

SLASH WOUNDS

D66	CRITICAL INJURY	TIME LIMIT*	HEALING TIME
11-12	BLEEDING FOREHEAD. No effect.	—	—
13-14	SEVERED NOSE. -1 to MANIPULATE.	—	D6
15-16	SEVERED FINGER. Two-handed weapons cannot be used.	—	D6
21-22	SEVERED TOE. To RUN becomes a slow action.	—	2D6
23-24	BLEEDING THIGH. To RUN becomes a slow action.	—	D6
25-26	SLASHED MOUTH. -2 to MANIPULATE.	—	D6
31-32	SEVERED TENDON. To RUN becomes a slow action.	—	2D6
33-34	WOUNDED SHOULDER. Two-handed weapons cannot be used.	—	2D6
35-36	SEVERED EAR. -1 to SCOUTING.	—	D6
41-42	SLASHED EYE. -2 to MARKSMANSHIP and SCOUTING.	—	2D6
43-44	PUNCTURED LUNG. -2 to ENDURANCE and MOVE	D6 days	D6
45-46	SEVERED FOOT. To RUN becomes a slow action.	D6 days	Permanent
51-52	BLEEDING GUT. 1 point of damage at each roll for MIGHT, MOVE and MELEE.	D6 hours	D6
53-54	RUPTURED INTESTINES. Disease with Virulence 6.	D6 hours	2D6
55-56	SEVERED ARM. Two-handed weapons cannot be used.	D6 hours**	Permanent
61-62	SEVERED LEG. To RUN becomes a slow action.	D6 hours**	Permanent
63-64	SLIT THROAT. -2 to ENDURANCE.	D6 turns**	D6
65 ^H	CLEFT SKULL. You die immediately.	Instantly	—
66	DECAPITATION. Your head leaves your body.	Instantly	—

*If has time limit so injury is LETHAL

** -1 to HEALING roll

(H) Roll a Helmet AR as Gear Dice to change injury to 11-12 (blunt force). It reduces the Helmet AR to 0.

BLUNT FORCE

D66	CRITICAL INJURY	TIME LIMIT*	HEALING TIME
11-12	STUNNED. No effect	—	—
13-14	BREATHLESS. No effect	—	—
15-16	CONCUSSION. -2 to SCOUTING.	—	D6
21-22	BROKEN NOSE. -1 to MANIPULATE.	—	D6
23-24	BROKEN FNGERS. Two-handed weapons can't be used.	—	D6
25-26	BROKEN TOES. To RUN becomes a slow action.	—	D6
31-33	KNOCKED OUT TEETH. -1 to MANIPULATE.	—	D6
34-36	GROIN HIT. -1 point of damage suffered at every MOVE or MELEE roll.	—	D6
41-43	BROKEN RIBS. -2 to MOVE and MELEE.	—	2D6
44-45	BROKEN ARM. Two-handed weapons can't be used.	—	2D6
46-51	BROKEN LEG. To RUN becomes a slow action.	—	2D6
52-53	GOUGED EYE. -2 to MARKSMANSHIP and SCOUTING.	—	2D6
54-55	CRUSHED FOOT. To RUN becomes a slow action.	D6 days	3D6
56-61	CRUSHED ELBOW. Two-handed weapons can't be used.	D6 days	Permanent
62-63	CRUSHED KNEE. To RUN becomes a slow action.	D6 days	Permanent
64	BROKEN NECK. Paralyzed from the neck down. If not HEALED in time, the effect is permanent.	—	3D6
65-66 ^H	CRUSHED SKULL. Your adventure and your life end here.	Instantly	—

*If has time limit so injury is LETHAL

(H) Roll a Helmet AR as Gear Dice to change injury to 11-12 (blunt force). It reduces the Helmet AR to 0.