

Advanced Critical Hit Tables

By Karl & OldFart,
as appeared in [Specialist Games forums](#).
Edited by The Mordheimer.

The main rulebook provides an alternate way to spice those criticals hits. They really spice up the game, and are very simple to do... but the those tables can be easily maximized. Well, we finally tired of 1/3 of missile criticals being Ricochets, tired of our multiple-wound models being kacked by Bludgeoned!, and tired of criticals ignoring armor so easily Karl (and his gaming group) expanded and maximized the Critical Hits Table.

As he puts it, it is "a teensy-eensy bit nicer." That is an understatement! He tried to make some differences between the critical types (such as which weapons can cause 2 wounds, and which can penetrate armor) as well as introduce a scale of critical severity going up with the higher rolls. Included are titles/descriptions from the current optional critical charts where he could, and came up with a couple of others. His group have found a liking to the new Advanced Critical Hit Tables... and we all hope you also do!

Blade		Bludgeon	
D6	Description	D6	Description
1	Bladestorm: With quick precision, you take advantage of an opening in your target's defenses. Immediately make an additional attack against this opponent with the same weapon – any saves are taken as normal.	1	Hammered: Your target is knocked off balance. He may not make any further attacks this turn.
2	Disarm: With a deft slice, you attempt to disarm your opponent. He must make a Strength test to keep his primary weapon (-1 to roll if he is using a 2H weapon; +1 to roll if you are using a 2H weapon). If he loses the weapon, he must fight with his back-up weapon for the rest of this melee (as soon as he is out of close combat, he automatically retrieves his weapon). Any saves versus this wound are taken as normal.	2	Smashed: Your attack dents armor and bruises the tender flesh underneath. -1 armor save.
3	Nick: You find a small hole in the opponent's armor. He suffers a -1 to his armor save.	3	Clubbed: Your opponent suffers -2 to his armor save, and has no helmet save.
4	Flesh Wound: This attack finds a fairly unprotected area in your opponent's armor, and makes a wide cut. He suffers a -2 to his armor save, and takes 2 wounds.	4	Crushed: Your mighty strike threatens to cave in your opponent. -2 armor save, 2 wounds.
5	Gash: You cut through your target's armor, severing sinew and bone. He suffers a -3 to his armor save, and takes 2 wounds. You gain a +1 to any Injury rolls.	5	Walloped: The force of your strike knocks your opponent to the ground. -2 armor save, 2 wounds, automatically knocked down.
6	Sliced!: This attack hits the neck or other vulnerable part. He suffers a -4 to his armor save, and 2 wounds. You gain a +2 to any Injury rolls.	6	Bludgeoned!: Your massive attack knocks your opponent into the ground and suffers a -2 to his armor save, receives 2 wounds, and is automatically stunned.
Missile		Thrust	
D6	Description	D6	Description
1	Ricochet: Your shot bounces bounces off/through one	1	Thrust: The thrust lands with great force and the target

	opponent and into another. If there are any models (friend or enemy) within 4", the closest one is also hit. Roll to wound and take any saves as normal for both targets.		is Knocked Down.
2	Hits a Weak Spot: You found a chink in the opponent's armor. He suffers -1 to his armor save.	2	Pierced: You find a weak spot in your opponent's defenses. -1 armor save.
3	Drilled: Your shot blows through the targets armor. -2 armor save, no helmet save.	3	Puncture: Your strike bites deeply into your opponent. -2 armor save, no helmet save.
4	Perforated: Your shot cuts through your opponent like a hot knife through butter. -3 armor save, no helmet save, +1 to Injury roll.	4	Stab: With a quick strike, you penetrate your opponent's defenses. He suffers a -3 to his armor save, has no helmet save, and you gain +1 to any Injury roll.
5	Deep Shot: Your shot sinks deeply into the target, rebounding into its vital organs. -4 armor save, no helmet save, +2 to Injury roll.	5	Run Through: Your thrust runs the full length of weapon into the opponent and out the opposite side. -4 armor save, no helmet save, +2 to Injury roll.
6	Master Shot! This missile hits an eye, the throat, or some other vulnerable part, with great force. The target suffers -5 to his armor save, has no helmet save, and is automatically knocked down. You also gain +2 to any Injury roll.	6	Kebab! The thrust knocks the target back with titanic force, ripping apart armor and puncturing flesh. He suffers a -5 to his armor save, has no helmet save, and you gain +2 to any Injury roll. The victim is also knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the melee are separated and only the model which struck the blow and his target are still considered to be in melee. If the target collides with another model, that other model is hit once at S3.

Unarmed & Whips			
D6	Description		
1	Body Blow: You cause your opponent to stagger and lose 1 attack this round (down to a minimum of zero).		
2	Grapple: You grapple your opponent. He may not make any further attacks this turn.		
3	Flurry of Strikes: You disorient your opponent enough to attack again. Immediately make an additional unarmed attack against this opponent – any saves are taken as normal.		
4	Crushing Blow: The blow lands with tremendous force. You gain +1 to any Injury roll if he fails his save.		
5	Bone Breaker: Your strike threatens the structural integrity of your hapless foe. +2 to Injury roll if opponent fails save.		
6	Mighty Blow: With a mighty punch or flying kick, you send your opponent sprawling to the ground. He is automatically knocked down, and you gain +2 to any Injury roll if he fails his save.		

Auto Hits, Critical Hits and Multiple Wounds

The whole auto Knock Downs, Stunned and Out Of Actions things irked us with multiple-wound models too, but falling and some spells may have the same results. To solve the dilemma we made our multiple-wound "fix" broader:

1. When you attack a Knocked-Down enemy in melee, make a Wound roll. If successful, you cause one Wound. You can critical as normal, and the model does get armor saves (without shield benefits). If you take the model's last Wound, it is automatically Out of Action.
2. When you attack Stunned enemy in melee, each attack you make automatically causes one Wound (no Wound rolls, so no criticals - but no armor saves either). If you take the model's last Wound, it is automatically out of action.

We didn't want to totally water down the optional criticals, just soften the worst effects a little, and add variety. I would really suggest using our changes for multiple-wound models along with these critical hit charts. We especially found the few criticals Knock Downs and Stunned results balancing - to help cause a few extra wounds on the big boys (without killing them outright due to two lucky rolls in a row).

If you don't like the changes for multiple-wound models, I suggest you make the auto-stun result cause three wounds, and all the Knock Down results cause two wounds.