)
21-30	Beam nicks foe's shoulder. Foe becomes nauseous from the pain. +2H	Shoulder hit. Minor damage, but a lot of pain. +2H - ✕ (-5)	Beam passes through shoulder, severing muscles and tendons. +7H - 3✕ - ♣ (-10)	Beam slices through muscles and tendons on its way through shoulder. Looks like you got an artery. +7H - 3✕ - 5♣ (-20)	Beam passes through shoulder, missing everything but that artery. +3H - 10♣ (-5)
31-40	Beam just misses clavicle. That was lucky. +1H	Beam cuts chunk out of foe's clavicle. +4H - (-5)	Beam cracks foe's clavicle. He stumbles in shock. +8H - ✕ - (-10)	Beam catches bone, muscle and tendon in foe's shoulder. +12H - 2✕ - 3♣ (-15)	Beam slices through shoulder and destroys joint. Arm is useless. +12H - 4✕ - 7♣ (-50)
41-50	A tiny piece of foe's thigh evaporates. +2H	Thigh wound burns through muscle. +4H - 2✕	Beam slices muscles in foe's thigh. Ouch. +10H - 3✕ (-15)	Beam cuts deep into thigh, nicking the femoral artery. +15H - 3✕ - (-25)	Beam slices through femur, catching femoral artery. Foe collapses. +12H - 5✕ - 3♣ (-25)
51-55	Beam grazes calf. Nice limp. +2H	Beam passes through calf. Foe sucks air and drops to one knee. +2H - ✕ - (-5)	Beam passes cleanly through foe's calf. Muscles and tendons are severed. +5H - ✕ - 2♣ (-10)	Beam passes through calf and tibia. +12H - 2✕ - 3✕ (-15)	Beam slices through calf and bone. Foe goes down, a startled look on his face. +15H - 3✕ - 3♣ (-30)
56-60	Beam pierces foe's boot. +2H	Shot neatly severs foe's toe. +4H - ✕ - (-5)	Beam slices through several small bones in foe's foot. That's gotta hurt. +10H - 2✕ (-15)	Ankle strike slices through bone and tendon. Foe's leg folds like a good map. +12H - 3✕ - ♣ (-20)	Ankle strike slices through bone and tendon. If using a hunting class II or better, foot is removed. +15H - 4✕ - 4♣ (-25)
61-65	If foe had been watching his weight, that would have never hit. +3H - ✕	Beam hits foe's hip joint, causing it to crack. +5H - ✕ - (-5)	Beam chips foe's hip. All moving maneuvers are a -30 until chips are removed. +10H - 2✕ - ♣ (-15)	Hip strike slices through pelvic girdle. He'll probably never walk right again. +15H - 3✕ - 3♣ (-20)	Beam shatters hip joint with heat expansion. It's a Kodak moment. +20H - 5✕ - (-50)
66	Beam pierces both cheeks. Biggest muscle in the body, ya know. +10H - (-10)	Beam hit foe right between his eyes. Beam somehow passes through head without hitting anything too vital. Foe is in a coma for three days. +12H - (-25) - (+25)	Beam hits foe right between the eyes. Foe stumbles and falls, dead. Well done, David. (+25)	Heat shatters sternum, sending shards of bone through his lungs, liver, spleen, and stomach. The beam continues through the heart, adding insult to injury. +25H - 6✕ - 10♣ (-50)	Beam strikes foe's groin, severing vitals. You are stunned for one round in sympathy. +30H - 12✕ - 7♣ (-75)
67-70	Crackling path of beam brushes foe's knee. +1H - ✕	Knee fracture causes foe severe pain. That'll probably be able to predict the weather. +5H - ✕ - (-10)	Cracked knee. Guess he's dropping out of the NFL draft. +10H - 2✕ (-15)	Beam shatters kneecap, damaging muscles and tendons. Looks like his dancing career is over. +15H - 4✕ - ♣ (-20)	Beam shatters foe's kneecaps, sending shard through muscles and tendons. +20H - 6✕ - 4♣ (-30)
71-75	Shot creates an interesting extension to foe's appendix scar. +2H	Beam passes through abdomen, causing only muscle damage. +3H - ✕ - (-5)	Abdominal hit severs muscles and intestines, but it feels a lot worse than it is. +5H - 2✕ - 3♣ (-10)	Lower abdominal strike causes internal bleeding. +5H - 3✕ - 4♣ (-15)	Beam slices through kidney. Foes is bleeding badly. +10H - 4✕ - 7♣ (-20)
76-80	Beam hit foe's love handle, causing fat to boil away. He should thank you. +4H - 2✕ - (-5)	Heat from beam cracks two ribs. +5H - 2✕ - (-10)	Beam slices through ribs, causing secondary muscle and tendon damage. +10H - 3✕ (-15)	Beam passes through rib and liver. He's bleeding black. Not good. +7H - 2✕ - 6♣ (-10)	Spleens are highly overrated. +10H - 3W - 8♣ (-20)
81-85	Beam passes through abdomen without critical damage. New belly button? +4H - ✕ - (-5)	Beam passes through abdominal cavity, causing minor damage to intestines. +5H - ✕ - 3♣ (-10)	Beam perforates intestines in the upper abdomen. Talk about heart burn. +8H - 2✕ - 4♣ (-10)	Beam passes through ribs, piercing organs and veins on its way through the body. +10H - 4✕ - 2✕ - 6♣ (-15)	Beam slices through spine, paralyzing foe. +15H - 2♣
86-90	Beam pierces chest, missing heart by a hand's width. Toying with him? +5H - (-5)	Chest strike severs ribs, causing major muscle damage to boot. +10H - 2✕ - ♣ (-10)	Beam slices through ribs, muscles, tendons, and a lung. Nice sucking chest wound. +10H - 3✕ - ♣ - 4♣ (-15)	Beam cracks sternum and grazes heart. +12H - 3✕ - 7♣ (-30)	Beam neatly pierces heart. Send flowers. (+20)
91-95	You slice his earlobe off. -20 to all hearing maneuvers. +2H	Beam creases foe's skull. That's gonna be a nice scar. +5H - 3✕ - (-5)	Beam glances off skull. Blood, permanent hearing loss (in one ear), and disorientation are just the beginning. +7H - 2✕ - 48 - (-10)	Beam grazes brain. Foe drops into a coma for three weeks. +10H - 8♣	Beam neatly dissects brain. (+20)
96-99	Beam pierces cheek. Foe has difficulty talking. His Appearance is modified by -10 until healed. +4H - 2✕ - (-5)	Beam cracks foe's jaw. Foe can't talk. -10 to temporary appearance, -5 to permanent appearance. +6H - 2✕ - ♣ - 2♣ (-10)	Beam neatly destroys foe's voice box. And he was worried about smoking... +7H - 3✕ - 2♣ (-15)	Beam passes through major artery in foe's neck. +3H - ✕ - 10♣ (-10)	Beam passes through throat and spine. Foe is mute and paralyzed. +8H - 20♣ (-75)
100	Beam passes through eye. Foe collapses without so much as a twitch. (+20)	Beam pierces ear and kills foe instantly. (+20)	Beam burns a deadly path through foe's brain. Say goodnight, Gracie. (+20)	Beam slices some excess tissue from foe's brain. Foe is in a coma for two years. (+20)	Beam passes through foe's eye. Foe dies instantly. You wish you had a camera. (+25)

7.15 PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast hit's item in foe's hand. A Light maneuver will allow him to hold onto it. +0H	Blast hits whatever he was holding. A Medium maneuver, and he might even hold onto it. +1H - X	Plasma catches object in foe's hand. He must make a Hard maneuver to hold onto it. +1H - 2X (-10)	Shot burns through foe's hand and anything he was holding. +3H - 2X - 2♣ (-10)	Blast detonates whatever foe was holding, sending shrapnel through hand. +5H - 3♣♣ (-20)
06-10	Light burns. You gain initiative next round. +1H	Deep burn on foe's forearm, you get the initiative next round. +3H - X - ♣	Glancing shot burns through tendon in foe's forearm. +4H - ♣ - 2♣ (-10)	Blast burns through muscles and tendons in foe's forearm. +5H - 2♣ - 3♣ (-15)	Blast burns through both bones in forearm, rendering arm useless. +7H - 3♣♣ - 4♣ (-25)
11-15	Blast leaves a nasty burn. +1H	Plasma grazes foe's biceps, causing a painful burn. +3H - X - (-5)	Plasma burn deeply into foe's biceps. +5H - 2♣ - 2♣ (-10)	Plasma burns through bone and tendon, making foe wonder why it's called the humerus. +3H - 4♣ - 2♣ (-20)	Blast burns through upper arm, eating through bone and tendon. Foe cannot lift his arm. +12H - 6♣ - 3♣ (-25)
16-20	His arm catches a bit of it. +1H	Blast causes a painful burn to foe's triceps. +3H - X - (-5)	Solid hit burns through triceps. +5H - 2♣ - 2♣ (-10)	Plasma effectively destroys elbow. Medic! +3H - 4♣ - 2X - (-20)	Penetrating blast burns through upper arm and bone. Arm is useless. +12H - 6♣ - 3♣ (-25)
21-30	Foe moved at the last moment. You barely got a piece of him. +2H	Shot burns foe's shoulder. +2H - ♣ (-5)	Blast burns deep into foe's shoulder, dissolving muscles and tendons alike. +7H - 3♣ - ♣ (-10)	Plasma burns through shoulder and out other side. +7H - 3♣ - 5♣ (-20)	You just burned a hole in his shoulder big enough to put your fist through. That's a gusher. +3H - 10♣ (-5)
31-40	He almost felt that one. +1H	Plasma burns foe's neck. +4H - (-5)	Blast burns clean through foe's clavicle. +8H - X - (-10)	Plasma burns out top of foe's shoulder. +12H - 2♣ - 3♣ (-15)	Plasma burns shoulder joint to the nub. That arm will never be right again. +12H - 4♣♣ - 7♣ (-50)
41-50	Shot grazes foe's thigh leaving an ugly mark. +2H	Plasma burns into foe's thigh. Minor muscle damage. +4H - 2♣	Plasma burn deep into foe's thigh. +10H - 3♣ (-15)	Shot burns through thigh, removing half the muscles, burning tendons and cooking through arteries. +15H - 3♣♣ (-25)	Blast to thigh burns through bone and arteries. Foe drops into an expanding pool of blood. +12H - 5♣♣ - 3♣ (-25)
51-55	Blast grazes foe's calf. That must've smarted. +2H	Plasma burn a chunk out of foe's calf. Minor muscle damage. +2H - X - (-5)	Shot to foe's calf burns through muscle and tendons. +5H - ♣ - 2♣ (-10)	Shot burns through foe's tibia. That leg isn't gonna be the same again. +12H - 2♣ - 3X - (-15)	Shot hits lower leg, burning through bone and sinew. Leg folds like a lawn chair. +15H - 3♣♣ - 3♣ (-30)
56-60	Blast just misses, but plasma splatters onto foot. +2H	Plasma grazes foe's foot, burning off two toes. +4H - X - (-5)	Plasma catches foe in center of foot, burning through bone, muscle, and into the ground. +10H - 2♣ (-15)	Plasma burns through most of ankle, bones and tendons alike. +12H - 3♣ - ♣ (-20)	If using hunting class I or greater, foot is burned right off. Otherwise, ankle is destroyed. +15H - 4♣♣ - 4♣ (-25)
61-65	Close shot. Good thing those hips weren't any wider. +3H - X	Shot catches foe's hip. Heat expansion cracks hip. Ouch. +5H - ♣ (-5)	Plasma causes cracks in foe's femur. Walking will cause d10 hits per minute. +10H - 2♣ - ♣ (-15)	Plasma burns through foe's hip joint. +15H - 3♣♣ - 3♣ (-20)	Foe's hip is destroyed. +20H - 5♣♣ (-50)
66	Shot catches foe in the rear. Those burns look painful. +10H - (-10)	Blast hits foe in shoulder, but splashing plasma catches foe in ear, causing brain damage. Foe is in a coma for d10 days. +12H - (-25) - (+25)	Plasma burns straight into foe's forehead, then down into foe's neck. Very sad. (+25)	Shot burns through abdomen. Though organ not burned out begin spilling on the ground. +25H - 6♣♣ - 10♣ (-50)	Blast to foe's groin burns all vitals to a nub. All withing sight are stunned in sympathy for one round. +30H - 12♣♣ - 7♣ (-75)
67-70	Plasma grazes foe's knee. +1H - X	Blast burns deep into foe's knee, but fails to cause more damage. +5H - ♣ - (-10)	Blast burns flesh of foe's knee. +10H - 2♣ - (-15)	Plasma burns out kneecap. Muscles and tendons are damaged as well. +15H - 4♣♣ - ♣ (-20)	Knee joint destroyed. Tendons are not doing much better. +20H - 6♣ - 4♣ (-30)
71-75	Close shot grazes foe's stomach. +2H	Foe catches a piece of it in his abdomen. Minor damage. +3H - ♣ (-5)	Shot burns fist-sized hole through foe's abdomen. +5H - 2♣ - 3♣ (-10)	Major damage to stomach causes bleeding in spite of cauterization. +5H - 3♣♣ - 4♣ (-15)	Blast blows through kidney. Blood bubbles out of wound and begins filling abdomen. +10H - 4♣♣ - 7♣ (-20)
76-80	Plasma burns off a random love handle. +4H - 2X - (-5)	Foe dodges most of the blast, but it still burns through d5 ribs. +5H - 2♣ - (-10)	Blast burns through d5 ribs. Muscles and tendons are badly burned. +10H - 3♣ - (-15)	Blast bursts through rib, crippling lung. Hope he has good medical. +7H - 2♣ - 6♣ (-10)	Good thing God gave him two lungs. Several ribs are burned away. +10H - 3W♣ - 8♣ (-20)
81-85	Only a piece of that caught him. He'll have a new appendix scar. +4H - ♣ - (-5)	Foe takes it in the gut. The internal damage is significant. +5H - ♣ - 3♣ (-10)	Plasma burns a grapefruit-sized large hole in foe's abdomen. +8H - 2♣ - 4♣ (-10)	Blast makes a gory mess of foe's midsection. +10H - 4♣ - 2♣ - 6♣ (-15)	Blast blows through foe's gut. His spine dissolves, leaving him paralyzed. +15 H - 2♣
86-90	Blast splashes onto chest as it passes. +5H - (-5)	Solid hit burns through d5 ribs and causes muscle and tendon damage. +10H - 2♣ - ♣ (-10)	Plasma burn through d10 ribs wrecks foe's lung. +10H - 3♣ - ♣ - 4♣ (-15)	Sternum manages to channel plasma around heart, but both lungs and various other organs are damaged. +12H - 3♣♣ - 7♣ (-30)	Blast burns straight through foe's sternum. Talk about a heart attack. (+20)
91-95	Foe's ear is removed. +2H	Plasma doesn't quite burn through foe's skull. +5H - 3♣ - (-5)	Plasma burns deep into foe's skull, wrecking foe's hearing in that ear for good. +7H - 2♣ - 4B - (-10)	Plasma burns hole in skull. Foe slips into a coma for d10 weeks and loses a level's worth of experience. +10H - 8♣	Foe's head just sort of boils away. Foe is too shocked to fall over. (+20)
96-99	Shot leaves burn marks across foe's face. Scar will shave 10 off his appearance. +4H - 2♣ - (-5)	Plasma burns through foe's jaw. Naturally, he can't talk. Take 20 off his appearance. +6H - 2♣ - ♣ - 2♣ (-10)	Blast to foe's mouth burns through jaw and teeth. +7H - 3♣♣ - 2♣ (-15)	Plasm burns foe's jaw away. That's a lot of blood for a burn-wound. +3H - X - 10♣ (-10)	Plasma burns straight through foe's mouth and out through his spine. Foe is paralyzed. +8H - 20♣ (-75)
100	Blast enters through eye, burning out half his brain. Neat. (+20)	Plasma enters foe's ear and hollows out his skull. Wow. (+20)	You burn foe's head down to a nub. Carry on. (+20)	Blast catches foe dead in the face, melting it right off. Ick. (+20)	Foe's neck just sort of disintegrates, leaving his head hanging in the air for a beat. (+25)

Key: B×=must parry B rounds; B♣=no parry for B rounds; B♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.16 STUNNER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Maybe you'll get a second chance. +0H	Foe shrugs it off. +1H - X	Foe shakes his head to clear it. +1H - 2X (-10)	Foe turns his ankle. +3H - 2X - 2B (-10)	Foe reaches out to steady himself. +5H - 3X - (-20)
06-10	No effect. +1H	Foe staggers. +3H - X - B	Foe is dazed a moment. +4H - X - 2B (-10)	Foe has a hard time functioning for three rounds. +5H - 2X - 3B (-15)	Foe falls to one knee. +7H - 3X - 4B (-25)
11-15	Foe stumbles. +1H	Foe is a little off for three rounds. +3H - X - (-5)	Foe has a hard time with his hand-eye coordination for 4 rounds. +5H - 2X - 2B (-10)	Foe leans against the nearest object for support. +3H - 4X - 2X (-20)	Foe's coordination messed up for 2 days. +12H - 6X - 3B (-25)
16-20	Foe is shaken. +1H	Foe is dazed. +3H - X - (-5)	Foe looks at you, surprised. +5H - 2X - 2B (-10)	Foe loses the use of his arm for 24 rounds. He stumbles. +3H - 4X - 2X (-20)	Foe's legs stop working for 3 days. +12H - 6X - 3B (-25)
21-30	Foe is somewhat dazed. +2H	Foe looks around, confused. +2H - X (-5)	Foe is stunned. +7H - 3X - B (-10)	Foe is paralyzed from the waist down for 7 rounds. If standing, he takes the damage below. +7H - 3X - 5B (-20)	Foe loses control of his neck muscle and his head falls asleep for 12 rounds. +3H - 10B (-5)
31-40	Foe is stunned. +1H	Foe is disoriented. +4H - (-5)	Foe falls to one knee, struggling to remain conscious. +8H - X - (-10)	Foe is having a hard time concentrating. +12H - 2X - 3B (-15)	Foe wanders off, confused, for 16 rounds. +12H - 4X - 7B (-50)
41-50	Foe is having trouble. +2H	Foe reaches out to steady himself. +4H - 2X	Foe has a problem with hand-eye coordination for 1 hour. +10H - 3X (-15)	Foe falls, hard. +15H - 3X - (-25)	Foe is disoriented and confused. +12H - 5X - 3B (-25)
51-55	Foe is confused. +2H	Foe is knocked to his knees. Penalty only applies next round. +2H - X - (-5)	Foe's limbs feel wooden for 7 rounds. +5H - X - 2B (-10)	Foe collapses, stunned. +12H - 2X - 3X (-15)	Foe is lost and unable to cope with his surroundings. +15H - 3X - 3B (-30)
56-60	Well done. +2H	Foe staggers and falls against something pointy. +4H - X - (-5)	Foe has a hard time moving right for about 12 rounds. +10H - 2X (-15)	Foe is incapacitated for 11 rounds. +12H - 3X - (-20)	Foe goes down, hard. +15H - 4X - 4B (-25)
61-65	Foe falls to one knee. +3H - X	Foe's arms cease functioning for 7 rounds. +5H - X - (-5)	Neural pathways disrupted. Foe is blind for 9 rounds. Foe falls. +10H - 2X - (-15)	Foe drops to the ground in a grand mal seizure. It lasts 12 rounds. +15H - 3X - 3B (-20)	Foe does a face plant. Graceful. +20H - 5X - (-50)
66	Foe falls. He isn't orienting well at all. +10H - (-10)	Foe collapses, landing wrong. He looks like that hurt. +12H - (-25) (+25)	Attack takes all the life out of foe's limbs. He falls, paralyzed, for 20 rounds. (+25)	Foe collapses, snapping an arm in the process. He is unresponsive for 24 rounds. +25H - 6X - 10B (-50)	Foe collapses, in a coma, for 20 days. Penalties last an additional 20 days. +30H - 12X - 7B (-75)
67-70	Foe drops his weapon. +1H - X	Foe is dazed. He drops anything in his hands and stares into space, completely unresponsive, for 8 rounds. +5H - X - (-10)	Foe begins drooling all over himself, as he collapses, paralyzed. Pathetic. +10H - 2X (-15)	Foe collapses into a quivering pile for 13 rounds. His equipment is scattered. +15H - 4X - B (-20)	Foe collapses on his equipment, causing random damage. +20H - 6X - 4B (-30)
71-75	Foe falls to one knee. +2H	Foe's legs fold underneath him. His legs refuse to work for 10 rounds. +3H - X - (-5)	Foe falls to his knee. He is not doing well. +5H - 2X - 3B (-10)	Strike wrecks foe's coordination for 14 rounds. +5H - 3X - 4B (-15)	Foe loses control of his limbs for 40 rounds. Guess he'll have to use harsh. +10H - 4X - 7B (-20)
76-80	Foe is really disoriented. +4H - 2X - (-5)	Muscles give out. Foe is paralyzed for 10 rounds. +5H - 2X - (-10)	Foe is messed up. He can't quite move right for 15 rounds. +10H - 3X (-15)	Foe's neurons begin misfiring. He isn't himself for 20 hours. +7H - 2X - 6B (-10)	Foe is uncoordinated for two days. +10H - 3W - 8B (-20)
81-85	Foe is knocked down. +4H - X - (-5)	Foe falls to his knees. +5H - X - 3B (-10)	Foe manages to stay upright for three rounds, after which, he collapses for 10 rounds, paralyzed. +8H - 2X - 4B (-10)	Attack leaves one half of foe's body paralyzed for 16 rounds. +10H - 4X - 2B - 6B (-15)	Something goes terrible wrong. Foe's heart goes into arrest. Immediate medical attention should save him. He has 10 rounds. +15H - 2B
86-90	Foe is really out of it. +5H - (-5)	Foe collapses as his muscles give out. He is paralyzed for 12 rounds. +10H - 2X - B - (-10)	Foe is uncoordinated for 5 hours. +10H - 3X - B - 4B (-15)	Foe is paralyzed, but fully conscious, for 17 rounds. +12H - 3X - 7B (-30)	Foe falls hard. He slips into a 30 day coma. (+20)
91-95	Foe is lost. Penalty lasts for one hour. +2H	Sonics scramble foe's brain. His body doesn't work right for 24 hours. +5H - 3X - (-5)	Foe's eye's won't focus. All actions involving vision are penalized for 1 day. +7H - 2X - 4B (-10)	Foe wishes he were dead. +10H - 8B	Motor control is spotty at best. Foe is unable to fight for 24 hours. (+20)
96-99	Foe is out cold for 15 rounds. +4H - 2X - (-5)	Foe collapses, cutting himself. He cannot move for 20 rounds. +6H - 2X - B - 2B (-10)	Foe collapses, paralyzed, for 24 rounds. He then tries on a 10-day coma. +7H - 3X - 2B - (-15)	Foe is incapable of all but the briefest moments of lucidity for 3 days. +3H - X - 10B (-10)	Foe folds like a bad poker hand. He will not regain consciousness for 30 days. +8H - 20B (-75)
100	Foe begins spasming. He has whiplash. He won't completely shake this off for 3 hours. (+20)	Foe is knocked cold for 24 rounds. When he wakes up, it takes 6 hours for his coordination to come back. (+20)	Foe feels his legs go out from underneath him. He lands, hard, and doesn't shake off the effects for 24 hours. (+20)	Foe goes down like the Titanic. (+20)	Foe falls, hitting his head and causing tremendous blunt trauma. Foe dies. (+25)

7.17 RADIATION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	What radiation? +0H	They're only sub-atomic particles. +1H - X	Nothing worse than a flight to Denver. +1H - 2X - (-10)	He looks a little peaked. +3H - 2X - 2♣ - (-10)	Luckiest man alive. +5H - 3♣ - (-20)
06-10	A warm breeze. +1H	Zip +3H - X - ♣	You must have a genetic resistance. +4H - ♣ - 2♣ - (-10)	The damage won't heal without anti rad-treatments. +5H - 2♣ - 3♣ - (-15)	Must be those cool sun glasses. +7H - 3♣ - 4♣ - (-25)
11-15	The experts claim that there's nothing to worry about. +1H	Target has little to worry about. +3H - X - (-5)	Foe has a mild headache. +5H - 2♣ - 2♣ - (-10)	Skin damage requires anti rad-treatments to heal. +3H - 4♣ - 2♣ - (-20)	Damage cannot heal until anti rad-treatments. +12H - 6♣ - 3♣ - (-25)
16-20	That probably took a week off his life. +1H	Ah . . . you've had x-rays that were worse. +3H - X - (-5)	Insignificant damage. +5H - 2♣ - 2♣ - (-10)	Mild irradiation. Foe won't feel himself again without anti rad-treatments. +3H - 4♣ - 2♣ - (-20)	Sickness persists until anti rad-treatments. +12H - 6♣ - 3♣ - (-25)
21-30	Has he been using a tanning bed? +2H	His little rad-badger is turning all black. +2H - ♣ - (-5)	Damage is permanent until anti rad-treatments. +7H - 3♣ - ♣ - (-10)	Foe will get cancer in the next 5 years. +7H - 3♣ - 5♣ - (-20)	Horrible sores form. Damage will not heal without anti rad-treatments. +3H - 10♣ - (-5)
31-40	The microbes on his skin are having a rough time making a go of it. +1H	Foe is nauseous for 6 hours. +4H - (-5)	Mild radiation sickness. Hair falls out. Subject is sick until treated. +8H - X - (-10)	Target's vision is messed up. Damage and vision persist until anti rad-treatment. +12H - 2♣ - 3♣ - (-15)	Severe damage. Foe weakened and ill until anti rad-treatments. +12H - 4♣ - 7♣ - (-50)
41-50	A few cells have their DNA shattered. They die before they mutate. +2H	12 hours of nausea. 50% chance of tumor within five years. +4H - 2♣	Foe has a 10% chance, each minute, of fainting. He is out for 1-10 days. Sick until treated. +10H - 3♣ - (-15)	Organ damage. One of foe's organs will fail within d10 hours. This can be treated normally. +15H - 3♣ - (-25)	Psychics lose d10 PP. All foes sickened and damaged until anti rad-treatments. +12H - 5♣ - 3♣ - (-25)
51-55	Foe feels a bit queasy after an hour. Bout lasts 4 hours. +2H	24 hours of intense nausea. +2H - X - (-5)	Mild sickness until treated. Hair falls out. Sores develop in 1-5 days. 50% chance of cancer within the year. +5H - ♣ - 2♣ - (-10)	Sickness weakens foe. This persists until anti rad-treatments. +12H - 2♣ - 3♣ - (-15)	Foe near unconscious until anti rad-treatments are performed. +15H - 3♣ - 3♣ - (-30)
56-60	Target feels unwell for about a week. +2H	36 hours of nausea. Psychics lose d10 PP for the duration. +4H - X - (-5)	Foe will develop cancer by year end. +10H - 2♣ - (-15)	Damage and brief nausea are intense. Damage cannot be healed without anti rad-treatments. +12H - 3♣ - ♣ - (-20)	Foe's skin cracked and blackened. No effects heal until anti rad-treatments. +15H - 4♣ - 4♣ - (-25)
61-65	Foe begins vomiting after 6 hours. Bout lasts three hours. +3H - X	48 hours of nausea. Intense headache lasts d10 hours. +5H - ♣ - (-5)	Psychic loses d10 PP until sickness passes. Sickness persists until treated. +10H - 2♣ - ♣ - (-15)	Psychic lose powers for one day. Sickness lasts until anti rad-treatments. +15H - 3♣ - 3♣ - (-20)	Damaged skin and optic nerves leave foe bleeding and blind. Foe needs anti rad-treatments to heal. +20H - 5♣ - (-50)
66	Foe will never produce offspring. Their reproductive organs are very sterile. +10H - (-10)	Terrible cancer develops. Foe dies after two months. +12H - (-25) - (+25)	Cancer causes death after one month. Sad. (+25)	Target will die in one hour due to massive organ damage. +25H - 6♣ - 10♣ - (-50)	Cellular and neural damage are extensive. Foe slips into a coma and will die in d10 minutes. +30H - 12♣ - 7♣ - (-75)
67-70	Minor loss of hand-eye coordination. Effect lasts 2 days. +1H - X	Nausea and loss of hand-eye coordination lasts 72 hours. +5H - ♣ - (-10)	Target's hand-eye coordination goes to hell. Condition persists until treatment. +10H - 2♣ - (-15)	Target dazed. Sickness persists until anti rad-treatments. +15H - 4♣ - ♣ - (-20)	Foe suffers all effects of radiation sickness. Condition persists until anti rad-treatments. +20H - 6♣ - 4♣ - (-30)
71-75	Foe looks a bit green. He suffers a 12 hour bout of nausea after one hour. +2H	Intense nausea for 4 days. Foe has trouble concentrating. +3H - ♣ - (-5)	Sores appear until treated. +5H - 2♣ - 3♣ - (-10)	Radiation sickness. Hair, nails, and teeth fall out. Sores form within one day. Psychics lose d10 PP. Foe will die within d10 days. +5H - 3♣ - 4♣ - (-15)	Foe bed ridden until anti rad-treatments. The prognosis is not good. +10H - 4♣ - 7♣ - (-20)
76-80	Foe is nauseous for 12 hours. Minor skin cancer will develop within the year. +4H - 2X - (-5)	Nausea lasts 5 days. Dehydration and malnutrition are an issue. +5H - 2♣ - (-10)	Lingering radiation sickness. Foe is at a penalty until treated. +10H - 3♣ - (-15)	Foe will get malignant tumor within 6 months. Sickness persists until treated. +7H - 2♣ - 6♣ - (-10)	Severe radiation sickness. Target will die within 24 hours unless treated. +10H - 3W - 8♣ - (-20)
81-85	Nauseous for 24 hours. There is a 50% chance of cancer within 5 years. +4H - ♣ - (-5)	Six days of nausea. They might want to put him on IV nutrition. +5H - ♣ - 3♣ - (-10)	Damage won't heal without anti rad-treatment. Sad. +8H - 2♣ - 4♣ - (-10)	Damage to optic nerve leaves foe blind. All effects persist until anti rad-treatments. +10H - 4♣ - 2♣ - 6♣ - (-15)	After 10 minutes, foe is struck by severe nausea. This lasts for d10 day, then foe dies. +15 H - 2♣
86-90	Nauseous for 36 hours. +5H - (-5)	Seven days of intense nausea, followed by complete hair loss. +10H - 2♣ - ♣ - (-10)	Damage causes a random organ to cease functioning in d10 days. This can be treated normally. +10H - 3♣ - ♣ - 4♣ - (-15)	Cracks to flesh and sores resist healing until anti rad-treatments are performed. +12H - 3♣ - 7♣ - (-30)	Target blinded and sent into a coma. He will die within 24 hours. (+20)
91-95	Nauseous for 48 hours. Damaged skin will flake off in two weeks. +2H	Foe's skin cracks. The nausea lasts 8 days. His hair falls out to boot. He could use an IV. +5H - 3♣ - (-5)	Foe's vision is no longer quite right. +7H - 2♣ - 4B - (-10)	Foe blinded. He will die within one day unless treated. +10H - 8♣	Horrible damage kills foe after 24 hours of intense nausea. (+20)
96-99	Nauseous for 72 hours. Damaged skin will flake off in two weeks. +4H - 2♣ - (-5)	Foe loses vision for d10 hours. Nausea lasts for 9 days. His hair falls out. He's not happy. +6H - 2♣ - ♣ - 2♣ - (-10)	Heavy radiation sickness persists until anti radiation treatment is administered. +7H - 3♣ - 2♣ - (-15)	Neural damage. Foe slips into coma and dies in d10 hours. +3H - X - 10♣ - (-10)	A variety of organs fail. Foe drops and dies within d10 rounds. Psychics lose power until radical neural procedures are performed. +8H - 20♣ - (-75)
100	Extreme nausea for 96 hours. Damaged skin will flake off in two weeks. (+20)	Foe will develop terminal cancer and die within 6 months. Nausea lasts 10 days and hair falls out. (+20)	Heavy radiation sickness. Hair and teeth fall out. Foe dies of cancer after one month. (+20)	Neural tissue ceases functioning. Foe dies in 6 rounds. (+20)	Massive neural failure. Foe slips into a coma and dies after 6 rounds. (+25)

Key: B×=must parry B rounds; B⊗=no parry for B rounds; B♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.18 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H - ✕	Frigid strike to foe's torso and face. You have the initiative. +6H - ✕
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H - ✕	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H - ✕
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H - ✕	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H - ✕ - ♠ (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H - (2✕-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H - ✕	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H - ✕	Catch foe in lower leg. You gain initiative while foe regains footing. +7H - 2✕ - ♠	Foe ices down; freezing any exposed skin. The pain is great. +9H - ✕ - 2♠ (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. ✕ - (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H - 2✕	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H - 2✕ - 2♠	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H - ✕	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H - ✕ - 2♠ (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H - ✕
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H - ✕	Strong off-center blast takes foe in his shield arm wrist and side. +8H - ✕ - 3♠	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H - 2✕ - (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H - 2✕ - 3♠	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H - ✕ - 4♠
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H - 2✕	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H - 2✕ - 2♠	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H - 2✕ w/o leg armor: +9H - ✕ - 3♠	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. ✕ - 3♠ - (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H - ✕ - 4♠ - (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H - ✕ w/o arm greaves: +9H - ✕ - 3♠	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H - ✕ - (-5) - 3♠	Blast freeze dries organic material on foe's back. +11H - 4✕	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H - (-20) w/o shield: 5✕ - (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H - 3✕ - (-30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H - 3✕ - 3♠	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4✕ - 3♠	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6✕ - (-15) - 4♠	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4✕ - (-30) - 4♠	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H - 8✕ - 4♠
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H - ✕ - (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H - 2✕ - 3♠ - (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H - 2✕ - 3♠ - (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H - ✕ - (-5) w/o ch armor: +13H - 3✕ - 3♠ - (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2✕ w/o shield: 6✕
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H - 2✕ - (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H - 2✕ - 3♠	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2✕ - 3♠ - (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H - 2✕ - 3♠ - (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H - 3✕
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H - 2✕ w/o shield: +12H - 2✕ - 3♠	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H - 4✕ - (+15) - 3♠ w/o chest armor: +20H - 4✕ - (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3✕ - 4♠ w/o chest armor: (-25) - 4♠	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H - 3✕ - 3♠ - (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12✕ - (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H - 2✕ - 3♠	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H - 2✕ - 3♠ - (-15) - 4♠	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6✕ - 5♠ - (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9✕ - 6♠	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2✕ - 6(-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3✕ w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9✕ - 6♠ - (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H - (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. -
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3✕ w/o helmet: 6✕ - (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H - 3✕ - 3♠ - (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H - 3✕ - 3♠ - (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9✕	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. -	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H - (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. -	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

7.19 ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H - ✖
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H - ✖	Foe fails to avoid some of the attack and almost falls down. +6H - ✖
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H - ✖	Your attack jolts foe into action. He steps back and swings in all directions. +5H - 2✖ - ♠	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H - 2✖
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H - ✖ with metal weapon: +7H - ✖✖	Foe's side and back are entangled by blast. Foe is shaken. +2H - ✖ - ♠	Foe heats up and goes on defensive until he cools. His footing is good. +7H - 2✖	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H - ✖ - 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H - 2✖
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H - ✖ - ♠	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H - 2✖	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H - 2✖	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H - 2✖ - 2(-10)	Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rnds of initiative. +13H - 2✖ - ✖
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H - ✖	Back strike throws equipment about. Minor burns to exposed skin. +7H - ✖ - 2♠	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H - ✖✖ - ♠	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H - 2✖ - ✖	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H - 2✖ - 2♠
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H - 3✖	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H - 2✖ with metal: +10H - 2✖✖	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H - ✖ w/o leg armor: +9H - 2✖	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H - 6✖	Bolt passes through foe's leg before grounding. Foe suffers. with leg armor: +8H - ✖✖ w/o leg armor: 2✖ - 2♠
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H - 2✖ w/o metal greaves: +7H - ✖	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H - ✖✖	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H - 2✖ - ✖	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6✖ - 3♠ w/o shield: 2✖ - 2♠	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H - 2✖ - ✖
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ✖	Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H - 3✖✖ - 2♠ - (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H - 12✖	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H - 4♠	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H - ✖✖	Strike lands on shoulder and streaks down back. Foe steps forward in failing attempt to duck. He is vulnerable. +10H - 2✖ - ✖	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H - 2✖✖ - (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H - 2✖ - (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4✖ - 3♠ - (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H - 3✖ - (-5)	Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning. 4✖ - 2✖ while metal armor worn: 3♠	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H - 8✖ until metal armor removed: 5♠	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H - 3✖	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H - 3✖✖ - ♠ w/o chest armor: 6✖ - 3♠
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H - ✖✖ with metal on shield: +9H - 2✖✖	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H - 2✖ - ✖ w/o abdominal armor: +11H - 2♠	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed. 8 ✖ - (-5) - ♠	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H - 10✖✖	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H - 3♠
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H - 2✖✖	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H - 3✖✖	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H - ✖ - (-20) w/o armor: 4✖ - (-40) - 2♠	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H - 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. -
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H - 2✖✖ w/o metal armor: +15H - 3✖✖	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6✖✖ - ♠ w/o leg armor: 6✖ - (-50)	Burnt of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2✖✖ - (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9✖ - 6♠	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. -
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3✖ - (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9✖	Trapped in a web of light, your foe falls to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds. (-75) - 5♠	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H - 12✖	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. -	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)

Key: B✖=must parry B rounds; B✖✖=no parry for B rounds; B✖✖=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

7.20 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H - ☠
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. -	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H - ✖	Foe fails to avoid some of the attack and almost falls down. +7H - ✖
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H - ☠	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H - ✖ - ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H - 2✖ - ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H - 2✖ - 2♠
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H - ✖	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H - 3✖ w/o shield: +7H - ✖ - ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H - 2✖ - ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H - 2♠ If wet: +6H - 2✖	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H - ♠ w/o backpack: +10H - 3♠
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain endures longer than the flames. +7H - ✖ - ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H - 2✖ - ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H - ☠ - 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H - ☠ - 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H - 2☠ - 3♠
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H - 2✖ - ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H - ☠ - 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H - 2☠ - 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H - 2☠ - 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H - ☠☠ - 3♠
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H - ☠ - 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H - 2☠ - 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H - 2✖ w/o leg armor: +10H - 2☠ - 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H - 2☠ - 2(-10) w/o helmet: +12H - 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H - ☠☠ - ♠ - (-5) w/o helm: +15H - 2☠☠ - (-10) - 3♠
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H - ♠ w/o arm greaves: +10H - 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H - ☠☠ - (-5) - 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H - ☠☠ - (-10) - 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H - 2☠ - ☠ - 4♠ w/o shield: +13H - 2☠ - ☠ - 6♠	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H - 2☠☠ - 4♠ - (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H - 2☠☠ - (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 - 2☠ - 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H - 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10☠ - (-10) - 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H - 2☠ - 2♠ - (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H - 2☠ - ☠ - (-10) - 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2☠ - ☠ - (-15) - 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H - ☠ - 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ - (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H - ☠☠	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H - 2☠ - ☠ - (-15) - (+10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3☠ - (-15) - 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6☠ - (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H - 6♠ - (-60)
76-80	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H - 2☠ - ☠ - 2♠	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 - 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6☠ - (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3☠☠ - 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H - 12☠
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H - 2☠ - 2♠ - (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ☠ - 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) - 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H - 9☠	Foe inhales flames scalding lungs and throat Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H - 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H - 3☠	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H - 6☠☠ - (-85) - 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H - 3☠ - (-10) w/o helmet: +12H - 2☠☠ - (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H - 3✖ - 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H - 6☠☠ - (-90) - 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. -	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4☠☠ - 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H - 12♠ - (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. -	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H - 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

CONVERTING FROM OTHER SYSTEMS

The beauty of the system presented in this book is that it will work with any role playing system you are using. However, conversion of certain stats may appear to be a problem. This section will attempt to assist you in converting from several popular systems.

Look for your system below and follow the simple steps. If you do not see your system, look for a system that is similar to it.

Note: *This combat system tends to focus on realistically deadly combat. If your RPG assumes a relatively non-lethal combat situation (e.g., most super hero games), usage of this system may not be healthy for your characters!*

As a final observation, we want to point out that many systems put arbitrary limits on your characters that force them to perform in certain ways (e.g., your thief cannot wear plate armor or use a two-hand weapon). We believe this limitations to be unrealistic. We do suggest that you use whatever system you are having fun with, but for realistic characters, you should check into *Rolemaster Fantasy Role Playing* (or the upcoming *Space Master: Privateers*) system.

ADVANCED DUNGEONS & DRAGONS®

Probably one of the most popular fantasy role playing systems out there. Take your AD&D game to the next level by creating critically lethal combats!

ARMOR TYPE

Armor Types are easy enough to translate by description (ignoring the AC that the armor gives you). An important note is that "magical" armor in AD&D gives you a better class of armor. In this system, enchanted items give bonuses (enchanted armor, helms, shields, and greaves generally give bonuses to DB).

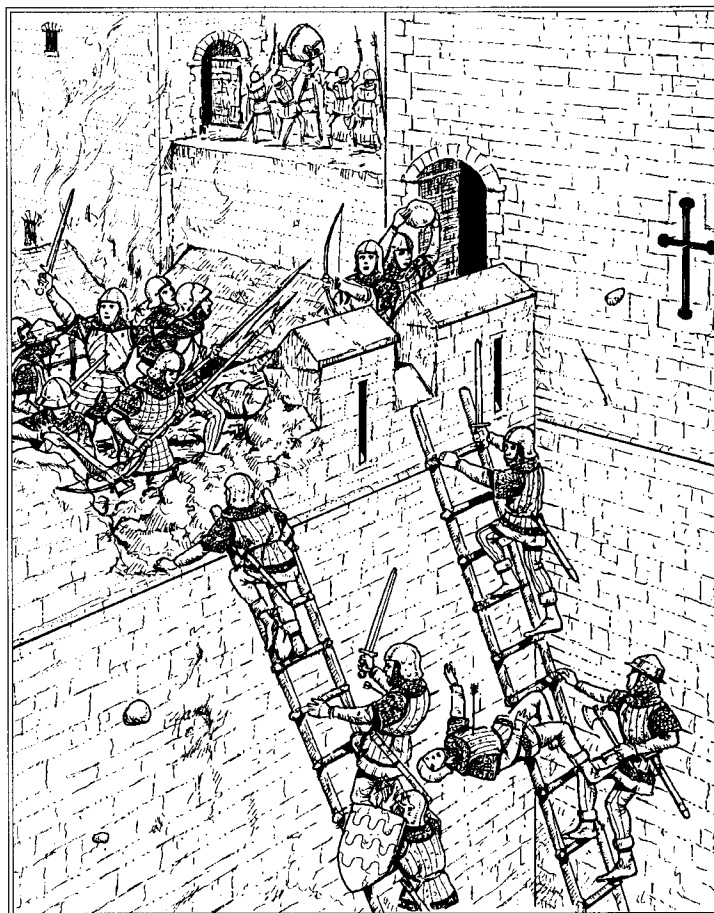
ATTACK TYPE

Once again, this is simple enough to convert by simply using the description of the attack.

For non-weapon attacks this can be more tricky. There is no weapon table that compares to a fire-breathing dragon or a lightning bolt casting wizard. For these attacks you need to determine two things: an attack table and a critical table.

The attack table should be one where the damage is roughly equivalent in AD&D. If the attack does about as much damage as a two-handed sword, use the same attack table and modifications as a two-handed sword. If there is no comparable weapon, use a relatively equivalent table. So if an attack does twice as much damage as a two-handed sword, use an attack table that does twice as much damage as the table for a two-handed sword. For these comparisons use the maximum value for Rigid Leather (Light).

The critical table should follow common sense. Heat, Cold and Electricity criticals were included for fireballs, undead cold-attacks, and lightning bolts. Air and earth based elemental attacks will generally use Krush criticals. For other attacks use your best judgment.



OFFENSIVE BONUS

This is a bit trickier. There is some actual calculation that must be done. Follow the steps below to determine your character's basic OB.

- Start by multiplying your level times 5.
- To this number add +20 if you are a Warrior; +10 if you are a Rogue; or +5 if you are a Priest.
- Add another +5 for each +1 bonus to Hit gained from Strength. Also do this for each +1 bonus to Hit from Dexterity.
- Because attacks are based upon different weapon types, add another +20 if you have a weapon proficiency in the attack type.

DEFENSIVE BONUS

This is actually pretty simple. All characters start with a basic DB of zero. Shields apply as listed in Section 3.0 (and other modifiers from Section 3.0 may be appropriate). Then apply the following modifiers.

- Gain a +5 for each +1 to AC from Dexterity.
- Gain a +5 for each +1 bonus to AC from armor or any other item.

CONCUSSION HITS

Once again, this is pretty simple. Take your Hit Points from AD&D and multiply them times 3. Add +10 to this total and that is your total number of concussion hits in this system.

10 MILLION
WAYS TO DIE



CALL OF CTHULHU®

As if Call of Cthulhu wasn't deadly enough already, now you can add critical hits.

ARMOR TYPE

The armor types of your characters will depend on the period of campaign you are running. 1880's and 1920's characters will usually be in the None column, although some might have Soft Leather (Light). In 1990's campaigns it is likely that your characters will have access to Kevlar armor.

ATTACK TYPE

Attack type should be obvious for most character attacks, although some creature attacks may require imagination. See the notes on fantasy creature attack types under AD&D.

OFFENSIVE BONUS

For the offensive bonus, the base is just the percentage value of the appropriate combat skill. Add to this 1.5 times the maximum result of the damage bonus. So for a damage bonus of 1d6 you would add $6 \times 1.5 = 9$.

DEFENSIVE BONUS

DB is based on DEX. A DEX of 18 is +10, and 17 is +7. If DEX is between 12 and 16, the DB bonus is equal to DEX-11. DEX's of 3 and 4 give -2 and -1 DBs respectively. Otherwise DB is 0. DB can of course be modified by shields and such, as stated in Section 3.0.

CONCUSSION HITS

Multiply Call of Cthulhu hits by 6 to get Rolemaster hits.

DEADLANDS™

Yes, you can add incredible lethality to your undead gunfighters! Make combats truly frightful!

ARMOR TYPE

Most characters in the Deadlands are not going to be wearing any armor (and therefore be using the None column; animals would be using their appropriate column of course). Some characters might be wearing Soft Leather (Light) if they are in the northern lands (where it is cold) or Soft Leather (Heavy) if they are covered in buffalo hides.

If the character has armor, simply use the description of the armor as the guide for determine the Armor Type.

ATTACK TYPE

Once again, this is fairly obvious. Simply pick the attack type that most closely resembles the weapon or attack being resolved.

OFFENSIVE BONUS

This is a bit trickier. There is some actual calculation that must be done. Follow the steps below to determine your character's basic OB.

- Start by determining the Aptitude that would normally be used to resolve the attack.
- Multiply the die type for that attack by the Aptitude level for the attack.
- Then multiply that result by the Coordination for the attack.

For example, if you are shooting your Colt and would normally have rolled 4d8 (and you have a skill level of 2 with your Shootin' Pistol), your OB would be: $(8 \times 2) \times 4$ or +48.

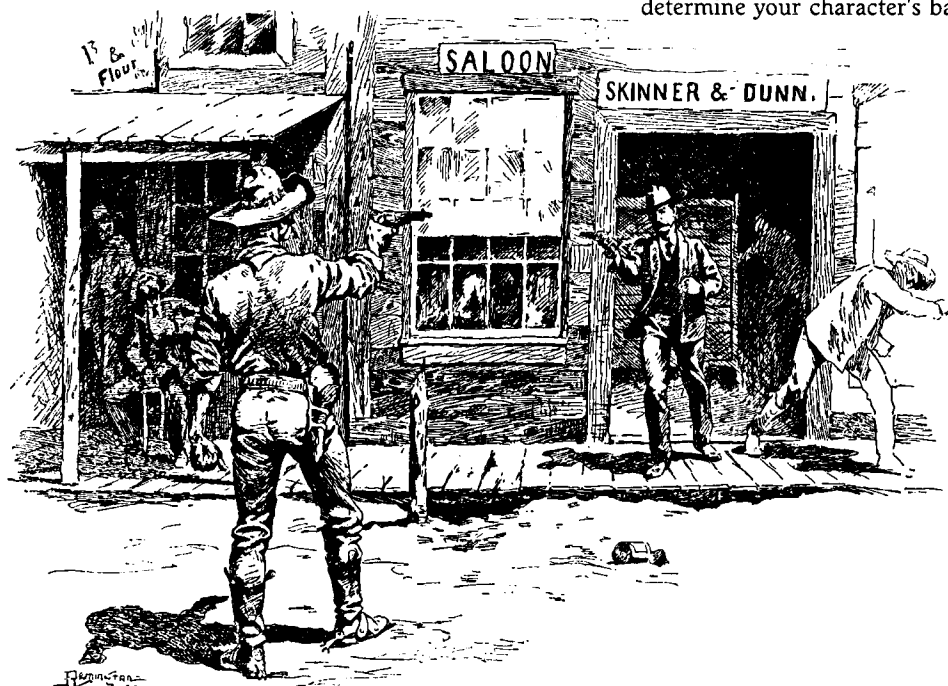
DEFENSIVE BONUS

This is actually pretty simple. Follow the steps below to determine your character's basic DB.

- Start by looking up the die-type for your Quickness trait.
- If the die-type is a d4, your DB is -5 (yes, that is a negative DB). If the die-type is a d6, your DB is +0. If the die-type is a d8, your DB is +5. If the die-type is a d8, your DB is +10. If your die-type is a d12, your DB is +15.

CONCUSSION HITS

This is also very simple. Take your Wind stat and multiply it by 5. The result is how many concussion hits you can take. All other types of damage are handled by critical hits. Nice and simple!



EARTH DAWN®

You can add fatal details to your Obsidiman's blows! Here is how.

ARMOR TYPE

If the character has armor, simply use the description of the armor as the guide for determine the Armor Type.

ATTACK TYPE

Once again, this is fairly obvious. Simply pick the attack type that most closely resembles the weapon or attack being resolved.

OFFENSIVE BONUS

This is a bit trickier. There is some actual calculation that must be done. Follow the steps below to determine your character's basic OB.

- Start with your Strength Attribute and then multiply this times 5.
- Next take your number of ranks in your weapon skill and multiply that times 5.
- Add the two together and you have your OB.

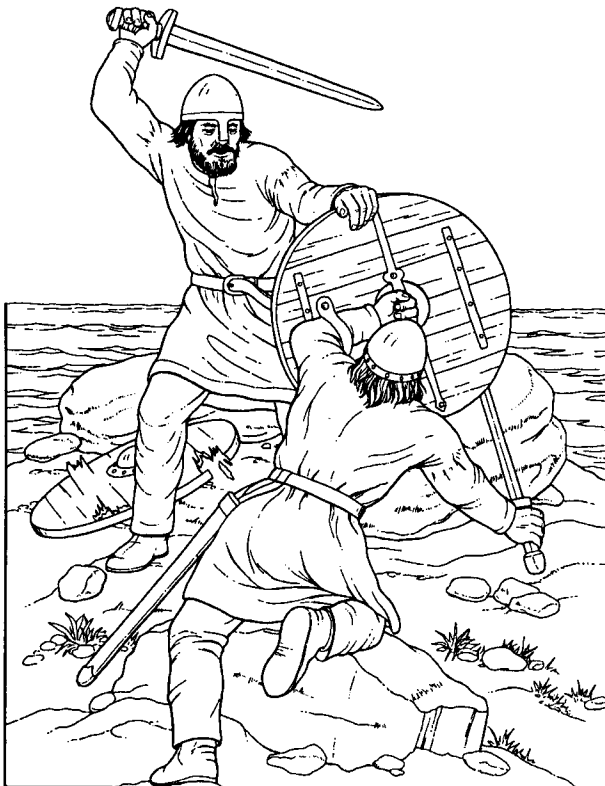
DEFENSIVE BONUS

This is actually pretty simple. Follow the steps below to determine your character's basic DB.

- Start with your Dexterity Step; multiply this times 5.
- Subtract 20 from the result and this is your DB.

CONCUSSION HITS

This is also very simple. Take your Unconsciousness rating and multiply it by 3. The result is how many concussion hits you can take. All other types of damage are handled by critical hits. Nice and simple!



Section 7.0

Converting
From Other
Systems

GURPS®

GURPS is actually very similar to Rolemaster in many ways, which makes it easy to convert the two systems.

ARMOR TYPE

Armor is very descriptive in GURPS, so you can just compare the GURPS armor to the descriptions in Section 2.1.

ATTACK TYPE

Attack types for characters are again simple, converting the weapon used in GURPS to the appropriate table in this book. Being a universal system, GURPS sometimes incorporates fantasy elements. Refer to the section on AD&D to convert fantasy attacks to these tables.

OFFENSIVE BONUS

OB is simply five times the appropriate GURPS skill level, minus ten.

DEFENSIVE BONUS

DB is equal to your dodge. Parry comes into play as a portion of your offensive bonus, and Block is an addition to your DB based on your shield type (Section 3.5).

CONCUSSION HITS

To convert GURPS hits to this system, multiply them by five and add 20.

10 MILLION
WAYS TO DIE



LEGEND OF THE FIVE RINGS™

Legend of the Five Rings uses a dice pool system, which makes conversions to a Rolemaster system rather complicated. Rather than give a chart of the possible dice pools and their OB/DB equivalents, this section shows how to convert the results achieved using L5R dice pools to ones usable with the tables in this book.

ARMOR TYPE

Heavy samurai armor would be considered Chainmail (Heavy), while light samurai armor would be Rigid Leather (Light). Other defensive capabilities should be converted using the descriptions in Section 2.1.

ATTACK TYPE

Most of the weapons for L5R are listed in the attack tables of this book. For ones not listed, go by the descriptions in Section 2.2, or use a similar weapon listed on one of the tables.

OFFENSIVE BONUS

Roll for the attack as normal, but multiply the result by 6. This is the number to reference on the appropriate weapon attack table. For raises, subtract five from your roll before multiplying, but increase the critical two levels. Roll any criticals with percentile dice.

Note: *This gives a limited number of results. You may optionally add 1d6-3 to the final result to get the full range of possibilities.*

Optionally, you may use percentile dice for the attack roll also. Use the probability table in the back of the L5R rulebook. The probability for your Trait + Skill is your offensive bonus for that weapon.

DEFENSIVE BONUS

To figure your DB, subtract fifteen from the TN to hit you. Do not count bonuses for armor (except shields), as that is included in the column the attack is rolled on.

CONCUSSION HITS

Concussion hits are simply Earth multiplied by 16, plus 35.

SHADOWRUN®

Shadowrun has one of the most evocative backgrounds on the market today. Now you can add an equally evocative combat system to flesh out the game.

ARMOR TYPE

Most armor in Shadowrun is equivalent to Kinetic Armor, although the heavy combat suits are equivalent to Combat Armor.

ATTACK TYPE

Attack types in Shadowrun are pretty easy to convert, as they are mostly guns and melee weapons. Note that stun weapons in Shadowrun deliver electricity criticals, not stunner criticals.

Shadowrun does include fantasy elements, and you may need to reference the AD&D conversion notes for converting those attack types.

OFFENSIVE BONUS

First, roll to see if you hit using your dice pool. If you do hit, roll 1d100 plus five times your skill for the weapon and reference the appropriate table. You may still stage the damage up, but staging affects the criticals, not the hits.

DEFENSIVE BONUS

Roll for defense as usual, but only for purposes of staging the damage down. Again, staging affects the critical, not the concussion hits. Staging below an 'A' critical gives a cumulative -20 to the critical roll.

CONCUSSION HITS

To determine the concussion hits for a Shadowrun character, multiply their body by ten and add five.



TOON™

Converting a complicated combat system like this one to Toon may seem to be the height of silliness, but isn't silliness what Toon is all about?

The key thing when using 10 Million Ways to Die with Toon is the criticals. The concussion hits will determine when you fall down, but the criticals give you all your cool effects. Stunned characters can be considered boggled. Bleeding results can just determine the amount of fluids the toon is spewing around the room. And remember, this isn't reality. Getting your head chopped off just means you have to find it and pick it up before doing anything else.

Note: *In Toon, fights end after three rounds if no one gets hit. But in Toon, if both combatants succeed, no one gets hit. You may want to consider having fights end after three rounds unless one person got hit and the other didn't in one of those rounds.*

ARMOR TYPE

Most characters in Toon, being funny animals, will have Animal (Light) armor type. This may change with other characters, but base it on the description.

ATTACK TYPE

Again, most attacks in Toon have a representative table in this book. However, some Animators may need to look at the notes on fantasy attack types in the AD&D section.

OFFENSIVE BONUS

Offensive bonus is calculated from the character's fight score:

Fight	OB
1	0
2	5
3	10
4	20
5	30
6	45
7	60
8	70
9	75

DEFENSIVE BONUS

Defensive bonus is also calculated off fight score, using the same table as offensive bonus.

CONCUSSION HITS

There are a lot less hits in Toon than in this system. To convert them, multiply them by 15 and subtract 65.

WEREWOLF: THE APOCALYPSE™

These conversion notes are provided mainly for Werewolf, the most combat intensive of the World of Darkness games. However, similar techniques can be used to convert other World of Darkness games.

Note: *Regeneration is commonly used by Werewolves, and will generally heal the effects of one critical strike or 15 concussion hits. You should keep track of aggravated damage and critical strikes separately.*

ARMOR TYPE

Armor types for humans are easy to figure out, and will usually be Kevlar, None, or Soft Leather (Light). Glabro and Lupus forms give Animal (Light), while Crinos and Hispo forms give Animal (Heavy).

ATTACK TYPE

Most attack types for humans are obvious, because they use melee weapons or firearms. A Garou bite should be done with a maximum value of 120, while the claw attack would have a maximum result of 150.

OFFENSIVE BONUS

OB is not used when converting from Werewolf. Instead, roll the attack as normal. If you hit, that counts as a result of 75 on the attack table. For each success beyond the first, add 15 to that result.

Note: *This provides a limited number of results. You may optionally add 1d10-5 to the result for a wider range of possibilities.*

DEFENSIVE BONUS

There is no defensive bonus. However, each success on Dodge removes 15 from the attack result. Soak does not apply, as the effect of Stamina on combat is figured into the concussion hits.

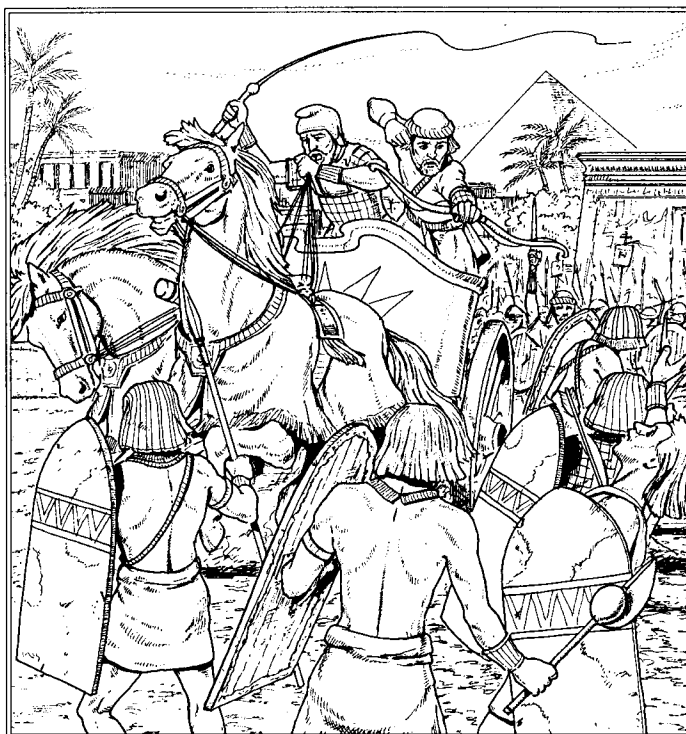
CONCUSSION HITS

A character's concussion hits are 20 times their stamina, plus 25. Note that since stamina changes based on the Garou's form, you should change the number of available hits also.



SITUATIONAL OFFENSIVE BONUS MODIFIERS CHART

Factor	OFFENSIVE BONUS MODIFIERS VERSUS:		
	Melee	Firearm/ Missile	Special
Weapon Quality	full	full	This is normally part of your OB.
Parrying	- amount used to parry		Your OB is reduced by the amount you use to parry. See Section 3.1, page 8.
Weapon OB Modifier	none	varies	Based on weapon used (see the specific attack table).
Range Modifier	none	varies	Based on weapon used (see the specific attack table).
Special Items	full	full	Varies due to type of item.
Target Status:			
Stunned Target	+20	+20	Not cumulative with other target status mods. See Section 3.2, page 8.
Downed Target	+30	+30	Not cumulative with other target status mods. See Section 3.2, page 8.
Prone Target	+50	+50	Not cumulative with other target status mods. See Section 3.2, page 8.
Wounds:			
26-50% of Hits Taken	-10	-10	Not cumulative with other Wounds mods. See Section 3.3, page 8.
51-75% of Hits Taken	-20	-20	Not cumulative with other Wounds mods. See Section 3.3, page 8.
76-100% of Hits Taken	-30	-30	Not cumulative with other Wounds mods. See Section 3.3, page 8.
Position:			
Flank Attack	+15	0	Cumulative with other Position mods. See Section 3.4, page 8.
Rear Attack	+20	0	Cumulative with other Position mods. See Section 3.4, page 8.
Surprise Attack	+20	0	Cumulative with other Position mods. See Section 3.4, page 8.
Advantageous Position	varies	0	Cumulative with other Position mods. See Section 3.4, page 8.

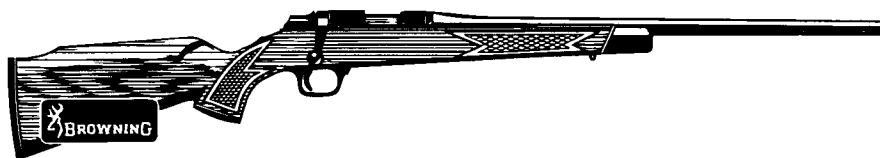


SITUATIONAL DEFENSIVE BONUS MODIFIERS CHART

Appendix

Situational
Defensive
Bonus
Modifiers
Chart

Factor	DEFENSIVE BONUS MODIFIERS VERSUS:		
	Melee	Firearm/ Missile	Special
Parrying	+ amount used to parry		Your DB is increased by the amount you use to parry. See Section 3.1, page 8.
Special Items	full	full	Varies due to type of item.
Armor Quality	full	full	Some armor will have special magical bonuses that modify the wearer's DB.
Shield:			
Wall Shield	+30	+40	See Section 3.5, page 8.
Full Shield	+25	+25	See Section 3.5, page 8.
Normal Shield	+20	+20	See Section 3.5, page 8.
Target Shield	+20	+10	See Section 3.5, page 8.
Weapon	+5	0	Can only be used if 100% of OB is used to parry. See Section 3.1, page 8.
Armor:			
Armor With No Greaves	-10	-10	This modifier cannot make your DB negative. See Section 3.5, page 8.
Soft Leather (Light)	0	0	This modifier cannot make your DB negative. See Section 3.6, page 9.
Soft Leather (Heavy)	-15	-15	This modifier cannot make your DB negative. See Section 3.6, page 9.
Rigid Leather (Light)	-5	-5	This modifier cannot make your DB negative. See Section 3.6, page 9.
Rigid Leather (Heavy)	-15	-15	This modifier cannot make your DB negative. See Section 3.6, page 9.
Chain (Light)	-10	-10	This modifier cannot make your DB negative. See Section 3.6, page 9.
Chain (Heavy)	-20	-20	This modifier cannot make your DB negative. See Section 3.6, page 9.
Plate (Light)	-10	-10	This modifier cannot make your DB negative. See Section 3.6, page 9.
Plate (Heavy)	-40	-40	This modifier cannot make your DB negative. See Section 3.6, page 9.
Cover:			
Partial "Soft" Cover †	+10	+20	See Section 3.7, page 9.
Half "Soft" Cover ‡	+20	+40	See Section 3.7, page 9.
Partial "Hard" Cover †	+15	+30	See Section 3.7, page 9.
Half "Hard" Cover ‡	+30	+60	See Section 3.7, page 9.
† – 01-49% of your body is covered. ‡ – 50% or more of your body is covered.			



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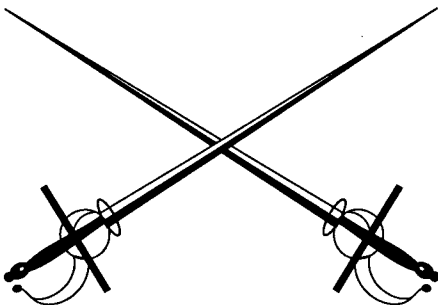
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