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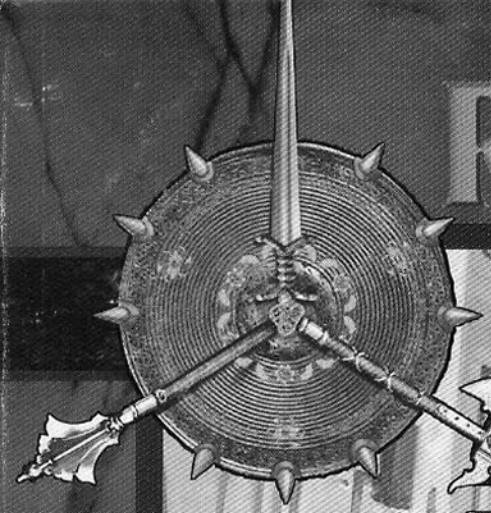
ROLEMASTER™



ARMS LAW™

A fully expanded combat system for your FRPG

ARMS LAW™

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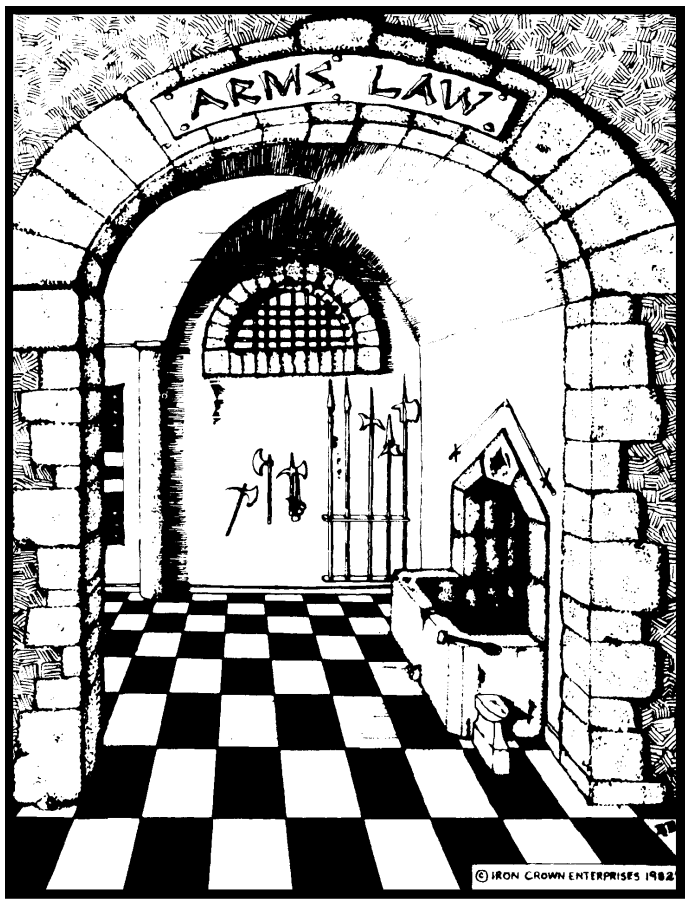

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TABLE OF CONTENTS

Table of Contents

1.0 Welcome 3

2.0 Weapon Attack Tables 4

2.1 Battle Axe Attack Table 7
2.2 Bola Attack Table 9
2.3 Broadsword Attack Table 11
2.4 Club Attack Table 13
2.5 Composite Bow Attack Table 15
2.6 Dagger Attack Table 17
2.7 Falchion Attack Table 19
2.8 Flail Attack Table 21
2.9 Handaxe Attack Table 23
2.10 Heavy Crossbow Attack Table 25
2.11 Javelin Attack Table 27
2.12 Lance Attack Table 29
2.13 Light Crossbow Attack Table 31
2.14 Long Bow Attack Table 33
2.15 Mace Attack Table 35
2.16 Main Gauche Attack Table 37
2.17 Morning Star Attack Table 39
2.18 Polearm Attack Table 41
2.19 Quarterstaff Attack Table 43
2.20 Rapier Attack Table 45
2.21 Scimitar Attack Table 47
2.22 Short Bow Attack Table 49
2.23 Short Sword Attack Table 51
2.24 Sling Attack Table 53
2.25 Spear Attack Table 55
2.26 Two-Handed Sword Attack Table 57
2.27 War Hammer Attack Table 59
2.28 War Mattock Attack Table 61
2.29 Whip Attack Table 63

3.0 Special Attack Tables 64

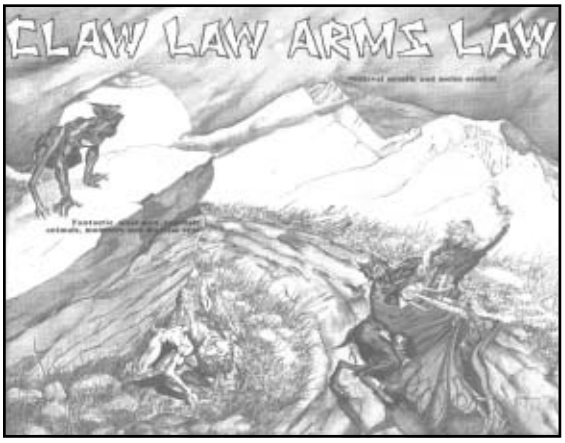
3.1 Beak / Pincer Attack Table 67
3.2 Bite Attack Table 69
3.3 Brawling Attack Table 71
3.4 Claw / Talon Attack Table 73
3.5 Fall / Crush Attack Table 75
3.6 Grapple / Grasp / Envelop / Swallow Attack Table 77
3.7 Horn / Tusk Attack Table 79
3.8 Martial Arts Strikes Attack Table 81
3.9 Martial Arts Sweeps Attack Table 83
3.10 Ram / Butt / Bash Attack Table 85
3.11 Stinger Attack Table 87
3.12 Tiny Attack Table 89
3.13 Trample / Stomp Attack Table 91

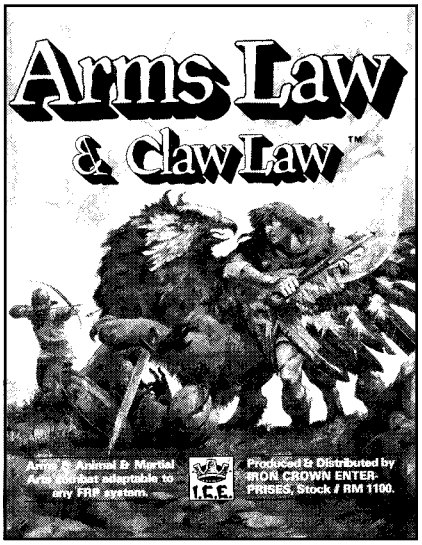
4.0 Critical and Fumble Tables 92

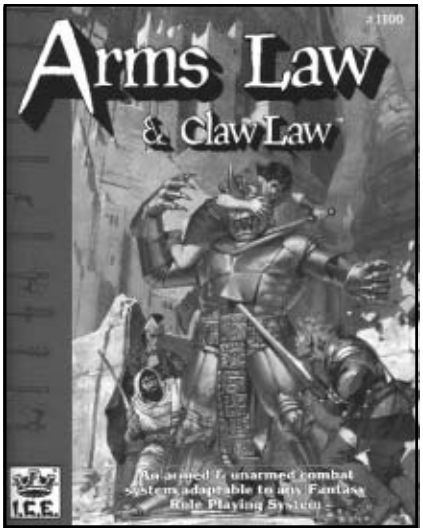
4.1 Brawling Critical Strike Table 94
4.2 Grapple Critical Strike Table 95
4.3 Krush Critical Strike Table 96
4.4 Large Creature Critical Strike Table 97
4.5 Martial Arts Strikes Critical Strike Table 98
4.6 Martial Arts Sweeps Critical Strike Table 99
4.7 Puncture Critical Strike Table 100
4.8 Slash Critical Strike Table 101
4.9 Subdual Critical Strike Table 102
4.10 Super Large Critical Strike Table 103
4.11 Tiny Animal Critical Strike Table 104
4.12 Unbalancing Critical Strike Table 105
4.13 Weapon Fumble Table 106
4.14 Non-Weapon Fumble Table 107

5.0 Appendices— How To Use Arms Law Without Rolemaster 108

5.1 Dice Rolling 108
5.2 Definitions 108
5.3 Defensive Capabilities 109
5.3.1 Armor 109
5.3.2 Defensive Bonus 110
5.4 Offensive Capabilities 112
5.4.1 Weapon Combinations 112
5.4.2 Offensive Bonus 112
5.5 Combat Resolution 114
5.5.1 Attack Resolution 114
5.5.2 Fumble Results 114
5.5.3 Non-fumble Results 114
5.6 GM Guidelines 116
5.6.1 Conversion to AD&D®. 116
5.6.2 Additional Weapons 116
Weapon Statistics Chart 117
5.6.3 Animals and Monsters 116
Animal Statistics Chart 118
Monster Statistics Chart 119







1.0 WELCOME

Arms Law (AL) deals with the integration of armed and unarmed combat into a fantasy role playing environment. It is designed to be used as the combat system for *Rolemaster (RM)* or as the combat system for other FRP games. In the latter case, it can be used as a whole or in part. *Arms Law* can add flavor, realism, and depth to your campaign without sacrificing playability.

Arms Law has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups. Although this system may be unwieldy for melees involving more than 30 combatants, the guidelines can easily be simplified for such situations.

Arms Law can be implemented as a stand-alone combat system for use with any FRP. However, it is one of the cornerstones of *Rolemaster,* along with *Spell Law*, *GM Law*, *Character Law* and the *Rolemaster Fantasy Role Playing*. *Arms Law* provides the combat tables and charts for the system, and *Rolemaster Fantasy Role Playing* describes their use within the system. Those players and Gamemasters who are already familiar with *Arms Law* (from previous editions of *Rolemaster*) can use this book without any modification to the old system (though you may want to check out the new weapon breakage rules—see p. 4-5). For players and Gamemasters who are using *Arms Law* without *Rolemaster*, you will need to familiarize yourself with the material in the appendices before diving in.

Key Features

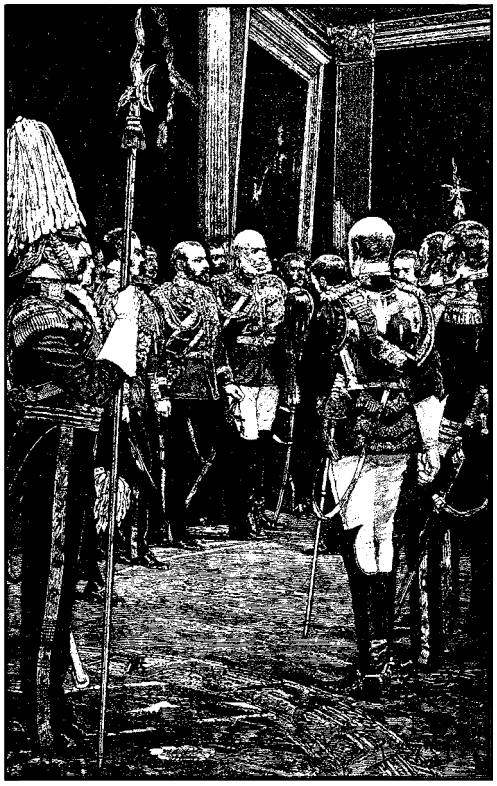
Here is a list of some of the key features of *Arms Law*.

- A fantasy medieval melee and missile combat system with individual attack tables for twenty-nine weapons and statistics for dozens more.
- Thirteen attack tables that integrate the size, instincts, and fighting patterns of a wide variety of animals, monsters, and practitioners of martial arts (and brawling).
- Twelve Critical Strike Tables for: slashing, puncturing, crushing, grappling, unbalancing, tiny animal attacks, attacks on large creatures, attacks on super-large creatures, martial arts striking attacks, martial arts sweeping attacks, brawling, and subdual.
- Two tables for fumbles.

New from Previous Editions?

Here is a list of some of the major changes from previous editions of *Arms Law & Claw Law*.

- The Armored Fist Attack Table has been removed and the Brawling Attack Table has been added.
- The Brawling Critical Strike Table, Subdual Critical Strike Table, and the Non-Weapon Fumble Table have been added.
- Critical strike tables have been reformatted for ease of use (system specific information is found at the bottom of each critical description) and more "color" text has been added.
- Attack tables have been printed on a page with the appropriate critical strike table(s) on the facing page.
- New rules for weapon breakage have been added.



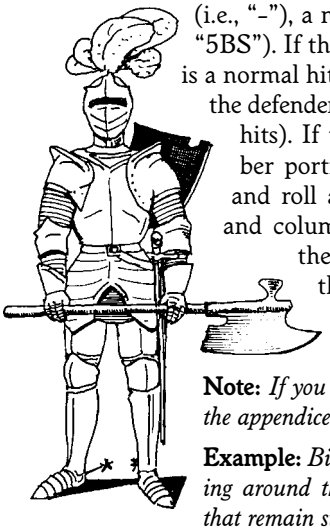
Note: *For readabilty purposes, these rules use standard English grammar when referring to persons of uncertain gender: i.e., masculine pronouns. In such cases, these pronouns are intended to convey the meanings she/he, his/her, etc.*

2.0 WEAPON ATTACK TABLES

This section contains this introduction, a key to all of the tables in this section, and 29 weapon attack tables. Each page with an attack table on it will have the most appropriate critical table(s) on the facing page. In addition, at the top of each table there is other pertinent information for the weapon.

How to Use These Tables

To resolve an attack, the attacker must roll a high open-ended attack roll–see *RMFRP* or page 108 for an example description of the different types of rolls. If this attack roll (before modifications) is within the fumble range of the weapon, the attack is a fumble and the attacker must roll again on the appropriate fumble table. Otherwise, apply all modifications to the attack roll and cross-index the result with the defender's armor type.



There are three possible results on the tables: a miss (i.e., "-"), a normal hit (e.g., "3"), or a critical strike (e.g., "5BS"). If the result is a miss, the attack fails. If the result is a normal hit, apply the number in the table as damage to the defender (i.e., subtract the number from the defender's hits). If the result is a critical strike, apply the number portion of the result against the defender's hits and roll a second roll on the indicated critical table and column. The first letter indicates the severity of the critical hit (i.e., the column to roll on) and the second letter indicates which critical table to roll on (K=Krush, P=Puncture, S=Slash, U=Unbalancing and G=Grapple).

Note: *If you are not using Rolemaster, you should examine the appendices for notes on how to use these tables effectively.*

Example: *Bill is playing Kendric the Bard. Kendric is standing around the bodies of his fallen friends. The only ones that remain standing are the enemy captain and himself. He readies his rapier and attacks.*

Bill rolls percentile dice and the result is a 12. Bill knows that the fumble range for a rapier is 01-04, so he didn't fumble his attack. After all modifications, the attack roll results in a 63. Cross-indexing with the captains Armor Type (chain shirt–13) reveals that the attack did 2 concussion points of damage.

The GM now rolls for the captain, resulting in a 79. The captain is using a short sword. The GM checks the fumble range (01-02) on a short sword and realizes the captain does not fumble his weapon. After all modifications, the attack roll is a 141! The GM cross-indexes this result with Kendric's Armor Type (metal breastplate–17) and discovers that poor Kendric takes 10 concussion points of damage and a 'D' Puncture Critical Strike!

Weapon Breakage

Each weapon attack table provides two pieces of information used to determine when the weapon breaks: a *Breakage #* and a *Strength*. A weapon must check for breakage whenever:

- An unmodified attack roll for a weapon is doubles (i.e., 11, 22, 33, ..., 99, or 00), **and**
- The doubled number is one of the weapon's breakage #'s as given on the weapon's attack table.

In this Section...

2.1 Battle Axe Attack Table 7
2.2 Bola Attack Table 9
2.3 Broadsword Attack Table 11
2.4 Club Attack Table 13
2.5 Composite Bow Attack Table 15
2.6 Dagger Attack Table 17
2.7 Falchion Attack Table 19
2.8 Flail Attack Table 21
2.9 Handaxe Attack Table 23
2.10 Heavy Crossbow Attack Table 25
2.11 Javelin Attack Table 27
2.12 Lance Attack Table 29
2.13 Light Crossbow Attack Table 31
2.14 Long Bow Attack Table 33
2.15 Mace Attack Table 35
2.16 Main Gauche Attack Table 37
2.17 Morning Star Attack Table 39
2.18 Polearm Attack Table 41
2.19 Quarterstaff Attack Table 43
2.20 Rapier Attack Table 45
2.21 Scimitar Attack Table 47
2.22 Short Bow Attack Table 49
2.23 Short Sword Attack Table 51
2.24 Sling Attack Table 53
2.25 Spear Attack Table 55
2.26 Two-Handed Sword Attack Table 57
2.27 War Hammer Attack Table 59
2.28 War Mattock Attack Table 61
2.29 Whip Attack Table 63

When required, check for weapon breakage by making a d100 open-ended roll and adding these modifiers:

- The weapon's *Strength*. A Strength range as given on the weapon's attack table. If the exact Strength is not known, average the high and low values of this range to obtain the weapon's exact Strength.
- *-15* if the weapon has a wooden shaft (i.e., a "w" follows its Strength on its attack table) and it is being used against a foe/target using an "edged" weapon.
- *-30* if the weapon is "soft" (i.e., a "s" follows its Strength on its attack table) and it is being used against a foe/target using an "edged" weapon.

If the result is less than 100 and the weapon is a melee weapon, the weapon breaks. If the result is less than 100 and the weapon is a missile weapon, the missile fired breaks. The missile weapon itself checks for breakage as a device (see next page).

Note: *If a weapon or object has a bonus due to enchantment or superior craftsmanship, the bonus should add directly to the object's strength/reliability. In addition, for each +10 bonus, the weapon/object's breakage numbers should be lowered by one (to a minimum of 1).*

Device Breakage

Whenever a device is operated, there is a chance that it will break. To determine if a machine breaks, two bits of information needed: breakage numbers and reliability.

A GM should assign breakage numbers to any device that he feels has a chance of breaking. Breakage numbers should range from 1 up to 10 (0). Anytime the operator of the machine rolls doubles of the numbers (e.g., 11, 44, 77), the device should check for breakage.

To check for breakage, roll d100 (open-ended) and add the device's reliability. If the result is less than 100, the device breaks. Otherwise, it suffers a slight interruption in its normal operation, but functions normally after this slight delay (e.g., the device operates normally this round, but perhaps slightly slower).

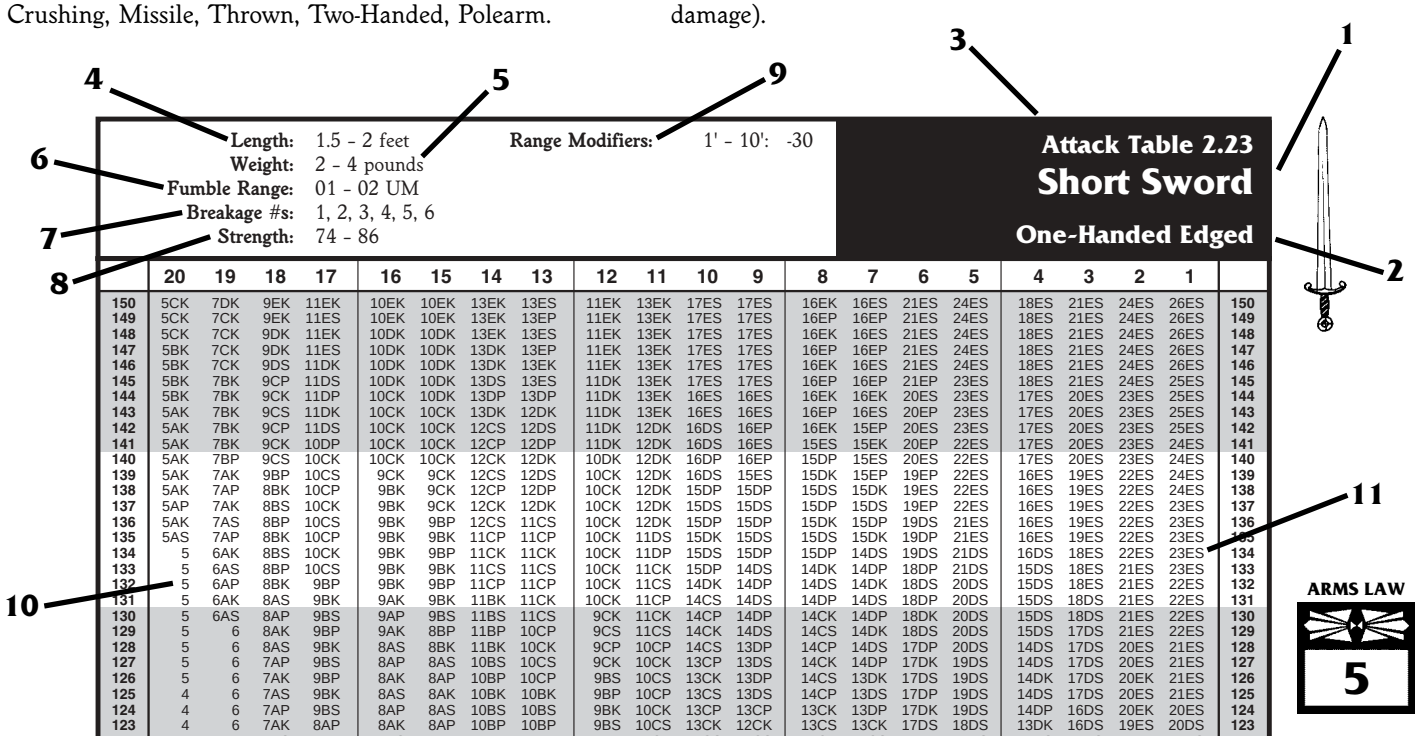
Listed below are some sample reliability ratings and breakage numbers for common devices.

Device	Reliability	Breakage #s
Short Bow	80	1, 2
Long Bow	85	1, 2
Composite Bow	90	1
Light Crossbow	75	1, 2, 3
Heavy Crossbow	80	1, 2, 3
Sling	95	1
Standard Iron Pad Lock	80	1
Standard Wooden Door	95	1, 2
Wooden Wagon	60	1, 2
Wooden Hafted Shovel	90	1, 2, 3, 4

Key to the Tables

At the top of each table, there is a box that contains some information. Each piece of information is listed below, along with a description of its purpose.

1) **Weapon Name:** The weapon to which this table applies.
2) **Weapon Type:** This is the *RM* Weapon Category that this weapon uses. In the standard FRP campaign, there are six weapon types: One-Handed Edged, One-Handed Crushing, Missile, Thrown, Two-Handed, Polearm.
3) **Attack Table Number:** This is a unique number that can be used to identify the table.
4) **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.
5) **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.
6) **Fumble:** 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.
7) **Breakage #s:** These numbers show how often the weapon should be checked for breakage. Anytime the attacker rolls doubles of the numbers shown (e.g., 11, 55, 88, etc.), the weapon will check for breakage. For missile weapons, the word "Auto" indicates the need to check for the *missile's* breakage every time it is fired.
8) **Strength:** The standard range of strengths for a normal weapon of this type. If the range is followed by a "w," the weapon normally has a wooden shaft. This type of weapon should have it's Strength lowered by 15 when hitting an "edged" object (e.g., one-handed edged weapons, etc.). Similarly, an "s" indicates a "soft" weapon and it's Strength should be lowered by 30 when hitting edged objects. It is possible to have a unique weapon of this type that falls outside the range(s). Breakage for the missile weapon itself is handled through the Weapon Fumble Table (4.13). For missile weapons, the indicated ranges apply to the *missile*.
9) **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 ("—").
10) **Concussion Damage:** This is an example of an attack result that does only concussion damage.
11) **Critical Strike:** This is an example of an attack result that delivers a critical strike (in addition to concussion damage).



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	5CK	7DK	9EK	11EK	10EK	10EK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	150
149	5CK	7CK	9EK	11ES	10EK	10EK	13EK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	149
148	5CK	7CK	9DK	11EK	10DK	10DK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	148
147	5BK	7CK	9DK	11ES	10DK	10DK	13DK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	147
146	5BK	7CK	9DS	11DK	10DK	10DK	13DK	13EK	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	146
145	5BK	7BK	9CP	11DS	10DK	10DK	13DS	13ES	11DK	13EK	17ES	17ES	16EP	16EP	21EP	23ES	18ES	21ES	24ES	25ES	145
144	5BK	7BK	9CK	11DP	10CK	10DK	13DP	13DP	11DK	13EK	16ES	16ES	16EK	16EK	20ES	23ES	17ES	20ES	23ES	25ES	144
143	5AK	7BK	9CS	11DK	10CK	10CK	13DK	12DK	11DK	13EK	16ES	16ES	16EP	16ES	20EP	23ES	17ES	20ES	23ES	25ES	143
142	5AK	7BK	9CP	11DS	10CK	10CK	12CS	12DS	11DK	12DK	16DS	16EP	16EK	15EP	20ES	23ES	17ES	20ES	23ES	25ES	142
141	5AK	7BK	9CK	10DP	10CK	10CK	12CP	12DP	11DK	12DK	16DS	16ES	15ES	15EK	20EP	22ES	17ES	20ES	23ES	24ES	141
140	5AK	7BP	9CS	10CK	10CK	10CK	12CK	12DK	10DK	12DK	16DP	16EP	15DP	15ES	20ES	22ES	17ES	20ES	23ES	24ES	140
139	5AK	7AK	9BP	10CS	9CK	9CK	12CS	12DS	10CK	12DK	16DS	15ES	15DK	15EP	19EP	22ES	16ES	19ES	22ES	24ES	139
138	5AK	7AP	8BK	10CP	9BK	9CK	12CP	12DP	10CK	12DK	15DP	15DP	15DS	15DK	19ES	22ES	16ES	19ES	22ES	24ES	138
137	5AP	7AK	8BS	10CK	9BK	9CK	12CK	12DK	10CK	12DK	15DS	15DS	15DP	15DS	19EP	22ES	16ES	19ES	22ES	23ES	137
136	5AK	7AS	8BP	10CS	9BK	9BP	12CS	11CS	10CK	12DK	15DP	15DP	15DK	15DP	19DS	21ES	16ES	19ES	22ES	23ES	136
135	5AS	7AP	8BK	10CP	9BK	9BK	11CP	11CP	10CK	11DS	15DK	15DS	15DS	15DK	19DP	21ES	16ES	19ES	22ES	23ES	135
134	5	6AK	8BS	10CK	9BK	9BP	11CK	11CK	10CK	11DP	15DS	15DP	15DP	14DS	19DS	21DS	16DS	18ES	22ES	23ES	134
133	5	6AS	8BP	10CS	9BK	9BK	11CS	11CS	10CK	11CK	15DP	14DS	14DK	14DP	18DP	21DS	15DS	18ES	21ES	23ES	133
132	5	6AP	8BK	9BP	9BK	9BP	11CP	11CP	10CK	11CS	14DK	14DP	14DS	14DK	18DS	20DS	15DS	18ES	21ES	22ES	132
131	5	6AK	8AS	9BK	9AK	9BK	11BK	11CK	10CK	11CP	14CS	14DS	14DP	14DS	18DP	20DS	15DS	18DS	21ES	22ES	131
130	5	6AS	8AP	9BS	9AP	9BS	11BS	11CS	9CK	11CK	14CP	14DP	14CK	14DP	18DK	20DS	15DS	18DS	21ES	22ES	130
129	5	6	8AK	9BP	9AK	8BP	11BP	10CP	9CS	11CS	14CK	14DS	14CS	14DK	18DS	20DS	15DS	17DS	21ES	22ES	129
128	5	6	8AS	9BK	8AS	8BK	11BK	10CK	9CP	10CP	14CS	13DP	14CP	14DS	17DP	20DS	14DS	17DS	20ES	21ES	128
127	5	6	7AP	9BS	8AP	8AS	10BS	10CS	9CK	10CK	13CP	13DS	14CK	14DP	17DK	19DS	14DS	17DS	20ES	21ES	127
126	5	6	7AK	9BP	8AK	8AP	10BP	10CP	9BS	10CS	13CK	13DP	14CS	13DK	17DS	19DS	14DK	17DS	20EK	21ES	126
125	4	6	7AS	9BK	8AS	8AK	10BK	10BK	9BP	10CP	13CS	13DS	14CP	13DS	17DP	19DS	14DS	17DS	20ES	21ES	125
124	4	6	7AP	9BS	8AP	8AS	10BS	10BS	9BK	10CK	13CP	13CP	13CK	13DP	17DK	19DS	14DP	16DS	20EK	20ES	124
123	4	6	7AK	8AP	8AK	8AP	10BP	10BP	9BS	10CS	13CK	12CK	13CS	13CK	17DS	18DS	13DK	16DS	19ES	20DS	123

4.8 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 to 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 abdomenal 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 ✹⊗

4.3 KRUSH CRITICAL STRIKE TABLE

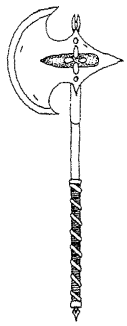
	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: Bπ=must parry B rounds; B∏=no parry for B rounds; B∑=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2.5 - 4 feet
Weight: 5 - 9 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 65 - 75 w

Range Modifiers: –

Attack Table 2.1
Battle Axe
Two-Handed



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	19EK	21EK	23EK	25EK	33ES	33ES	36ES	36ES	34ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	38ES	41ES	44ES	46ES	**150**
149	19ES	21ES	23ES	25ES	33ES	33ES	36ES	36ES	34ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	38ES	41ES	44ES	46ES	**149**
148	19EK	21EK	23EK	25EK	33ES	33ES	36ES	36ES	34ES	36ES	39ES	40ES	34ES	34ES	39ES	42ES	37ES	40ES	44ES	45ES	**148**
147	19ES	21ES	23ES	25ES	33ES	32ES	35ES	35ES	33ES	35ES	39ES	39ES	33ES	33ES	38ES	41ES	37ES	40ES	43ES	45ES	**147**
146	19EK	21EK	23EK	24EK	32ES	32ES	35ES	35ES	33ES	35ES	38ES	39ES	33ES	33ES	38ES	41ES	36ES	39ES	43ES	44ES	**146**
145	19ES	21ES	22ES	24ES	32ES	32ES	35ES	34ES	33ES	34ES	38ES	38ES	33ES	33ES	37ES	40ES	36ES	39ES	42ES	44ES	**145**
144	19EK	20EK	22EK	24EK	32ES	31ES	34ES	34ES	32ES	34ES	37ES	38ES	32ES	32ES	37ES	40ES	35ES	38ES	42ES	43ES	**144**
143	18ES	20ES	22ES	24ES	31ES	31ES	34ES	34ES	32ES	33ES	37ES	37ES	32ES	32ES	37ES	39ES	34ES	38ES	41ES	42ES	**143**
142	18EK	20EK	22EK	23EK	31ES	31ES	33ES	33ES	31ES	33ES	36ES	37ES	32ES	32ES	36ES	39ES	34ES	37ES	41ES	42ES	**142**
141	18ES	20ES	21ES	23ES	31ES	30ES	33ES	33ES	31ES	32ES	36ES	36ES	31ES	31ES	36ES	38ES	33ES	36ES	40ES	41ES	**141**
140	18DK	20DK	21EK	23EK	30ES	30ES	33ES	32ES	31ES	32ES	35ES	36ES	31ES	31ES	35ES	38ES	33ES	36ES	40ES	41ES	**140**
139	18DS	19DS	21ES	22ES	30EK	30ES	32ES	32ES	30ES	31ES	35ES	35ES	31ES	31ES	35ES	37ES	32ES	35ES	39ES	40ES	**139**
138	18DK	19DK	21DK	22EK	30ES	29EK	32ES	31ES	30ES	31ES	34ES	35ES	30ES	30ES	34ES	37ES	32ES	35ES	39ES	39ES	**138**
137	17DS	19DS	20DS	22ES	29EK	29ES	31EK	31ES	29ES	30ES	34ES	34ES	30ES	30ES	34ES	36ES	31ES	34ES	38ES	39ES	**137**
136	17DK	19DK	20DK	22EK	29DS	29DK	31DS	31ES	29ES	30ES	33ES	34ES	30ES	29ES	34ES	36ES	30ES	34ES	38ES	38ES	**136**
135	17DS	19DS	20DS	21DS	29DK	28DS	31DK	30EK	29DS	29ES	33ES	33ES	29ES	29ES	33ES	36ES	30ES	33ES	37ES	38ES	**135**
134	17DK	18DK	20DK	21DK	28DS	28DK	30DS	30ES	28DS	29ES	32ES	33ES	29DS	29ES	33ES	35ES	29ES	32ES	37ES	37ES	**134**
133	17DS	18DS	19DS	21DS	28DK	28DS	30DK	29EK	29DS	29ES	32ES	32ES	29DS	28ES	32ES	35ES	29ES	32ES	36ES	37ES	**133**
132	17CK	18DK	19DK	21DK	28DS	27DK	29DS	29DS	27DS	28DS	31DS	32ES	28DS	28ES	32ES	34ES	28ES	31ES	36ES	36ES	**132**
131	16CS	18CS	19DS	20DS	27DK	27DS	29DK	28DK	27DS	27DS	31DS	31ES	28DS	28DS	31ES	34ES	28ES	31ES	35ES	35ES	**131**
130	16CK	18CK	19DK	20DK	27DS	27DK	29DS	28DS	27DS	27DS	30DS	31DS	28DS	27DS	31ES	33ES	27ES	30ES	35ES	35ES	**130**
129	16CS	17CS	19DS	20DS	27DK	26DS	28DK	28DK	26DS	26DS	30DS	30DS	27DS	27DS	31DS	33ES	26ES	30ES	34ES	34ES	**129**
128	16CK	17CK	18DK	19DK	26DS	26DK	28DS	27DS	26DS	26DS	29DS	30DS	27DS	27DS	30DS	32ES	26DS	29DS	34ES	34ES	**128**
127	16CS	17CS	18CS	19DS	26DK	26DS	27DK	27DK	25DS	25DS	29DS	29DS	27DS	26DS	30DS	32DS	25DS	29DS	33ES	33ES	**127**
126	16CK	17CK	18CK	19DK	26DS	25DK	27DS	26DS	25DS	25DS	28DS	29DS	26DS	26DS	29DS	31DS	25DS	28DS	33ES	32ES	**126**
125	16CS	17CS	18CS	19DS	25DK	25DS	27DK	26DK	25DK	25DS	28DS	28DS	26DS	26DS	29DS	31DS	24DS	27DS	32ES	32ES	**125**
124	15CK	16CK	17CK	18DK	25DS	25DK	26DS	26DS	24DS	24DS	27DS	28DS	26DS	25DS	28DS	30DS	24DS	27DS	32ES	31ES	**124**
123	15BS	16CS	17CS	18DS	25DK	24DS	26DK	25DK	24DK	24DS	27DS	28DS	25DS	25DS	28DS	30DS	23DS	26DS	32ES	31ES	**123**
122	15BK	16CK	17CK	18DK	24CS	24DK	25DS	25DS	23CS	23DK	26DS	27DS	25DS	24DS	28DS	30DS	22DS	26DS	31ES	30DS	**122**
121	15BS	16BS	17CS	18DS	24CK	24CS	25CK	24DK	23CK	23DS	26DK	27DS	25DS	24DS	27DS	29DS	22DS	25DS	31ES	30DS	**121**
120	15BK	16BK	16CK	17CK	24CS	23CK	25CS	24DS	23CS	22DK	25DS	26DS	24CS	24DS	27DS	29DS	21DS	25DS	30DS	29DS	**120**
119	15AS	15BS	16CS	17CS	23CK	23CS	24CK	23DK	22CK	22DS	25DK	26DK	24CS	23DS	26DS	28DS	21DS	24DS	30DS	28DS	**119**
118	14AK	15BK	16CK	17CK	23CS	22CK	24CS	23DS	22CS	21DK	24DS	25DS	24CS	23DS	26DS	28DS	20DS	23DS	29DS	28DS	**118**
117	14AS	15BS	16CS	16CS	23CK	22CS	23CK	23DK	21CK	21DS	24DK	25DK	23CS	23DS	25DS	27DS	20DS	23DS	29DS	27DS	**117**
116	14AK	15BK	15CK	16CK	22CS	22CK	23CS	22DS	21CS	20DK	23DS	24DS	23CS	22DS	25DS	27DS	19DS	22DS	28DS	27DS	**116**
115	14AS	15AS	15BS	16CS	22CK	21CS	23CK	22DK	21CK	20CS	23DK	24DK	23CS	22DS	25DS	26DS	18DS	22DS	28DS	26DS	**115**
114	14AK	15AK	15BK	16CK	22CS	21CK	22CS	21CS	20CS	19CK	22CS	23DS	22CS	22DS	24DS	26DS	18DS	21DS	27DS	25DS	**114**
113	14AS	14AS	15BS	15CS	21CK	21CS	22CK	21CK	20CK	19CS	22CK	23DK	22CS	21DS	24DS	25DS	17DS	21DS	27DS	25DS	**113**
112	13AK	14AK	15BK	15CK	21CS	20CK	21CS	20CS	19CS	18CK	21CS	22DS	22CS	21DS	23DS	25DS	17DS	20DS	26DS	24DS	**112**
111	13	14AS	14BS	15CS	21CK	20CS	21CK	20CK	19CK	18CS	21CK	22CK	21CS	21CS	23DS	24DS	16DS	19DS	26DS	24DS	**111**
110	13	14AK	14BK	15CK	20BS	20CK	21CS	20CS	19CS	17CK	20CS	21CS	21CS	20CS	22DS	24DS	16CS	19CS	25DS	23DS	**110**
109	13	14AS	14BS	14CS	20BK	19CS	20CK	19CK	18CK	17CS	20CK	21CK	21CS	20CS	22CS	23DS	15CS	18CS	25DS	23DS	**109**
108	13	13AK	14AK	14CK	20BS	19BK	20CS	19CS	18CS	16CK	19CS	20CS	20CS	19CS	22CS	23DS	14CS	18CS	24DS	22DS	**108**
107	13	13AS	13AS	14BS	19BK	19BS	19CK	18CK	18CK	16CS	19CK	20CK	20CK	19CS	21CS	23DS	14CS	17CS	24DS	21DS	**107**
106	12	13	13AK	13BK	19BS	18BK	19CS	18CS	17BS	15CK	18CS	19CS	20CS	19CS	21CS	22CS	13CS	17CS	23DS	21DS	**106**
105	12	13	13AS	13BS	19AK	18BS	19CK	18CK	17BK	15CS	18CK	19CK	19CK	18CS	20CS	22CS	13CS	16CS	23DS	20DS	**105**
104	12	13	13AK	13BK	18AS	18BK	18BS	17CS	16BS	14CK	17CS	18CS	19CS	18CK	20CS	21CS	12CS	16CS	22DS	20DS	**104**
103	12	12	12AS	13BS	18AK	17BS	18BK	17CK	16BK	14CS	17CK	18CK	19CK	18CS	19CS	21CS	12CS	15CS	22DS	19CS	**103**
102	12	12	12AK	12BK	18AS	17BK	17BS	16CS	16BS	14CK	16CS	17CS	18BS	17CK	19CK	20CK	11CK	14CK	21DS	18CS	**102**
101	12	12	12AS	12BS	17AK	17AS	17BK	16CK	15BK	13CS	16CK	17CK	18BK	17CS	19CS	20CS	10CS	14CS	21DS	18CS	**101**
100	12	12	12AK	12BK	17AS	16AK	17BS	15CS	15BS	13CK	15CS	16CS	18BS	17CK	18CK	19CK	10CK	13CK	20DS	17CS	**100**
99	11	12	11AS	12AS	17AK	16AS	16BK	15CK	14BK	12CS	15CK	16CK	17BK	16CS	18CS	19CS	9CS	13BS	20CS	17CK	**99**
98	11	11	11AK	11AK	17AS	16AK	16BS	15CS	14BS	12BK	14CS	15CS	17BS	16CK	17CK	18CK	9CK	12BK	20CS	16CS	**98**
97	11	11	11AS	11AS	16AK	15AS	15AK	14BK	14BK	11BS	14CK	15CK	17BK	16CS	17CS	18CS	8CS	12BS	19CS	16CK	**97**
96	11	11	11	11AK	16	15AK	15AS	14BS	13AS	11BK	13CS	15CS	16BS	15CK	16CK	17CK	8BK	11BK	19CS	15CS	**96**
95	11	11	10	10AS	16	15AS	15AK	13BK	13AK	10BS	13CK	14CK	16BK	15CS	16CS	17CS	7BS	10BS	18CS	14CK	**95**
94	11	11	10	10AK	15	14AK	14AS	13BS	12AS	10BK	12BS	14CS	16BS	14CK	16CK	17CK	6BK	10AK	18CS	14CS	**94**
93	10	10	10	10AS	15	14AS	14AK	12BK	12AK	9BS	12BK	13CK	15BK	14CS	15CS	16CS	6BS	9AS	17CS	13CK	**93**
92	10	10	10	10AK	15	14AK	13AS	12BS	12AS	9BK	11BS	13BS	15BS	14BK	15BK	16BK	5AK	9AK	17CS	13BS	**92**
91	10	10	10	9AS	14	13	13AK	12BK	11AK	8BS	11BK	12BK	15BK	13BS	14BS	16BS	5AS	8AS	16CK	12BK	**91**
90	10	10	9	9AK	14	13	13AS	11BS	11AS	8BK	10BS	12BS	14AS	13BK	14BK	15BK	4AK	8AK	16CS	11BS	**90**
89	10	10	9	9AS	14	13	12AK	11BK	10AK	7AS	10BK	11BK	14AK	13BS	13BS	14BS	–	7	15CK	11AK	**89**
88	10	9	9	9AK	13	12	12AS	10AS	10AS	7AK	9BS	11BS	14AS	12BK	13BK	14BK	–	–	15CS	10AS	**88**
87	9	9	9	8AS	13	12	11AK	10AK	10AK	6AS	9BK	10BK	13AK	12BS	13BS	13BS	–	–	14CK	10AK	**87**
86	9	9	8	8	13	11	11	10AS	9	6AK	8BS	10BS	13AS	12BK	12BK	13BK	–	–	14CS	9	**86**
85	9	9	8	8	12	11	11	9AK	9	5AS	8BK	9BK	13AK	11BS	12BS	12BS	–	–	13BK	–	**85**
84	9	9	8	7	12	11	10	9AS	8	5AK	7AS	9BS	12AS	11BK	11BK	12BK	–	–	13BS	–	**84**
83	9	8	8	7	12	10	10	8AK	8	4AS	7AK	8BK	12AK	11BS	11BS	11BS	–	–	12BK	–	**83**
82	9	8	7	7	11	10	9	8AS	8	4AK	6AS	8BS	12AS	10BK	10BK	11BK	–	–	12BS	–	**82**
81	9	8	7	7	11	10	9	7AK	7	3	6AK	7AK	11AK	10AS	10BS	11BS	–	–	11BK	–	**81**
80	8	8	7	6	11	9	9	7AS	7	3	5AS	7AS	11AS	9AK	10AK	10AK	–	–	11BS	–	**80**
79	8	8	7	6	10	9	8	7AK	6	–	5AK	6AK	11AK	9AS	9AS	10AS	–	–	10AK	–	**79**
78	8	8	6	6	10	9	8	6AS	6	–	4AS	6AS	10	9AK	9AK	9AK	–	–	10AS	–	**78**
77	8	7	6	6	10	8	7	6AK	6	–	4AK	5AK	10	8AS	8AS	9AS	–	–	9AK	–	**77**
76	8	7	6	5	9	8	7	5	5	–	3	5AS	10	8AK	8AK	8AK	–	–	9	–	**76**
75	8	7	6	5	9	8	7	5	5	–	3	4AK	9	8AS	7AS	8AS	–	–	–	–	**75**
74	7	7	6	5	9	7	6	4	4	–	–	4AS	9	7AK	7AK	7AK	–	–	–	–	**74**
73	7	7	5	4	8	7	6	4	4	–	–	3AK	9	7	7AS	7AS	–	–	–	–	**73**
72	7	6	5	4	8	7	5	4	4	–	–	3	8	7	6AK	6AK	–	–	–	–	**72**
71	7	6	5	4	8	6	5	3	3	–	–	–	8	6	6AS	6AS	–	–	–	–	**71**
70	7	6	5	4	7	6	5	3	3	–	–	–	8	6	5AK	5AK	–	–	–	–	**70**
69	7	6	4	3	7	6	4	2	–	–	–	–	7	6	5	5	–	–	–	–	**69**
68	6	6	4	3	7	5	4	2	–	–	–	–	7	5	–	–	–	–	–	–	**68**
67	6	5	4	3	6	5	3	–	–	–	–	–	7	5	–	–	–	–	–	–	**67**
66	6	5	4	3	6	5	3	–	–	–	–	–	6	–	–	–	–	–	–	–	**66**
65	6	5	3	2	6	4	3	–	–	–	–	–	6	–	–	–	–	–	–	–	**65**
64	6	5	3	2	5	4	2	–	–	–	–	–	6	–	–	–	–	–	–	–	**64**
63	6	5	3	2	5	4	2	–	–	–	–	–	5	–	–	–	–	–	–	–	**63**
62	5	4	3	–	5	3	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**62**
61	5	4	2	–	4	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**61**
60	5	4	2	–	4	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**60**
59	5	4	2	–	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	5	4	2	–	3	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
56-57	5	3	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56-57**
53-55	4	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**53-55**
50-52	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-52**
48-49	3	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**48-49**
44-47	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**44-47**
42-43	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**42-43**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.2 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 disadvanatge. 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 ploy. 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 breath 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. +20H – 10✱⊗ – (-30)	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)

4.3 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 – (⚔-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 – (⚔-10)	Blow to foe's waist. He spins sideways. +6H – (⚔-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 – (⚔-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 – (⚔-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (⚔-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 – (⚔-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 – (⚔-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 cartilege 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 3 - 6 feet
Weight: 2 - 6 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 47 - 53 s

Range Modifiers: 1' - 50': +0
51' - 100': -20
101' - 150': -40

Attack Table 2.2
Bola
Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8CK	10CK	12EK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	**150**
149	8CG	10CG	12DG	14EG	15EG	15EG	18EG	18EG	16EG	18EG	22EG	22EG	10EG	10EG	15EG	18EG	12EG	15EG	18EG	20EG	**149**
148	8BK	10CK	12DK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	**148**
147	8BG	10BG	12CG	14DG	15DG	15DG	18EG	18EG	16EG	18EG	22EG	22EG	10EG	10EG	15EG	18EG	12EG	15EG	18EG	20EG	**147**
146	8BK	10BK	12CK	14DK	15DK	15DK	18EK	18EK	16EK	18EK	21EK	21EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	**146**
145	8AG	10BG	12CG	14DG	15DG	15DG	18DG	17EG	16DG	17EG	21EG	21EG	10EG	10EG	15EG	18EG	12EG	15EG	18EG	20EG	**145**
144	8AK	10BK	12CK	14DK	15DK	15DK	17DK	17EK	15DK	17EK	21EK	21EK	10EK	10EK	15EK	17EK	12EK	15EK	18EK	19EK	**144**
143	8AG	10AG	12CG	13DG	14DG	14DG	17DG	17DG	15DG	17DG	21DG	21EG	10EG	10EG	15EG	17EG	12EG	14EG	18EG	19EG	**143**
142	8AK	10AK	12BK	13CK	14CK	14DK	17DK	17DK	15DK	17DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	**142**
141	8AK	10AG	11BG	13CG	14CG	14CG	17CG	17DG	15DG	16DG	20DG	20EG	10EG	10EG	14EG	17EG	11EG	14EG	17EG	19EG	**141**
140	8	10AK	11BK	13CK	14CK	14CK	17CK	16DK	15DK	16DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	**140**
139	8	9AG	11BG	13CG	14CG	14CG	16CG	16DG	15CG	16DG	20DG	19DG	10DG	10EG	14EG	17EG	11EG	14EG	17EG	18EG	**139**
138	8	9AK	11BK	13CK	14CK	14CK	16CK	16DK	14CK	16DK	19DK	19DK	10DK	10EK	14EK	16EK	11EK	14EK	17EK	18EK	**138**
137	8	9AG	11BG	13CG	14CG	13CG	16CG	16DG	14CG	16DG	19DG	19DG	10DG	9DG	14EG	16EG	11EG	14EG	17EG	18EG	**137**
136	8	9AK	11AK	12BK	13BK	13CK	16CK	16DK	14CK	15DK	19DK	19DK	9DK	9DK	14EK	16EK	11EK	13EK	17EK	18EK	**136**
135	7	9	11AG	12BG	13BG	13CG	16CG	15DG	14CG	15CG	19DG	18DG	9DG	9DG	13DG	16EG	10DG	13EG	16EG	18EG	**135**
134	7	9	11AK	12BK	13BK	13BK	15CK	15DK	14CK	15CK	18DK	18DK	9DK	9DK	13DK	16EK	10DK	13EK	16EK	18EK	**134**
133	7	9	10AG	12BG	13BG	13BG	15CG	15CG	13CG	15CG	18CG	18DG	9DG	9DG	13DG	16EG	10DG	13EG	16EG	17EG	**133**
132	7	9	10AK	12BK	13BK	13BK	15CK	15CK	13CK	14CK	18CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	**132**
131	7	9	10AG	12BG	13BG	13BG	15CG	15CG	13CG	14CG	18CG	17DG	9DG	9DG	13DG	15DG	10DG	13DG	16EG	17EG	**131**
130	7	9	10AK	12BK	13AK	12BK	15BK	14CK	13CK	14CK	17CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	**130**
129	7	9	10AG	11BG	12AG	12BG	14BG	14CG	13CG	14CG	17CG	17DG	9CG	9DG	13DG	15DG	10DG	12DG	16EG	17EG	**129**
128	7	8	10AK	11AK	12AK	12BK	14BK	14CK	13CK	14CK	17CK	16DK	9CK	9DK	13DK	15DK	10DK	12DK	16EK	16EK	**128**
127	7	8	10AG	11AG	12AG	12BG	14BG	14CG	12BG	13CG	16CG	16DG	9CG	9DG	12DG	14DG	9DG	12DG	15EG	16EG	**127**
126	7	8	10AK	11AK	12AK	12AK	14BK	14CK	12BK	13CK	16CK	16CK	9CK	9DK	12DK	14DK	9DK	12DK	15EK	16DK	**126**
125	7	8	9	11AG	12AG	12AG	14BG	13CG	12BG	13CG	16CG	15CG	9CG	9DG	12DG	14DG	9DG	12DG	15EG	16DG	**125**
124	7	8	9	11AK	12AK	11AK	13BK	13CK	12BK	13CK	16CK	15CK	9CK	8DK	12DK	14DK	9DK	12DK	15DK	16DK	**124**
123	7	8	9	10AG	12AG	11AG	13BG	13BG	12BG	12DG	15CG	15CG	8CG	8DG	12DG	14DG	9DG	12DG	15DG	16DG	**123**
122	7	8	9	10AK	11AK	11AK	13AK	13BK	12BK	12BK	15CK	15CK	8CK	8CK	12DK	14DK	9CK	11DK	15DK	15DK	**122**
121	7	8	9	10AG	11AG	11AG	13AG	12BG	11BG	12BG	15CG	14CG	8CG	8CG	12DG	13DG	9CG	11DG	14DG	15DG	**121**
120	6	8	9	10AK	11AK	11AK	13AK	12BK	11BK	12BK	15CK	14CK	8CK	8CK	11CK	13DK	8CK	11DK	14DK	15DK	**120**
119	6	8	9	10AG	11	11AG	12AG	12BG	11BG	11BG	14CG	14CG	8CG	8CG	11CG	13DG	8CG	11CG	14DG	15DG	**119**
118	6	7	8	10AK	11	10AK	12AK	12BK	11BK	11BK	14BK	13CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	14DK	**118**
117	6	7	8	10AG	11	10AG	12AG	11BG	11BG	11BG	14BG	13CG	8CG	8CG	11CG	13DG	8CG	11CG	14DG	14DG	**117**
116	6	7	8	9AK	10	10AK	12AK	11BK	10BK	11BK	14BK	13CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	14DK	**116**
115	6	7	8	9	10	10AK	12AG	11BG	10AG	11BG	13BG	13CG	8BG	8CG	11CG	12DG	8CG	10CG	14DG	14DG	**115**
114	6	7	8	9	10	10	11AK	11BK	10AK	10BK	13BK	12CK	8BK	8CK	11CK	12CK	8CK	10CK	14DK	14DK	**114**
113	6	7	8	9	10	10	11AG	11AG	10AG	10BG	13BG	12CG	8BG	8CG	11CG	12CG	8CG	10CG	13DG	14DG	**113**
112	6	7	8	9	10	10	11AK	11AK	10AK	10BK	13BK	12CK	8BK	8CK	10CK	12CK	7BK	10CK	13DK	14DK	**112**
111	6	7	8	9	10	9	11AG	10AG	10AG	10AG	12BG	12CG	8BG	7CG	10CG	12CG	7BG	10CG	13DG	13DG	**111**
110	6	7	8	9	10	9	11AK	10AK	9AK	9AK	12BK	11BK	8BK	7CK	10CK	12CK	7BK	10CK	13DK	13DK	**110**
109	6	7	8	8	9	9	10	10AG	9AG	9AG	12BG	11BG	7BG	7CG	10CG	11CG	7BG	10BG	13DG	13CG	**109**
108	6	7	7	8	9	9	10	10AK	9AK	9AK	11BK	11BK	7BK	7CK	10CK	11CK	7AK	9BK	13DK	13CK	**108**
107	6	7	7	8	9	9	10	10AG	9AG	9AG	11BG	10BG	7BG	7BG	10CG	11CG	7AG	9BG	13DG	13CG	**107**
106	6	6	7	8	9	9	10	9AK	9AK	9AK	11AK	10BK	7BK	7BK	10BK	11CK	7AK	9BK	12CK	12CK	**106**
105	5	6	7	8	9	9	10	9AG	9AK	8AG	11AG	10BG	7BG	7BG	9BG	11CG	6AK	9BG	12CG	12CG	**105**
104	5	6	7	8	9	8	9	9AK	8	8AK	10AK	10BK	7AK	7BK	9BK	10CK	6	9AK	12CK	12CK	**104**
103	5	6	7	7	9	8	9	9AG	8	8AG	10AG	9BG	7AG	7BG	9BG	10BG	6	9AG	12CG	12CG	**103**
102	5	6	7	7	8	8	9	9AK	8	8AK	10AK	9BK	7AK	7BK	9BK	10BK	6	9AK	12CK	12CK	**102**
101	5	6	7	7	8	8	9	8AG	8	7AG	10AG	9BG	7AG	7BG	9BG	10BG	6	8AG	12CG	12BG	**101**
100	5	6	6	7	8	8	9	8AK	8	7AK	9AK	8BK	7AK	7BK	9BK	10BK	6	8AK	12CK	11BK	**100**
99	5	6	6	7	8	8	9	8	7	7	9AG	8BG	7AG	6BG	9BG	10BG	6	8	11CG	11BG	**99**
98	5	6	6	7	8	7	8	8	7	7	9AK	8BK	7AK	6BK	9BK	9BK	6	8	11CK	11BK	**98**
97	5	6	6	7	8	7	8	8	7	6	9AG	8BG	7AG	6AG	8BG	9BG	5	8	11CG	11AG	**97**
96	5	6	6	6	8	7	8	7	7	6	8AK	7AK	6AK	6AK	8BK	9BK	5	8	11CK	11AK	**96**
95	5	5	6	6	7	7	8	7	7	6	8AK	7AG	6AK	6AG	8BG	9BG	5	8	11BG	10AK	**95**
94	5	5	6	6	7	7	8	7	7	6	8	7AK	6	6AK	8AK	9BK	5	7	11BK	10	**94**
93	5	5	6	6	7	7	7	7	6	6	8	7AG	6	6AG	8AG	9BG	5	7	11BG	10	**93**
92	5	5	5	6	7	7	7	6	6	5	7	6AK	6	6AK	8AK	8BK	5	7	10BK	10	**92**
91	5	5	5	6	7	6	7	6	6	5	7	6AG	6	6AG	8AG	8AG	5	7	10BG	10	**91**
90	4	5	5	6	7	6	7	6	6	5	7	6AK	6	6AK	7AK	8AK	4	7	10BK	10	**90**
89	4	5	5	5	7	6	7	6	6	5	6	5AG	6	6	7AG	8AG	4	7	10AG	9	**89**
88	4	5	5	5	6	6	6	6	6	4	6	5AK	6	6	7AK	8AK	4	7	10AK	9	**88**
87	4	5	5	5	6	6	6	5	5	4	6	5AG	6	6	7AG	8AG	4	6	10AG	9	**87**
86	4	5	5	5	6	6	6	5	5	4	6	5AK	6	5	7AK	7AK	4	6	10AK	9	**86**
85	4	5	5	5	6	5	6	5	5	4	5	4AK	6	5	7AK	7AG	4	6	10AK	9	**85**
84	4	4	4	5	6	5	6	5	5	4	5	4	6	5	7	7AK	4	6	9	8	**84**
83	4	4	4	5	6	5	5	5	5	3	5	4	5	5	7	7AG	4	6	9	8	**83**
82	4	4	4	4	5	5	5	4	4	6	5	5	5	5	6	7AK	3	6	9	8	**82**
81	4	4	4	4	5	5	5	4	4	3	4	3	5	5	6	6AG	3	6	9	8	**81**
80	4	4	4	4	5	5	5	4	4	3	4	3	5	5	6	6AK	3	5	9	8	**80**
79	4	4	4	4	5	5	5	4	4	2	4	3	5	5	6	6	3	5	9	8	**79**
78	4	4	4	4	5	4	4	4	4	2	4	2	5	5	6	6	3	5	9	7	**78**
77	4	4	4	4	5	4	4	3	4	2	3	2	5	5	6	6	3	5	8	7	**77**
76	4	4	4	3	5	4	4	3	3	2	3	2	5	5	6	6	3	5	8	7	**76**
75	3	4	3	3	4	4	4	3	3	–	3	–	5	5	5	5	2	5	8	7	**75**
74	3	4	3	3	4	4	4	3	3	–	3	–	5	5	5	5	2	5	8	7	**74**
73	3	3	3	3	4	4	3	3	3	–	2	–	5	4	5	5	2	–	8	–	**73**
72	3	3	3	3	4	3	3	2	3	–	2	–	5	4	5	5	2	–	8	–	**72**
71	3	3	3	3	4	3	3	2	3	–	2	–	5	4	5	5	2	–	8	–	**71**
70	3	3	3	3	4	3	3	2	2	–	–	–	5	4	5	5	2	–	7	–	**70**
69	3	3	3	2	4	3	3	2	2	–	–	–	4	4	5	4	2	–	7	–	**69**
68	3	3	3	2	3	3	2	2	2	–	–	–	4	4	5	4	–	–	7	–	**68**
67	3	3	2	2	3	3	2	1	2	–	–	–	4	4	4	4	–	–	7	–	**67**
66	3	3	2	2	3	3	2	1	2	–	–	–	4	4	4	4	–	–	7	–	**66**
65	3	3	2	2	3	2	2	1	–	–	–	–	4	4	4	4	–	–	7	–	**65**
64	3	3	2	2	3	2	2	1	–	–	–	–	4	4	4	4	–	–	7	–	**64**
63	3	3	2	2	3	2	1	–	–	–	–	–	4	4	4	3	–	–	–	–	**63**
62	3	2	2	1	3	2	1	–	–	–	–	–	4	4	4	3	–	–	–	–	**62**
61	3	2	2	1	2	2	1	–	–	–	–	–	4	4	4	3	–	–	–	–	**61**
60	2	2	2	1	2	2	1	–	–	–	–	–	4	3	3	3	–	–	–	–	**60**
59	2	2	1	1	2	1	1	–	–	–	–	–	4	3	3	3	–	–	–	–	**59**
57-58	2	2	1	1	2	1	–	–	–	–	–	–	4	3	3	–	–	–	–	–	**57-58**
54-56	2	2	1	–	2	1	–	–	–	–	–	–	3	3	3	–	–	–	–	–	**54-56**
51-53	2	2	1	–	1	–	–	–	–	–	–	–	3	3	–	–	–	–	–	–	**51-53**
48-50	2	1	–	–	1	–	–	–	–	–	–	–	3	3	–	–	–	–	–	–	**48-50**
45-47	2	1	–	–	–	–	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**45-47**
42-44	1	1	–	–	–	–	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**42-44**
32-41	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**32-41**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✹⊗

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: Bπ=must parry B rounds; B∏=no parry for B rounds; B∑=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2 - 3.5 feet
Weight: 3 - 5 pounds
Fumble Range: 01 - 03 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 75 - 86

Range Modifiers: –

Attack Table 2.3
Broadsword
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8EK	10EK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**150**
149	8DK	10DK	12EK	14ES	15EK	15EK	18EK	18EK	16EP	18EK	22EK	22ES	22ES	20EP	25ES	28ES	22ES	25ES	28ES	30ES	**149**
148	8DK	10DK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**148**
147	8CK	10CK	12DK	14ES	15EK	15EK	18EK	18EP	16EK	18EK	22ES	22ES	20EP	20EP	25ES	28ES	22ES	25ES	28ES	30ES	**147**
146	8CK	10CK	12DK	14EK	15DK	15DK	18EK	18ES	16EK	18EK	22ES	21ES	20EK	20ES	25ES	27ES	21ES	24ES	27ES	29ES	**146**
145	8CK	10CK	12DS	14ES	15DK	15DK	18DK	18EP	16EK	17EK	21ES	21ES	20EP	20EP	24EP	27ES	21ES	24ES	27ES	29ES	**145**
144	8CK	10CK	12DP	14EP	15DK	15DK	17DS	17EK	16EK	17EK	21ES	21ES	19EK	19EK	24ES	27ES	21ES	24ES	27ES	29ES	**144**
143	8CK	10CK	12DK	13DK	15DK	14DK	17DP	17ES	15DK	17EK	21ES	21ES	19EP	19ES	24EP	26ES	21ES	24ES	27ES	28ES	**143**
142	8BK	10CK	12CS	13DS	14DK	14DK	17DK	17EP	15DK	17EK	21ES	20ES	19EK	19EP	24ES	26ES	20ES	23ES	26ES	28ES	**142**
141	8BK	10BK	11CP	13DP	14DK	14DK	17DS	17DK	15DK	17EK	20ES	20EP	19ES	19EK	23EP	26ES	20ES	23ES	26ES	28ES	**141**
140	8BK	10BK	11CK	13DK	14DK	14DK	17DP	17DS	15DK	16DK	20DS	20ES	19EP	19ES	23ES	26ES	20ES	23ES	26ES	27ES	**140**
139	8BK	10BK	11CS	13DS	14CK	14DK	16DK	16DP	15DK	16DK	20DP	20EP	19DK	19EP	23EP	25ES	20ES	22ES	26ES	27ES	**139**
138	8BK	9BK	11CP	13CP	14CK	14CK	16DS	16DK	15DK	16DK	20DS	19ES	18DS	18EK	23ES	25ES	19ES	22ES	25ES	27ES	**138**
137	8BK	9BK	11CK	13DK	14CK	14CK	16DP	16DS	14DK	16DK	19DP	19EP	18DP	18ES	22EP	25ES	19ES	22ES	25ES	26ES	**137**
136	8BK	9BK	11CP	12DS	14CK	13CK	16CK	16DP	14DK	16DK	19DS	19DS	18DK	18DP	22ES	24ES	19ES	22ES	25ES	26ES	**136**
135	8AK	9BK	11CP	12DP	13CK	13CK	16CS	16DK	14CK	15DK	19DP	19DP	18DS	18DK	22EP	24ES	19ES	21ES	25ES	26ES	**135**
134	7AK	9BK	11BK	12DK	13CK	13CK	15CP	15DS	14CK	15DS	19DS	18DS	18DP	18DS	22DS	24ES	18ES	21ES	24ES	25ES	**134**
133	7AK	9AP	10BS	12CS	13CK	13CP	15CK	15DP	14CK	15DP	18DS	18DP	18DK	17DP	21DP	24ES	18ES	21ES	24ES	25ES	**133**
132	7AK	9AK	10BP	12CP	13BK	13CK	15CS	15DK	14CK	15DK	18DP	18DS	17DS	17DK	21DS	23ES	18DS	20ES	24ES	25ES	**132**
131	7AK	9AP	10BK	12CK	13BK	13CP	15CP	15DS	13CK	15DS	18DK	18DP	17DP	17DS	21DP	23DS	17DS	20ES	24ES	24ES	**131**
130	7AK	9AK	10BS	12CS	13BK	13BK	15CK	15DP	13CK	14DP	18DS	17DS	17DK	17DP	21DK	23DS	17DS	20ES	23ES	24ES	**130**
129	7AP	9AS	10BP	11CP	13BK	12BP	15CS	14DK	13CK	14DK	17DP	17DP	17DS	17DK	20DS	22DS	17DS	20DS	23ES	24ES	**129**
128	7AK	9AP	10BK	11CK	12BK	12BK	14CP	14CS	13CK	14CS	17DK	17DS	17CP	17DS	20DP	22DS	17DK	19DS	23ES	23ES	**128**
127	7AS	8AK	10BS	11CS	12BK	12BP	14CK	14CP	13CS	14CP	17DS	17DP	17CK	16DP	20DK	22DS	16DS	19DS	23EK	23EK	**127**
126	7AP	8AS	10BP	11CP	12BK	12BK	14CS	14CK	13CP	13CK	17CP	16DS	16CS	16DK	20DS	22DS	16DP	19DS	22ES	23ES	**126**
125	7AK	8AP	10BK	11CK	12BP	12BP	14CP	14CS	12CK	13CS	16CK	16DP	16CP	16DS	19DP	21DS	16DK	18DS	22EK	22ES	**125**
124	7	8AK	9AS	11BS	12BK	12BK	14CK	13CP	12CS	13CP	16CS	16DS	16CK	16DP	19DK	21DS	16DS	18DS	22ES	22ES	**124**
123	7	8AS	9AP	11BP	12AP	11BS	13CS	13CK	12CP	13CK	16CP	15DP	16CS	16DK	19DS	21DS	15DP	18DS	21EK	22ES	**123**
122	7	8AP	9AK	10BK	12AK	11BP	13BP	13CS	12CK	13CS	15CK	15DS	16CP	16DS	19DP	20DS	15DK	18DP	21ES	22ES	**122**
121	7	8AK	9AS	10BS	11AS	11BK	13BK	13CP	12BS	12CP	15CS	15DP	16CK	15DP	18DK	20DS	15DS	17DS	21EK	21DS	**121**
120	7	8AS	9AP	10BP	11AP	11BS	13BS	13CK	12BP	12CK	15CP	15DK	15CS	15DK	18DS	20DS	15DP	17DP	21DS	21DS	**120**
119	6	8	9AK	10BK	11AK	11AP	13BP	12CS	11BK	12CS	15CK	14CS	15CP	15CS	18DP	19DS	14DK	17DS	20DP	20DS	**119**
118	6	8	9AS	10BS	11AS	11AK	12BK	12CP	11BS	12CP	15CS	14CP	15CK	15CP	18DK	19DK	14DS	16DP	20DK	20DS	**118**
117	6	8	9AP	10BP	11AP	11AS	12BS	12CK	11BP	12CK	14CP	14CK	15CS	15CK	18CS	19DS	14DP	16DK	20DS	20DS	**117**
116	6	7	8AK	10BK	11AK	10AP	12BP	12CS	11BK	11CS	14CK	14CS	15CP	14CS	17CP	19DP	14CK	16DS	20DP	19DP	**116**
115	6	7	8AS	9BS	11AS	10AK	12BK	12BP	11BS	11CP	14CS	13CP	15CK	14CP	17CK	18DK	13CS	16DP	19DK	19DS	**115**
114	6	7	8AP	9AP	10AP	10AS	12BS	11BK	11BP	11BK	14CP	13CK	14CS	14CK	17CS	18DS	13CP	15DK	19DS	19DP	**114**
113	6	7	8AK	9AK	10AK	10AP	12BP	11BS	10BK	11BS	13CK	13CS	14CP	14CS	17CP	18DP	13CK	15DS	19DP	19DS	**113**
112	6	7	8AS	9AS	10AS	10AK	11BK	11BP	10BS	11BP	13CS	13CP	14BK	14CP	16CK	17DK	12CS	15CP	19DK	18DP	**112**
111	6	7	8AP	9AP	10AP	10AS	11AS	11BK	10BP	10BK	13CP	12CK	14BS	14CK	16CS	17CS	12CP	15CK	18DS	18DS	**111**
110	6	7	8AK	9AK	10AK	10AP	11AP	11BS	10BK	10BS	13CK	12CS	14BP	13CS	16CP	17CP	12CK	14CS	18DP	18DP	**110**
109	6	7	8	9AS	10	9AK	11AK	10BP	10BS	10BP	12BS	12CP	14BK	13CP	16CK	17CK	12CS	14CP	18DK	17DS	**109**
108	6	7	8	8AP	10	9AS	11AS	10BK	10BP	10BK	10BP	12CK	13BS	13CK	15CS	16CS	11CP	14CK	18DS	17DP	**108**
107	6	7	7	8AK	9	9AP	10AP	10BS	9AK	9BS	12BK	11CS	13BP	13CS	15CP	16CP	11CK	13CS	17DP	17DS	**107**
106	6	7	7	8AS	9	9AK	10AK	10BP	9AS	9BP	12BS	11CP	13BK	13CP	15CK	16CK	11CS	13CP	17DK	16DP	**106**
105	6	6	7	8AP	9	9AS	10AS	10BK	9AP	9BK	12BP	11CK	13BS	13CK	15CS	15CS	11CP	13CK	17DS	16DS	**105**
104	5	6	7	8AK	9	9	10AP	9BS	9AK	9BS	11BK	11CS	13BP	12CS	14CP	15CP	10BK	13CS	17DP	16DP	**104**
103	5	6	7	8AS	9	9	10AK	9BP	9AS	9BP	11BS	10CP	13BK	12CP	14CK	15CK	10BS	12CP	16DK	15DK	**103**
102	5	6	7	7AP	9	8	9AS	9AK	9AP	8BK	11BP	10CK	12BS	12BK	14BS	15CS	10BP	12BK	16DS	15DS	**102**
101	5	6	7	7AK	9	8	9AP	9AS	8AK	8BS	11BK	10BS	12BP	12BS	14BP	14CP	10BK	12BS	16DP	15CP	**101**
100	5	6	7	7AS	8	8	9AK	9AP	8AS	8AP	10BS	10BP	12BK	12BP	13BK	14CK	9BS	11BP	16CK	14CK	**100**
99	5	6	6	7	8	8	9	8AK	8AP	8AK	10BP	9BK	12BS	11BK	13BS	14BS	9BP	11BK	15CS	14CS	**99**
98	5	6	6	7	8	8	9	8AS	8AK	8AS	10BK	9BS	12BP	11BS	13BP	13BP	9AK	11BS	15CP	14CP	**98**
97	5	6	6	7	8	8	9	8AP	8AS	7AP	10BS	9BP	12AK	11BP	13BK	13BK	9AS	11BP	15CK	13CK	**97**
96	5	6	6	7	8	7	8	8AK	8AP	7AK	9BP	8BK	11AS	11BK	12BS	13BS	8AP	10BK	14CS	13CS	**96**
95	5	6	6	6	8	7	8	8AS	7AK	7AS	9AS	8BS	11AP	12BS	12BP	12BP	8AK	10BS	14CP	12CP	**95**
94	5	5	6	6	8	7	8	7AP	7	7AP	9AS	8BP	11AK	11BP	12BK	12BK	8	10AP	14CK	12CK	**94**
93	5	5	6	6	7	7	8	7AK	7	7AK	9AP	8BK	11AS	10BK	12BS	12BS	7	9AK	14CS	12BS	**93**
92	5	5	6	6	7	7	8	7AS	7	6AS	8AK	7BS	11AP	10BS	11BP	12BP	7	9AS	13CP	12BP	**92**
91	5	5	5	6	7	7	7	7AP	7	6AP	8AS	7BP	11AK	10BP	11BP	11BK	7	9AP	13CK	11BK	**91**
90	5	5	5	6	7	7	7	7AK	7	6AK	8AP	7BK	10AS	10BK	11BS	11BS	7	9AK	13CS	11BS	**90**
89	4	5	5	6	7	6	7	6	6	6	8AK	7BS	10AP	10BS	11BP	11BP	6	8	13CP	11BP	**89**
88	4	5	5	5	7	6	7	6	6	5	7AS	6BP	10AK	10AP	11BK	11BK	6	8	12BK	10AK	**88**
87	4	5	5	5	7	6	7	6	6	5	7AP	6BK	10AS	9AK	10BS	10BS	6	8	12BS	10AS	**87**
86	4	5	5	5	6	6	6	6	6	5	7AK	6BS	10AP	9AS	10AP	10BP	6	7	12BP	10AP	**86**
85	4	5	5	5	6	6	6	6	6	5	7AS	6AP	10AK	9AP	10AK	10BK	5	7	12BK	9AK	**85**
84	4	5	5	5	6	6	6	5	6	5	6	5AK	9	9AK	10AS	9BS	5	7	11BS	9	**84**
83	4	4	5	5	6	6	6	5	5	4	6	5AS	9	9AS	9AP	9AP	5	7	11BP	9	**83**
82	4	4	4	5	6	5	6	5	5	4	6	5AP	9	8AP	9AK	9AK	5	6	11BK	8	**82**
81	4	4	4	4	6	5	6	5	5	4	6	5AK	9	8AK	9AS	8AS	4	6	11BS	8	**81**
80	4	4	4	4	6	5	5	5	5	4	5	4AS	9	8AS	9AP	8AP	4	6	10AP	8	**80**
79	4	4	4	4	5	5	5	4	5	4	5	4AP	9	8	8AK	8AK	4	–	10AK	–	**79**
78	4	4	4	4	5	5	5	4	5	3	5	4AK	8	8	8AS	8AS	4	–	10AS	–	**78**
77	4	4	4	4	5	5	5	4	4	3	5	4AS	8	8	8AP	7AP	3	–	10AP	–	**77**
76	4	4	4	4	5	5	5	4	4	3	4	3AP	8	7	8AK	7AK	3	–	9AK	–	**76**
75	4	4	4	4	5	4	4	4	4	3	4	3AK	8	7	7AS	7AS	3	–	9AS	–	**75**
74	3	4	3	3	5	4	4	3	4	3	4	3	8	7	7	6AP	–	–	9	–	**74**
73	3	4	3	3	5	4	4	3	4	2	4	3	8	7	7	6AK	–	–	9	–	**73**
72	3	3	3	3	4	4	4	3	4	2	3	2	7	7	7	6AS	–	–	8	–	**72**
71	3	3	3	3	4	4	4	3	3	2	3	2	7	7	6	6AP	–	–	8	–	**71**
70	3	3	3	3	4	4	3	3	3	2	3	2	7	6	6	5AK	–	–	8	–	**70**
69	3	3	3	3	4	3	3	2	3	–	3	–	7	6	6	5	–	–	–	–	**69**
68	3	3	3	3	4	3	3	2	3	–	2	–	7	6	6	5	–	–	–	–	**68**
67	3	3	3	2	4	3	3	2	3	–	2	–	7	6	5	4	–	–	–	–	**67**
66	3	3	3	2	4	3	3	2	3	–	2	–	6	6	5	4	–	–	–	–	**66**
65	3	3	2	2	3	3	3	2	2	–	2	–	6	5	5	4	–	–	–	–	**65**
64	3	3	2	2	3	3	2	1	2	–	–	–	6	5	5	–	–	–	–	–	**64**
63	3	3	2	2	3	3	2	1	2	–	–	–	6	5	4	–	–	–	–	–	**63**
62	3	3	2	2	3	2	2	1	2	–	–	–	6	5	4	–	–	–	–	–	**62**
61	3	2	2	2	3	2	2	1	2	–	–	–	6	5	4	–	–	–	–	–	**61**
60	3	2	2	1	3	2	2	1	2	–	–	–	5	5	4	–	–	–	–	–	**60**
59	2	2	2	1	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**59**
58	2	2	2	1	2	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**58**
57	2	2	1	1	2	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**57**
53-56	2	2	1	1	2	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**53-56**
50-52	2	2	1	–	1	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**50-52**
45-49	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-49**
40-44	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-44**
30-39	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-39**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 3 - 5 feet
Weight: 3 - 7 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 46 - 54 w

Range Modifiers: 1' - 10': -40

Attack Table 2.4
Club
One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8DK	10EK	12EK	14EK	15EK	15EK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**150**
149	8CK	10DK	12EK	14EK	15EK	15EK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**149**
148	8CK	10CK	12DK	14EK	15DK	15DK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**148**
147	8CK	10CK	12DK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**147**
146	8CK	10CK	12DK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**146**
145	8BK	10CK	12CK	14DK	15DK	15DK	18DK	17EK	13DK	15EK	18EK	18EK	13EK	13EK	18EK	20EK	14EK	17EK	20EK	21EK	**145**
144	8BK	10CK	12CK	14DK	15CK	15DK	17DK	17DK	13DK	14EK	18EK	18EK	13EK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	**144**
143	8BK	10BK	12CK	13DK	14CK	14CK	17DK	17DK	13DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	**143**
142	8BK	10BK	12CK	13DK	14CK	14CK	17CK	17DK	12DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	**142**
141	8BK	10BK	11CK	13DK	14CK	14CK	17CK	17DK	12DK	14DK	17DK	17EK	13DK	13DK	17EK	19EK	13EK	16EK	19EK	20EK	**141**
140	8BK	10BK	11CK	13DK	14CK	14CK	17CK	16DK	12CK	14DK	17DK	17DK	12DK	12DK	17EK	19EK	13DK	16EK	19EK	20EK	**140**
139	8AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	12CK	13DK	17DK	17DK	12DK	12DK	17DK	19EK	13DK	15EK	19EK	20EK	**139**
138	8AK	9BK	11BK	13CK	14BK	14CK	16CK	16DK	12CK	13DK	17DK	17DK	12DK	12DK	16DK	19EK	12DK	15EK	18EK	20EK	**138**
137	8AK	9BK	11BK	13CK	14BK	13CK	16CK	16DK	12CK	13DK	17DK	16DK	12DK	12DK	16DK	19DK	12DK	15DK	18EK	20EK	**137**
136	8AK	9AK	11BK	12CK	13BK	13BK	16CK	16DK	12CK	13DK	16DK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	**136**
135	8AK	9AK	11BK	12CK	13BK	13BK	16CK	15CK	11CK	13CK	16DK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	**135**
134	7AK	9AK	11BK	12CK	13BK	13BK	15CK	15CK	11CK	13CK	16CK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	**134**
133	7AK	9AK	10BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	16CK	15DK	12CK	12DK	16DK	18DK	12DK	14DK	18EK	19EK	**133**
132	7AK	9AK	10BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	15CK	15DK	12CK	12DK	15DK	17DK	11DK	14DK	17EK	18EK	**132**
131	7AK	9AK	10BK	12CK	13AK	13BK	15BK	15CK	11CK	12CK	15CK	15DK	12CK	11DK	15DK	17DK	11CK	14DK	17EK	18DK	**131**
130	7AK	9AK	10BK	12BK	13AK	12BK	15BK	14CK	11CK	12CK	15CK	15DK	11CK	11DK	15DK	17DK	11CK	14DK	17EK	18DK	**130**
129	7	9AK	10AK	11BK	12AK	12BK	14BK	14CK	11BK	12CK	15CK	15DK	11CK	11CK	15DK	17DK	11CK	14DK	17DK	18DK	**129**
128	7	9AK	10AK	11BK	12AK	12BK	14BK	14CK	10BK	11CK	15CK	14CK	11CK	11CK	15CK	17DK	11CK	13DK	17DK	17DK	**128**
127	7	8AK	10AK	11BK	12AK	12AK	14BK	14CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	11CK	13CK	17DK	17DK	**127**
126	7	8AK	10AK	11BK	12AK	12AK	14BK	13CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	10CK	13CK	16DK	17DK	**126**
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123	7	8	9AK	11BK	11AK	11AK	13BK	13BK	10BK	11BK	13CK	13CK	11BK	11CK	14CK	15CK	10CK	13CK	16DK	16DK	**123**
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113	6	7	8	9AK	10	10	11AK	11AK	8AK	9BK	11BK	11CK	10BK	9BK	12BK	13BK	8AK	11BK	14CK	14CK	**113**
112	6	7	8	9AK	10	10	11AK	11AK	8AK	8BK	11BK	10BK	10AK	9BK	12BK	13BK	8AK	11AK	14CK	14BK	**112**
111	6	7	8	9AK	10	9	11AK	10AK	8AK	8BK	11BK	10BK	9AK	9BK	12BK	13BK	8AK	10AK	14CK	14BK	**111**
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107	6	7	7	8AK	9	9	10	9AK	7AK	8AK	10AK	9BK	9AK	9BK	11BK	12BK	7	10AK	13CK	13BK	**107**
106	6	7	7	8AK	9	9	10	9AK	7AK	7AK	10AK	9BK	9AK	9BK	11BK	12BK	7	9AK	13CK	12AK	**106**
105	6	6	7	8AK	9	8	10	9AK	7AK	7AK	9AK	9BK	9AK	9BK	11BK	11BK	7	9AK	13BK	12AK	**105**
104	5	6	7	8	9	8	9	9AK	7	7AK	9AK	9BK	9AK	9BK	10BK	11BK	7	9	13BK	12AK	**104**
103	5	6	7	8	9	8	9	9AK	7	7AK	9AK	8BK	9AK	8AK	10BK	11BK	7	9	12BK	12AK	**103**
102	5	6	7	7	8	8	9	8AK	7	7AK	9AK	8BK	8AK	8AK	10AK	11BK	6	9	12BK	12AK	**102**
101	5	6	7	7	8	8	9	8AK	7	6AK	9AK	8BK	8AK	8AK	10AK	11BK	6	9	12BK	11AK	**101**
100	5	6	7	7	8	8	9	8AK	7	6AK	8AK	8BK	8AK	8AK	10AK	10BK	6	8	12BK	11AK	**100**
99	5	6	6	7	8	8	8	8	6	6	8AK	7BK	8	8AK	10AK	10BK	6	8	12BK	11	**99**
98	5	6	6	7	8	7	8	8	6	6	8AK	7BK	8	8AK	9AK	10AK	6	8	12BK	11	**98**
97	5	6	6	7	8	7	8	7	6	6	8AK	7AK	8	8AK	9AK	10AK	6	8	11BK	10	**97**
96	5	6	6	7	7	7	8	7	6	6	7AK	7AK	8	8AK	9AK	9AK	5	8	11AK	10	**96**
95	5	6	6	6	7	7	8	7	6	5	7AK	6AK	8	7AK	9AK	9AK	5	7	11AK	10	**95**
94	5	5	6	6	7	7	7	7	6	5	7	6AK	8	7	9AK	9AK	5	7	11AK	10	**94**
93	5	5	6	6	7	7	7	7	6	5	7	6AK	8	7	9AK	9AK	5	7	11AK	10	**93**
92	5	5	6	6	7	6	7	6	5	5	7	6AK	7	7	8AK	9AK	5	7	11AK	9	**92**
91	5	5	5	6	7	6	7	6	5	5	6	6AK	7	7	8AK	8AK	5	7	10AK	9	**91**
90	5	5	5	6	7	6	7	6	5	4	6	5AK	7	7	8AK	8AK	4	7	10AK	9	**90**
89	4	5	5	6	6	6	6	6	5	4	6	5AK	7	7	8	8AK	4	6	10	9	**89**
88	4	5	5	5	6	6	6	6	5	4	6	5AK	7	7	8	8AK	4	6	10	8	**88**
87	4	5	5	5	6	6	6	5	5	4	5	5AK	7	7	8	7AK	4	6	10	8	**87**
86	4	5	5	5	6	5	6	5	5	4	5	4AK	7	6	7	7AK	4	6	10	8	**86**
85	4	5	5	5	6	5	6	5	4	4	5	4AK	7	6	7	7AK	4	6	9	8	**85**
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83	4	4	5	5	6	5	5	4	4	3	5	4	7	6	7	7	3	–	9	–	**83**
82	4	4	4	5	5	5	5	4	4	3	4	3	6	6	7	6	3	–	9	–	**82**
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61	3	2	2	2	2	2	1	–	–	–	–	–	4	4	–	–	–	–	–	–	**61**
60	3	2	2	1	2	1	1	–	–	–	–	–	4	4	–	–	–	–	–	–	**60**
59	2	2	2	1	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**59**
58	2	2	2	1	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**58**
56-57	2	2	1	1	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**56-57**
53-55	2	2	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**53-55**
50-52	2	2	1	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-52**
45-49	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-49**
40-44	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-44**
30-39	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-39**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 PUNCTURE CRITICAL STRIKE TABLE

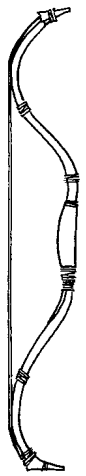
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 2.5 - 4 feet
Weight: 2 - 3 pounds
Fumble Range: 01 - 04 UM
Breakage #s: Auto
Strength: 54 - 66

Range Modifiers:
1' - 10': +25
11' - 100': +0
101' - 200': -35
201' - 300': -60

Attack Table 2.5
Composite Bow
Missile



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	27EP	**150**
149	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	27EP	**149**
148	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	27EP	**148**
147	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	25EP	25EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	26EP	**147**
146	11EP	13EP	15EP	17EP	22EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	17EP	19EP	23EP	26EP	**146**
145	11DP	13DP	15EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	16EP	19EP	22EP	26EP	**145**
144	11DP	13DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	24EP	24EP	20EP	20EP	25EP	28EP	16EP	19EP	22EP	25EP	**144**
143	11DP	12DP	14DP	16EP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	16EP	19EP	22EP	25EP	**143**
142	11DP	12DP	14DP	16EP	21DP	20EP	23EP	23EP	18DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	16EP	18EP	22EP	25EP	**142**
141	11DP	12DP	14DP	15EP	20DP	20DP	23DP	23EP	18DP	20EP	23EP	23EP	20EP	19EP	24EP	27EP	15EP	18EP	21EP	24EP	**141**
140	10CP	12CP	14DP	15EP	20DP	20DP	22DP	22EP	18DP	19DP	23DP	23EP	19EP	19EP	24EP	26EP	15EP	18EP	21EP	24EP	**140**
139	10CP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19DP	23DP	23EP	19DP	19EP	23EP	26EP	15EP	18EP	21EP	24EP	**139**
138	10CP	12CP	13DP	15DP	20DP	19DP	22DP	22EP	17DP	19DP	22DP	22EP	19DP	19EP	23EP	26EP	15EP	17EP	21EP	23EP	**138**
137	10CP	12CP	13DP	15DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22DP	19DP	19EP	23EP	25EP	14DP	17EP	21EP	23EP	**137**
136	10CP	11CP	13DP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22DP	19DP	18DP	22EP	25EP	14DP	17EP	20EP	23EP	**136**
135	10CP	11CP	13CP	14DP	19DP	19DP	21DP	21DP	17CP	18DP	21DP	21DP	18DP	18DP	22EP	25EP	14DP	16EP	20EP	22EP	**135**
134	10BP	11CP	13CP	14DP	19DP	18DP	21DP	20DP	16CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	14DP	16DP	20EP	22EP	**134**
133	10BP	11BP	12CP	14DP	18DP	18DP	20DP	20DP	16CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	13DP	16DP	20EP	22EP	**133**
132	10BP	11BP	12CP	13DP	18DP	18DP	20DP	20DP	16CP	17DP	20DP	20DP	18DP	17DP	21DP	24DP	13DP	16DP	19EP	21EP	**132**
131	9BP	11BP	12CP	13DP	18CP	18DP	20DP	19DP	16CP	16DP	20DP	20DP	18DP	17DP	21DP	23DP	13DP	15DP	19EP	21EP	**131**
130	9BP	11BP	12CP	13DP	18CP	117CP	19DP	19DP	15CP	16DP	19DP	20DP	17DP	17DP	21DP	23DP	13DP	15DP	19EP	21EP	**130**
129	9AP	10BP	12CP	13DP	17CP	117CP	19CP	19DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	23DP	12DP	15DP	19EP	20DP	**129**
128	9AP	10BP	11CP	13DP	17CP	117CP	19CP	18DP	15CP	15CP	19DP	19DP	17CP	17DP	20DP	22DP	12DP	15DP	18EP	20DP	**128**
127	9AP	10BP	11CP	12CP	17CP	117CP	18CP	18DP	15CP	15CP	18DP	19DP	17CP	16DP	20DP	22DP	12DP	14DP	18EP	20DP	**127**
126	9AP	10AP	11BP	12CP	17CP	116CP	18CP	18DP	14CP	15CP	18CP	18DP	16CP	16DP	20DP	22DP	12DP	14DP	18DP	19DP	**126**
125	9AP	10AP	11BP	12CP	16CP	116CP	18CP	17DP	14CP	15CP	18CP	18DP	16CP	16DP	19DP	21DP	11CP	14DP	18DP	19DP	**125**
124	9AP	10AP	11BP	12CP	16CP	116CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	16DP	19DP	21DP	11CP	14DP	18DP	19DP	**124**
123	9AP	10AP	10BP	11CP	16CP	116CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	15DP	19DP	21DP	11CP	13DP	17DP	18DP	**123**
122	8AP	9AP	10BP	11CP	16CP	115CP	17CP	16DP	13CP	14CP	17CP	17DP	16CP	15DP	18DP	20DP	11CP	13DP	17DP	18DP	**122**
121	8AP	9AP	10BP	11CP	15CP	115CP	17CP	16CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	10CP	13CP	17DP	17DP	**121**
120	8AK	9AP	10BP	11CP	15BP	115CP	16CP	16CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	10CP	12CP	17DP	17DP	**120**
119	8	9AP	10BP	11CP	15BP	115CP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	19DP	10CP	12CP	16DP	17DP	**119**
118	8	9AP	10BP	10CP	15BP	114BP	16CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17DP	19DP	10CP	12CP	16DP	16DP	**118**
117	8	9AP	9AP	10CP	15BP	114BP	15CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	9CP	12CP	16DP	16DP	**117**
116	8	9AP	9AP	10BP	14BP	114BP	15CP	14CP	12BP	12CP	15CP	15CP	14CP	14CP	17CP	18DP	9CP	11CP	16DP	16DP	**116**
115	8	8AK	9AP	10BP	14BP	114BP	15CP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	11CP	15DP	15CP	**115**
114	8	8	9AP	9BP	14BP	113BP	14CP	14CP	11BP	11BP	14CP	14CP	14CP	13CP	16CP	18CP	9CP	11CP	15DP	15CP	**114**
113	7	8	9AP	9BP	14BP	113BP	14CP	13CP	11BP	11BP	13CP	14CP	14CP	13CP	16CP	17CP	8BP	11CP	15DP	15CP	**113**
112	7	8	8AP	9BP	13AP	113BP	14BP	13CP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8BP	10CP	15DP	14CP	**112**
111	7	8	8AP	9BP	13AP	113BP	13BP	13CP	11BP	10BP	13CP	13CP	13BP	13CP	15CP	17CP	8BP	10BP	15DP	14CP	**111**
110	7	8	8AP	9BP	13AP	112BP	13BP	12CP	10BP	10BP	12CP	13CP	13BP	13CP	15CP	16CP	8BP	10BP	14CP	14CP	**110**
109	7	8	8AP	8BP	13AP	112BP	13BP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	15CP	16CP	7BP	10BP	14CP	13CP	**109**
108	7	7	8AP	8BP	12AP	112AP	13BP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	7BP	9BP	14CP	13CP	**108**
107	7	7	8AP	8AP	12AP	111AP	12BP	11CP	10AP	9BP	11BP	12CP	12BP	12CP	14CP	16CP	7BP	9BP	14CP	13BP	**107**
106	7	7	7AP	8AP	12AP	11AP	12BP	11CP	9AP	8BP	11BP	11CP	12BP	12CP	14CP	15CP	7AP	9BP	13CP	12BP	**106**
105	7	7	7AK	7AP	12AP	11AP	12BP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	14CP	15CP	6AP	8BP	13CP	12BP	**105**
104	6	7	7	7AP	11AP	11AP	11BP	10BP	9AP	8BP	10BP	11BP	12BP	11CP	13CP	15CP	6AP	8BP	13CP	12BP	**104**
103	6	7	7	7AP	11AP	10AP	11BP	10BP	9AP	8BP	10BP	10BP	12BP	11CP	13CP	14BP	6AP	8AP	13CP	11BP	**103**
102	6	6	7	7AP	11AP	10AP	11BP	10BP	8AP	7BP	10BP	10BP	11BP	11CP	13CP	14BP	6AP	8AP	13CP	11BP	**102**
101	6	6	6	7AP	11AP	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	5AP	7AP	12CP	11BP	**101**
100	6	6	6	6AP	10AK	10AP	10AP	9BP	8AP	7AP	9BP	9BP	11BP	10CP	12BP	13BP	5AK	7AP	12CP	10AP	**100**
99	6	6	6	6AP	10	9AP	10AP	9BP	8AP	6AP	9BP	9BP	11BP	10BP	12BP	13BP	5	7AP	12CP	10AP	**99**
98	6	6	6	6AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	11BP	10BP	12BP	13BP	5	7AP	12BP	10AP	**98**
97	6	6	6	6AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	10BP	10BP	11BP	12BP	4	6AP	11BP	9AP	**97**
96	6	6	5	5AP	9	9AP	9AP	8BP	7AP	5AP	7BP	9BP	10BP	9BP	11BP	12BP	4	6AP	11BP	9AP	**96**
95	6	6	5	5AK	9	8AK	9AP	7BP	7AK	5AP	7AP	7BP	10AP	9BP	11BP	12BP	4	6AK	11BP	9AP	**95**
94	5	5	5	5	9	8	8AP	7BP	6	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	–	11BP	8AK	**94**
93	5	5	5	5	9	8	8AP	7BP	6	4AP	6AP	7BP	10AP	9BP	10BP	11BP	3	–	10BP	8	**93**
92	5	5	5	5	8	8	8AP	6AP	6	4AP	6AP	6BP	9AP	9BP	10BP	11BP	3	–	10BP	–	**92**
91	5	5	5	4	8	7	7AP	6AP	6	4AP	5AP	6BP	9AP	8BP	10BP	10BP	3	–	10BP	–	**91**
90	5	5	4	4	8	7	7AK	6AP	5	3AK	5AP	6BP	9AP	8BP	9BP	10BP	3	–	10BP	–	**90**
89	5	5	4	4	8	7	7	5AP	5	3	5AP	5AP	9AP	8BP	9BP	10BP	–	–	10AP	–	**89**
88	5	5	4	4	8	7	6	5AP	5	3	5AP	5AP	9AP	8BP	9BP	9BP	–	–	9AP	–	**88**
87	5	4	4	3	7	6	6	5AP	5	2	4AP	5AP	8AP	7BP	8BP	9AP	–	–	9AP	–	**87**
86	5	4	4	3	7	6	6	4AP	4	2	4AP	4AP	8AP	7BP	8BP	9AP	–	–	9AP	–	**86**
85	4	4	3	3	7	6	5	4AP	4	2	4AK	4AP	8AP	7BP	8BP	8AP	–	–	9AP	–	**85**
84	4	4	3	3	7	6	5	4AP	4	–	3	4AP	8AP	7AP	8AP	8AP	–	–	8AP	–	**84**
83	4	4	3	3	6	5	5	3AP	4	–	3	3AP	7AP	7AP	7AP	8AP	–	–	8AP	–	**83**
82	4	4	3	2	6	5	5	3AP	3	–	3	3AP	7AP	6AP	7AP	7AP	–	–	8AK	–	**82**
81	4	4	3	2	6	5	4	3AP	3	–	2	3AP	7AP	6AP	7AP	7AP	–	–	8	–	**81**
80	4	3	3	2	6	5	4	2AK	3	–	2	2AK	7AK	6AP	6AP	7AP	–	–	–	–	**80**
79	4	3	2	2	5	4	4	2	3	–	–	2	7	6AP	6AP	6AP	–	–	–	–	**79**
78	4	3	2	1	5	4	3	2	2	–	–	–	6	5AP	6AP	6AP	–	–	–	–	**78**
77	4	3	2	1	5	4	3	1	2	–	–	–	6	5AP	6AP	6AP	–	–	–	–	**77**
76	3	3	2	1	5	4	3	1	2	–	–	–	6	5AP	5AP	5AP	–	–	–	–	**76**
75	3	3	2	1	4	3	2	1	2	–	–	–	6	5AK	5AP	5AP	–	–	–	–	**75**
74	3	3	1	–	4	3	2	–	–	–	–	–	6	5	5AP	5AP	–	–	–	–	**74**
73	3	2	1	–	4	3	2	–	–	–	–	–	5	4	4AP	4AP	–	–	–	–	**73**
72	3	2	1	–	4	3	1	–	–	–	–	–	5	4	4AK	4AK	–	–	–	–	**72**
71	3	2	1	–	3	2	1	–	–	–	–	–	5	4	4	4	–	–	–	–	**71**
70	3	2	1	–	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**70**
69	3	2	–	–	3	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**69**
68	3	2	–	–	3	2	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**68**
67	2	2	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**67**
66	2	1	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**66**
65	2	1	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**65**
64	2	1	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**64**
63	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**63**
62	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**62**
61	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**61**
60	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**60**
59	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
56	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56**
55	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55**
54	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**54**
53	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**53**
50-52	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-52**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✹⊗

4.7 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 choses 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 arm greaves: +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 in 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 abdomenal 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 foward. 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 foes 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 0.75 - 1.5 feet
Weight: 0.5 - 1.5 pounds
Fumble Range: 01 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 74 - 86

Range Modifiers: 1' - 10': -10; 11' - 25': -20; 26' - 50': -30

Attack Table 2.6
Dagger
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3CP	4CP	4EP	6EP	7EP	7EP	10EP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	**150**
149	3BP	4CP	4DP	6EP	7DP	7DP	10DP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	**149**
148	3AP	4BP	4CP	6DP	7DP	7DP	10DP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	**148**
147	3AP	4BP	4CP	6DP	7CP	7CP	10DP	10DP	6DP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	**147**
146	3AP	4BP	4CP	6DP	7CP	7CP	10CP	10DP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	**146**
145	3AK	4AP	4CP	6CP	7CP	7CP	10CP	10DP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	**145**
144	3	4AP	4BP	6CP	7CP	7CP	10CP	10DP	6CP	8DP	12DP	11EP	8EP	8EP	13EP	15EP	10EP	13EP	16EP	17ES	**144**
143	3	4AP	4BP	6CP	7BP	7CP	10CP	10DP	6CP	8DP	11DP	11DP	8DP	8EP	13EP	15EP	10EP	12EP	16EP	17EP	**143**
142	3	4AP	4BP	6CP	7BP	7CP	10CP	10CP	6CP	8CP	11DP	11DP	8DP	8DP	12EP	15ES	9DP	12EP	15EP	17ES	**142**
141	3	4AP	4BP	6CP	7BP	7BP	9CP	9CP	6CP	7CP	11DP	11DP	8DP	8DP	12DP	15DP	9DP	12EP	15EP	17EP	**141**
140	3	4AK	4BP	6CP	7BP	7BP	9CP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	15ES	9DP	12EP	15EP	17ES	**140**
139	3	4	4AP	6BP	7BP	7BP	9CP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	14DP	9DP	12DP	15EP	16EP	**139**
138	3	4	4AS	6BS	7AP	7BP	9BP	9CP	6CP	7CP	11CP	10DP	8DP	8DP	12DP	14DS	9DP	12DP	15EP	16ES	**138**
137	3	4	4AP	6BP	7AP	6BP	9BP	9CP	6CP	7CP	10CP	10DP	8DP	8DP	12DP	14DP	9DP	12DP	15ES	16EP	**137**
136	3	4	4AS	6BS	6AP	6BP	9BP	9CP	5CP	7CP	10CP	10DP	8CP	8DP	12DP	14DS	9DP	11DP	15EP	16ES	**136**
135	3	4	4AP	5BP	6AP	6BP	9BP	9CP	5BP	7CP	10CP	10CP	8CP	7DP	11DP	14DP	8DP	11DP	14ES	16EP	**135**
134	3	4	4AS	5BS	6AP	6AP	9BP	9CS	5BP	7CP	10CP	10CP	7CP	7DP	11DP	14DS	8CP	11DP	14EP	15DS	**134**
133	3	4	4AP	5BP	6AP	6AP	9BP	8BP	5BP	7CP	10CP	10CP	7CP	7DP	11DP	13DP	8CP	11DP	14ES	15DP	**133**
132	3	4	4AS	5AS	6AS	6AP	8BS	8BS	5BP	6BP	10CP	9CP	7CP	7CP	11DP	13DS	8CP	11DB	14DP	15DS	**132**
131	3	4	4AP	5AP	6AP	6AP	8AP	8BP	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	11DP	14DS	15DP	**131**
130	3	4	4AK	5AS	6AK	6AP	8AS	8BS	5BP	6BP	9CP	9CP	7CP	7CP	11CP	13DS	8CP	11CS	14DP	15DS	**130**
129	3	4	4	5AP	6	6AP	8AP	8BP	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	10CP	14DS	14DP	**129**
128	3	4	4	5AS	6	6AP	8AS	8BS	5BP	6BP	9BP	9CP	7CP	7CP	11CP	12DS	7CP	10CS	13DP	14DS	**128**
127	3	4	3	5AP	6	6AS	8AP	8BP	5BP	6BP	9BP	9CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14DP	**127**
126	3	4	3	5AS	6	6AP	8AS	8BS	5AP	6BP	9BP	8CP	7CP	7CS	10CP	12CS	7CP	10CS	13DP	14DS	**126**
125	3	4	3	5AP	6	6AK	8AP	7BP	5AP	6BP	9BP	8CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14DP	**125**
124	3	3	3	5AS	6	5	7AS	7BS	5AP	6BP	8BP	8CP	7CP	7CS	10CP	12CS	7BP	10CS	13DP	13CS	**124**
123	3	3	3	5AP	6	5	7AP	7AP	4AP	5BP	8BS	8CS	7CP	7CP	10CS	12CP	7BS	10CP	13DS	13CP	**123**
122	3	3	3	5AS	5	5	7AS	7AS	4AP	5BP	8BP	8CP	7BS	7CS	10CP	11CS	7BP	9CS	13DP	13CS	**122**
121	3	3	3	4AP	5	5	7AP	7AP	4AP	5AP	8BS	8BS	7BP	6CP	10CS	11CP	7BS	9CP	12DS	13CP	**121**
120	3	3	3	4AK	5	5	7AK	7AS	4AP	5AP	8BP	7BP	7BS	6CS	9CP	11CS	6BP	9BS	12CP	13CS	**120**
119	3	3	3	4	5	5	7	7AP	4AP	5AP	8BS	7BS	6BP	6CP	9CS	11CP	6BS	9BP	12CS	12CP	**119**
118	3	3	3	4	5	5	7	7AS	4AP	5AS	7BP	7BP	6BS	6CS	9CP	11CS	6BP	9BS	12CP	12CS	**118**
117	3	3	3	4	5	5	7	6AP	4AS	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6BS	9BP	12CS	12CP	**117**
116	3	3	3	4	5	5	7	6AS	4AP	5AS	7AP	7BP	6BS	6BS	9BP	10CS	6AP	8BS	12CP	12CS	**116**
115	3	3	3	4	5	5	6	6AP	4AK	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6AS	8BP	12CS	12CP	**115**
114	3	3	3	4	5	5	6	6AS	4	4AS	7AP	6BP	6BS	6BS	9BP	10BS	6AP	8BS	11CP	11BS	**114**
113	2	3	3	4	5	5	6	6AP	4	4AP	7AS	6BS	6BP	6BP	8BS	10BP	5AS	8BP	11CS	11BP	**113**
112	2	3	3	4	5	5	6	6AS	4	4AS	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8BS	11CP	11BS	**112**
111	2	3	3	4	5	4	6	6AP	4	4AP	6AS	6BS	6BP	6BP	8BS	9BP	5AS	8AP	11CS	11BP	**111**
110	2	3	3	4	5	4	6	6AK	4	4AK	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8AS	11CP	11BS	**110**
109	2	3	3	4	5	4	6	5	3	4	6AS	6BS	6BP	6BP	8BS	9BP	5AS	7AP	11CS	10BP	**109**
108	2	3	3	4	4	4	6	5	3	4	6AP	5AP	6AS	6BS	8BP	9BS	5AP	7AS	11CP	10BS	**108**
107	2	3	3	3	4	4	5	5	3	4	6AS	5AS	6AP	5BP	8BS	9BP	5AS	7AP	10BS	10BP	**107**
106	2	3	3	3	4	4	5	5	3	4	6AP	5AP	6AS	5BS	8BP	8BS	4AP	7AS	10BP	10BS	**106**
105	2	3	3	3	4	4	5	5	3	3	5AK	5AS	6AP	5BP	7BS	8BP	4AK	7AP	10BS	10AP	**105**
104	2	3	2	3	4	4	5	5	3	3	5	5AP	5AS	5BS	7BP	8BS	4	7AS	10BP	9AS	**104**
103	2	3	2	3	4	4	5	5	3	3	5	5AS	5AP	5AP	7BS	8BP	4	7AP	10BS	9AP	**103**
102	2	3	2	3	4	4	5	5	3	3	5	4AP	5AS	5AS	7BP	8BS	4	6AS	10BP	9AS	**102**
101	2	3	2	3	4	4	5	4	3	3	5	4AS	5AP	5AP	7AS	7BP	4	6AP	10BS	9AP	**101**
100	2	3	2	3	4	4	5	4	3	3	5	4AP	5AS	5AS	7AP	7BS	4	6AK	9BP	9AS	**100**
99	2	2	2	3	4	4	5	4	3	3	4	4AS	5AP	5AP	7AS	7BP	4	6	9BS	8AP	**99**
98	2	2	2	3	4	3	4	4	3	3	4	4AP	5AS	5AS	6AP	7BS	3	6	9BP	8AS	**98**
97	2	2	2	3	4	3	4	4	3	3	4	4AS	5AP	5AP	6AS	7AP	3	6	9BS	8AP	**97**
96	2	2	2	3	4	3	4	4	2	2	4	3AP	5AK	5AS	6AP	7AS	3	6	9AP	8AK	**96**
95	2	2	2	3	3	3	4	4	2	2	4	3AK	5AS	5AP	6AS	6AP	3	5	9AS	8AS	**95**
94	2	2	2	3	3	3	4	4	2	2	4	3	5	5AS	6AP	6AS	3	5	9AP	7	**94**
93	2	2	2	3	3	3	4	3	2	2	3	3	5	5AP	6AS	6AP	3	5	8AS	7	**93**
92	2	2	2	2	3	3	4	3	2	2	3	3	5	4AS	6AP	6AS	3	5	8AP	7	**92**
91	2	2	2	2	3	3	4	3	2	2	3	3	5	4AP	5AS	6AP	2	5	8AS	7	**91**
90	2	2	2	2	3	3	4	3	2	2	3	2	5	4AK	5AP	5AS	2	5	8AP	7	**90**
89	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AS	5AP	2	–	8AS	–	**89**
88	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AP	5AS	2	–	8AP	–	**88**
87	2	2	2	2	3	3	3	3	2	1	3	2	4	4	5AS	5AP	2	–	8AS	–	**87**
86	2	2	2	2	3	3	3	3	2	1	2	2	4	4	5AP	5AS	2	–	7AP	–	**86**
85	2	2	2	2	3	2	3	2	2	1	2	2	4	4	5AK	5AP	2	–	7AK	–	**85**
84	2	2	2	2	3	2	3	2	2	1	2	1	4	4	5	4AS	–	–	7	–	**84**
83	2	2	2	2	3	2	3	2	2	1	2	1	4	4	4	4AP	–	–	7	–	**83**
82	2	2	2	2	3	2	3	2	1	1	2	1	4	4	4	4AS	–	–	7	–	**82**
81	2	2	1	2	2	2	2	2	1	1	2	1	4	4	4	4AP	–	–	7	–	**81**
80	2	2	1	2	2	2	2	2	1	1	1	1	4	4	4	4AK	–	–	7	–	**80**
79	2	2	1	2	2	2	2	2	1	–	1	–	4	4	4	3	–	–	–	–	**79**
78	2	2	1	1	2	2	2	2	1	–	1	–	4	3	4	3	–	–	–	–	**78**
77	2	2	1	1	2	2	2	1	1	–	1	–	4	3	4	3	–	–	–	–	**77**
76	1	2	1	1	2	2	2	1	1	–	1	–	4	3	3	3	–	–	–	–	**76**
75	1	2	1	1	2	2	2	1	1	–	1	–	4	3	3	3	–	–	–	–	**75**
74	1	1	1	1	2	2	2	1	1	–	–	–	3	3	3	–	–	–	–	–	**74**
73	1	1	1	1	2	2	2	1	1	–	–	–	3	3	3	–	–	–	–	–	**73**
72	1	1	1	1	2	1	1	1	1	–	–	–	3	3	3	–	–	–	–	–	**72**
71	1	1	1	1	2	1	1	1	1	–	–	–	3	3	3	–	–	–	–	–	**71**
70	1	1	1	1	2	1	1	1	1	–	–	–	3	3	3	–	–	–	–	–	**70**
69	1	1	1	1	2	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**69**
68	1	1	1	1	2	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**68**
67	1	1	1	1	1	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**67**
66	1	1	1	1	1	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**66**
65	1	1	1	1	1	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**65**
64	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**64**
63	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**63**
62	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**62**
61	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**61**
59	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**59**
58	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
56	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56**
55	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55**
54	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**54**
50-53	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-53**
46-49	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**46-49**
40-45	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-45**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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✹⊗

4.3 KRUSH CRITICAL STRIKE TABLE

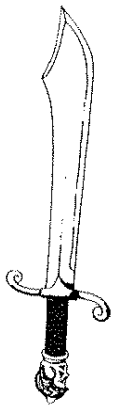
	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2 - 3 feet
Weight: 3.5 - 5 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 74 - 86

Range Modifiers: –

Attack Table 2.7
Falchion
One-Handed Edged



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22EK	24EK	28EK	28EK	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	**150**
149	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22ES	24ES	28ES	28ES	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	**149**
148	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22EK	24EK	28EK	28EK	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	**148**
147	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22ES	24ES	28ES	27ES	24ES	24ES	29ES	31ES	25ES	28ES	32ES	33ES	**147**
146	14DK	16EK	18EK	20EK	21EK	21EK	23EK	23EK	22EK	23EK	27EK	27EK	24ES	24ES	28ES	31ES	25ES	28ES	31ES	33ES	**146**
145	14DK	16DK	18EK	19EK	21EK	20EK	23EK	23EK	21ES	23ES	27ES	27ES	23ES	23ES	28ES	31ES	25ES	28ES	31ES	32ES	**145**
144	14DK	16DK	17DK	19EK	20EK	20EK	23EK	23EK	21EK	23EK	27EK	26EK	23ES	23ES	28ES	30ES	24ES	27ES	31ES	32ES	**144**
143	14DK	15DK	17DK	19EK	20EK	20EK	23EK	23EK	21ES	23ES	26ES	26ES	23ES	23ES	27ES	30ES	24ES	27ES	30ES	32ES	**143**
142	14CK	15DK	17DK	19EK	20DK	20DK	22DK	22EK	21DK	22EK	26EK	26EK	23ES	23ES	27ES	30ES	24ES	27ES	30ES	31ES	**142**
141	13CK	15DK	17DK	19EK	20DK	20DK	22DK	22EK	20DS	22ES	26ES	25ES	23ES	22ES	27ES	29ES	23ES	26ES	30ES	31ES	**141**
140	13CK	15CK	17DK	18DK	20DS	19DK	22DK	22EK	20DK	22EK	25EK	25EK	22ES	22ES	27ES	29ES	23ES	26ES	29ES	30ES	**140**
139	13CK	15CK	17DK	18DK	19DK	19DS	22DK	22EK	20DS	21DS	25DS	25ES	22DS	22ES	26ES	29ES	23ES	26ES	29ES	30ES	**139**
138	13CK	15CK	16DK	18DK	19DS	19DK	21DS	21DK	20DK	21DK	25DK	24EK	22DS	22ES	26ES	28ES	22ES	25ES	29ES	30ES	**138**
137	13CK	15CK	16CK	18DK	19DK	19DS	21DK	21DK	19DS	21DS	24DS	24ES	22DS	22ES	26ES	28ES	22ES	25ES	28ES	29ES	**137**
136	13BK	14CK	16CK	18DK	19DS	19DK	21DS	21DS	19DK	21DK	24DK	24EK	21DS	21DS	25ES	28ES	22ES	24ES	28ES	29ES	**136**
135	13BS	14CS	16CK	15DK	19DK	18DS	21DK	21DK	19DS	20DS	24DS	23DS	21DS	21DS	25ES	27ES	21ES	24ES	28ES	28ES	**135**
134	13BK	14CK	16CK	17DK	18DS	18DK	20DS	20DS	19DK	20DK	23DK	23DK	21DS	21DS	25DS	27ES	21ES	24ES	27ES	28ES	**134**
133	13BS	14BS	15CK	17DK	18DK	18DS	20DK	20DK	19CS	20DS	23DS	23DS	21DS	21DS	24DS	26ES	21DS	23ES	27ES	28ES	**133**
132	12BK	14BK	15CK	17DK	18CS	18DK	20DS	20DS	18CK	19DK	23DK	22DK	21DS	20DS	24DS	26ES	20DS	23ES	27ES	27ES	**132**
131	12AS	14BS	15CS	17DK	18CK	18CS	20CK	19DK	18CS	19DS	23DS	22DS	20DS	20DS	24DS	26DS	20DS	23ES	26ES	27ES	**131**
130	12AK	14BK	15CK	16DK	18CS	17CK	19CS	19DS	18CK	19DK	22DK	22DK	20DS	20DS	24DS	25DS	20DS	22DS	26ES	26ES	**130**
129	12AS	13BS	15CS	16DK	17CK	17CS	19CK	19DK	18CS	19DS	22DS	21DS	20DS	20DS	23DS	25DS	19DS	22DS	26ES	26ES	**129**
128	12AK	13BK	15BK	16CK	17CS	17CK	19CS	19DS	17CK	18DK	22DK	21DK	20CS	19DS	23DS	25DS	19DS	22DS	25ES	26ES	**128**
127	12AS	13BS	14BS	16CS	17CK	17CS	19CK	18DK	17CS	18CS	21DS	21DS	20CS	19DS	23DS	24DS	19DS	21DS	25ES	25ES	**127**
126	12AK	13AK	14BK	15CK	17CS	17CK	18CS	18DS	17CK	18CK	21DK	20DK	19CS	19DS	22DS	24DS	18DS	21DS	25ES	25ES	**126**
125	12AS	13AS	14BS	15CS	17CK	16CS	18CK	18DK	17CS	17CS	21DS	20DS	19CS	19DS	22DS	24DS	18DS	21DS	24ES	24ES	**125**
124	11AK	13AK	14BK	15CK	16CS	16CK	18CS	18DS	16CK	17CK	20CK	20DK	19CS	19DS	22DS	23DS	18DS	20DS	24ES	24ES	**124**
123	11AS	13AS	14BS	15CS	16BK	16CS	18CK	17CK	16CS	17CS	20CS	19DS	19CS	18DS	21DS	23DS	17DS	20DS	24ES	24DS	**123**
122	11AK	12AK	14BK	15CK	16BS	16CK	17CS	17CS	16CK	17CK	20CK	19DK	18CS	18DS	21DS	23DS	17DS	19DS	23ES	23DS	**122**
121	11AS	12AS	13BS	14CS	16BK	15BS	17CK	17CK	16CS	16CS	19CS	19DS	18CS	18DS	21DS	22DS	16DS	19DS	23DS	23DS	**121**
120	11	12AK	13BK	14CK	16BS	15BK	17CS	17CS	16CK	16CK	19CK	18DS	18CS	18DS	21DS	22DS	16DS	19DS	23DS	22DS	**120**
119	11	12AS	13AS	14CS	15BK	15BS	17CK	16CK	15CS	16CS	19CS	18DS	18CS	17CS	20DS	22DS	16CS	18DS	22DS	22DS	**119**
118	11	12AK	13AK	14BK	15BS	15BK	16CS	16CS	15BK	15CK	18CK	18DK	18CS	17CS	20DS	21DS	16CS	18DS	22DS	22DS	**118**
117	11	12AS	13AS	14BS	15BK	15BS	16BK	16CK	15BS	15CS	18CS	17CS	17CK	17CS	20CS	21DS	15CS	18DS	22DS	21DS	**117**
116	11	12AK	12AK	13BK	15AS	14BK	16BS	16CS	15BK	15CK	18CK	17CK	17CS	17CS	19CS	20DS	15CS	17DS	21DS	21DS	**116**
115	10	11	12AS	13BS	15AK	14BS	16BK	15CK	14BS	15CS	18CS	17CS	17CK	17CS	19CS	20DS	15CS	17DS	21DS	20DS	**115**
114	10	11	12AK	13BK	14AS	14BK	15BS	15CS	14BK	14CK	17CK	16CK	17CS	16CK	19CS	20DS	14CS	17CS	21DS	20DS	**114**
113	10	11	12AS	13BS	14AK	14BS	15BK	15CK	14BS	14CS	17CS	16CS	16CK	16CS	18CS	19DS	14CS	16CS	20DS	20DS	**113**
112	10	11	12AK	13BK	14AS	14AK	15BS	14CS	14BK	14BK	17CK	16CK	16BS	16CK	18CK	19DS	14CS	16CS	20DS	19DS	**112**
111	10	11	12AS	12BS	14AK	13AS	15BK	14CK	13BS	13BS	16CS	15CS	16BK	16CS	18CS	19CS	13CK	16CS	20DS	19DS	**111**
110	10	11	11AK	12BK	14AS	13AK	14BS	14CS	13BK	13BK	16CK	15CK	16BS	15CK	18CK	18CK	13CS	15CS	20DS	18DS	**110**
109	10	11	11AS	12AS	13AK	13AS	14BK	14BK	13BS	13BS	16CS	15CS	16BK	15CS	17CS	18CS	13CK	15CS	19DS	18DS	**109**
108	10	10	11AK	12AK	13AS	13AK	14AS	13BS	13BK	13BK	15CK	14CK	15BS	15CK	17CK	18CK	12CS	14CK	19DS	18DS	**108**
107	10	10	11AS	12AS	13AK	13AS	14AK	13BK	13BS	12BS	15CS	14CS	15BK	15CS	17CS	17CS	12BK	14CS	19DS	17DS	**107**
106	9	10	11AK	11AK	13AS	12AK	13AS	13BS	12BK	12BK	15BK	14CK	15BS	14CK	16CK	17CK	12BS	14CK	18DS	17DS	**106**
105	9	10	10	11AS	13	12AS	13AK	13BK	12BS	12BS	14BS	13CS	15BK	14CS	16CS	17CS	11BK	13CS	18DS	16DS	**105**
104	9	10	10	11AK	12	12AK	13AS	12BS	12BK	11BK	14BK	13CK	15BS	14CK	16CK	16CK	11BS	13BK	18DS	16CS	**104**
103	9	10	10	11AS	12	12AS	13AK	12BK	12AK	11BS	14BS	13CS	14BK	14CS	15CS	16CS	11BK	13BS	17DS	16CK	**103**
102	9	10	10	10AK	12	12AK	12AS	12BS	11AK	11BK	13BK	12CK	14BS	14BK	15BK	16CK	10BS	12BK	17CS	15CS	**102**
101	9	9	10	10AS	12	11AS	12AK	12BK	11AS	11BS	13BS	12CS	14BK	13BS	15BS	15CS	10AK	12BS	17CS	15CK	**101**
100	9	9	10	10AK	12	11	12AS	11BS	11AK	10BK	13BK	12CK	14BS	13BK	15BK	15CK	10AS	12BK	16CS	14CS	**100**
99	9	9	9	10AS	11	11	12AK	11BK	11AS	10BS	12BS	11CS	13BK	13BS	14BS	14BS	9AK	11BS	16CS	14CK	**99**
98	8	9	9	10AK	11	11	11AS	11AS	10AK	10BK	12BK	11BK	13BS	13BK	14BK	14BK	9AS	11BK	16CS	14CS	**98**
97	8	9	9	9AS	11	10	11AK	11AK	10AS	9AS	12BS	11BS	13AK	12BS	14BS	14BS	9AK	11BS	15CK	13CK	**97**
96	8	9	9	9AK	11	10	11AS	10AS	10AK	9AK	12BK	10BK	13AS	12BK	13BK	13BK	8AS	10AK	15CS	13BS	**96**
95	8	9	9	9	11	10	11	10AK	10AS	9AS	11BS	10BS	13AK	12BS	13BS	13BS	8AK	10AS	15CK	12BK	**95**
94	8	8	9	9	10	10	10	10AS	10AK	9AK	11BK	10BK	12AS	12BK	13BK	13BK	8	9AK	14CS	12BS	**94**
93	8	8	8	9	10	10	10	9AK	9AS	8AS	11BS	9BS	12AK	11BS	12BS	12BS	7	9AS	14CK	12BK	**93**
92	8	8	8	8	10	9	10	9AS	9AK	8AK	10BK	9BK	12AS	11BK	12BK	12BK	7	9AK	14CS	11BS	**92**
91	8	8	8	8	10	9	10	9AK	9AS	8AS	10AS	9BS	12AK	11BS	12BS	12BS	7	8AS	13CK	11BK	**91**
90	8	8	8	8	10	9	9	9AS	9	7AK	10AK	8BK	12AS	11BK	12BK	11BK	6	8AK	13BS	10AS	**90**
89	7	8	8	8	9	9	9	8AK	8	7AS	9AS	8BS	11AK	11BS	11BS	11BS	6	8	13BK	10AK	**89**
88	7	8	7	8	9	9	9	8AS	8	7AK	9AK	8BK	11AS	10AK	11BK	11BK	6	7	12BS	10AS	**88**
87	7	7	7	7	9	8	9	8AK	8	7AS	9AS	7BS	11AK	10AS	11BS	10BS	5	7	12BK	9AK	**87**
86	7	7	7	7	9	8	8	8AS	8	6AK	8AK	7BK	11AS	10AK	10AK	10BK	5	7	12BS	9AS	**86**
85	7	7	7	7	9	8	8	7	7	6	8AS	7BS	10AK	10AS	10AS	10BS	5	6	11BK	8AK	**85**
84	7	7	7	7	8	8	8	7	7	6	8AK	6BK	10	9AK	10AK	9BK	4	6	11BS	8	**84**
83	7	7	7	7	8	8	8	7	7	5	7AS	6BS	10	9AS	9AS	9AS	4	–	11BK	–	**83**
82	7	7	6	6	8	7	7	7	7	5	7AK	6AK	10	9AK	9AK	8AK	4	–	10BS	–	**82**
81	7	7	6	6	8	7	7	6	7	5	7AS	5AS	10	9AS	9AS	8AS	3	–	10AK	–	**81**
80	6	6	6	6	8	7	7	6	6	5	7	5AK	9	9AK	9AK	8AK	3	–	10AS	–	**80**
79	6	6	6	6	7	7	7	6	6	4	6	5AS	9	8	8AS	7AS	3	–	9AK	–	**79**
78	6	6	6	5	7	7	6	6	6	4	6	4AK	9	8	8AK	7AK	–	–	9AS	–	**78**
77	6	6	5	5	7	6	6	5	6	4	6	4AS	9	8	8AS	7AS	–	–	9AK	–	**77**
76	6	6	5	5	7	6	6	5	5	3	5	4AK	8	8	7AK	6AK	–	–	8AS	–	**76**
75	6	6	5	5	7	6	6	5	5	3	5	3AS	8	7	7AS	6AS	–	–	8AK	–	**75**
74	6	6	5	5	6	6	5	4	5	3	5	3AK	8	7	7	6AK	–	–	8	–	**74**
73	6	5	5	4	6	5	5	4	5	3	4	3AS	8	7	6	5AS	–	–	–	–	**73**
72	5	5	5	4	6	5	5	4	4	2	4	2AK	8	7	6	5AK	–	–	–	–	**72**
71	5	5	4	4	6	5	5	4	4	2	4	2AS	7	6	6	5AS	–	–	–	–	**71**
70	5	5	4	4	6	5	4	3	4	2	3	2	7	6	6	4	–	–	–	–	**70**
69	5	5	4	4	5	5	4	3	4	–	3	–	7	6	5	4	–	–	–	–	**69**
68	5	5	4	3	5	4	4	3	4	–	3	–	7	6	5	–	–	–	–	–	**68**
67	5	5	4	3	5	4	4	3	3	–	2	–	7	6	5	–	–	–	–	–	**67**
66	5	4	4	3	5	4	3	2	3	–	2	–	6	5	4	–	–	–	–	–	**66**
65	5	4	3	3	5	4	3	2	3	–	2	–	6	5	4	–	–	–	–	–	**65**
64	5	4	3	3	4	4	3	2	3	–	–	–	6	5	4	–	–	–	–	–	**64**
63	4	4	3	2	4	3	3	2	2	–	–	–	6	5	–	–	–	–	–	–	**63**
62	4	4	3	2	4	3	2	1	2	–	–	–	5	4	–	–	–	–	–	–	**62**
61	4	4	3	2	4	3	2	1	2	–	–	–	5	4	–	–	–	–	–	–	**61**
60	4	4	2	2	4	3	2	1	2	–	–	–	5	4	–	–	–	–	–	–	**60**
59	4	3	2	2	3	3	2	–	–	–	–	–	5	4	–	–	–	–	–	–	**59**
58	4	3	2	1	3	2	1	–	–	–	–	–	5	–	–	–	–	–	–	–	**58**
54-57	4	3	2	1	3	2	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**54-57**
50-53	3	3	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**50-53**
46-49	3	2	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**46-49**
40-45	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-45**
38-39	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**38-39**
30-37	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-37**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (×-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 – (×-10)	Blow to foe's waist. He spins sideways. +6H – (×-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 – (×-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 – (×-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (×-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 – (×-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 – (×-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 cartilege 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)

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2.5 - 4 feet
Weight: 4 - 8 pounds
Fumble Range: 01 - 08 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 65 - 75 w

Range Modifiers: –

Attack Table 2.8
Flail
Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	35EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	**150**
149	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	35EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	**149**
148	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	35EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	43EK	**148**
147	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	30EK	34EK	34EK	34EK	34EK	38EK	41EK	35EK	38EK	41EK	43EK	**147**
146	21EK	23EK	25EK	26EK	27EK	27EK	30EK	30EK	28EK	30EK	34EK	34EK	33EK	33EK	38EK	41EK	35EK	38EK	41EK	42EK	**146**
145	21EK	23EK	24EK	26EK	27EK	27EK	30EK	30EK	28EK	30EK	34EK	34EK	33EK	33EK	37EK	40EK	34EK	37EK	40EK	42EK	**145**
144	21EK	22EK	24EK	26EK	27EK	27EK	30EK	30EK	28EK	29EK	33EK	33EK	33EK	33EK	37EK	40EK	34EK	37EK	40EK	41EK	**144**
143	20EK	22EK	24EK	26EK	27EK	27EK	29EK	29EK	27EK	29EK	33EK	33EK	32EK	32EK	37EK	39EK	33EK	36EK	40EK	41EK	**143**
142	20EK	22EK	24EK	25EK	26EK	26EK	29EK	29EK	27EK	29EK	32EK	32EK	32EK	32EK	36EK	39EK	33EK	36EK	39EK	40EK	**142**
141	20EK	22EK	23EK	25EK	26EK	26EK	29EK	29EK	27EK	28EK	32EK	32EK	32EK	32EK	36EK	39EK	32EK	35EK	39EK	40EK	**141**
140	20DK	22DK	23EK	25EK	26EK	26EK	28EK	28EK	27EK	28EK	32EK	32EK	31EK	31EK	35EK	38EK	32EK	35EK	38EK	39EK	**140**
139	20DK	21DK	23EK	25EK	26EK	26EK	28EK	28EK	26EK	28EK	31EK	31EK	31EK	31EK	35EK	38EK	31EK	34EK	38EK	39EK	**139**
138	20DK	21DK	23DK	24EK	25EK	25EK	28EK	28EK	26EK	27EK	31EK	31EK	31EK	31EK	35EK	37EK	31EK	34EK	37EK	38EK	**138**
137	19DK	21DK	22DK	24EK	25EK	25EK	27EK	27EK	26EK	27EK	31EK	30EK	30EK	30EK	34EK	37EK	30EK	33EK	37EK	38EK	**137**
136	19DK	21DK	22DK	24EK	25DK	25DK	27EK	27EK	25EK	26EK	30EK	30EK	30EK	30EK	34EK	36EK	30EK	33EK	37EK	37EK	**136**
135	19DK	21DK	22DK	23EK	25DK	24DK	27DK	27EK	25EK	26EK	30EK	30EK	30EK	30EK	33EK	36EK	30EK	32EK	36EK	37EK	**135**
134	19DK	20DK	22DK	23DK	24DK	24DK	26DK	26EK	25DK	26EK	29EK	29EK	29DK	29EK	33EK	35EK	29EK	32EK	36EK	36EK	**134**
133	19DK	20DK	21DK	23DK	24DK	24DK	26DK	26EK	24DK	25EK	29EK	29EK	29DK	29EK	33EK	35EK	29EK	31EK	35EK	36EK	**133**
132	19CK	20DK	21DK	23DK	24DK	24DK	26DK	26DK	24DK	25EK	29EK	29EK	29DK	29EK	32EK	35EK	28EK	31EK	35EK	35EK	**132**
131	18CK	20CK	21DK	22DK	24DK	23DK	26DK	25DK	24DK	25DK	28DK	28EK	29DK	28DK	32EK	34EK	28EK	30EK	35EK	35EK	**131**
130	18CK	20CK	21DK	22DK	23DK	23DK	25DK	25DK	24DK	24DK	28DK	28EK	28DK	28DK	31EK	34EK	27EK	30EK	34EK	34EK	**130**
129	18CK	19CK	21DK	22DK	23DK	23DK	25DK	25DK	23DK	24DK	27DK	27EK	28DK	28DK	31DK	33EK	27EK	29EK	34EK	34EK	**129**
128	18CK	19CK	20DK	22DK	23DK	23DK	25DK	24DK	23DK	24DK	27DK	27DK	28DK	27DK	31DK	33EK	26DK	29EK	33EK	33EK	**128**
127	18CK	19CK	20CK	21DK	23DK	22DK	24DK	24DK	23DK	23DK	27DK	27DK	27DK	27DK	30DK	32DK	26DK	28EK	33EK	33EK	**127**
126	18CK	19CK	20CK	21DK	22DK	22DK	24DK	24DK	22DK	23DK	26DK	26DK	27DK	27DK	30DK	32DK	25DK	28DK	32EK	32EK	**126**
125	17CK	19CK	20CK	21DK	22DK	22DK	24DK	23DK	22DK	23DK	26DK	26DK	27DK	26DK	29DK	31DK	25DK	28DK	32EK	32EK	**125**
124	17CK	18CK	19CK	20DK	22DK	22DK	23DK	23DK	22DK	22DK	26DK	25DK	26DK	26DK	29DK	31DK	24DK	27DK	32EK	31EK	**124**
123	17BK	18CK	19CK	20DK	22CK	21DK	23DK	23DK	21DK	22DK	25DK	25DK	26DK	26DK	29DK	31DK	24DK	27DK	31EK	31EK	**123**
122	17BK	18CK	19CK	20DK	21CK	21CK	23DK	22DK	21DK	21DK	25DK	25DK	26DK	25DK	28DK	30DK	23DK	26DK	31EK	30EK	**122**
121	17BK	18BK	19CK	20DK	21CK	21CK	22DK	22DK	21DK	21DK	24DK	24DK	25DK	25DK	28DK	30DK	23DK	26DK	30EK	30EK	**121**
120	17BK	18BK	18CK	19DK	21CK	20CK	22CK	22DK	21CK	21DK	24DK	24DK	25CK	25DK	27DK	29DK	23DK	25DK	30EK	29DK	**120**
119	16AK	17BK	18CK	19CK	21CK	20CK	22CK	21DK	20CK	20DK	24DK	23DK	25CK	24DK	27DK	29DK	22DK	25DK	29EK	29DK	**119**
118	16AK	17BK	18CK	19CK	20CK	20CK	21CK	21DK	20CK	20DK	23DK	23DK	24CK	24DK	26DK	28DK	22DK	24DK	29DK	28DK	**118**
117	16AK	17BK	18CK	19CK	20CK	20CK	21CK	21DK	20CK	20DK	23DK	23DK	24CK	24DK	26DK	28DK	21DP	24DK	29DK	28DK	**117**
116	16AK	17AK	17CK	18CK	20CK	19CK	21CK	20DK	19CK	19DK	22DK	22DK	24CK	23DK	26DK	27DK	21DK	23DK	28DK	27DK	**116**
115	16AP	17AK	17BK	18CK	20CK	19CK	21CK	20DK	19CK	19DK	22DK	22DK	24CK	23DK	25DK	27DK	20DP	23DP	28DK	27DK	**115**
114	16AK	16AP	17BK	18CK	19CK	19CK	20CK	20CK	19CK	19CK	22DK	22DK	23CK	23DK	25DK	27DK	20DK	22DK	27DK	26DP	**114**
113	15AP	16AK	17BK	17CK	19CK	19CK	20CK	19CK	19CK	18CK	21DK	21DK	23CK	22DK	24DK	26DK	19DP	22DP	27DK	26DK	**113**
112	15AK	16AP	16BK	17CK	19CK	18CK	20CK	19CK	18CK	18CK	21CK	21DK	23CK	22DK	24DK	26DK	19DK	21DK	27DK	25DP	**112**
111	15	16AK	16BK	17CK	19CK	18CK	19CK	19CK	18CK	18CK	21CK	20DK	22CK	22CK	24DK	25DK	18DP	21DP	26DK	25DK	**111**
110	15	16AP	16BK	17CK	18BK	18CK	19CK	18CK	18CK	17CK	20CK	20DK	22CK	21CK	23CK	25DK	18CK	20DK	26DK	24DP	**110**
109	15	15AK	16BK	16CK	18BK	18CK	19CK	18CK	17CK	17CK	20CK	20DK	22CK	21CK	23CK	24DK	17CP	20DP	25DP	24DK	**109**
108	15	15AP	16AK	16CK	18BK	17BK	18CK	18CK	17CK	16CK	19CK	19DK	21CK	21CK	22CK	24DK	17CK	19DK	25DK	23DP	**108**
107	14	15AK	15AK	16CK	18BK	17BK	18CK	17CK	17CK	16CK	19CK	19CK	21CK	20CK	22CK	23DK	17CP	19CP	24DP	23DK	**107**
106	14	15	15AP	16CK	17BP	17BK	18CK	17CK	16CK	16CK	19CK	18CK	21CK	20CK	22CK	23DK	16CK	18CK	24DK	22DP	**106**
105	14	15	15AK	15BK	17AK	16BK	17CK	17CK	16CK	15CK	18CK	18CK	20CK	20CK	21CK	23CK	16CP	18CP	24DP	22DK	**105**
104	14	14	15AP	15BK	17AP	16BK	17CK	16CK	16CK	15CK	18CK	18CK	20CP	19CK	21CK	22CK	15CK	17CK	23DK	21DP	**104**
103	14	14	14AK	15BK	17AK	16BK	17BK	16CK	16BP	15CK	17CK	17CK	20CK	19CK	20CK	22CK	15CP	17CP	23DP	21DK	**103**
102	14	14	14AP	14BK	16AP	16BK	16BK	16CK	15BK	14CK	17CK	17CK	19CP	19CK	20CK	21CK	14CK	17CK	22DK	20DP	**102**
101	13	14	14AK	14BK	16AK	15AP	16BK	15CK	15BP	14CK	17CK	16CK	19BK	18CP	20CK	21CK	14CP	16CP	22DP	20DK	**101**
100	13	14	14AP	14BK	16AP	15AK	16BK	15CK	15BK	14CK	16CK	16CK	19BP	18CK	19CK	20CK	13CK	16CK	22DK	19DP	**100**
99	13	13	13AK	14BK	16AK	15AP	16BK	15CK	14BP	13CK	16CK	16CK	19BK	18CP	19CK	20CK	13CP	15CP	21DP	19CK	**99**
98	13	13	13AP	13AP	15AP	15AK	15BP	14CK	14BK	13CP	16CK	15CK	18BP	17CK	18CP	20CP	12CK	15CK	21DK	18CP	**98**
97	13	13	13AK	13AK	15AK	14AP	15BK	14BK	14BP	13CK	15CK	15CK	18BK	17CP	18CK	19CK	12CP	14CP	20DP	18CK	**97**
96	13	13	13	13AP	15	14AK	15AP	14BK	13BK	12BP	15CK	15CK	18BP	17CK	18CP	19CP	11CK	14CK	20CK	17CP	**96**
95	12	13	12	13AK	14	14AP	14AK	13BK	13BP	12BK	14CP	14CK	17BK	16CP	17CK	18CK	11BP	13CP	19CP	17CK	**95**
94	12	12	12	12AP	14	14AK	14AP	13BK	13BK	11BP	14CK	14CK	17BP	16CK	17CP	18CP	10BK	13BK	19CK	16CP	**94**
93	12	12	12	12AK	14	13AP	14AK	13BK	13AP	11BK	14CP	13CK	17BK	16CP	16CK	17CK	10BP	12BP	19CP	16CK	**93**
92	12	12	12	12AP	14	13AK	13AP	12BK	12AK	11BP	13CK	13CK	16BP	15CK	16CP	17CP	10BK	12BK	18CK	15CP	**92**
91	12	12	11	12AK	13	13	13AK	12BK	12AP	10BK	13BP	13CK	16BK	15BP	15BK	16CK	9AP	11BP	18CP	15CK	**91**
90	12	12	11	11AP	13	12	13AP	12BP	12AK	10BP	12BK	12CP	16BP	15BK	15BP	16BP	9AK	11BK	17CK	14CP	**90**
89	11	11	11	11AK	13	12	12AK	11BK	11AP	10BK	12BP	12CK	15BK	14BP	15BK	16BK	8AP	10BP	17CP	14CK	**89**
88	11	11	11	11AP	13	12	12AP	11AP	11AK	9BP	12BK	11CP	15BP	14BK	14BP	15BP	8AK	10AK	16CK	13CP	**88**
87	11	11	11	10AK	12	12	12AK	11AK	11AP	9BK	11BP	11CK	15AK	14BP	14BK	15BK	7AS	9AP	16CP	13BK	**87**
86	11	11	10	10	12	11	11	10AP	11AK	9AP	11BK	11BP	14AP	13BK	13BP	14BP	7	9AK	16CK	12BP	**86**
85	11	11	10	10	12	11	11	10AK	10AP	8AK	11BP	11BK	14AK	13BP	13BK	14BK	6	8AP	15CP	12BK	**85**
84	11	10	10	10	12	11	11	10AP	10AK	8AP	10BK	10BP	14AP	13BK	13BP	13BP	6	8AK	15CK	11BP	**84**
83	10	10	10	9	11	11	11	9AK	10	8AK	10BP	9BK	14AK	12BP	12BK	13BK	5	7AS	14CP	11AK	**83**
82	10	10	9	9	11	10	10	9AP	9	7AP	9BK	9BP	13AP	12BK	12BP	12BP	5	7	14CK	10AP	**82**
81	10	10	9	9	11	10	10	9AK	9	7AK	9AP	9BK	13AK	12BP	11BK	12BK	4	–	14BP	10AK	**81**
80	10	10	9	9	11	10	10	8AP	9	6AP	9AK	8BP	13AP	11BK	11BP	12BP	4	–	13BK	9	**80**
79	10	9	9	8	10	10	9	8AK	8	6AK	8AP	8BK	12AK	11AP	11BK	11BK	–	–	13BP	–	**79**
78	10	9	8	8	10	9	9	8AP	8	6	8AK	8BP	12AP	11AK	10AP	11BP	–	–	12BK	–	**78**
77	9	9	8	8	10	9	9	7AK	8	5	7AP	7BK	12AK	10AP	10AK	10AK	–	–	12BP	–	**77**
76	9	9	8	7	10	9	8	7	8	5	7AK	7BP	11	10AK	9AP	10AP	–	–	11BK	–	**76**
75	9	9	8	7	9	8	8	7	7	5	7AP	6AK	11	10AP	9AK	9AK	–	–	11BP	–	**75**
74	9	8	7	7	9	8	8	6	7	4	6AK	6AP	11	9AK	9AP	9AP	–	–	11AK	–	**74**
73	9	8	7	7	9	8	7	6	7	4	6	6AK	10	9AP	8AK	8AK	–	–	10AP	–	**73**
72	9	8	7	6	9	8	7	6	6	4	6	5AP	10	9AK	8AP	8AP	–	–	10AK	–	**72**
71	8	8	7	6	8	7	7	5	6	3	5	5AK	10	8	7AK	8AK	–	–	9AP	–	**71**
70	8	8	6	6	8	7	6	5	6	3	5	4AP	9	8	7AP	7AP	–	–	9	–	**70**
69	8	7	6	6	8	7	6	5	5	–	4	4AK	9	8	7AK	7AK	–	–	–	–	**69**
68	8	7	6	5	8	7	6	4	5	–	4	4AP	9	7	6AP	6AP	–	–	–	–	**68**
67	8	7	6	5	7	6	6	4	5	–	4	3AK	9	7	6AK	6AK	–	–	–	–	**67**
66	8	7	6	5	7	6	5	4	5	–	3	3	8	7	5	5AP	–	–	–	–	**66**
65	7	7	5	4	7	6	5	3	4	–	3	–	8	6	5	5	–	–	–	–	**65**
64	7	6	5	4	7	6	5	3	4	–	–	–	8	6	–	–	–	–	–	–	**64**
63	7	6	5	4	6	5	4	3	4	–	–	–	7	6	–	–	–	–	–	–	**63**
62	7	6	5	4	6	5	4	2	3	–	–	–	7	5	–	–	–	–	–	–	**62**
61	7	6	4	3	6	5	4	2	3	–	–	–	7	5	–	–	–	–	–	–	**61**
60	7	6	4	3	6	4	3	2	3	–	–	–	6	5	–	–	–	–	–	–	**60**
57-59	6	5	4	3	5	4	3	–	–	–	–	–	6	–	–	–	–	–	–	–	**57-59**
54-56	6	5	3	2	4	3	2	–	–	–	–	–	5	–	–	–	–	–	–	–	**54-56**
51-53	5	4	2	–	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**51-53**
48-50	5	3	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**48-50**
45-47	4	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-47**
40-44	3	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-44**
36-39	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**36-39**
30-35	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-35**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✱⊗

4.3 KRUSH CRITICAL STRIKE TABLE

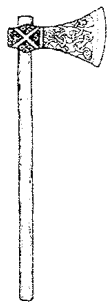
	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: Bπ=must parry B rounds; B∏=no parry for B rounds; B∑=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2 - 3 feet
Weight: 4 - 6 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 65 - 75 w

Range Modifiers: 1' - 10': -15; 11' - 25': -30; 26' - 50': -45

Attack Table 2.9
Handaxe
One-Handed Edged



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18EK	20EK	24EK	24EK	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**150**
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148	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18EK	20EK	24EK	24EK	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**148**
147	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18ES	20ES	24ES	24ES	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**147**
146	11DK	13DK	15EK	17EK	18EK	18EK	21EK	21EK	18EK	20EK	23EK	23EK	18ES	18ES	23ES	25ES	20ES	22ES	26ES	27ES	**146**
145	11DK	13DK	15EK	17EK	18EK	18EK	20EK	20EK	18ES	19ES	23ES	23ES	18ES	18ES	22ES	25ES	19ES	22ES	25ES	27ES	**145**
144	11DK	13DK	15DK	17EK	18EK	18EK	20EK	20EK	17EK	19EK	23EK	23EK	18ES	18ES	22ES	25ES	19ES	22ES	25ES	27ES	**144**
143	11DK	13DK	15DK	16EK	17EK	17EK	20EK	20EK	17ES	19ES	23ES	23ES	17ES	17ES	22ES	25ES	19ES	22ES	25ES	26ES	**143**
142	11CK	13CK	14DK	16EK	17DK	17DK	20DK	20EK	17EK	19EK	22EK	22EK	17ES	17ES	22ES	24ES	19ES	21ES	25ES	26ES	**142**
141	11CK	13CK	14DK	16EK	17DK	17DK	20DK	20EK	17ES	18ES	22ES	22ES	17ES	17ES	22ES	24ES	18ES	21ES	24ES	26ES	**141**
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138	10CK	12CK	14DK	16DK	17DS	17DK	19DS	19DK	16DK	18EK	21EK	21EK	17DK	17ES	21ES	23ES	18EK	20ES	24ES	25EK	**138**
137	10CS	12CK	14CK	15DK	16DK	16DS	19DK	19DK	16DS	18DS	21DS	21ES	17DS	16DK	21ES	23ES	17ES	20EK	23ES	25ES	**137**
136	10CK	12CK	14CK	15DK	16DS	16DK	19DS	19DS	16DK	17DK	21DK	21EK	16DK	16DS	20EK	23ES	17DK	20ES	23EK	24EK	**136**
135	10BS	12BK	13CK	15DK	16DK	16DS	18DK	18DK	16DS	17DS	21DS	20ES	16DS	16DK	20DS	22EK	17DS	20EK	23ES	24ES	**135**
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102	7	8	9	10AS	11	11AK	12AS	11BS	10AK	10BK	12BK	11CK	11BK	11BS	13BK	14BS	9AK	11BS	15CK	14BK	**102**
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82	6	6	6	6	8	7	8	7	6	5	7AK	6BK	8	8	9AK	8AS	4	6	11AK	8	**82**
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78	5	6	6	6	7	7	7	6	5	4	6	5AK	8	7	8	7AS	3	–	10	–	**78**
77	5	6	5	6	7	6	7	6	5	4	6	5AS	8	7	7	7AK	3	–	9	–	**77**
76	5	5	5	5	7	6	7	6	5	4	5	4AK	8	7	7	7AS	3	–	9	–	**76**
75	5	5	5	5	7	6	6	6	5	4	5	4AS	7	7	7	6AK	3	–	9	–	**75**
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58-60	4	4	3	3	4	4	3	2	2	–	–	–	5	4	–	–	–	–	–	–	**58-60**
56-57	3	3	3	2	4	3	3	2	–	–	–	–	5	4	–	–	–	–	–	–	**56-57**
53-55	3	3	2	2	3	3	2	1	–	–	–	–	4	–	–	–	–	–	–	–	**53-55**
51-52	3	3	2	1	3	2	2	1	–	–	–	–	4	–	–	–	–	–	–	–	**51-52**
49-50	3	3	2	1	3	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	**49-50**
47-48	3	2	1	1	2	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	**47-48**
42-46	3	2	1	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**42-46**
32-41	2	2	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**32-41**
22-31	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**22-31**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 3.5 - 4.5
Weight: 8 - 12 pounds
Fumble Range: 01 - 05 UM
Breakage #s: Auto
Strength: 63 - 77

Range Modifiers:
1' - 20': +30
21' - 100': +0
101' - 200': -25
201' - 300': -40
301' - 360': -55

Attack Table 2.10
Heavy Crossbow
Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	**150**
149	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	**149**
148	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	**148**
147	14EP	16EP	18EP	20EP	24EP	24EP	27EP	26EP	23EP	24EP	28EP	28EP	23EP	23EP	28EP	31EP	24EP	27EP	31EP	32EP	**147**
146	14EP	16EP	18EP	20EP	23EP	23EP	26EP	26EP	22EP	24EP	28EP	28EP	23EP	23EP	27EP	30EP	24EP	27EP	30EP	32EP	**146**
145	14EP	16EP	18EP	19EP	23EP	23EP	26EP	26EP	22EP	24EP	28EP	28EP	22EP	22EP	27EP	30EP	24EP	27EP	30EP	31EP	**145**
144	14DP	16DP	17EP	19EP	23EP	23EP	26EP	25EP	22EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	23EP	26EP	30EP	31EP	**144**
143	14DP	15DP	17EP	19EP	23EP	23EP	25EP	25EP	22EP	23EP	27EP	27EP	22EP	22EP	26EP	29EP	23EP	26EP	29EP	31EP	**143**
142	13DP	15DP	17DP	19EP	22EP	22EP	25EP	25EP	21EP	23EP	27EP	27EP	22EP	22EP	26EP	29EP	23EP	25EP	29EP	30EP	**142**
141	13DP	15DP	17DP	18EP	22EP	22EP	25EP	24EP	21DP	22EP	26EP	26EP	22EP	21EP	26EP	29EP	22EP	25EP	29EP	30EP	**141**
140	13DP	15DP	17DP	18EP	22EP	22EP	24EP	24EP	21DP	22EP	26EP	26EP	21EP	21EP	26EP	28EP	22EP	25EP	28EP	29EP	**140**
139	13DP	15DP	16DP	18EP	22EP	22EP	24EP	24EP	21DP	22EP	25EP	25EP	21EP	21EP	25EP	28EP	22EP	24EP	28EP	29EP	**139**
138	13CP	15CP	16DP	18DP	21DP	21DP	24DP	23EP	20DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	21EP	24EP	28EP	29EP	**138**
137	13CP	14CP	16DP	17DP	21DP	21DP	23DP	23EP	20DP	21DP	25DP	25EP	21DP	20EP	25EP	27EP	21EP	24EP	27EP	28EP	**137**
136	13CP	14CP	16DP	17DP	21DP	21DP	23DP	23EP	20DP	21DP	24DP	24EP	20DP	20EP	24EP	27EP	21EP	23EP	27EP	28EP	**136**
135	13CP	14CP	16DP	17DP	21DP	21DP	23DP	22DP	19DP	20DP	24DP	24EP	20DP	20EP	24EP	27EP	20EP	23EP	27EP	27EP	**135**
134	12CP	14CP	15DP	17DP	20DP	20DP	22DP	22DP	19DP	20DP	24DP	24DP	20DP	20DP	24EP	26EP	20EP	22EP	26EP	27EP	**134**
133	12CP	14CP	15CP	17DP	20DP	20DP	22DP	22DP	19DP	20DP	23DP	23DP	20DP	20DP	23DP	26EP	20DP	22EP	26EP	27EP	**133**
132	12CP	14CP	15CP	16DP	20DP	20DP	22DP	21DP	19CP	19DP	23DP	23DP	20DP	19DP	23DP	26EP	19DP	22EP	26EP	26EP	**132**
131	12CP	13CP	15CP	16DP	20DP	19DP	22DP	21DP	18CP	19DP	22DP	23DP	19DP	19DP	23DP	25EP	19DP	21EP	25EP	26EP	**131**
130	12BP	13BP	15CP	16DP	19DP	19DP	21DP	21DP	18CP	19DP	22DP	22DP	19DP	19DP	23DP	25DP	19DP	21DP	25EP	25EP	**130**
129	12BP	13BP	14CP	16DP	19DP	19DP	21DP	20DP	18CP	18DP	22DP	22DP	19DP	19DP	22DP	25DP	18DP	21DP	25EP	25EP	**129**
128	12BP	13BP	14CP	15DP	19DP	19DP	21DP	20DP	18CP	18DP	21DP	21DP	19DP	18DP	22DP	24DP	18DP	20DP	24EP	25EP	**128**
127	12BP	13BP	14CP	15DP	19DP	18DP	20DP	20DP	17CP	18DP	21DP	21DP	18DP	18DP	22DP	24DP	17DP	20DP	24EP	24EP	**127**
126	11BP	13BP	14CP	15DP	18DP	18DP	20DP	19DP	17CP	17DP	21DP	21DP	18DP	18DP	21DP	24DP	17DP	19DP	24EP	24EP	**126**
125	11BP	13BP	14CP	15CP	18CP	18DP	20CP	19DP	17CP	17DP	20DP	20DP	18DP	18DP	21DP	23DP	17DP	19DP	23EP	23EP	**125**
124	11AP	12BP	13CP	14CP	18CP	18CP	19CP	19DP	16CP	17CP	20DP	20DP	18CP	17DP	21DP	23DP	16DP	19DP	23EP	23EP	**124**
123	11AP	12BP	13BP	14CP	18CP	17CP	19CP	18DP	16CP	16CP	20DP	20DP	18CP	17DP	21DP	23DP	16DP	18DP	23EP	23DP	**123**
122	11AP	12AP	13BP	14CP	17CP	17CP	19CP	18DP	16CP	16CP	19CP	19DP	17CP	17DP	20DP	22DP	16DP	18DP	23DP	22DP	**122**
121	11AP	12AP	13BP	14CP	17CP	17CP	18CP	18DP	16CP	16CP	19CP	19DP	17CP	17DP	20DP	22DP	15DP	18DP	22DP	22DP	**121**
120	11AP	12AP	13BP	14CP	17CP	17CP	18CP	17DP	15CP	15CP	18CP	19DP	17CP	17DP	20DP	22DP	15DP	17DP	22DP	21DP	**120**
119	11AP	12AP	12BP	13CP	17CP	16CP	18CP	17DP	15CP	15CP	18CP	18DP	17CP	16DP	19DP	21DP	15CP	17DP	22DP	21DP	**119**
118	10AP	11AP	12BP	13CP	16CP	16CP	17CP	17CP	15CP	15CP	18CP	18DP	16CP	16DP	19DP	21DP	14CP	16DP	21DP	21DP	**118**
117	10AP	11AP	12BP	13CP	16CP	16CP	17CP	16CP	15BP	14CP	17CP	17CP	16CP	16DP	19DP	21DP	14CP	16DP	21DP	20DP	**117**
116	10AP	11AP	12BP	13CP	16CP	16CP	17CP	16CP	14BP	14CP	17CP	17CP	16CP	16DP	18DP	20DP	14CP	16DP	21DP	20DP	**116**
115	10AK	11AP	12BP	12CP	16CP	15CP	17CP	16CP	14BP	14CP	17CP	17CP	16CP	15DP	18DP	20DP	13CP	15DP	20DP	19DP	**115**
114	10	11AP	11BP	12CP	15CP	15CP	16CP	15CP	14BP	13CP	16CP	16CP	16CP	15CP	18CP	20DP	13CP	15CP	20DP	19DP	**114**
113	10	11AP	11AP	12BP	15CP	15CP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	15CP	18CP	19DP	13CP	15CP	20DP	19DP	**113**
112	10	10AP	11AP	12BP	15BP	14CP	16CP	15CP	13BP	13CP	15CP	16CP	15CP	15CP	17CP	19DP	12CP	14CP	19DP	18DP	**112**
111	10	10AP	11AP	11BP	15BP	14CP	15CP	14CP	13BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	12CP	14CP	19DP	18DP	**111**
110	9	10AK	11AP	11BP	14BP	14BP	15CP	14CP	13BP	12CP	15CP	15CP	15CP	14CP	17CP	18DP	12CP	13CP	19DP	17DP	**110**
109	9	10	10AP	11BP	14BP	14BP	15CP	14CP	12BP	12CP	14CP	15CP	14CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	**109**
108	9	10	10AP	11BP	14BP	13BP	14CP	13CP	12BP	11BP	14CP	14CP	14CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	**108**
107	9	10	10AP	10BP	14BP	13BP	14BP	13CP	12BP	11BP	14CP	14CP	14CP	13CP	16CP	17CP	11BP	12CP	18DP	16DP	**107**
106	9	10	10AP	10BP	13BP	13BP	14BP	13CP	12BP	11BP	13CP	13CP	14BP	13CP	16CP	17CP	10BP	12CP	17DP	16DP	**106**
105	9	9	10AP	10BP	13BP	13BP	13BP	12CP	11BP	10BP	13CP	13CP	14BP	13CP	15CP	17CP	10BP	12CP	17DP	15DP	**105**
104	9	9	9AP	10BP	13AP	12BP	13BP	12CP	11BP	10BP	13BP	13CP	13BP	13CP	15CP	16CP	9BP	11BP	17DP	15CP	**104**
103	9	9	9AP	10AP	13AP	12BP	13BP	12CP	11AP	10BP	12BP	12CP	13BP	13CP	15CP	16CP	9BP	11BP	16CP	15CP	**103**
102	8	9	9AP	9AP	12AP	12BP	12BP	11CP	10AP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	9BP	10BP	16CP	14CP	**102**
101	8	9	9AP	9AP	12AP	12BP	12BP	11BP	10AP	9BP	11BP	12CP	13BP	12CP	14CP	15CP	8AP	10BP	16CP	14CP	**101**
100	8	9	9AK	9AP	12AP	11AP	12BP	11BP	10AP	9BP	11BP	11CP	13BP	12CP	14CP	15CP	8AP	10BP	15CP	13CP	**100**
99	8	8	8	9AP	12AP	11AP	11BP	10BP	10AP	8BP	11BP	11BP	12BP	12CP	13CP	15CP	8AP	9BP	15CP	13CP	**99**
98	8	8	8	8AP	11AP	11AP	11BP	10BP	9AP	8BP	10BP	11BP	12BP	11CP	13BP	14CP	7AP	9BP	15CP	13CP	**98**
97	8	8	8	8AP	11AP	11AP	11AP	10BP	9AP	8BP	10BP	10BP	12BP	11CP	13BP	14BP	7AP	9BP	15CP	12BP	**97**
96	8	8	8	8AP	11AP	10AP	11AP	9BP	9AP	7BP	10BP	10BP	12BP	11CP	13BP	14BP	7BP	8AP	14CP	12BP	**96**
95	8	8	8	8AP	11AK	10AP	10AP	9BP	9AP	7BP	9BP	9BP	11BP	11CP	12BP	13BP	6AK	8AP	14CP	11BP	**95**
94	7	8	7	7AP	10	10AP	10AP	9BP	8AP	7AP	9BP	9BP	11BP	10BP	12BP	13BP	6	7AP	14CP	11BP	**94**
93	7	7	7	7AP	10	9AP	10AP	8BP	8AP	6AP	8BP	9BP	11BP	10BP	12BP	13BP	6	7AP	13CP	11BP	**93**
92	7	7	7	7AP	10	9AP	9AP	8BP	8AP	6AP	8BP	8BP	11BP	10BP	11BP	12BP	5	7AP	13CP	10BP	**92**
91	7	7	7	7AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	11BP	10BP	11BP	12BP	5	6AP	13BP	10AP	**91**
90	7	7	7	7AK	9	9AK	9AP	7BP	7AK	5AP	7AP	8BP	10BP	10BP	11BP	12BP	5	6AK	12BP	9AP	**90**
89	7	7	6	6	9	8	8AP	7AP	7	5AP	7AP	7BP	10BP	9BP	11BP	11BP	4	–	12BP	9AP	**89**
88	7	7	6	6	9	8	8AP	7AP	7	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	–	12BP	9AP	**88**
87	7	7	6	6	9	8	8AP	6AP	6	4AP	6AP	7BP	10AP	9BP	10BP	11BP	4	–	11BP	8AK	**87**
86	6	6	6	6	8	8	7AP	6AP	6	4AP	6AP	6BP	9AP	9BP	10BP	10BP	3	–	11BP	8	**86**
85	6	6	6	5	8	7	7AK	6AP	6	4AK	6AP	6BP	9AP	8BP	9BP	10BP	3	–	11BP	–	**85**
84	6	6	5	5	8	7	7	5AP	6	3	5AP	5AP	9AP	8BP	9BP	10BP	–	–	10BP	–	**84**
83	6	6	5	5	8	7	6	5AP	5	3	5AP	5AP	9AP	8BP	9BP	9BP	–	–	10BP	–	**83**
82	6	6	5	5	7	7	6	5AP	5	3	4AP	5AP	9AP	8BP	8BP	9BP	–	–	10AP	–	**82**
81	6	6	5	4	7	6	6	4AP	5	2	4AP	4AP	8AP	7BP	8AP	9BP	–	–	9AP	–	**81**
80	6	5	5	4	7	6	6	4AP	4	2	4AK	4AP	8AP	7BP	8AP	8AP	–	–	9AP	–	**80**
79	6	5	4	4	7	6	5	4AP	4	–	3	4AP	8AP	7BP	8AP	8AP	–	–	9AP	–	**79**
78	5	5	4	4	6	6	5	3AP	4	–	3	3AP	8AP	7AP	7AP	8AP	–	–	8AP	–	**78**
77	5	5	4	4	6	5	5	3AP	4	–	3	3AP	7AP	7AP	7AP	7AP	–	–	8AK	–	**77**
76	5	5	4	3	6	5	4	3AP	3	–	2	3AP	7AP	6AP	7AP	7AP	–	–	8	–	**76**
75	5	5	4	3	6	5	4	2AK	3	–	2	2AK	7AK	6AP	6AP	7AP	–	–	–	–	**75**
74	5	4	3	3	5	4	4	2	3	–	–	2	7	6AP	6AP	6AP	–	–	–	–	**74**
73	5	4	3	3	5	4	3	2	3	–	–	–	7	6AP	6AP	6AP	–	–	–	–	**73**
72	5	4	3	2	5	4	3	1	2	–	–	–	6	5AP	6AP	6AP	–	–	–	–	**72**
71	5	4	3	2	5	4	3	1	2	–	–	–	6	5AP	5AP	5AP	–	–	–	–	**71**
70	4	4	3	2	4	3	2	1	2	–	–	–	6	5AK	5AP	5AP	–	–	–	–	**70**
69	4	4	2	2	4	3	2	–	–	–	–	–	6	5	5AP	5AP	–	–	–	–	**69**
68	4	4	2	1	4	3	2	–	–	–	–	–	5	4	4AP	4AP	–	–	–	–	**68**
67	4	3	2	1	4	3	1	–	–	–	–	–	5	4	4AK	4AK	–	–	–	–	**67**
66	4	3	2	1	3	2	1	–	–	–	–	–	5	4	4	4	–	–	–	–	**66**
65	4	3	2	1	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**65**
64	4	3	1	–	3	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**64**
63	4	3	1	–	3	2	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**63**
62	3	3	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**62**
61	3	2	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**61**
60	3	2	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**60**
59	3	2	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	3	2	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	3	2	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
56	3	2	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56**
54-55	3	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**54-55**
50-53	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-53**
47-49	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**47-49**
45-46	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-46**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßƒ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 4 - 7 feet
Weight: 3 - 5 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 38 - 42 w

Range Modifiers: 1' - 10': +0; 11' - 50': -20; 51' - 100': -40

Attack Table 2.11
Javelin
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	6EP	8EP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	150
149	6EP	8EP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	149
148	6DP	8DP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	148
147	6DP	8DP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	147
146	6CP	8CP	10DP	12EP	15EP	15EP	18EP	18EP	16EP	17EP	21EP	21EP	16EP	16EP	21EP	23EP	17EP	20EP	24EP	25EP	146
145	6CP	8CP	10DP	12EP	15EP	15EP	17EP	17EP	16EP	17EP	21EP	21EP	16EP	16EP	20EP	23EP	17EP	20EP	23EP	25EP	145
144	6CP	8CP	10DP	12EP	15EP	14EP	17EP	17EP	15EP	17EP	21EP	21EP	16EP	16EP	20EP	23EP	17EP	20EP	23EP	25EP	144
143	6BP	8CP	10DP	11DP	14DP	14DP	17EP	17EP	15DP	17EP	20EP	20EP	15EP	15EP	20EP	23EP	17EP	20EP	23EP	24EP	143
142	6BP	8BP	10CP	11DP	14DP	14DP	17DP	17EP	15DP	16EP	20EP	20EP	15EP	15EP	20EP	22EP	16EP	19EP	23EP	24EP	142
141	6BP	8BP	9CP	11DP	14DP	14DP	17DP	16EP	15DP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	16EP	19EP	22EP	24EP	141
140	6AP	8BP	9CP	11DP	14DP	14DP	16DP	16EP	15DP	16DP	20DP	20EP	15DP	15EP	19EP	22EP	16EP	19EP	22EP	23EP	140
139	6AP	8BP	9CP	11DP	14DP	14DP	16DP	16DP	14DP	16DP	19DP	19EP	15DP	15EP	19EP	21EP	16EP	18EP	22EP	23EP	139
138	6AP	8AP	9CP	11DP	14DP	13DP	16DP	16DP	14DP	15DP	19DP	19EP	15DP	15DP	19EP	21EP	15EP	18EP	22EP	23EP	138
137	6AP	7AP	9CP	11DP	13DP	13DP	16DP	15DP	14DP	15DP	19DP	19EP	15DP	14DP	18EP	21EP	15DP	18EP	21EP	22EP	137
136	6AP	7AP	9BP	10DP	13CP	13DP	15DP	15DP	14DP	15DP	18DP	18DP	14DP	14DP	18DP	21EP	15DP	18EP	21EP	22EP	136
135	6AK	7AP	9BP	10CP	13CP	13CP	15DP	15DP	14CP	15DP	18DP	18DP	14DP	14DP	18DP	20EP	15DP	17EP	21EP	22EP	135
134	6	7AP	9BP	10CP	13CP	13CP	15DP	15DP	13CP	14DP	18DP	18DP	14DP	14DP	18DP	20EP	14DP	17DP	21EP	22EP	134
133	6	7AP	9BP	10CP	13CP	13CP	15CP	15DP	13CP	14DP	18DP	17DP	14DP	14DP	18DP	20DP	14DP	17DP	20EP	21EP	133
132	5	7AP	9BP	10CP	13CP	12CP	15CP	14DP	13CP	14DP	17DP	17DP	14DP	14DP	17DP	20DP	14DP	17DP	20EP	21EP	132
131	5	7AP	9BP	10CP	12CP	12CP	14CP	14DP	13CP	14DP	17DP	17DP	14DP	14DP	17DP	19DP	14DP	16DP	20EP	21EP	131
130	5	7AK	8BP	10CP	12CP	12CP	14CP	14DP	13CP	13DP	17DP	17DP	14CP	13DP	17DP	19DP	13DP	16DP	20EP	20EP	130
129	5	7	8AP	9CP	12BP	12CP	14CP	14DP	12CP	13CP	16DP	16DP	13CP	13DP	17DP	19DP	13DP	16DP	19EP	20EP	129
128	5	7	8AP	9BP	12BP	12CP	14CP	13DP	12CP	13CP	16DP	16DP	13CP	13DP	16DP	18DP	13DP	15DP	19EP	20EP	128
127	5	7	8AP	9BP	12BP	12BP	14CP	13CP	12CP	13CP	16CP	16DP	13CP	13DP	16DP	18DP	13DP	15DP	19EP	19DP	127
126	5	7	8AP	9BP	12BP	11BP	13CP	13CP	12CP	12CP	16CP	15DP	13CP	13DP	16DP	18DP	12DP	15DP	19DP	19DP	126
125	5	6	8AP	9BP	11AP	11BP	13CP	13CP	12CP	12CP	15CP	15DP	13CP	13DP	16DP	18DP	12CP	15DP	19DP	19DP	125
124	5	6	8AP	9BP	11AP	11BP	13CP	12CP	11CP	12CP	15CP	15DP	13CP	12DP	15DP	17DP	12CP	14DP	18DP	18DP	124
123	5	6	7AP	9BP	11AP	11BP	13CP	12CP	11CP	12CP	15CP	15DP	13CP	12DP	15DP	17DP	12CP	14DP	18DP	18DP	123
122	5	6	7AP	8BP	11AP	11BP	12CP	12CP	11BP	11CP	14CP	14DP	12CP	12CP	15DP	17DP	11CP	14DP	18DP	18DP	122
121	5	6	7AP	8AP	11AP	11AP	12BP	12CP	11BP	11CP	14CP	14DP	12CP	12CP	15CP	16DP	11CP	13CP	18DP	17DP	121
120	5	6	7AK	8AP	11AP	10AP	12BP	12CP	11BP	11CP	14CP	14CP	12CP	12CP	15CP	16DP	11CP	13CP	17DP	17DP	120
119	5	6	7	8AP	10AP	10AP	12BP	11CP	11BP	11CP	14CP	13CP	12CP	12CP	14CP	16DP	11CP	13CP	17DP	17DP	119
118	5	6	7	8AP	10AP	10AP	12BP	11CP	10BP	10CP	13CP	13CP	12CP	11CP	14CP	16DP	10CP	13CP	17DP	17DP	118
117	5	6	7	8AP	10AK	10AP	11BP	11CP	10BP	10CP	13CP	13CP	12CP	11CP	14CP	15DP	10CP	12CP	17DP	16DP	117
116	5	6	7	8AP	10	10AP	11BP	11CP	10BP	10BP	13CP	12CP	11CP	11CP	14CP	15DP	10CP	12CP	16DP	16DP	116
115	5	6	7	7AP	10	10AP	11AP	10BP	10BP	10BP	12CP	12CP	11BP	11CP	13CP	15CP	10CP	12CP	16DP	16DP	115
114	4	6	6	7AP	10	9AP	11AP	10BP	10BP	9BP	12CP	12CP	11BP	11CP	13CP	15CP	9CP	12CP	16DP	15DP	114
113	4	5	6	7AP	10	9AP	10AP	10BP	9BP	9BP	12CP	12CP	11BP	11CP	13CP	14CP	9BP	11CP	16DP	15DP	113
112	4	5	6	7AP	9	9AK	10AP	10BP	9BP	9BP	12CP	11CP	11BP	11CP	13CP	14CP	9BP	11CP	15DP	15CP	112
111	4	5	6	7AP	9	9	10AP	9BP	9BP	9BP	11BP	11CP	11BP	10CP	12CP	14CP	9BP	11BP	15DP	14CP	111
110	4	5	6	7AK	9	9	10AP	9BP	9AP	8BP	11BP	11CP	11BP	10CP	12CP	13CP	8BP	10BP	15CP	14CP	110
109	4	5	6	7	9	9	10AP	9BP	9AP	8BP	11BP	10CP	10BP	10CP	12CP	13CP	8BP	10BP	15CP	14CP	109
108	4	5	6	6	9	8	9AP	9BP	8AP	8BP	10BP	10CP	10BP	10CP	12CP	13CP	8BP	10BP	14CP	13CP	108
107	4	5	6	6	9	8	9AK	9AP	8AP	8BP	10BP	10CP	10BP	10CP	12BP	13CP	8BP	10BP	14CP	13CP	107
106	4	5	5	6	8	8	9	8AP	8AP	7BP	10BP	9CP	10BP	10BP	11BP	12CP	7AP	9BP	14CP	13CP	106
105	4	5	5	6	8	8	9	8AP	8AP	7BP	10BP	9CP	10BP	9BP	11BP	12CP	7AP	9BP	14CP	12CP	105
104	4	5	5	6	8	8	9	8AP	8AP	7AP	9BP	9CP	10BP	9BP	11BP	12BP	7AP	9BP	13CP	12CP	104
103	4	5	5	6	8	7	8	8AP	7AP	7AP	9BP	9BP	10BP	9BP	11BP	12BP	7AP	9AP	13CP	12BP	103
102	4	5	5	6	8	7	8	7AP	7AP	6AP	9BP	8BP	9BP	9BP	10BP	11BP	6AP	8AP	13CP	12BP	102
101	4	4	5	5	8	7	8	7AP	7AP	6AP	8BP	8BP	9AP	9BP	10BP	11BP	6AP	8AP	13CP	11BP	101
100	4	4	5	5	7	7	8	7AP	7AK	6AP	8BP	8BP	9AP	9BP	10BP	11BP	6AK	8AP	13CP	11BP	100
99	4	4	5	5	7	7	7	7AP	7	6AP	8AP	7BP	9AP	9BP	10BP	10BP	6	7AP	12CP	11BP	99
98	4	4	5	5	7	7	7	6AP	6	5AP	8AP	7BP	9AP	8BP	9BP	10BP	5	7AP	12BP	10BP	98
97	4	4	4	5	7	6	7	6AK	6	5AP	7AP	7BP	9AP	8BP	9BP	10BP	5	7AP	12BP	10BP	97
96	3	4	4	5	7	6	7	6	6	5AP	7AP	7BP	9AP	8BP	9BP	10BP	5	7AP	12BP	10AP	96
95	3	4	4	5	7	6	7	6	6	5AK	7AP	6BP	8AP	8BP	9BP	9BP	5	6AK	11BP	9AP	95
94	3	4	4	4	6	6	6	6	6	4	6AP	6BP	8AP	8BP	9BP	9BP	4	6	11BP	9AP	94
93	3	4	4	4	6	6	6	5	6	4	6AP	6BP	8AP	8AP	8BP	9BP	4	6	11BP	9AP	93
92	3	4	4	4	6	6	6	5	5	4	6AP	5BP	8AP	7AP	8AP	8BP	4	–	11BP	8AP	92
91	3	4	4	4	6	5	6	5	5	4	6AP	5BP	8AP	7AP	8AP	8BP	4	–	10BP	8AP	91
90	3	4	4	4	6	5	5	5	5	3	5AK	5BP	8AK	7AP	8AP	8BP	3	–	10BP	8	90
89	3	4	4	4	6	5	5	4	5	3	5	4AP	7	7AP	7AP	8BP	3	–	10AP	–	89
88	3	3	3	4	5	5	5	4	5	3	5	4AP	7	7AP	7AP	7AP	3	–	10AP	–	88
87	3	3	3	3	5	5	5	4	4	3	4	4AP	7	7AP	7AP	7AP	–	–	9AP	–	87
86	3	3	3	3	5	5	5	4	4	2	4	4AP	7	6AP	7AP	7AP	–	–	9AP	–	86
85	3	3	3	3	5	4	4	3	4	2	4	3AP	7	6AK	6AP	7AP	–	–	9AP	–	85
84	3	3	3	3	5	4	4	3	4	2	4	3AP	7	6	6AP	6AP	–	–	9AP	–	84
83	3	3	3	3	5	4	4	3	4	2	3	3AP	7	6	6AP	6AP	–	–	8AP	–	83
82	3	3	3	3	5	4	4	3	3	–	3	2AP	6	6	6AP	6AP	–	–	8AP	–	82
81	3	3	3	3	4	4	4	3	3	–	3	2AP	6	6	6AP	5AP	–	–	8AP	–	81
80	3	3	3	2	4	4	3	2	3	–	2	2	6	6	5AK	5AP	–	–	8	–	80
79	3	3	2	2	4	3	3	2	3	–	2	–	6	5	5	5AP	–	–	–	–	79
78	2	3	2	2	4	3	3	2	3	–	2	–	6	5	5	5AP	–	–	–	–	78
77	2	3	2	2	4	3	3	2	2	–	–	–	6	5	5	4AP	–	–	–	–	77
76	2	2	2	2	4	3	2	1	2	–	–	–	6	5	4	4AP	–	–	–	–	76
75	2	2	2	2	3	3	2	1	2	–	–	–	5	5	4	4	–	–	–	–	75
74	2	2	2	2	3	3	2	1	2	–	–	–	5	5	4	–	–	–	–	–	74
73	2	2	2	1	3	2	2	1	2	–	–	–	5	4	4	–	–	–	–	–	73
72	2	2	2	1	3	2	2	–	–	–	–	–	5	4	–	–	–	–	–	–	72
71	2	2	2	1	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	71
70	2	2	1	1	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	70
69	2	2	1	1	2	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	69
68	2	2	1	1	2	2	1	–	–	–	–	–	4	4	–	–	–	–	–	–	68
67	2	2	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	67
66	2	2	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	66
65	2	2	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	65
64	2	1	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	64
63	2	1	1	–	1	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	63
62	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	62
61	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61
60	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	60
59	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	59
58	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58
57	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	57
56	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	56
55	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55
54	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	54
53	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	53
52	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 9 - 15 feet
Weight: 8 - 15 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 56 - 74 w

Range Modifiers: –

Attack Table 2.12
Lance
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	38EP	42EP	42EP	40EP	40EP	45EP	48EP	42EP	45EP	48EP	50EP	150
149	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	38EP	42EP	42EP	40EP	40EP	45EP	48EP	42EP	45EP	48EP	50EP	149
148	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	37EP	41EP	41EP	40EP	40EP	44EP	47EP	41EP	44EP	47EP	49EP	148
147	25EP	27EP	28EP	30EP	31EP	31EP	34EP	34EP	35EP	37EP	41EP	41EP	39EP	39EP	44EP	47EP	41EP	44EP	47EP	49EP	147
146	24EP	26EP	28EP	30EP	31EP	31EP	34EP	34EP	35EP	36EP	40EP	40EP	39EP	39EP	43EP	46EP	40EP	43EP	46EP	48EP	146
145	24EP	26EP	28EP	29EP	30EP	30EP	33EP	33EP	34EP	36EP	40EP	40EP	38EP	38EP	43EP	46EP	39EP	42EP	46EP	47EP	145
144	24EP	26EP	27EP	29EP	30EP	30EP	33EP	33EP	34EP	35EP	39EP	39EP	38EP	38EP	42EP	45EP	39EP	42EP	45EP	47EP	144
143	24EP	25EP	27EP	28EP	30EP	29EP	32EP	32EP	33EP	35EP	39EP	39EP	37EP	37EP	42EP	45EP	38EP	41EP	45EP	46EP	143
142	23EP	25EP	26EP	28EP	29EP	29EP	32EP	32EP	33EP	34EP	38EP	38EP	37EP	37EP	41EP	44EP	38EP	41EP	44EP	45EP	142
141	23EK	25EP	26EP	28EP	29EP	29EP	31EP	31EP	32EP	34EP	38EP	38EP	37EP	37EP	41EP	44EP	37EP	40EP	44EP	45EP	141
140	23EP	24EK	26EP	27EP	28EP	28EP	31EP	31EP	32EP	33EP	37EP	37EP	36EP	36EP	40EP	43EP	36EP	39EP	43EP	44EP	140
139	23EK	24EP	25EP	27EP	28EP	28EP	30EP	30EP	31EP	33EP	37EP	37EP	36EP	36EP	40EP	43EP	36EP	39EP	43EP	44EP	139
138	22EP	24EK	25EK	26EP	28EP	27EP	30EP	30EP	31EP	32EP	36EP	36EP	35EP	35EP	39EP	42EP	35EP	38EP	42EP	43EP	138
137	22DK	23DP	24EP	26EP	27EP	27EP	29EP	29EP	30EP	32EP	35EP	36EP	35EP	35EP	39EP	42EP	35EP	38EP	42EP	42EP	137
136	22DP	23DK	24EK	25EK	27EP	26EP	29EP	29EP	30EP	31EP	35EP	35EP	34EP	34EP	38EP	41EP	34EP	37EP	41EP	42EP	136
135	22DK	23DP	24DP	25EP	26EP	26EP	28EP	28EP	29EP	31EP	34EP	35EP	34EP	34EP	38EP	40EP	33EP	36EP	41EP	41EP	135
134	21DP	22DK	23DK	25EK	26EP	26EP	28EP	28EP	29EP	30EP	34EP	34EP	33EP	33EP	37EP	40EP	33EP	36EP	40EP	40EP	134
133	21DK	22DP	23DP	24EP	26DP	25EP	27DP	27EP	28EP	30EP	33EP	34EP	33EP	33EP	37EP	39EP	32EP	35EP	40EP	40EP	133
132	21DP	22DK	22DK	24DK	25DP	25DP	27DP	27EP	28EP	29EP	33EP	33EP	33EP	33EP	36EP	39EP	31EP	34EP	39EP	39EP	132
131	20DK	21DP	22DP	23DP	25DP	24DP	26DP	27DP	28DP	29DP	32EP	33EP	32EP	32EP	36EP	38EP	31EP	34EP	39EP	39EP	131
130	20DP	21DK	22DK	23DK	24DP	24DP	26DP	26DP	27DP	28DP	32DP	32EP	32EP	32EP	35EP	38EP	30EP	33EP	38EP	38EP	130
129	20DK	21DP	21DP	22DP	24DP	23DP	25DP	26DP	27DP	28DP	31DP	32DP	31DP	31EP	35EP	37EP	30EP	33EP	38EP	37EP	129
128	20DP	20DK	21DK	22DK	24DP	23DP	25DP	25DP	26DP	27DP	31DP	31DP	31DP	31DP	34EP	37EP	29DP	32EP	37EP	37EP	128
127	19DK	20DP	20DP	22DP	23DP	22DP	24DP	25DP	26DP	26DP	30DP	31DP	30DP	30DP	34DP	36EP	28DP	31DP	37EP	36EP	127
126	19CP	20CK	20DK	21DK	23DP	22DP	24DP	24DP	25DP	26DP	29DP	30DP	30DP	30DP	33DP	36DP	28DP	31DP	36DP	35EP	126
125	19CK	19CP	20DP	21DP	22DP	22DP	23DP	24DP	25DP	25DP	29DP	29DP	30DP	30DP	33DP	35DP	27DP	30DP	35EP	35EP	125
124	19CP	19CK	19DK	20DK	22DP	21DP	23DP	23DP	24DP	25DP	28DP	29DP	29DP	29DP	32DP	35DP	27DP	30DP	35EP	34EP	124
123	18CK	19CP	19DP	20DP	21DP	21DP	22DP	23DP	24DP	24DP	28DP	28DP	29DP	29DP	32DP	34DP	26DP	29DP	34EP	33EP	123
122	18CP	19CK	18DK	19DK	21DP	20DP	22DP	22DP	23DP	24DP	27DP	28DP	28DP	28DP	31DP	33DP	25DP	28DP	34EP	33DP	122
121	18CK	18CP	18CP	19DP	21DP	20DP	21DP	22DP	23DP	23DP	27DP	27DP	28DP	28DP	31DP	33DP	25DP	28DP	33EP	32DP	121
120	18CP	18CK	18CK	19DK	20DK	19DP	21DP	21DP	22DP	23DP	26DP	27DP	27DP	27DP	30DP	32DP	24DP	27DP	33DP	32DP	120
119	17CK	18CP	17CP	18DP	20DP	19DP	20DP	21DP	22DP	22DP	26DP	26DP	27DP	27DP	30DP	32DP	23DP	26DP	32DP	31DP	119
118	17CP	17CK	17CK	18DK	19DK	19DP	20DP	20DP	21DP	22DP	25DP	26DP	26DP	26DP	29DP	31DP	23DP	26DP	32DP	30DP	118
117	17CK	17CP	16CP	17DP	19CP	18DK	19DP	20DP	21DP	21DP	25DP	25DP	26DP	26DP	29DP	31DP	22DP	25DP	31DP	30DP	117
116	17CP	17CK	16CK	17DK	19CK	18DP	19CK	19DP	20DP	21DP	24DP	25DP	26DP	26DP	28DP	30DP	22DP	25DP	31DP	29DP	116
115	16BK	16CP	16CP	16CP	18CP	17CK	18CP	19DP	20CP	20DP	24DP	24DP	25DP	25DP	28DP	30DP	21DP	24DP	30DP	28DP	115
114	16BP	16BK	15CK	16CK	18CK	17CP	18CK	18DK	20CP	20CP	23DP	24DP	25DP	25DP	27DP	29DP	20DP	23DP	30DP	28DP	114
113	16BK	16BP	15CP	16CP	17CP	16CK	18CP	18CP	19CP	19CP	22DP	23DP	24DP	24DP	27DP	29DP	20DP	23DP	29DP	27DP	113
112	15BP	15BK	15CK	15CK	17CK	16CP	17CK	18CK	19CP	19CP	22CP	23DP	24DP	24DP	26DP	28DP	19DP	22DP	29DP	27DP	112
111	15AK	15BP	14CP	15CP	17CP	15CK	17CP	17CP	18CP	18CK	21CP	22DP	23CP	23DP	26DP	28DP	19DP	22DP	28DP	26DP	111
110	15AP	15BK	14CK	14CK	16CK	15CP	16CK	17CK	18CP	18CP	21CP	22CP	23CP	23DP	25DP	27DP	18CP	21DP	28DP	25DP	110
109	15AK	14AP	13CP	14CP	16CP	15CK	16CP	16CP	17CP	17CK	20CP	21CP	23CP	23DP	25DP	26DP	17CP	20CP	27DP	25DP	109
108	14AP	14AK	13CK	13CK	15CK	14CP	15CK	16CK	17CK	17CP	20CK	21CP	22CP	22DP	24DP	26DP	17CP	20CP	27DP	24DP	108
107	14AK	14AP	13BP	13CP	15CP	14CP	15CP	15CP	16CP	16CK	19CP	20CP	22CP	22DP	24DP	25DP	16CP	19CP	26CP	23DP	107
106	14AP	13AK	12BK	13CK	15CK	13CP	14CK	15CK	16CK	16CP	19CK	20CP	21CP	21CP	23CP	25DP	16CP	19CP	26DP	23DP	106
105	14AK	13AP	12BP	12CP	14CP	13CK	14CP	14CP	15CP	15CK	18CP	19CK	21CP	21CP	23CP	24DP	15CK	18CK	25DP	22DP	105
104	13	13AK	11BK	12CK	14CK	12CP	13CK	14CK	15CK	14CP	18CK	19CP	20CP	20CP	22CP	24CP	14CP	17CP	25DP	21DP	104
103	13	12AP	11BP	11CP	13BP	12CK	13CP	13CP	14CP	14CK	17CP	18CK	20CP	20CP	22CP	23CP	14CK	17CK	24DP	21CP	103
102	13	12AK	11BK	11CK	13BK	12CP	12CK	13CK	14CK	13CP	16CK	18CP	19CP	19CP	21CP	23CP	13CP	16CP	24DP	20CP	102
101	13	12AP	10BP	10CP	13BP	11CK	12CP	12CP	13CP	13CK	16CP	17CK	19CP	19CP	21CP	22CP	12CK	15CK	23DP	20CP	101
100	12	11AK	10AK	10BK	12BK	11BP	11CK	12CK	13CK	12CP	15CK	16CP	19CP	19CP	20CP	22CP	12CP	15CP	22DP	19CK	100
99	12	11	9AP	10BP	12BP	10BK	11CP	11CP	12CP	12CK	15CP	16CK	18CP	18CP	20CP	21CP	11CK	14CK	22CP	18CP	99
98	12	11	9AK	9BK	11AK	10BP	10CK	11CK	12CK	11CP	14CK	15CP	18CP	18CP	19CP	21CP	11CP	14CP	21CP	18CK	98
97	12	10	9AP	9BP	11AP	9BK	10BP	10CP	12BP	11BK	14CP	15CK	17CP	17CP	19CP	20CP	10CK	13CK	21CP	17CP	97
96	11	10	8AK	8BK	10AK	9BP	9BK	10BK	11BK	10BP	13CK	14CP	17CP	17CP	18CP	19CP	9CP	12BP	20CP	16CK	96
95	11	10	8AP	8BP	10AP	8BK	9BP	10BP	11BP	10BK	13CP	14CK	16CP	16CP	18CP	19CP	9BK	12BK	20CK	16CP	95
94	11	10	7AK	7BK	10AK	8AP	8BK	9BK	10BK	9BP	12CK	13CP	16CK	16CK	17CK	18CK	8BP	11BP	19CP	15CK	94
93	10	9	7AP	7AP	9AP	8AK	8BP	9BP	10BP	9BK	12BP	13CP	16CP	16CP	17CP	18CP	8BK	11BK	19CK	15CP	93
92	10	9	7AK	7AK	9AK	7AP	7BK	8BK	9BK	8BP	11BK	12CP	15CK	15CK	16CK	17CK	7AS	10AS	18CP	14BK	92
91	10	9	6AP	6AP	8AP	7AK	7BP	8BP	9BP	8BK	11BP	12BK	15BP	15CP	16CP	17CP	6AP	9AP	18CK	13BP	91
90	10	8	6AK	6AK	8AK	6AP	6AK	7BK	8BK	7AP	10BK	11BP	14BK	14CK	15CK	16CK	6AK	9AK	17CP	13AK	90
89	9	8	5	5AP	8	6AK	6AP	7BP	8AP	7AK	9BP	11BK	14BP	14CP	15CP	16CP	5	8	17CK	12AS	89
88	9	8	5	5AK	7	5AP	5AK	6AK	7AK	6AP	9BK	10BP	13BK	13CK	14BK	15BK	–	–	16CP	11AP	88
87	9	7	5	4AP	7	5AK	5AP	6AP	7AP	6AK	8BP	10BK	13BP	13CP	14BP	15BP	–	–	16CK	11AK	87
86	9	7	4	4AK	6	5AP	4AK	5AK	6AK	5AP	8AK	9BP	12BK	12BK	13BK	14BK	–	–	15CP	–	86
85	8	7	4	4AP	6	4AK	4AP	5AP	6AP	5AK	7AP	9BK	12BS	12BS	13BS	14BS	–	–	15CK	–	85
84	8	6	3	3AK	6	4	3AK	4AK	5AK	4	7AK	8BP	12BP	12BP	12BP	13BP	–	–	14BP	–	84
83	8	6	3	3AP	5	3	3AP	4AP	5AP	–	6AP	8AK	11BK	11BK	12BK	12BK	–	–	14BK	–	83
82	8	6	3	2AK	5	3	2AK	3AK	4AK	–	6AK	7AP	11BS	11BS	11BS	12BS	–	–	13BP	–	82
81	7	5	2	2	4	2	2	3AP	4	–	5AP	7AK	10BP	10BP	11BP	11BP	–	–	13BK	–	81
80	7	5	2	–	4	2	–	2AK	–	–	5AK	6AP	10AK	10BK	10BK	11BK	–	–	12AS	–	80
79	7	5	–	–	4	–	–	2	–	–	4	6AK	9AS	9BS	10AS	10AS	–	–	12AP	–	79
78	7	4	–	–	3	–	–	–	–	–	–	5AP	9AP	9BP	9AP	10AP	–	–	11AK	–	78
77	6	4	–	–	3	–	–	–	–	–	–	5AK	9AK	9AK	9AK	9AK	–	–	11AS	–	77
76	6	4	–	–	2	–	–	–	–	–	–	4	8AS	8AS	8AS	9AS	–	–	10	–	76
75	6	3	–	–	2	–	–	–	–	–	–	–	8AP	8AP	8AP	8AP	–	–	–	–	75
74	5	3	–	–	–	–	–	–	–	–	–	–	7AK	7AK	7AK	8AK	–	–	–	–	74
73	5	3	–	–	–	–	–	–	–	–	–	–	7AS	7AS	7AS	7AS	–	–	–	–	73
72	5	2	–	–	–	–	–	–	–	–	–	–	6AP	6AP	6AP	7AP	–	–	–	–	72
71	5	2	–	–	–	–	–	–	–	–	–	–	6	6	6	6	–	–	–	–	71
70	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	70
69	4	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	69
68	4	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	68
67	4	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	67
66	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	66
65	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	65
64	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64
63	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	63
62	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	62
61	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61
60	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	60
59	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	59
58	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58
57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	57
56	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	56
55	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55
54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	54
53	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	53
52	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 2 - 4 feet
Weight: 4 - 8 pounds
Fumble Range: 01 - 05 UM
Breakage #s: Auto
Strength: 63 - 77

Range Modifiers:
1' - 10': +15
11' - 100': +0
101' - 200': -35
201' - 300': -50
301' - 360': -75

Attack Table 2.13
Light Crossbow
Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	10EP	12EP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	150
149	10DP	12EP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	149
148	10DP	12DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	148
147	10CP	12DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	24EP	24EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	147
146	10CP	12DP	14DP	16EP	21EP	21EP	23EP	23EP	19EP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	146
145	10CP	12CP	14DP	15EP	20EP	20EP	23EP	23EP	18EP	20EP	24EP	24EP	20EP	19EP	24EP	27EP	17EP	20EP	23EP	25EP	145
144	10CP	12CP	13DP	15EP	20EP	20EP	23EP	23EP	18EP	20EP	23EP	23EP	19EP	19EP	24EP	27EP	17EP	20EP	23EP	25EP	144
143	10BP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19EP	23EP	23EP	19EP	19EP	23EP	26EP	17EP	19EP	23EP	24EP	143
142	10BP	11CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19EP	23EP	23EP	19EP	19EP	23EP	26EP	16EP	19EP	23EP	24EP	142
141	10BP	11CP	13CP	15DP	19DP	19DP	22DP	22EP	17DP	19EP	22EP	22EP	19EP	19EP	23EP	26EP	16EP	19EP	22EP	24EP	141
140	10BP	11BP	13CP	14DP	19DP	19DP	22DP	21EP	17DP	18DP	22DP	22EP	19EP	18EP	23EP	25EP	16EP	19EP	22EP	23EP	140
139	9BP	11BP	13CP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22EP	18DP	18EP	22EP	25EP	16EP	18EP	22EP	23EP	139
138	9BP	11BP	12CP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	21DP	21EP	18DP	18EP	22EP	25EP	15EP	18EP	22EP	23EP	138
137	9AP	11BP	12CP	14DP	18DP	18DP	21DP	20DP	16DP	18DP	21DP	21DP	18DP	18DP	22EP	24EP	15EP	18EP	21EP	22EP	137
136	9AP	11BP	12CP	14DP	18DP	18DP	20DP	20DP	16DP	17DP	21DP	21DP	18DP	18DP	21EP	24EP	15DP	17EP	21EP	22EP	136
135	9AP	11BP	12CP	13DP	18DP	18DP	20DP	20DP	16CP	17DP	20DP	20DP	18DP	17DP	21DP	24EP	15DP	17EP	21EP	22EP	135
134	9AP	10BP	12BP	13DP	18CP	18DP	20DP	19DP	16CP	17DP	20DP	20DP	17DP	17DP	21DP	23EP	14DP	17EP	21EP	21EP	134
133	9AP	10BP	12BP	13CP	18CP	17CP	19CP	19DP	15CP	16DP	20DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	20EP	21EP	133
132	9AP	10AP	11BP	13CP	17CP	17CP	19CP	19DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	23DP	14DP	16DP	20EP	21EP	132
131	9AP	10AP	11BP	13CP	17CP	17CP	19CP	18DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	22DP	14DP	16DP	20EP	20EP	131
130	9AP	10AP	11BP	12CP	17CP	17CP	19CP	18DP	15CP	15DP	19DP	19DP	17DP	16DP	20DP	22DP	13DP	16DP	20EP	20EP	130
129	8AP	10AP	11BP	12CP	17CP	16CP	18CP	18DP	15CP	15DP	18DP	18DP	16DP	16DP	19DP	22DP	13DP	15DP	19EP	20EP	129
128	8AP	10AP	11BP	12CP	16CP	16CP	18CP	18DP	14CP	15CP	18DP	18DP	16CP	16DP	19DP	21DP	13DP	15DP	19EP	20EP	128
127	8AP	10AP	11BP	12CP	16CP	16CP	18CP	17DP	14CP	15CP	18DP	18DP	16CP	16DP	19DP	21DP	12DP	15DP	19EP	19DP	127
126	8AP	9AP	10BP	12CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	15DP	19DP	21DP	12DP	15DP	19DP	19DP	126
125	8AK	9AP	10BP	11BP	16BP	15CP	17CP	17CP	14CP	14CP	17CP	17DP	16CP	15DP	18DP	20DP	12DP	14DP	18DP	19DP	125
124	8	9AP	10AP	11BP	15BP	15CP	17CP	16CP	13CP	14CP	17CP	17DP	15CP	15DP	18DP	20DP	12CP	14DP	18DP	18DP	124
123	8	9AP	10AP	11BP	15BP	15BP	16CP	16CP	13CP	13CP	16CP	16DP	15CP	15DP	18DP	20DP	11CP	14DP	18DP	18DP	123
122	8	9AP	10AP	11BP	15BP	15BP	16CP	16CP	13CP	13CP	16CP	16DP	15CP	15DP	17DP	19DP	11CP	13DP	18DP	18DP	122
121	8	9AP	10AP	11BP	15BP	14BP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	14DP	17DP	19DP	11CP	13DP	17DP	17DP	121
120	8	9AK	9AP	10BP	15BP	14BP	16CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17DP	19DP	11CP	13CP	17DP	17DP	120
119	7	8	9AP	10BP	14BP	14BP	15CP	15CP	12BP	12CP	15CP	15CP	14CP	14CP	17CP	18DP	10CP	13CP	17DP	17DP	119
118	7	8	9AP	10BP	14BP	14BP	15BP	14CP	12BP	12CP	15CP	15CP	14CP	14CP	16CP	18DP	10CP	12CP	17DP	16DP	118
117	7	8	9AP	10BP	14AP	13BP	15BP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18DP	10CP	12CP	16DP	16DP	117
116	7	8	9AP	10BP	14AP	13BP	14BP	14CP	11BP	11CP	14CP	14CP	14CP	13CP	16CP	17DP	10CP	12CP	16DP	16DP	116
115	7	8	9AP	9AP	13AP	13BP	14BP	13CP	11BP	11CP	14CP	14CP	14CP	13CP	15CP	17CP	9CP	11CP	16DP	15DP	115
114	7	8	8AP	9AP	13AP	13BP	14BP	13CP	11BP	11BP	13CP	13CP	13CP	13CP	15CP	17CP	9CP	11CP	16DP	15DP	114
113	7	8	8AP	9AP	13AP	12AP	14BP	13CP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	16CP	9BP	11CP	16DP	15DP	113
112	7	8	8AP	9AP	13AP	12AP	13BP	12CP	10BP	10BP	13CP	13CP	13BP	13CP	14CP	16CP	9BP	11CP	15DP	14CP	112
111	7	7	8AP	8AP	12AP	12AP	13BP	12BP	10BP	10BP	12CP	12CP	13BP	12CP	14CP	16CP	8BP	10BP	15DP	14CP	111
110	7	7	8AK	8AP	12AP	12AP	13BP	12BP	10BP	9BP	12CP	12CP	13BP	12CP	14CP	16CP	8BP	10BP	15CP	14CP	110
109	7	7	8	8AP	12AP	11AP	12BP	12BP	10BP	9BP	12BP	12CP	12BP	12CP	14CP	15CP	8BP	10BP	15CP	14CP	109
108	6	7	7	8AP	12AP	11AP	12AP	11BP	10BP	9BP	11BP	11CP	12BP	12CP	13CP	15CP	7BP	9BP	14CP	13CP	108
107	6	7	7	8AP	12AP	11AP	12AP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	13CP	15CP	7BP	9BP	14CP	13CP	107
106	6	7	7	7AP	11AP	11AP	11AP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	13CP	14CP	7AP	9BP	14CP	13CP	106
105	6	7	7	7AP	11AK	11AP	11AP	10BP	9AP	8BP	10BP	10CP	12BP	11CP	12CP	14CP	7AP	9BP	14CP	12CP	105
104	6	7	7	7AP	11	10AP	11AP	10BP	9AP	8BP	10BP	10BP	11BP	11CP	12BP	14BP	6AP	8BP	13CP	12BP	104
103	6	6	7	7AP	11	10AP	11AP	10BP	8AP	7BP	10BP	10BP	11BP	11CP	12BP	13BP	6AP	8AP	13CP	12BP	103
102	6	6	6	7AP	10	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	10BP	12BP	13BP	6AP	8AP	13CP	11BP	102
101	6	6	6	6AP	10	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	10BP	11BP	13BP	6AP	7AP	13CP	11BP	101
100	6	6	6	6AK	10	9AK	10AP	9BP	8AP	6AP	9BP	9BP	11BP	10BP	11BP	12BP	5AK	7AP	12CP	11BP	100
99	6	6	6	6	10	9	9AP	8AP	7AP	6AP	8BP	8BP	10BP	10BP	11BP	12BP	5	7AP	12BP	10BP	99
98	5	6	6	6	9	9	9AP	8AP	7AP	6AP	8BP	8BP	10BP	10BP	10BP	12BP	5	7AP	12BP	10BP	98
97	5	6	6	6	9	9	9AP	8AP	7AP	5AP	8BP	8BP	10AP	9BP	10BP	11BP	5	6AP	12BP	10AP	97
96	5	6	5	5	9	8	8AP	7AP	7AP	5AP	7BP	7BP	10AP	9BP	10BP	11BP	4	6AP	11BP	9AP	96
95	5	5	5	5	9	8	8AK	7AP	6AK	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	6AK	11BP	9AP	95
94	5	5	5	5	9	8	8	7AP	6	5AP	7AP	7BP	9AP	9BP	9BP	10BP	4	–	11BP	9AP	94
93	5	5	5	5	8	8	8	6AP	6	4AP	6AP	6BP	9AP	9BP	9BP	10BP	4	–	11BP	8AP	93
92	5	5	5	5	8	7	7	6AP	6	4AP	6AP	6BP	9AP	8BP	9BP	10BP	3	–	10BP	8AK	92
91	5	5	5	4	8	7	7	6AP	6	4AP	6AP	6BP	9AP	8BP	8BP	9BP	3	–	10BP	8	91
90	5	5	4	4	8	7	7	6AP	5	3AK	5AP	5BP	9AP	8BP	8BP	9BP	3	–	10AP	–	90
89	5	5	4	4	7	7	6	5AP	5	3	5AP	5AP	8AP	8BP	8BP	9BP	–	–	10AP	–	89
88	4	4	4	4	7	6	6	5AP	5	3	5AP	5AP	8AP	7AP	8AP	8AP	–	–	9AP	–	88
87	4	4	4	4	7	6	6	5AP	5	2	4AP	4AP	8AP	7AP	7AP	8AP	–	–	9AP	–	87
86	4	4	4	3	7	6	6	4AP	4	2	4AP	4AP	8AP	7AP	7AP	8AP	–	–	9AP	–	86
85	4	4	4	3	6	6	5	4AK	4	2	4AK	4AP	8AK	7AP	7AP	7AP	–	–	9AP	–	85
84	4	4	3	3	6	5	5	4	4	–	3	3AP	7	7AP	6AP	7AP	–	–	8AP	–	84
83	4	4	3	3	6	5	5	3	4	–	3	3AP	7	6AP	6AP	7AP	–	–	8AP	–	83
82	4	4	3	3	6	5	4	3	3	–	3	3AP	7	6AP	6AP	6AP	–	–	8AK	–	82
81	4	4	3	2	6	5	4	3	3	–	2	2AP	7	6AP	6AP	6AP	–	–	8	–	81
80	4	3	3	2	5	4	4	2	3	–	2	2AK	7	6AK	5AP	6AP	–	–	–	–	80
79	4	3	3	2	5	4	3	2	3	–	–	2	6	6	5AP	5AP	–	–	–	–	79
78	4	3	2	2	5	4	3	2	2	–	–	–	6	5	5AP	5AP	–	–	–	–	78
77	3	3	2	2	5	4	3	1	2	–	–	–	6	5	4AP	5AP	–	–	–	–	77
76	3	3	2	1	4	3	3	1	2	–	–	–	6	5	4AP	4AP	–	–	–	–	76
75	3	3	2	1	4	3	2	1	2	–	–	–	6	5	4AK	4AK	–	–	–	–	75
74	3	3	2	1	4	3	2	–	–	–	–	–	5	5	–	4	–	–	–	–	74
73	3	3	2	1	4	3	2	–	–	–	–	–	5	4	–	–	–	–	–	–	73
72	3	2	1	–	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	72
71	3	2	1	–	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	71
70	3	2	1	–	3	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	70
69	3	2	1	–	3	2	–	–	–	–	–	–	4	–	–	–	–	–	–	–	69
68	3	2	1	–	3	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	68
67	2	2	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	67
66	2	2	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	66
65	2	2	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	65
64	2	1	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64
63	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	63
62	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	62
61	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61
60	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	60
59	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	59
58	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58
57	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	57
56	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	56
55	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55
54	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	54
53	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	53
48-52	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	48-52

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 PUNCTURE CRITICAL STRIKE TABLE

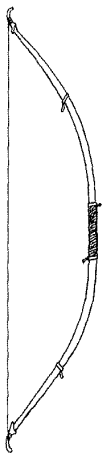
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßƒ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 5 - 7 feet
Weight: 2 - 3 pounds
Fumble Range: 01 - 05 UM
Breakage #s: Auto
Strength: 54 - 66

Range Modifiers:
1' - 10': +20
11' - 100': +0
101' - 200': -30
201' - 300': -40
301' - 400': -50

Attack Table 2.14
Long Bow
Missile



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	150
149	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	149
148	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	148
147	12DP	14DP	16EP	18EP	23EP	23EP	25EP	25EP	21EP	22EP	26EP	26EP	22EP	22EP	27EP	29EP	20EP	23EP	26EP	27EP	147
146	12DP	14DP	16EP	18EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	22EP	22EP	26EP	29EP	19EP	22EP	25EP	27EP	146
145	12DP	14DP	15DP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	19EP	22EP	25EP	27EP	145
144	12CP	14CP	15DP	17EP	22EP	22EP	24EP	24EP	20EP	21EP	25EP	25EP	21EP	21EP	26EP	28EP	19EP	22EP	25EP	26EP	144
143	12CP	13CP	15DP	17EP	22EP	22EP	24EP	24EP	20EP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	25EP	26EP	143
142	12CP	13CP	15DP	17EP	21EP	21EP	24EP	24EP	19DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	24EP	26EP	142
141	11CP	13CP	15DP	16DP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	25EP	27EP	18EP	21EP	24EP	25EP	141
140	11CP	13CP	14DP	16DP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	140
139	11CP	13CP	14CP	16DP	21EP	20EP	23EP	23EP	18DP	20DP	23DP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	139
138	11CP	13CP	14CP	16DP	20EP	20EP	22EP	22EP	18DP	19DP	23DP	23EP	20DP	20EP	24EP	26EP	17EP	20EP	23EP	24EP	138
137	11BP	12BP	14CP	15DP	20EP	20EP	22EP	22EP	18DP	19DP	23DP	23DP	20DP	19EP	24EP	26EP	16EP	20EP	23EP	24EP	137
136	11BP	12BP	14CP	15DP	20EP	20EP	22EP	22EP	18DP	19DP	22DP	22DP	19DP	19EP	23EP	26EP	16EP	19EP	23EP	24EP	136
135	11BP	12BP	13CP	15DP	20EP	19EP	21EP	21EP	17DP	18DP	22DP	22DP	19DP	19DP	23EP	25EP	16DP	19EP	23EP	23EP	135
134	11BP	12BP	13CP	15DP	19EP	19EP	21EP	21EP	17DP	18DP	22DP	22DP	19DP	19DP	23DP	25EP	16DP	19EP	22EP	23EP	134
133	10BP	12BP	13CP	14DP	19EP	19EP	21EP	21EP	17CP	18DP	21DP	21DP	19DP	18DP	22DP	25DP	15DP	18DP	22EP	23EP	133
132	10BP	12BP	13CP	14DP	19DP	19EP	20EP	20EP	17CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	15DP	18DP	22EP	22EP	132
131	10BP	11BP	13CP	14DP	19DP	18DP	20DP	20EP	16CP	17DP	20DP	21DP	18DP	18DP	22DP	24DP	15DP	18DP	21EP	22EP	131
130	10BP	11BP	12BP	14CP	18DP	18DP	20DP	20EP	16CP	17DP	20DP	20DP	18DP	18DP	21DP	24DP	14DP	17DP	21EP	22EP	130
129	10AP	11BP	12BP	13CP	18DP	18DP	19DP	19EP	16CP	16DP	20DP	20DP	18DP	18DP	21DP	23DP	14DP	17DP	21EP	21EP	129
128	10AP	11AP	12BP	13CP	18DP	17DP	19DP	19DP	15CP	16CP	19DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	21EP	21EP	128
127	10AP	11AP	12BP	13CP	17DP	17DP	19DP	19DP	15CP	16CP	19DP	19DP	17DP	17DP	21DP	23DP	13DP	16DP	20EP	21DP	127
126	10AP	11AP	12BP	13CP	17DP	17DP	18DP	18DP	15CP	15CP	19DP	19DP	17CP	17DP	20DP	22DP	13DP	16DP	20EP	20DP	126
125	9AP	11AP	11BP	12CP	17DP	17DP	18DP	18DP	15CP	15CP	18CP	18DP	17CP	17DP	20DP	22DP	13DP	16DP	20DP	20DP	125
124	9AP	10AP	11BP	12CP	17DP	16DP	18DP	17DP	14CP	15CP	18CP	18DP	17CP	16DP	20DP	22DP	12DP	16DP	20DP	20DP	124
123	9AP	10AP	11BP	12CP	16DP	16DP	17DP	17DP	14CP	14CP	17CP	18DP	16CP	16DP	19DP	21DP	12DP	15DP	19DP	19DP	123
122	9AP	10AP	11BP	12CP	16DP	16DP	17DP	17DP	14CP	14CP	17CP	17DP	16CP	16DP	19DP	21DP	12CP	15DP	19DP	19DP	122
121	9AP	10AP	11BP	11CP	16DP	15DP	17DP	16DP	14CP	14CP	17CP	17CP	16CP	16DP	19DP	21DP	11CP	15DP	19DP	19DP	121
120	9AP	10AP	10BP	11BP	16DP	15DP	16DP	16DP	13CP	13CP	16CP	17CP	16CP	15DP	18DP	20DP	11CP	14DP	19DP	18DP	120
119	9AP	10AP	10AP	11BP	15DP	15DP	16DP	16DP	13CP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	11CP	14CP	18DP	18DP	119
118	9AP	9AP	10AP	11BP	15DP	15DP	16DP	15DP	13BP	13CP	16CP	16CP	15CP	15CP	18DP	20DP	11CP	14CP	18DP	18DP	118
117	8AK	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	16CP	15CP	15DP	18CP	19DP	10CP	13CP	18DP	17DP	117
116	8	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	10CP	13CP	18DP	17DP	116
115	8	9AP	9AP	10BP	14CP	14CP	15DP	14DP	12BP	12CP	14CP	15CP	14CP	14CP	17CP	19CP	10CP	13CP	17DP	17DP	115
114	8	9AP	9AP	10BP	14CP	14CP	14CP	14DP	12BP	11CP	14CP	14CP	14CP	14CP	17CP	18CP	9CP	13CP	17DP	16DP	114
113	8	9AP	9AP	9BP	14CP	13CP	14CP	14DP	11BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	12CP	17DP	16DP	113
112	8	8AK	9AP	9BP	14CP	13CP	14CP	13DP	11BP	11BP	13CP	14CP	14CP	13CP	16CP	18CP	9CP	12CP	16DP	16CP	112
111	8	8	8AP	9BP	13CP	13CP	13CP	13DP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8CP	12CP	16DP	15CP	111
110	8	8	8AP	9BP	13CP	12CP	13CP	13DP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	17CP	8CP	11CP	16DP	15CP	110
109	7	8	8AP	8AP	13CP	12CP	13CP	12DP	10BP	10BP	12CP	13CP	13CP	13CP	15CP	17CP	8BP	11BP	16DP	15CP	109
108	7	8	8AP	8AP	13CP	12CP	12CP	12DP	10BP	9BP	12CP	12CP	13BP	13CP	15CP	16CP	7BP	11BP	15CP	14CP	108
107	7	8	8AP	8AP	12CP	12CP	12CP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	15CP	16CP	7BP	10BP	15CP	14CP	107
106	7	7	7AP	8AP	12CP	11CP	12CP	11CP	9BP	9BP	11BP	12CP	12BP	12CP	14CP	16CP	7BP	10BP	15CP	14CP	106
105	7	7	7AP	7AP	12CP	11CP	11CP	11CP	9BP	8BP	11BP	11CP	12BP	12CP	14CP	15CP	7BP	10BP	15CP	13CP	105
104	7	7	7AP	7AP	11BP	11CP	11CP	11CP	9BP	8BP	10BP	11BP	12BP	12CP	14CP	15CP	6BP	9BP	14CP	13CP	104
103	7	7	7AP	7AP	11BP	10CP	11CP	10CP	9AP	8BP	10BP	11BP	12BP	11CP	13CP	15BP	6BP	9BP	14CP	13BP	103
102	7	7	7AK	7AP	11BP	10CP	10CP	10CP	8AP	7BP	10BP	10BP	12BP	11CP	13CP	14BP	6BP	9BP	14CP	12BP	102
101	6	7	6	6AP	11AP	10CP	10CP	10CP	8AP	7BP	9BP	10BP	11BP	11CP	13BP	14BP	5AP	9BP	14CP	12BP	101
100	6	7	6	6AP	10AP	10BP	10CP	9CP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	5AP	8AP	13CP	12BP	100
99	6	6	6	6AP	10AP	9BP	9CP	9CP	8AP	6BP	9BP	9BP	11BP	10CP	12BP	13BP	5AP	8AP	13CP	11BP	99
98	6	6	6	6AP	10AP	9BP	9CP	8CP	7AP	6BP	8BP	9BP	11BP	10CP	12BP	13BP	4AP	8AP	13CP	11BP	98
97	6	6	6	5AP	10AK	9AP	9BP	8CP	7AP	6AP	8BP	8BP	10BP	10CP	12BP	13BP	4AP	7AP	13CP	11BP	97
96	6	6	5	5AP	9	9AP	8BP	8CP	7AP	5AP	7BP	8BP	10BP	10BP	11BP	12BP	4AP	7AP	12BP	10AP	96
95	6	6	5	5AP	9	8AP	8BP	7CP	6AP	5AP	7BP	8BP	10BP	9BP	11BP	12BP	3AP	7AP	12BP	10AP	95
94	6	6	5	5AP	9	8AP	8BP	7CP	6AP	5AP	7BP	7BP	10BP	9BP	11BP	12BP	3AP	6AP	12BP	10AP	94
93	6	5	5	4AP	9	8AP	7AP	7CP	6AP	4AP	6AP	7BP	9BP	9BP	10BP	11BP	3AK	6AK	11BP	9AP	93
92	5	5	5	4AK	8	7AK	7AP	6CP	6AK	4AP	6AP	7BP	9BP	9BP	10BP	11BP	–	6	11BP	9AP	92
91	5	5	4	4	8	7	7AP	6CP	5	4AP	6AP	6BP	9AP	8BP	10BP	11BP	–	–	11BP	9AP	91
90	5	5	4	4	8	7	6AP	6CP	5	3AP	5AP	6BP	9AP	8BP	9BP	10BP	–	–	11BP	8AK	90
89	5	5	4	3	8	7	6AP	5BP	5	3AP	5AP	5AP	9AP	8BP	9BP	10BP	–	–	10BP	8	89
88	5	5	4	3	7	6	6AP	5BP	5	3AP	4AP	5AP	8AP	8BP	9BP	10BP	–	–	10BP	–	88
87	5	4	4	3	7	6	5AK	5BP	4	2AK	4AP	5AP	8AP	8BP	9BP	9AP	–	–	10AP	–	87
86	5	4	3	3	7	6	5	4BP	4	2	4AP	4AP	8AP	7BP	8BP	9AP	–	–	10AP	–	86
85	5	4	3	2	7	5	5	4BP	4	–	3AP	4AP	8AP	7BP	8BP	9AP	–	–	9AP	–	85
84	4	4	3	2	6	5	4	4AP	3	–	3AP	4AP	7AP	7BP	8AP	8AP	–	–	9AP	–	84
83	4	4	3	2	6	5	4	3AP	3	–	3AP	3AP	7AP	7BP	7AP	8AP	–	–	9AP	–	83
82	4	4	3	2	6	5	4	3AP	3	–	2AK	3AP	7AP	6BP	7AP	8AP	–	–	9AP	–	82
81	4	4	2	1	5	4	3	3AP	3	–	2	3AP	7AP	6BP	7AP	7AP	–	–	8AP	–	81
80	4	3	2	1	5	4	3	2AP	2	–	–	2AK	6AP	6AP	6AP	7AP	–	–	8AK	–	80
79	4	3	2	1	5	4	3	2AP	2	–	–	2	6AP	6AP	6AP	7AP	–	–	8	–	79
78	4	3	2	1	5	4	2	2AP	2	–	–	–	6AP	5AP	6AP	6AP	–	–	–	–	78
77	4	3	2	–	4	3	2	1AK	–	–	–	–	6AK	5AP	6AP	6AP	–	–	–	–	77
76	3	3	1	–	4	3	2	1	–	–	–	–	6	5AP	5AP	6AP	–	–	–	–	76
75	3	3	1	–	4	3	1	–	–	–	–	–	5	5AP	5AP	5AP	–	–	–	–	75
74	3	2	1	–	4	2	1	–	–	–	–	–	5	4AP	5AP	5AP	–	–	–	–	74
73	3	2	1	–	3	2	1	–	–	–	–	–	5	4AP	4AP	5AP	–	–	–	–	73
72	3	2	–	–	3	2	–	–	–	–	–	–	5	4AK	4AK	4AK	–	–	–	–	72
71	3	2	–	–	3	2	–	–	–	–	–	–	4	4	4	4	–	–	–	–	71
70	3	2	–	–	3	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	70
69	3	2	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	69
68	2	1	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	68
67	2	1	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	67
66	2	1	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	66
65	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	65
64	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64
63	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	63
62	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	62
61	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61
60	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	60
59	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	59
58	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58
57	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	57
56	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	56
55	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55
54	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	54
53	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	53
52	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 2 - 3 feet
Weight: 3.5 - 8 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 74 - 86 w

Range Modifiers: 1' - 10': -35

Attack Table 2.15
Mace
One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**150**
149	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**149**
148	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**148**
147	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**147**
146	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	22EK	**146**
145	12DK	14DK	16EK	18EK	19EK	19EK	21EK	21EK	14EK	16EK	19EK	19EK	15EK	15EK	20EK	22EK	15EK	17EK	21EK	22EK	**145**
144	12DK	14DK	16EK	17EK	19EK	18EK	21EK	21EK	14EK	15EK	19EK	19EK	15EK	15EK	19EK	22EK	14EK	17EK	20EK	22EK	**144**
143	12DK	14DK	15DK	17EK	18EK	18EK	21EK	21EK	13DK	15EK	19EK	19EK	15EK	15EK	19EK	22EK	14EK	17EK	20EK	22EK	**143**
142	12DK	14DK	15DK	17EK	18EK	18EK	21EK	21EK	13DK	15EK	19EK	19EK	14DK	14EK	19EK	22EK	14EK	17EK	20EK	21EK	**142**
141	12DK	13DK	15DK	17EK	18DK	18DK	21DK	21EK	13DK	15DK	19DK	18EK	14DK	14EK	19EK	21EK	14EK	17EK	20EK	21EK	**141**
140	12CK	13CK	15DK	17EK	18DK	18DK	20DK	20EK	13DK	15DK	18DK	18EK	14DK	14DK	19EK	21EK	14EK	16EK	20EK	21EK	**140**
139	11CK	13CK	15DK	17DK	18DK	18DK	20DK	20EK	13DK	14DK	18DK	18EK	14DK	14DK	18EK	21EK	13DK	16EK	19EK	21EK	**139**
138	11CK	13CK	15DK	16DK	18DK	17DK	20DK	20EK	13DK	14DK	18DK	18EK	14DK	14DK	18DK	21EK	13DK	16EK	19EK	20EK	**138**
137	11CK	13CK	15DK	16DK	17DK	17DK	20DK	20DK	13DK	14DK	18DK	17EK	14DK	14DK	18DK	20EK	13DK	16EK	19EK	20EK	**137**
136	11CK	13CK	14DK	16DK	17DK	17DK	20DK	19DK	13DK	14DK	17DK	17DK	14DK	14DK	18DK	20DK	13DK	16DK	19EK	20EK	**136**
135	11CK	13CK	14CK	16DK	17DK	17DK	19DK	19DK	13CK	14DK	17DK	17DK	14DK	14DK	18DK	20DK	13DK	15DK	19EK	20EK	**135**
134	11BK	13CK	14CK	16DK	17DK	17DK	19DK	19DK	12CK	14DK	17DK	17DK	13CK	13DK	17DK	20DK	12DK	15DK	18EK	19EK	**134**
133	11BK	13BK	14CK	16DK	17DK	17DK	19DK	19DK	12CK	13DK	17DK	17DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	**133**
132	11BK	12BK	14CK	15DK	17DK	16DK	19DK	19DK	12CK	13DK	17DK	16DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	**132**
131	11BK	12BK	14CK	15DK	16CK	16DK	19DK	18DK	12CK	13DK	16DK	16DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	**131**
130	11BK	12BK	14CK	15DK	16CK	16CK	18CK	18DK	12CK	13CK	16DK	16DK	13CK	13DK	17DK	19DK	12DK	14DK	18EK	18DK	**130**
129	11AK	12BK	13CK	15DK	16CK	16CK	18CK	18DK	11CK	13CK	16DK	16DK	13CK	13DK	16DK	18DK	11CK	14DK	17EK	18DK	**129**
128	10AK	12BK	13CK	15DK	16CK	16CK	18CK	18DK	11CK	12CK	16CK	15DK	13CK	13DK	16DK	18DK	11CK	14DK	17DK	18DK	**128**
127	10AK	12BK	13CK	15CK	16CK	16CK	18CK	17DK	11CK	12CK	15CK	15DK	13CK	12CK	16DK	18DK	11CK	14DK	17DK	18DK	**127**
126	10AK	12AK	13BK	14CK	16CK	15CK	18CK	17DK	11CK	12CK	15CK	15DK	12CK	12CK	16DK	18DK	11CK	14DK	17DK	17DK	**126**
125	10AK	12AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	12CK	15CK	15DK	12CK	12CK	16CK	17DK	11CK	13CK	17DK	17DK	**125**
124	10AK	11AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	12CK	15CK	14DK	12CK	12CK	15CK	17DK	11CK	13CK	17DK	17DK	**124**
123	10AK	11AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	11CK	15CK	14DK	12CK	12CK	15CK	17DK	10CK	13CK	16DK	17DK	**123**
122	10AK	11AK	12BK	14CK	15BK	15CK	17CK	16CK	10CK	11CK	14CK	14DK	12CK	12CK	15CK	17DK	10CK	13CK	16DK	16DK	**122**
121	10AK	11AK	12BK	14CK	15BK	15CK	16CK	16CK	10BK	11CK	14CK	14DK	12CK	12CK	15CK	16CK	10CK	13CK	16DK	16DK	**121**
120	10AK	11AK	12BK	13CK	15BK	14BK	16CK	16CK	10BK	11CK	14CK	13CK	12CK	12CK	15CK	16CK	10CK	12CK	16DK	16DK	**120**
119	10	11AK	12BK	13CK	14BK	14BK	16CK	16CK	10BK	11CK	14CK	13CK	12BK	11CK	14CK	16CK	10CK	12CK	16DK	16DK	**119**
118	10	11AK	12BK	13CK	14BK	14BK	16CK	16CK	10BK	11CK	13CK	13CK	11BK	11CK	14CK	16CK	9CK	12CK	15DK	15DK	**118**
117	9	11AK	12AK	13CK	14BK	14BK	16CK	15CK	10BK	10CK	13CK	13CK	11BK	11CK	14CK	15CK	9BK	12CK	15DK	15CK	**117**
116	9	11AK	12AK	13BK	14BK	14BK	15CK	15CK	10BK	10BK	13CK	13CK	11BK	11CK	14CK	15CK	9BK	11CK	15DK	15CK	**116**
115	9	10AK	11AK	13BK	14AK	14BK	15BK	15CK	9BK	10BK	13CK	12CK	11BK	11CK	14CK	15CK	9BK	11CK	15DK	15CK	**115**
114	9	10	11AK	12BK	14AK	13BK	15BK	15CK	9BK	10BK	13CK	12CK	11BK	11CK	13CK	15CK	9BK	11BK	15DK	14CK	**114**
113	9	10	11AK	12BK	13AK	13BK	15BK	14CK	9BK	10BK	12CK	12CK	11BK	11CK	13CK	14CK	8BK	11BK	14CK	14CK	**113**
112	9	10	11AK	12BK	13AK	13BK	15BK	14CK	9BK	9BK	12CK	12CK	11BK	10CK	13CK	14CK	8BK	11BK	14CK	14CK	**112**
111	9	10	11AK	12BK	13AK	13AK	14BK	14CK	9BK	9BK	12BK	11CK	11BK	10BK	13CK	14CK	8BK	10BK	14CK	14CK	**111**
110	9	10	11AK	12BK	13AK	13AK	14BK	14CK	9BK	9BK	12BK	11CK	10BK	10BK	13BK	14CK	8BK	10BK	14CK	13CK	**110**
109	9	10	11AK	12BK	13AK	12AK	14BK	14CK	9BK	9BK	11BK	11CK	10BK	10BK	12BK	13BK	8AK	10BK	14CK	13CK	**109**
108	9	10	10AK	11BK	13AK	12AK	14BK	13BK	8BK	9BK	11BK	11CK	10BK	10BK	12BK	13BK	7AK	10BK	13CK	13CK	**108**
107	9	10	10AK	11AK	12AK	12AK	14BK	13BK	8AK	9BK	11BK	10CK	10BK	10BK	12BK	13BK	7AK	10BK	13CK	13BK	**107**
106	8	9	10AK	11AK	12AK	12AK	13AK	13BK	8AK	8BK	11BK	10CK	10BK	10BK	12BK	13BK	7AK	9BK	13CK	12BK	**106**
105	8	9	10AK	11AK	12AK	12AK	13AK	13BK	8AK	8BK	11BK	10CK	10BK	10BK	12BK	12BK	7AK	9AK	13CK	12BK	**105**
104	8	9	10	11AK	12	12AK	13AK	12BK	8AK	8BK	10BK	10CK	10AK	9BK	11BK	12BK	7AK	9AK	13CK	12BK	**104**
103	8	9	10	11AK	12	11AK	13AK	12BK	8AK	8BK	10BK	9CK	10AK	9BK	11BK	12BK	7AK	9AK	12CK	12BK	**103**
102	8	9	10	10AK	12	11AK	13AK	12BK	8AK	8AK	10BK	9BK	9AK	9BK	11BK	12BK	6AK	9AK	12CK	11BK	**102**
101	8	9	9	10AK	11	11AK	12AK	12BK	7AK	7AK	10BK	9BK	9AK	9BK	11BK	11BK	6AK	8AK	12CK	11BK	**101**
100	8	9	9	10AK	11	11AK	12AK	12BK	7AK	7AK	9BK	9BK	9AK	9BK	11BK	11BK	6AK	8AK	12BK	11BK	**100**
99	8	9	9	10AK	11	11	12AK	11BK	7AK	7AK	9BK	9BK	9AK	9BK	10BK	11BK	6	8AK	12BK	11AK	**99**
98	8	8	9	10AK	11	11	12AK	11BK	7AK	7AK	9BK	8BK	9AK	9BK	10BK	11BK	6	8AK	12BK	10AK	**98**
97	8	8	9	9AK	11	10	11AK	11AK	7AK	7AK	9AK	8BK	9AK	9AK	10BK	10BK	5	8AK	11BK	10AK	**97**
96	8	8	9	9AK	11	10	11AK	11AK	7AK	6AK	9AK	8BK	9AK	8AK	10BK	10BK	5	7AK	11BK	10AK	**96**
95	7	8	9	9AK	10	10	11AK	11AK	7AK	6AK	8AK	8BK	9AK	8AK	10BK	10BK	5	7AK	11BK	10AK	**95**
94	7	8	8	9	10	10	11	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	10BK	5	7	11BK	9AK	**94**
93	7	8	8	9	10	10	11	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	9BK	5	7	11BK	9AK	**93**
92	7	8	8	9	10	10	10	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	9AK	4	7	10BK	9AK	**92**
91	7	8	8	8	10	9	10	10AK	6	6AK	7AK	7BK	8AK	8AK	9AK	9AK	4	6	10BK	9AK	**91**
90	7	8	8	8	10	9	10	9AK	6	5AK	7AK	6BK	8AK	8AK	9AK	9AK	4	6	10BK	8AK	**90**
89	7	7	8	8	10	9	10	9AK	6	5	7AK	6BK	8	7AK	8AK	8AK	4	6	10AK	8	**89**
88	7	7	8	8	9	9	10	9AK	6	5	7AK	6BK	8	7AK	8AK	8AK	4	6	10AK	8	**88**
87	7	7	7	8	9	9	9	9AK	5	5	7AK	6BK	8	7AK	8AK	8AK	3	–	9AK	–	**87**
86	7	7	7	8	9	9	9	9AK	5	5	6AK	5AK	7	7AK	8AK	8AK	3	–	9AK	–	**86**
85	7	7	7	7	9	8	9	8AK	5	4	6AK	5AK	7	7AK	8AK	7AK	3	–	9AK	–	**85**
84	6	7	7	7	9	8	9	8	5	4	6	5AK	7	7	7AK	7AK	3	–	9AK	–	**84**
83	6	7	7	7	9	8	9	8	5	4	6	5AK	7	7	7AK	7AK	3	–	9AK	–	**83**
82	6	7	7	7	8	8	8	8	5	4	5	5AK	7	7	7AK	7AK	–	–	8AK	–	**82**
81	6	7	7	7	8	8	8	7	5	4	5	4AK	7	6	7AK	6AK	–	–	8AK	–	**81**
80	6	6	6	7	8	8	8	7	4	4	5	4AK	7	6	7AK	6AK	–	–	8AK	–	**80**
79	6	6	6	6	8	7	8	7	4	3	5	4AK	7	6	6	6AK	–	–	8	–	**79**
78	6	6	6	6	8	7	8	7	4	3	5	4AK	6	6	6	6AK	–	–	8	–	**78**
77	6	6	6	6	8	7	7	7	4	3	4	3AK	6	6	6	5AK	–	–	–	–	**77**
76	6	6	6	6	7	7	7	6	4	3	4	3AK	6	6	6	5AK	–	–	–	–	**76**
75	6	6	6	6	7	7	7	6	4	3	4	3AK	6	6	6	5AK	–	–	–	–	**75**
74	6	6	6	6	7	6	7	6	4	2	4	3	6	5	5	5	–	–	–	–	**74**
73	5	6	5	5	7	6	7	6	3	2	3	2	6	5	5	4	–	–	–	–	**73**
72	5	5	5	5	7	6	6	6	3	2	3	2	6	5	5	4	–	–	–	–	**72**
71	5	5	5	5	7	6	6	5	3	2	3	2	6	5	5	4	–	–	–	–	**71**
70	5	5	5	5	6	6	6	5	3	2	3	2	5	5	5	4	–	–	–	–	**70**
69	5	5	5	5	6	6	6	5	3	–	3	–	5	5	4	–	–	–	–	–	**69**
68	5	5	5	5	6	5	5	5	3	–	2	–	5	5	4	–	–	–	–	–	**68**
67	5	5	5	4	6	5	5	4	3	–	2	–	5	5	4	–	–	–	–	–	**67**
66	5	5	4	4	6	5	5	4	2	–	2	–	5	4	4	–	–	–	–	–	**66**
65	5	5	4	4	6	5	5	4	2	–	2	–	5	4	4	–	–	–	–	–	**65**
64	5	5	4	4	5	5	5	4	2	–	–	–	5	4	–	–	–	–	–	–	**64**
63	5	4	4	4	5	5	4	4	2	–	–	–	5	4	–	–	–	–	–	–	**63**
62	4	4	4	4	5	4	4	3	2	–	–	–	4	4	–	–	–	–	–	–	**62**
61	4	4	4	3	5	4	4	3	2	–	–	–	4	4	–	–	–	–	–	–	**61**
60	4	4	4	3	5	4	4	3	2	–	–	–	4	4	–	–	–	–	–	–	**60**
57-59	4	4	3	3	4	4	3	2	–	–	–	–	4	–	–	–	–	–	–	–	**57-59**
54-56	4	4	3	2	4	3	3	2	–	–	–	–	4	–	–	–	–	–	–	–	**54-56**
51-53	4	3	2	2	3	3	2	1	–	–	–	–	–	–	–	–	–	–	–	–	**51-53**
48-50	3	3	2	1	3	2	2	–	–	–	–	–	–	–	–	–	–	–	–	–	**48-50**
45-47	3	3	2	1	3	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-47**
40-44	3	2	1	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-44**
30-39	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-39**
18-29	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**18-29**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✹⊗

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 1 - 1.5 feet
Weight: 1 - 2 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 65 - 75

Range Modifiers: 1' - 10': -15

Attack Table 2.16
Main Gauche
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	4CP	6CP	8EP	10EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	**150**
149	4CP	6CP	8DP	10EP	9DP	9DP	12EP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	**149**
148	4BP	6CP	8DP	10EP	9DP	9DP	12DP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	**148**
147	4BP	6BP	8CP	10DP	9CP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	**147**
146	4BP	6BP	8CP	10DP	9CP	9CP	12DP	12DP	8DP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	**146**
145	4AP	6BP	8CP	10DP	9CP	9CP	12DP	12DP	8DP	10DP	14DP	14EP	10EP	10EP	15EP	17EP	12EP	15EP	18EP	19EP	**145**
144	4AP	6BP	8CP	10DP	9CP	9CP	12CP	12DP	8DP	10DP	14DP	13EP	10EP	10EP	15EP	17EP	12EP	14EP	18EP	19EP	**144**
143	4AP	6AP	8CP	10CP	9CP	9CP	12CP	12DP	8CP	10DP	13DP	13EP	10DP	10EP	14EP	17EP	11EP	14EP	17EP	19EP	**143**
142	4AP	6AP	8BP	10CP	9BP	9CP	11CP	11DP	8CP	10DP	13DP	13DP	10DP	10EP	14EP	17EP	11EP	14EP	17EP	19EP	**142**
141	4AP	6AP	8BP	9CP	9BP	9CP	11CP	11DP	8CP	9DP	13DP	13DP	10DP	10DP	14EP	17EP	11EP	14EP	17EP	19EP	**141**
140	4AK	6AP	8BP	9CP	9BP	9BP	11CP	11CP	8CP	9CP	13DP	13DP	10DP	10DP	14DP	16EP	11DP	14DP	17EP	18EP	**140**
139	4	6AP	8BP	9CP	9BP	8BP	11CP	11CP	8CP	9CP	13DP	13DP	10DP	10DP	14DP	16EP	11DP	14EP	17EP	18EP	**139**
138	4	6AP	7BP	9CP	8BP	8BP	11CP	11CP	8CP	9CP	13CP	12DP	9DP	9DP	14DP	16DP	11DP	13DP	17EP	18EP	**138**
137	4	6AP	7BP	9CP	8BP	8BP	11CP	11CP	7CP	9CP	12CP	12DP	9DP	9DP	14DP	16DP	10DP	13DP	16EP	18EP	**137**
136	4	6AP	7BP	9BP	8AP	8BP	11CP	11CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	16DP	10DP	13DP	16EP	17EP	**136**
135	4	6AK	7AP	9BP	8AP	8BP	10BP	10CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17EP	**135**
134	4	6	7AP	9BP	8AP	8BP	10BP	10CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17EP	**134**
133	4	6	7AP	9BP	8AP	8BP	10BP	10CP	7BP	8CP	12CP	12CP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17DP	**133**
132	4	5	7AP	8BP	8AP	8AP	10BP	10CP	7BP	8CP	12CP	11CP	9CP	9DP	13DP	15DP	10CP	12DP	16EP	17DP	**132**
131	4	5	7AP	8BP	8AP	8AP	10BP	10CP	7BP	8CP	11CP	11CP	9CP	9DP	13DP	15DP	10CS	12DP	15EP	16DP	**131**
130	4	5	7AP	8BP	8AP	8AP	10BP	10BP	7BP	8CP	11CP	11CP	9CP	9CP	12DP	14DP	9CP	12DP	15DP	16DP	**130**
129	4	5	7AP	8BP	8AS	8AP	10BP	10BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CS	12DP	15DP	16DP	**129**
128	4	5	7AP	8AP	8AP	7AP	10BP	9BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CP	12CS	15DP	16DP	**128**
127	4	5	7AS	8AP	7AS	7AP	9AP	9BP	7BP	8BP	11CP	11CP	9CP	8CP	12CP	14DP	9CS	12CP	15DP	16DS	**127**
126	4	5	6AP	8AP	7AP	7AS	9AP	9BP	7BS	8BP	11CP	10CP	8CP	8CP	12CP	14DP	9CP	11CS	15DP	15DP	**126**
125	4	5	6AK	8AP	7AK	7AP	9AP	9BP	6BP	7BP	10BP	10CP	8CP	8CP	12CP	13CP	9CS	11CP	14DP	15DS	**125**
124	4	5	6	8AP	7	7AS	9AP	9BP	6BS	7BP	10BP	10CP	8CP	8CP	12CP	13CP	8CP	11CS	14DP	15DP	**124**
123	4	5	6	7AP	7	7AP	9AP	9BP	6BP	7BS	10BP	10CP	8CP	8CP	11CP	13CP	8CS	11CP	14DP	15DS	**123**
122	4	5	6	7AP	7	7AS	9AP	9BP	6AS	7BP	10BP	10CP	8BP	8CP	11CP	13CP	8CP	11CS	14DP	14DP	**122**
121	3	5	6	7AP	7	7AP	9AS	8BP	6AP	7BS	10BP	9CP	8BS	8CP	11CP	13CP	8BS	11CP	14DS	14CS	**121**
120	3	5	6	7AP	7	7AK	9AP	8BP	6AS	7BP	10BS	9CP	8BP	8CP	11CP	12CP	8BP	10CS	14DP	14CP	**120**
119	3	5	6	7AP	7	7	8AS	8AP	6AP	7BS	9BP	9CP	8BS	8CP	11CP	12CP	8BS	10CP	14DS	14CS	**119**
118	3	5	6	7AP	7	6	8AP	8AP	6AS	7BP	9BS	9BP	8BP	8CS	11CP	12CP	7BP	10BS	13DP	14CP	**118**
117	3	5	6	7AS	7	6	8AS	8AP	6AP	7AS	9BP	9BP	8BS	8CP	10CP	12CP	7BS	10BP	13CS	13CS	**117**
116	3	5	6	7AP	6	6	8AP	8AP	6AS	6AP	9BS	9BP	8BP	7CS	10CS	12CP	7BP	10BS	13CP	13CP	**116**
115	3	4	6	7AK	6	6	8AK	8AP	6AP	6AS	9BP	8BP	8BS	7CP	10BP	11CP	7BS	10BP	13CS	13CS	**115**
114	3	4	5	6	6	6	8	7AP	6AS	6AP	9BS	8BS	7BP	7BS	10BS	11CS	7BP	9BS	13CP	13CP	**114**
113	3	4	5	6	6	6	8	7AS	5AP	6AS	8AP	8BP	7BS	7BP	10BP	11CP	7AS	9BP	13CS	13CS	**113**
112	3	4	5	6	6	6	7	7AP	5AS	6AP	8AS	8BS	7BP	7BS	10BS	11BS	7AP	9BS	12CP	12CP	**112**
111	3	4	5	6	6	6	7	7AS	5AP	6AS	8AP	8BP	7BS	7BP	10BP	11BP	6AS	9BP	12CS	12BS	**111**
110	3	4	5	6	6	6	7	7AP	5AK	6AP	8AS	8BS	7BP	7BS	9BS	10BS	6AP	9BS	12CP	12BP	**110**
109	3	4	5	6	6	6	7	7AS	5	6AS	8AP	7BP	7BS	7BP	9BP	10BP	6AS	9AP	12CS	12BS	**109**
108	3	4	5	6	6	6	7	7AP	5	5AP	8AS	7BS	7AP	7BS	9BS	10BS	6AP	8AS	12CP	11BP	**108**
107	3	4	5	6	6	5	7	6AS	5	5AS	8AP	7BP	7AS	7BP	9BP	10BP	6AS	8AP	12CS	11BS	**107**
106	3	4	5	6	6	5	7	6AP	5	5AP	7AS	7BS	7AP	7BS	9BS	10BS	6AP	8AS	11CP	11BP	**106**
105	3	4	5	5	5	5	6	6AK	5	5AK	7AP	7BP	7AS	6BP	9BP	9BP	5AS	8AP	11BS	11BS	**105**
104	3	4	5	5	5	5	6	6	5	5	7AS	7AS	7AP	6BS	8BS	9BS	5AP	8AS	11BP	11BP	**104**
103	3	4	5	5	5	5	6	6	5	5	7AP	6AP	7AS	6BP	8BP	9BP	5AK	8AP	11BS	10BS	**103**
102	3	4	4	5	5	5	6	6	5	5	7AS	6AS	6AP	6BS	8BS	9BS	5	7AS	11BP	10AP	**102**
101	3	4	4	5	5	5	6	6	4	5	7AP	6AP	6AS	6BP	8BP	9BP	5	7AP	11BS	10AS	**101**
100	3	4	4	5	5	5	6	5	4	4	6AK	6AS	6AP	6AS	8BS	8BS	5	7AS	10BP	10AP	**100**
99	3	4	4	5	5	5	6	5	4	4	6	6AP	6AS	6AP	8AP	8BP	4	7AP	10BS	10AS	**99**
98	3	4	4	5	5	5	6	5	4	4	6	5AS	6AP	6AS	8AS	8BS	4	7AK	10BP	9AP	**98**
97	3	3	4	5	5	4	5	5	4	4	6	5AP	6AS	6AP	7AP	8BP	4	7	10BS	9AS	**97**
96	3	3	4	4	5	4	5	5	4	4	6	5AS	6AP	6AS	7AS	8BS	4	6	10BP	9AP	**96**
95	3	3	4	4	5	4	5	5	4	4	6	5AP	6AS	6AP	7AP	7AP	4	6	10BS	9AS	**95**
94	3	3	4	4	4	4	5	5	4	4	5	5AS	6AP	6AS	7AS	7AS	4	6	10AP	8AP	**94**
93	3	3	4	4	4	4	5	4	4	4	5	5AP	6AK	5AP	7AP	7AP	4	6	9AS	8AK	**93**
92	2	3	4	4	4	4	5	4	4	4	5	4AS	6	5AS	7AS	7AS	3	6	9AP	8	**92**
91	2	3	4	4	4	4	5	4	4	3	5	4AP	6	5AP	6AP	7AP	3	6	9AS	8	**91**
90	2	3	3	4	4	4	4	4	4	3	5	4AK	5	5AS	6AS	6AS	3	5	9AP	8	**90**
89	2	3	3	4	4	4	4	4	3	3	5	4	5	5AP	6AP	6AP	3	5	9AS	7	**89**
88	2	3	3	4	4	4	4	4	3	3	4	4	5	5AK	6AS	6AS	3	5	9AP	7	**88**
87	2	3	3	3	4	4	4	4	3	3	4	4	5	5	6AP	6AP	3	5	8AS	7	**87**
86	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6AS	6AS	2	5	8AP	7	**86**
85	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6AP	5AP	2	–	8AS	–	**85**
84	2	3	3	3	4	3	4	3	3	3	4	3	5	5	5AK	5AS	2	–	8AP	–	**84**
83	2	3	3	3	3	3	4	3	3	2	4	3	5	5	5AS	5AP	2	–	8AK	–	**83**
82	2	3	3	3	3	3	3	3	3	2	3	3	5	4	5	5AS	2	–	8	–	**82**
81	2	3	3	3	3	3	3	3	3	2	3	3	5	4	5	5AP	2	–	7	–	**81**
80	2	2	3	3	3	3	3	3	3	2	3	2	5	4	5	4AS	–	–	7	–	**80**
79	2	2	3	3	3	3	3	2	3	2	3	2	5	4	5	4AP	–	–	7	–	**79**
78	2	2	2	2	3	3	3	2	3	2	3	2	4	4	4	4AK	–	–	7	–	**78**
77	2	2	2	2	3	3	3	2	2	2	3	2	4	4	4	4	–	–	7	–	**77**
76	2	2	2	2	3	2	3	2	2	2	2	2	4	4	4	4	–	–	7	–	**76**
75	2	2	2	2	3	2	2	2	2	–	2	–	4	4	4	3	–	–	–	–	**75**
74	2	2	2	2	3	2	2	2	2	–	2	–	4	4	4	3	–	–	–	–	**74**
73	2	2	2	2	3	2	2	2	2	–	2	–	4	4	4	3	–	–	–	–	**73**
72	2	2	2	2	2	2	2	1	2	–	2	–	4	4	4	3	–	–	–	–	**72**
71	2	2	2	2	2	2	2	1	2	–	2	–	4	3	3	3	–	–	–	–	**71**
70	2	2	2	2	2	2	2	1	2	–	–	–	4	3	3	–	–	–	–	–	**70**
69	2	2	2	1	2	2	2	1	2	–	–	–	4	3	3	–	–	–	–	–	**69**
68	2	2	2	1	2	2	2	1	2	–	–	–	4	3	3	–	–	–	–	–	**68**
67	2	2	2	1	2	2	1	1	2	–	–	–	4	3	3	–	–	–	–	–	**67**
66	2	2	1	1	2	2	1	1	2	–	–	–	3	3	3	–	–	–	–	–	**66**
65	2	2	1	1	2	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**65**
64	2	2	1	1	2	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**64**
63	1	2	1	1	2	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**63**
62	1	1	1	1	2	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**62**
61	1	1	1	1	1	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**61**
60	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**60**
59	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**59**
58	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**58**
57	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**57**
56	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**56**
55	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55**
51-54	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**51-54**
46-50	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**46-50**
36-45	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**36-45**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (×-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 – (×-10)	Blow to foe's waist. He spins sideways. +6H – (×-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 – (×-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 – (×-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (×-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 – (×-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 – (×-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 cartilege 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)

4.7 PUNCTURE CRITICAL STRIKE TABLE

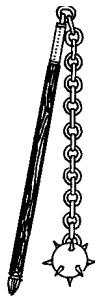
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2.5 - 4 feet
Weight: 4 - 8 pounds
Fumble Range: 01 - 08 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 65 - 75 w

Range Modifiers: –

Attack Table 2.17
Morning Star
One-Handed Concussion



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27K	30EK	33EK	35EK	**150**
149	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	**149**
148	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	**148**
147	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	34EK	**147**
146	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	26EK	26EK	25EK	25EK	29EK	32EK	26EK	29EK	32EK	34EK	**146**
145	15DK	17DK	19EK	21EK	22EK	22EK	24EK	24EK	21EK	22EK	26EK	26EK	24EK	24EK	29EK	32EK	26EK	29EK	32EK	34EK	**145**
144	15DK	17DK	18EK	20EK	21EK	21EK	24EK	24EK	20EK	22EK	26EK	26EK	24EK	24EK	29EK	32EK	26EK	29EK	32EK	33EK	**144**
143	15DK	17DK	18DK	20EK	21EK	21EK	24EK	24EK	20EK	22EK	26EK	25EK	24EK	24EK	29EK	31EK	25EK	28EK	31EK	33EK	**143**
142	15DP	16DK	18DK	20EK	21DK	21DK	24EK	24EK	20EK	22EK	25EK	25EK	24EK	24EK	28EK	31EK	25EK	28EK	31EK	33EK	**142**
141	14DK	16DP	18DK	20EK	21DK	21DK	23DK	23EK	20EK	21EK	25EK	25EK	24EK	24EK	28EK	31EK	25EK	28EK	31EK	32EK	**141**
140	14CP	16CK	18DK	20EK	21DK	21DK	23DK	23EK	20EK	21EK	25EK	25EK	23EK	23EK	28EK	30EK	24EK	27EK	30EK	32EK	**140**
139	14CK	16CP	18DP	19DK	20DP	20DK	23DK	23EK	19DK	21EK	25EK	24EK	23EK	23EK	27EK	30EK	24EK	27EK	30EK	31EK	**139**
138	14CP	16CK	17DK	19DK	20DK	20DP	23DK	23EK	19DK	21EK	24EK	24EK	23EK	23EK	27EK	30EK	24EP	27EK	30EK	31EK	**138**
137	14CK	16CP	17DP	19DP	20DP	20DK	22DP	22DK	19DP	20EK	24DK	24EK	23DK	23EK	27EK	29EK	23EK	26EP	30EK	31EK	**137**
136	14CP	16CK	17DK	19DK	20DK	20DP	22DK	22DK	19DK	20DP	24DK	23EK	23DP	22EK	27EK	29EK	23EP	26EK	29EK	30EP	**136**
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133	14CK	15CP	17CP	18DP	19DP	19DK	21DP	21DP	18DP	19DK	23DP	23EP	22DK	22DP	26EK	28EP	22EK	25EP	28EK	29EK	**133**
132	13BP	15BK	16CK	18DK	19DK	19DP	21DK	21DP	18DK	19DP	23DK	22DK	22DP	22DK	25DP	28EK	22EP	25EK	28EP	29EP	**132**
131	13BK	15BP	16CP	18DP	19CP	19DK	21DP	21DP	18DP	19DK	22DP	22DP	22DK	21DP	25DK	27EP	22DK	24EP	28EK	28EK	**131**
130	13BP	15BK	16CK	18DK	19CK	19CP	21DK	21DK	18DK	19DP	22DK	22DK	21DP	21DK	25DP	27EK	21DP	24EK	27EP	28EP	**130**
129	13BK	15BP	16CP	17DP	19CP	18CK	21CP	20DP	17DP	18DK	22DP	21DP	21DK	21DP	25DK	27DP	21DK	24DP	27EK	28EK	**129**
128	13BP	14BK	16CK	17DK	18CK	18CP	20CK	20DK	17CK	18DP	22DK	21DK	21DP	21DK	24DP	26DK	21DP	23DK	27EP	27EP	**128**
127	13BK	14BP	16CP	17CP	18CP	18CK	20CP	20DP	17CP	18DK	21DP	21DP	21DK	20DP	24DK	26DP	20DK	23DP	27EK	27EK	**127**
126	13BP	14BK	15CK	17CK	18CK	18CP	20CK	20DK	17CK	18DP	21DK	21DK	21DP	20DK	24DP	26DK	20DP	23DK	26EP	27EP	**126**
125	13AK	14BP	15BP	17CP	18CP	18CK	20CP	19DP	17CP	17DK	21DP	20DP	20CK	20DP	23DK	25DP	20DK	22DP	26EK	26EK	**125**
124	13AP	14AK	15BK	16CK	18CK	17CP	19CK	19DK	16CK	17DP	20DK	20DK	20CP	20DK	23DP	25DK	19DP	22DK	26EP	26EP	**124**
123	12AK	14AP	15BP	16CP	17CP	17CK	19CP	19DP	16CP	17DK	20DP	20DP	20CK	20DP	23DK	25DP	19DK	22DP	25EK	26EK	**123**
122	12AP	14AK	15BK	16CK	17CK	17CP	19DK	19DK	16CK	17CP	20DK	19DK	20CP	19DK	23DP	24DK	19DP	21DK	25EP	25EP	**122**
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120	12AP	13AK	14BK	16CK	17BK	17CP	18CK	18CK	16CK	16CP	19CK	19DK	19CP	19DK	22DP	24DK	18DP	21DK	24EP	24DP	**120**
119	12AK	13AP	14BP	15CP	17BP	16CK	18CP	18CP	15CP	15CK	19CP	19DP	19CK	19DP	22DK	23DP	18DK	20DP	24DK	24DK	**119**
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117	12AK	13AP	14BP	15CP	16BP	16BK	18CP	17CP	15CP	16CK	19CP	18DP	19CK	18CP	21DK	23DP	17DK	20DP	24DK	23DK	**117**
116	12AP	13AK	14BK	15CK	16BK	16BP	17CK	17CK	15CK	15CP	18CK	18DK	18CP	18CK	21DP	22DK	17CP	19DK	23DP	23DP	**116**
115	11AK	13AP	14AP	15BP	16BP	16BK	17CP	17CP	15CP	15CK	18CP	17DP	18CK	18CP	21DK	22DP	17CK	19DP	23DK	23DK	**115**
114	11	12AK	13AK	14BK	16BK	15BP	17CK	17CK	14CK	15CP	18CK	17DK	18CP	18CK	20CP	22DK	16CP	19DK	23DP	22DP	**114**
113	11	12AP	13AP	14BP	15BP	15BK	17CP	16CP	14CP	15CK	17CP	17CP	18CK	17CP	20CK	22DP	16CK	18DP	22DK	22DK	**113**
112	11	12AK	13AK	14BK	15AK	15BP	17BK	16CK	14BK	14CP	17CK	17CK	18CP	17CK	20CP	21DK	16CP	18CK	22DP	21DP	**112**
111	11	12AP	13AP	14BP	15AP	15BK	16BP	16CP	14BP	14CK	17CP	16CP	17CK	17CP	20CK	21DP	16CK	18CP	22DK	21DK	**111**
110	11	12AK	13AK	14BK	15AK	15BP	16BK	16CK	14BK	14CP	17CK	16CK	17CP	17CK	19CP	20DK	15CP	17CK	21DP	21DP	**110**
109	11	12	12AP	13BP	15AP	14BK	16BP	15CP	13BP	14CK	16CP	16CP	17BK	17CP	19CK	20DP	15CK	17CP	21DK	20DK	**109**
108	11	12	12AK	13BK	15AK	14AP	16BK	15CK	13BK	13CP	16CK	15CK	17BP	16CK	19CP	20CK	15CP	17CK	21DP	20DP	**108**
107	11	11	12AP	13BP	14AP	14AK	15BP	15CP	13BP	13CK	16CP	15CP	17BK	16CP	18CK	19CP	14CK	16CP	20DK	20DK	**107**
106	10	11	12AK	13BK	14AK	14AP	15BK	15CK	13BK	13BP	16CK	15CK	16BP	16CK	18CP	19CK	14CP	16CK	20DP	19DP	**106**
105	10	11	12AP	13BP	14AP	14AK	15BP	14BP	13BP	13BK	15CP	15CP	16BK	16CP	18CK	19CP	14CK	16CP	20DK	19DK	**105**
104	10	11	12AK	12AK	14AK	13AP	15BK	14BK	12BK	12BP	15CK	14CK	16BP	15CK	18CP	18CK	13BP	15CK	20DP	19DP	**104**
103	10	11	11AP	12AP	14AP	13AK	14BP	14BP	12BP	12BK	15CP	14CP	16BK	15CP	17CK	18CP	13BK	15CP	19DK	18DK	**103**
102	10	11	11AK	12AK	13AK	13AP	14BK	14BK	12BK	12BP	14BK	14CK	16BP	15CK	17CP	18CK	13BP	15BK	19DP	18DP	**102**
101	10	11	11AP	12AP	13AP	13AK	14AP	13BP	12BP	12BK	14BP	13CP	15BK	15CP	17CK	17CP	12BK	14BP	19DK	17DK	**101**
100	10	10	11AK	12AK	13AK	13AP	14AK	13BK	12BK	11BP	14BK	13CK	15BP	15CK	16CP	17CK	12BP	14BK	18DP	17CP	**100**
99	10	10	11	11AP	13	12AK	13AP	13BP	11AP	11BK	14BP	13CP	15BK	14BP	16CK	17CP	12AK	14BP	18DK	17CK	**99**
98	10	10	11	11AK	13	12AP	13AK	13BK	11AK	11BP	13BK	13CK	15BP	14BK	16BP	16CK	11AP	13BK	18CP	16CP	**98**
97	9	10	10	11AP	12	12AK	13AP	12BP	11AP	11BK	13BP	12CP	14BK	14BP	16BK	16CP	11AK	13BP	17CK	16CK	**97**
96	9	10	10	11AK	12	12AP	13AK	12BK	11AK	10BP	13BK	12CK	14AP	14BK	15BP	16CK	11AP	13BK	17CP	16CP	**96**
95	9	10	10	11AP	12	12AK	13AP	12BP	11AP	10BK	13BP	12CP	14AK	14BP	15BK	15BP	11AK	12AP	17CK	15CK	**95**
94	9	10	10	10AK	12	11	12AK	12BK	10AK	10BP	12BK	11CK	14AP	13BK	15BP	15BK	10	12AK	17CP	15CP	**94**
93	9	9	10	10AP	12	11	12AP	11BP	10AP	10AK	12BP	11BP	14AK	13BP	14BK	15BP	10	12AP	16CK	14CK	**93**
92	9	9	10	10AK	11	11	12AK	11AK	10AK	9AP	12BK	11BK	13AP	13BK	14BP	14BK	10	11AK	16CP	14BP	**92**
91	9	9	9	10AP	11	11	12AP	11AP	10AP	9AK	12BP	11BP	13AK	13BP	14BK	14BP	9	11AP	16CK	14BK	**91**
90	9	9	9	10AK	11	11	11AK	11AK	10AK	9AP	11AK	10BK	13AP	12BK	14BP	14BK	9	11AK	15CP	13BP	**90**
89	9	9	9	9	11	10	11	10AP	9	9AK	11AP	10BP	13AK	12BP	13BK	13BP	9	10	15CK	13BK	**89**
88	8	9	9	9	11	10	11	10AK	9	9AP	11AK	10BK	13AP	12BK	13BP	13BK	8	10	15CP	13BP	**88**
87	8	9	9	9	11	10	11	10AP	9	8AK	10AP	9BP	12AK	12AP	13BK	13BP	8	10	14BK	12AK	**87**
86	8	9	9	9	10	10	10	10AK	9	8AP	10AK	9BK	12AP	12AK	12BP	13BK	8	9	14BP	12AP	**86**
85	8	8	8	9	10	10	10	9AP	9	8AK	10AP	9BP	12AK	11AP	12BK	12BP	7	9	14BK	12AK	**85**
84	8	8	8	8	10	9	10	9AK	8	8	10AK	9BK	12	11AK	12AP	12BK	7	9	14BP	11	**84**
83	8	8	8	8	10	9	10	9AP	8	7	9AP	8BP	12	11AP	12AK	11BP	7	8	13BK	11	**83**
82	8	8	8	8	10	9	9	9AK	8	7	9AK	8BK	11	11AK	11AP	11BK	7	8	13BP	10	**82**
81	8	8	8	8	9	9	9	8AP	8	7	9AP	8BP	11	10AP	11AK	11AP	6	8	13BK	10	**81**
80	7	8	8	8	9	9	9	8AK	8	7	9AK	7BK	11	10AK	11AP	10AK	6	7	12BP	10	**80**
79	7	8	7	7	9	8	9	8	7	6	8	7AP	11	10	11AK	10AP	6	7	12AK	9	**79**
78	7	7	7	7	9	8	9	8	7	6	8	7AK	11	10	10AP	10AK	5	7	12AP	9	**78**
77	7	7	7	7	9	8	8	7	7	6	8	7AP	10	10	10AK	9AP	5	6	11AK	9	**77**
76	7	7	7	7	8	8	8	7	7	6	7	6AK	10	9	10AP	9AK	5	6	11AP	8	**76**
75	7	7	7	7	8	8	8	7	7	5	7	6AP	10	9	9AK	9AP	4	6	11AK	8	**75**
74	7	7	6	6	8	7	8	7	6	5	7	6AK	10	9	9	8AK	4	–	11	–	**74**
73	7	7	6	6	8	7	7	6	6	5	7	5AP	10	9	9	8AP	4	–	10	–	**73**
72	7	7	6	6	8	7	7	6	6	5	6	5AK	9	9	9	8AK	3	–	10	–	**72**
71	6	6	6	6	8	7	7	6	6	4	6	5AP	9	8	8	7AP	3	–	10	–	**71**
70	6	6	6	6	7	7	7	6	6	4	6	5AK	9	8	8	7AK	3	–	9	–	**70**
69	6	6	6	5	7	6	6	5	5	4	6	4	9	8	8	7	–	–	9	–	**69**
68	6	6	5	5	7	6	6	5	5	4	5	4	8	8	7	6	–	–	9	–	**68**
67	6	6	5	5	7	6	6	5	5	3	5	4	8	7	7	6	–	–	8	–	**67**
66	6	6	5	5	7	6	6	5	5	3	5	3	8	7	7	6	–	–	8	–	**66**
65	6	6	5	5	6	6	5	4	5	3	4	3	8	7	7	5	–	–	8	–	**65**
64	6	5	5	4	6	5	5	4	4	3	4	3	8	7	6	5	–	–	–	–	**64**
63	6	5	5	4	6	5	5	4	4	3	4	3	7	7	6	5	–	–	–	–	**63**
62	6	5	4	4	6	5	5	4	4	2	4	2	7	6	6	4	–	–	–	–	**62**
61	5	5	4	4	6	5	5	3	4	2	3	2	7	6	6	4	–	–	–	–	**61**
60	5	5	4	4	5	5	4	3	4	2	3	2	7	6	5	4	–	–	–	–	**60**
58-59	5	5	4	3	5	4	4	3	3	–	3	–	6	5	5	–	–	–	–	–	**58-59**
55-57	5	4	3	3	5	4	3	2	3	–	2	–	6	5	4	–	–	–	–	–	**55-57**
52-54	4	4	3	2	4	3	2	1	2	–	–	–	5	4	–	–	–	–	–	–	**52-54**
49-51	4	3	2	2	4	3	2	1	2	–	–	–	5	4	–	–	–	–	–	–	**49-51**
45-48	4	3	2	1	3	2	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**45-48**
35-44	3	2	1	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**35-44**
28-34	3	2	1	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**28-34**
18-27	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**18-27**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (×-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 – (×-10)	Blow to foe's waist. He spins sideways. +6H – (×-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 – (×-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 – (×-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (×-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 – (×-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 – (×-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 cartilege 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)

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 6 - 15 feet
Weight: 5 - 12 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 65 - 75

Range Modifiers: –

Attack Table 2.18
Polearm
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	40EK	**150**
149	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26ES	28ES	32ES	32ES	30ES	30ES	35ES	38ES	32ES	35ES	38ES	40ES	**149**
148	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	39EK	**148**
147	16DP	18EP	20EP	22EP	25EP	25EP	28EP	27EP	26ES	27ES	31ES	31ES	30ES	30ES	34ES	37ES	31ES	34ES	37ES	39ES	**147**
146	16DP	18DP	20EP	21EP	24EK	24EP	27EP	27EP	25EK	27EK	31EK	31EK	29EK	29EK	34EK	37EK	31EK	34EK	37EK	38EK	**146**
145	16DP	18DP	19DP	21EP	24ES	24EK	27EK	27EP	25ES	27ES	30ES	30ES	29ES	29ES	34ES	36ES	30ES	33ES	36ES	38ES	**145**
144	16CK	17DP	19DP	21EP	24EP	24ES	27ES	26EK	25EK	26EK	30EK	30EK	29EK	29EK	33EK	36EK	30EK	33EK	36EK	37EK	**144**
143	15CS	17DP	19DP	21EP	24DK	24DP	26DP	26ES	24ES	26ES	30ES	30ES	28ES	28ES	33ES	35ES	29ES	32ES	36ES	37ES	**143**
142	15CP	17CK	19DP	20EP	23DS	23DK	26DK	26EP	24EP	26EP	29EK	29EK	28EK	28ES	32ES	35EK	29EK	32EK	35EK	36EK	**142**
141	15CK	17CS	18DP	20DP	23DP	23DS	26DS	25EK	24EK	25EK	29ES	29ES	28ES	28ES	32ES	35ES	28ES	31ES	35ES	36ES	**141**
140	15CS	17CP	18DK	20DP	23DK	23DP	25DP	25ES	23ES	25ES	28EP	28EP	28EK	27EK	32EK	34EK	28EK	31EK	34EK	35EK	**140**
139	15BP	17CK	18CS	20DP	23DS	23DK	25DK	25DP	23DP	24EP	28EK	28EK	27ES	27ES	31ES	34ES	28ES	30ES	34ES	35ES	**139**
138	15BK	16CS	18CP	19DP	22DP	22DS	25DS	24DK	23DK	24EK	28ES	28ES	27EK	27EK	31EK	33EK	27EK	30EK	34EK	34EK	**138**
137	15BS	16CP	18CK	19DK	22DK	22DP	24DP	24DS	23DS	24ES	27DP	27EP	27ES	27ES	30ES	33ES	27ES	29ES	33ES	34ES	**137**
136	14BP	16BK	17CS	19DS	22DS	22DK	24DK	24DP	22DP	23DP	27DK	27EK	26DK	26EK	30EK	32EK	26EK	29EK	33EK	33EK	**136**
135	14BK	16BS	17CP	19DP	22CP	21DS	24DS	23DK	22DK	23DK	26DS	26ES	26DS	26ES	30ES	32ES	26ES	28ES	32ES	33ES	**135**
134	14AS	16BP	17CK	18DK	21CK	21CP	23DP	23DS	22DS	23DS	26DP	26EP	26DK	26EK	29EK	32EK	25EK	28EK	32EK	32EK	**134**
133	14AP	15BK	17CS	18DS	21CS	21CK	23CK	23DP	21DP	22DP	26DK	26DK	26DS	25DS	29ES	31ES	25ES	28ES	32ES	32ES	**133**
132	14AK	15BS	16CP	18DP	21CP	21CS	23CS	22DK	21DK	22DK	25DS	25DS	25DK	25DK	29EK	31EK	24EK	27EK	31EK	31EK	**132**
131	14AS	15BP	16BK	18CK	21CK	20CP	22CP	22DS	21DS	21DS	25DP	25DP	25DS	25DS	28DS	30ES	24DS	27ES	31ES	31ES	**131**
130	14AP	15AK	16BS	17CS	20CS	20CK	22CK	22DP	20DP	21DP	24DK	24DK	25DK	24DK	28DK	30EK	24DP	27EP	30EK	30EK	**130**
129	13AK	15AS	16BP	17CP	20CP	20CS	22CS	21DK	20DK	21DK	24DS	24DS	24DS	24DS	27DS	29DS	23DK	26EK	30ES	30ES	**129**
128	13AS	15AP	16BK	17CK	20CK	20CP	22CP	21DS	20CS	20DS	24DP	24DP	24DK	24DK	27DK	29DK	23DS	25DS	30EK	29EP	**128**
127	13AP	14AK	15BS	17CS	20BS	19CK	21CK	21DP	20CP	20DP	23DK	23DK	24DS	23DS	27DS	29DS	22DP	25DP	29ES	29EK	**127**
126	13AK	14AS	15BP	16CP	19BP	19CS	21CS	20CK	19CK	20DK	23DS	23DS	24DK	23DK	26DK	28DK	22DK	24DK	29EP	28ES	**126**
125	13AS	14AP	15BK	16CK	19BK	19BP	21CP	20CS	19CS	19DS	22DP	22DP	23DS	23DS	26DS	28DS	21DS	24DS	28EK	28EP	**125**
124	13	14AK	15BS	16CS	19BS	19BK	20CK	20CP	19CP	19DP	22DK	22DK	23DK	23DK	25DK	27DK	21DP	23DP	28ES	27EK	**124**
123	13	14AS	14AP	16CP	19BP	18BS	20CS	19CK	18CK	18DK	22DS	22DS	23CS	22DS	25DS	27DS	20DK	23DK	28EP	27DS	**123**
122	12	13AP	14AK	15CK	18BK	18BP	20CP	19CS	18CS	18CS	21CP	21DP	22CP	22DK	25DK	26DK	20DS	22DS	27EK	26DP	**122**
121	12	13AK	14AS	15BS	18BS	18BK	19CK	19CP	18CP	18CP	21CK	21DK	22CK	22DS	24DS	26DS	20DP	22DP	27DS	26DK	**121**
120	12	13AS	14AP	15BP	18AP	17BS	19CS	18CK	17CK	17CK	20CS	20DS	22CS	21DP	24DK	26DK	19DK	21DK	26DP	25DS	**120**
119	12	13	14AK	14BK	18AK	17BP	19BP	18CS	17CS	17CS	20CP	20DP	22CP	21DK	23DS	25DS	19DS	21DS	26DK	25DP	**119**
118	12	13	13AS	14BS	17AS	17BK	18BK	18CP	17CP	17CP	20CK	20DK	21CK	21DS	23DP	25DK	18DP	21DP	26DS	24DK	**118**
117	12	13	13AP	14BP	17AP	17BS	18BS	17CK	17CK	16CK	19CS	19DS	21CS	20DP	23DK	24DS	18DK	20DK	25DP	24DS	**117**
116	12	12	13AK	14BK	17AK	16AP	18BP	17CS	16CS	16CS	19CP	19DP	21CP	20DK	22DS	24DP	17DS	20DS	25DK	23DP	**116**
115	11	12	13AS	13BS	17AS	16AK	17BK	17CP	16CP	15CP	18CK	18CK	20CK	20CS	22DP	23DK	17CP	19DP	24DS	23DK	**115**
114	11	12	12AP	13BP	16AP	16AS	17BS	16CK	16BK	15CK	18CS	18CS	20CS	19CP	22DK	23DS	16CK	19DK	24DP	22DS	**114**
113	11	12	12AK	13BK	16AK	16AP	17BP	16BS	15BS	15CS	18CP	17CP	20CP	19CK	21CS	23DP	16CS	18DS	23DK	22DP	**113**
112	11	12	12AS	13AS	16AS	15AK	16BK	16BP	15BP	14CP	17CK	17CK	20CK	19CS	21CP	22DK	16CP	18DP	23DS	21DK	**112**
111	11	11	12AP	12AP	16AP	15AS	16BS	15BK	14BK	14CK	17CS	17CS	19CS	19CP	20CK	22DS	15CK	17CK	23DP	21DS	**111**
110	11	11	12AK	12AK	15AK	15AP	16AP	15BS	14BS	14CS	16CP	16CP	19CP	18CK	20CS	21DP	15CS	17CS	22DK	20DP	**110**
109	11	11	11	12AS	15	15AK	15AK	15BP	14BP	13CP	16CK	16CK	19CK	18CS	20CP	21CK	14CP	16CP	22DS	20DK	**109**
108	10	11	11	12AP	15	14AS	15AS	14BK	14BK	13CK	16CS	15CS	18CS	18CP	19CK	20CS	14CK	16CK	21DP	19DS	**108**
107	10	11	11	11AK	15	14AP	15AP	14BS	14BS	13BS	15CP	15CP	18CP	17CK	19CS	20CP	13CS	15CS	21DK	19DP	**107**
106	10	11	11	11AS	14	14AK	15AK	14BP	13BP	12BP	15CK	15CK	18BK	17CS	18CP	20CK	13CP	15CP	21DS	18DK	**106**
105	10	10	10	11AP	14	13AS	14AS	13BK	13BK	12BK	14BS	14CS	17BS	17CP	18CK	19CS	12CK	14CK	20DP	18DS	**105**
104	10	10	10	11AK	14	13	14AP	13BS	13BS	11BS	14BP	14CP	17BP	16CK	18CS	19CP	12CS	14CS	20DK	17CP	**104**
103	10	10	10	10AS	14	13	14AK	13BP	12AP	11BP	14BK	13CK	17BK	16CS	17CP	18CK	12CP	14CP	19DS	17CK	**103**
102	10	10	10	10AP	13	13	13AS	12AK	12AK	11BK	13BS	13CS	17BS	16CP	17CK	18CS	11BK	13CK	19DP	16CS	**102**
101	9	10	10	10AK	13	12	13AP	12AS	12AS	10BS	13BP	13CP	16BP	16CK	17CS	17CP	11BS	13CS	19CK	16CP	**101**
100	9	9	9	10AS	13	12	13AK	12AP	11AP	10BP	12BK	12CK	16BK	15CS	16CP	17CK	10BP	12CP	18CS	15CK	**100**
99	9	9	9	9	13	12	12	11AK	11AK	10BK	12BS	12CS	16BS	15CP	16CK	17CS	10BK	12BK	18CP	15CS	**99**
98	9	9	9	9	12	12	12	11AS	11AS	9BS	12BP	11CP	15BP	15CK	15CS	16CP	9AS	11BS	17CK	14CP	**98**
97	9	9	9	9	12	11	12	11AP	11AP	9BP	11BK	11BK	15BK	14BS	15BP	16CK	9AP	11BP	17CS	14CK	**97**
96	9	9	8	9	12	11	11	10AK	10AK	8AK	11BS	11BS	15BS	14BP	15BK	15CS	8AK	10BK	17CP	13CS	**96**
95	8	9	8	8	12	11	11	10AS	10AS	8AS	10BP	10BP	15BP	14BK	14BS	15BP	8AS	10BS	16CK	13CP	**95**
94	8	8	8	8	11	11	11	10AP	10	8AP	10AK	10BK	14AK	13BS	14BP	14BK	8	9BP	16CS	12BK	**94**
93	8	8	8	8	11	10	10	9AK	9	7AK	10AS	9BS	14AS	13BP	13BK	14BS	7	9AK	15CP	12BS	**93**
92	8	8	8	7	11	10	10	9AS	9	7AS	9AP	9BP	14AP	13BK	13BS	14BP	7	8AS	15CK	11BP	**92**
91	8	8	7	7	11	10	10	9AP	9	7AP	9AK	9BK	13AK	12BS	13BP	13BK	6	8AP	15CS	11BK	**91**
90	8	8	7	7	10	9	9	8AK	8	6AK	8AS	8BS	13AS	12BP	12BK	13BS	6	7AK	14CP	10AS	**90**
89	8	8	7	7	10	9	9	8	8	6	8AP	8BP	13AP	12BK	12BS	12BP	5	7	14CK	10AP	**89**
88	7	7	7	6	10	9	9	8	8	5	8AK	7BK	13AK	12BS	11BP	12BK	5	–	13BS	9AK	**88**
87	7	7	6	6	10	9	8	7	8	5	7AS	7BS	12AS	11BP	11BK	11BS	4	–	13BP	9	**87**
86	7	7	6	6	9	8	8	7	7	5	7AP	7BP	12AP	11AK	11BS	11BP	4	–	13BK	–	**86**
85	7	7	6	6	9	8	8	7	7	4	6AK	6AK	12AK	11AS	10AP	11BK	–	–	12BS	–	**85**
84	7	7	6	5	9	8	8	6	7	4	6	6AS	11	10AP	10AK	10BS	–	–	12BP	–	**84**
83	7	6	6	5	9	8	7	6	6	4	6	5AP	11	10AK	10AS	10AP	–	–	11BK	–	**83**
82	7	6	5	5	8	7	7	6	6	3	5	5AK	11	10AS	9AP	9AK	–	–	11AS	–	**82**
81	6	6	5	5	8	7	7	5	6	3	5	5AS	11	9AP	9AK	8AS	–	–	11AP	–	**81**
80	6	6	5	4	8	7	6	5	5	–	4	4AP	10	9AK	8AS	8AP	–	–	10AK	–	**80**
79	6	6	5	4	8	7	6	5	5	–	4	4AK	10	9	8AP	8AK	–	–	10AS	–	**79**
78	6	6	4	4	7	6	6	4	5	–	4	3AS	10	8	8AK	8AS	–	–	9AP	–	**78**
77	6	5	4	4	7	6	5	4	5	–	3	3	9	8	7AS	7AP	–	–	9	–	**77**
76	6	5	4	3	7	6	5	4	4	–	3	–	9	8	7AP	7AK	–	–	–	–	**76**
75	6	5	4	3	7	5	5	3	4	–	–	–	9	8	6AK	6AS	–	–	–	–	**75**
74	5	5	4	3	6	5	4	3	4	–	–	–	9	7	6	6AP	–	–	–	–	**74**
73	5	5	3	3	6	5	4	3	3	–	–	–	8	7	6	5AK	–	–	–	–	**73**
72	5	4	3	2	6	5	4	2	3	–	–	–	8	7	5	5	–	–	–	–	**72**
71	5	4	3	2	6	4	3	2	3	–	–	–	8	6	5	–	–	–	–	–	**71**
70	5	4	3	2	5	4	3	–	–	–	–	–	7	6	–	–	–	–	–	–	**70**
69	5	4	2	2	5	4	3	–	–	–	–	–	7	6	–	–	–	–	–	–	**69**
68	5	4	2	1	5	4	2	–	–	–	–	–	7	5	–	–	–	–	–	–	**68**
67	4	4	2	1	5	3	2	–	–	–	–	–	7	5	–	–	–	–	–	–	**67**
66	4	3	2	1	4	3	2	–	–	–	–	–	6	5	–	–	–	–	–	–	**66**
65	4	3	2	–	4	3	–	–	–	–	–	–	6	–	–	–	–	–	–	–	**65**
64	4	3	1	–	4	3	–	–	–	–	–	–	6	–	–	–	–	–	–	–	**64**
63	4	3	1	–	4	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**63**
62	4	3	1	–	3	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**62**
61	4	2	1	–	3	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**61**
60	3	2	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58-60**
59	3	2	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55-57**
58	3	2	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**52-54**
57	3	2	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**43-51**
56	3	2	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**39-42**
54-55	3	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**34-38**
51-53	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-33**
47-50	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**25-29**
42-46	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**18-24**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 5 - 7 feet
Weight: 3 - 5 pounds
Fumble Range: 01 - 03 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 65 - 75 w

Range Modifiers: –

Attack Table 2.19
Quarterstaff
Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11CK	13CK	15EK	17EK	18EK	18EK	21EK	21EK	20EK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	38EK	**150**
149	11CK	13CK	15DK	17EK	18DK	18DK	21EK	21EK	20EK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	38EK	**149**
148	11BK	13CK	15CK	17EK	18DK	18DK	21DK	21EK	20EK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	38EK	**148**
147	11BK	13BK	15CK	17DK	18CK	18DK	21DK	21EK	20DK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	37EK	**147**
146	11BK	13BK	15CK	17DK	18CK	18CK	21DK	21DK	20DK	22EK	26EK	26EK	28EK	28EK	32EK	35EK	29EK	32EK	35EK	37EK	**146**
145	11AK	13BK	15CK	17DK	18CK	18CK	21DK	21DK	20DK	21DK	25DK	25EK	27EK	27EK	32EK	35EK	29EK	32EK	35EK	37EK	**145**
144	11AK	13BK	15CK	17DK	18CK	18CK	20CK	20DK	19DK	21DK	25DK	25EK	27EK	27EK	32EK	35EK	29EK	32EK	35EK	36EK	**144**
143	11AK	13AK	15BK	16CK	17CK	17CK	20CK	20DK	19CK	21DK	25DK	25EK	27DK	27EK	32EK	34EK	28DK	31EK	34EK	36EK	**143**
142	11AK	13AK	15BK	16CK	17CK	17CK	20CK	20DK	19CK	21DK	25DK	25DK	27DK	27DK	31EK	34EK	28DK	31EK	34EK	36EK	**142**
141	11AK	13AK	14BK	16CK	17BK	17CK	20CK	20DK	19CK	21DK	24DK	24DK	27DK	27DK	31DK	34EK	28DK	31EK	34EK	35EK	**141**
140	11AK	13AK	14BK	16CK	17BK	17CK	20CK	20CK	19CK	20CK	24DK	24DK	26DK	26DK	31DK	33EK	28DK	30DK	34EK	35EK	**140**
139	11	12AK	14BK	16CK	17BK	17BK	20CK	19CK	19CK	20CK	24DK	24DK	26DK	26DK	31DK	33DK	27DK	30DK	33EK	35EK	**139**
138	11	12AK	14BK	16CK	17BK	17BK	19CK	19CK	18CK	20CK	24CK	24DK	26CK	26DK	30DK	33DK	27DK	30DK	33EK	34EK	**138**
137	10	12AK	14BK	16CK	17BK	17BK	19CK	19CK	18CK	20CK	23CK	23DK	26CK	26DK	30DK	32DK	27CK	29DK	33EK	34EK	**137**
136	10	12AK	14AK	15BK	16BK	16BK	19CK	19CK	18CK	20CK	23CK	23DK	26CK	25DK	30DK	32DK	26CK	29DK	32EK	34DK	**136**
135	10	12AK	14AK	15BK	16BK	16BK	19CK	19CK	18CK	19CK	23CK	23DK	25CK	25DK	29DK	32DK	26CK	29DK	32EK	33DK	**135**
134	10	12	14AK	15BK	16AK	16BK	19BK	18CK	18CK	19CK	23CK	23DK	25CK	25DK	29DK	32DK	26CK	29DK	32DK	33DK	**134**
133	10	12	13AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	28DK	32DK	33DK	**133**
132	10	12	13AK	15BK	16AK	16BK	18BK	18CK	17BK	19CK	22CK	22CK	25CK	25CK	29DK	31DK	25CK	28CK	31DK	32DK	**132**
131	10	12	13AK	15BK	16AK	16AK	18BK	18CK	17BK	19CK	22CK	22CK	25CK	24CK	28CK	31DK	25CK	28CK	31DK	32DK	**131**
130	10	12	13AK	15BK	16AK	16AK	18BK	18CK	17BK	18CK	22CK	22CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	**130**
129	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18CK	22CK	21CK	24CK	24CK	28CK	30DK	24CK	27CK	30DK	31DK	**129**
128	10	11	13AK	14AK	15AK	15AK	18BK	17BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30CK	24CK	27CK	30DK	31DK	**128**
127	10	11	13AK	14AK	15AK	15AK	17BK	17BK	17BK	18BK	21CK	21CK	24CK	24CK	27CK	29CK	24BK	26CK	30DK	31CK	**127**
126	10	11	13AK	14AK	15AK	15AK	17BK	17BK	16BK	18BK	21CK	21CK	24CK	23CK	27CK	29CK	23BK	26CK	30DK	30CK	**126**
125	9	11	12AK	14AK	15AK	15AK	17AK	17BK	16BK	17BK	21CK	20CK	23BK	23CK	27CK	29CK	23BK	26CK	29DK	30CK	**125**
124	9	11	12	14AK	15AK	15AK	17AK	17BK	16BK	17BK	20BK	20CK	23BK	23CK	26CK	28CK	23BK	25CK	29DK	30CK	**124**
123	9	11	12	14AK	15AK	14AK	17AK	16BK	16BK	17BK	20BK	20CK	23BK	23CK	26CK	28CK	23BK	25BK	29CK	29CK	**123**
122	9	11	12	13AK	14AK	14AK	16AK	16BK	16BK	17BK	20BK	20CK	23BK	22CK	26CK	28CK	22BK	25BK	28CK	29CK	**122**
121	9	11	12	13AK	14	14AK	16AK	16BK	16BK	16BK	20BK	19CK	23BK	22CK	26CK	27CK	22BK	25BK	28CK	29CK	**121**
120	9	11	12	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	22AK	24BK	28CK	28CK	**120**
119	9	10	12	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	28CK	28CK	**119**
118	9	10	12	13AK	14	14AK	16AK	15BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	27CK	28BK	**118**
117	9	10	11	13AK	14	14AK	16AK	15AK	15AK	16BK	19BK	18BK	22BK	21BK	25BK	26CK	21AK	23BK	27CK	27BK	**117**
116	9	10	11	13AK	14	13	15AK	15AK	15AK	15BK	18BK	18BK	21BK	21BK	24BK	26CK	21AK	23BK	27CK	27BK	**116**
115	9	10	11	12AK	13	13	15AK	15AK	15AK	15AK	18BK	18BK	21BK	21BK	24BK	26BK	20AK	23BK	26CK	27BK	**115**
114	9	10	11	12	13	13	15AK	15AK	14AK	15AK	18BK	18BK	21BK	21BK	24BK	25BK	20AK	22AK	26CK	26BK	**114**
113	8	10	11	12	13	13	15AK	14AK	14AK	15AK	18BK	17BK	21BK	21BK	23BK	25BK	20AK	22AK	26CK	26BK	**113**
112	8	10	11	12	13	13	15AK	14AK	14AK	15AK	18BK	17BK	21AK	20BK	23BK	25BK	19AK	22AK	26CK	26BK	**112**
111	8	10	11	12	13	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25BK	**111**
110	8	10	11	12	13	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25AK	**110**
109	8	9	10	11	13	12	14	14AK	13AK	14AK	17AK	16BK	20AK	20BK	22BK	24BK	19	21AK	25BK	25AK	**109**
108	8	9	10	11	12	12	14	14AK	13AK	14AK	17AK	16BK	20AK	19BK	22BK	23BK	18	21AK	24BK	24AK	**108**
107	8	9	10	11	12	12	14	13AK	13AK	14AK	16AK	16BK	20AK	19BK	22BK	23BK	18	20AK	24BK	24AK	**107**
106	8	9	10	11	12	12	14	13AK	13	13AK	16AK	16BK	19AK	19BK	22BK	23BK	18	20AK	24BK	24AK	**106**
105	8	9	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19BK	21BK	22BK	17	20AK	24BK	23AK	**105**
104	8	9	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19AK	21BK	22BK	17	19	23BK	23AK	**104**
103	8	9	10	11	12	12	13	13AK	13	13AK	15AK	15BK	19AK	18AK	21BK	22BK	17	19	23BK	22AK	**103**
102	8	9	10	10	12	11	13	12AK	12	13AK	15AK	15AK	19AK	18AK	21AK	22BK	16	19	23BK	22AK	**102**
101	7	9	9	10	11	11	13	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	22AK	**101**
100	7	9	9	10	11	11	12	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	21AK	**100**
99	7	8	9	10	11	11	12	12	12	12	14AK	14AK	18AK	18AK	20AK	21AK	16	18	22AK	21	**99**
98	7	8	9	10	11	11	12	12	12	12	14AK	14AK	18AK	17AK	19AK	20AK	15	17	22AK	21	**98**
97	7	8	9	10	11	11	12	11	11	11	14AK	13AK	18AK	17AK	19AK	20AK	15	17	21AK	20	**97**
96	7	8	9	10	11	10	12	11	11	11	14	13AK	17	17AK	19AK	20AK	15	17	21AK	20	**96**
95	7	8	9	9	11	10	12	11	11	11	14	13AK	17	17AK	19AK	19AK	14	17	21AK	20	**95**
94	7	8	9	9	10	10	11	11	11	11	13	13AK	17	16AK	18AK	19AK	14	16	20AK	19	**94**
93	7	8	8	9	10	10	11	11	11	11	13	12AK	17	16AK	18AK	19AK	14	16	20AK	19	**93**
92	7	8	8	9	10	10	11	11	11	10	13	12AK	17	16AK	18AK	18AK	14	16	20AK	19	**92**
91	7	8	8	9	10	10	11	10	10	10	13	12AK	16	16	18AK	18AK	13	15	20AK	18	**91**
90	7	8	8	9	10	10	11	10	10	10	12	12AK	16	16	17AK	18AK	13	15	19AK	18	**90**
89	6	7	8	9	10	9	10	10	10	10	12	11AK	16	15	17AK	18AK	13	15	19	18	**89**
88	6	7	8	8	10	9	10	10	10	10	12	11AK	16	15	17AK	17AK	12	14	19	17	**88**
87	6	7	8	8	9	9	10	10	10	9	12	11AK	15	15	16AK	17AK	12	14	18	17	**87**
86	6	7	8	8	9	9	10	9	10	9	11	11	15	15	16	17AK	12	14	18	17	**86**
85	6	7	7	8	9	9	10	9	9	9	11	10	15	14	16	16AK	12	13	18	16	**85**
84	6	7	7	8	9	9	10	9	9	9	11	10	15	14	16	16AK	11	13	18	16	**84**
83	6	7	7	8	9	9	9	9	9	9	11	10	15	14	15	16AK	11	13	17	16	**83**
82	6	7	7	8	9	8	9	9	9	8	10	10	14	14	15	15AK	11	13	17	15	**82**
81	6	7	7	7	9	8	9	8	9	8	10	9	14	14	15	15	10	12	17	15	**81**
80	6	7	7	7	8	8	9	8	9	8	10	9	14	13	15	15	10	12	16	15	**80**
79	6	6	7	7	8	8	9	8	8	8	10	9	14	13	14	14	10	12	16	14	**79**
78	6	6	7	7	8	8	8	8	8	8	10	9	14	13	14	14	9	11	16	14	**78**
77	5	6	6	7	8	8	8	8	8	7	9	8	13	13	14	14	9	11	16	14	**77**
76	5	6	6	7	8	7	8	7	8	7	9	8	13	13	13	13	9	11	15	13	**76**
75	5	6	6	7	8	7	8	7	8	7	9	8	13	12	13	13	9	10	15	13	**75**
74	5	6	6	6	8	7	8	7	7	7	9	8	13	12	13	13	8	10	15	13	**74**
73	5	6	6	6	7	7	8	7	7	6	8	7	13	12	13	13	8	10	14	12	**73**
72	5	6	6	6	7	7	7	7	7	6	8	7	12	12	12	12	8	9	14	12	**72**
71	5	6	6	6	7	7	7	7	7	6	8	7	12	11	12	12	7	9	14	12	**71**
70	5	6	6	6	7	7	7	6	7	6	8	7	12	11	12	12	7	9	14	11	**70**
69	5	5	5	6	7	6	7	6	7	6	7	6	12	11	12	11	7	9	13	11	**69**
68	5	5	5	5	7	6	7	6	6	5	7	6	12	11	11	11	7	8	13	11	**68**
67	5	5	5	5	7	6	6	6	6	5	7	6	11	11	11	11	6	8	13	10	**67**
66	5	5	5	5	6	6	6	6	6	5	7	6	11	10	11	10	6	8	12	10	**66**
65	4	5	5	5	6	6	6	5	6	5	6	5	11	10	11	10	6	7	12	10	**65**
64	4	5	5	5	6	6	6	5	6	5	6	5	11	10	10	10	5	7	12	9	**64**
63	4	5	5	5	6	6	6	5	6	4	6	5	11	10	10	9	5	7	12	9	**63**
62	4	5	5	5	6	5	6	5	5	4	6	5	10	10	10	9	5	6	11	9	**62**
61	4	5	4	4	6	5	5	5	5	4	6	4	10	9	9	9	5	6	11	8	**61**
58-60	4	4	4	4	5	5	5	4	5	4	5	4	10	9	9	8	4	–	10	–	**58-60**
55-57	4	4	4	4	5	5	4	4	4	3	4	3	9	8	8	7	3	–	10	–	**55-57**
52-54	3	4	3	3	5	4	4	3	4	2	4	2	8	8	7	6	–	–	9	–	**52-54**
43-51	3	3	3	3	4	3	3	2	3	–	3	–	8	7	6	5	–	–	–	–	**43-51**
39-42	2	3	2	2	3	2	2	1	2	–	–	–	6	5	4	–	–	–	–	–	**39-42**
34-38	2	2	1	1	2	2	1	–	–	–	–	–	5	4	–	–	–	–	–	–	**34-38**
30-33	2	1	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**30-33**
25-29	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**25-29**
18-24	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**18-24**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 3 - 5 feet
Weight: 1.5 - 3 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4
Strength: 38 - 42

Range Modifiers: –

Attack Table 2.20
Rapier
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3CP	5DP	7EP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**150**
149	3CP	5CP	7EP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**149**
148	3CP	5CP	7DP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**148**
147	3CP	5CP	7DP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**147**
146	3CP	5CP	7DP	9DP	9DP	9DP	12DP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**146**
145	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**145**
144	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	19EP	14EP	17EP	20EP	22EP	**144**
143	3BP	5BP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10DP	14DP	14EP	12EP	12EP	17EP	19EP	14EP	17EP	20EP	21EP	**143**
142	3BP	5BP	7CP	9DP	9DP	9DP	12DP	12DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**142**
141	3BP	5BP	7CP	9DP	9DP	9DP	11DP	11DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**141**
140	3BP	5BP	7CP	9CP	9DP	9DP	11DP	11DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**140**
139	3AP	5BP	7CP	9CP	9CP	9DP	11DP	11DP	8CP	9DP	13DP	13DP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**139**
138	3AP	5BP	7CP	8CP	9CP	9CP	11CP	11DP	8CP	9DP	13DP	13DP	12DP	12EP	16EP	18EP	13EP	16EP	19EP	21EP	**138**
137	3AP	5BP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9DP	13DP	13DP	11DP	11EP	16EP	18EP	13EP	16EP	19EP	20EP	**137**
136	3AP	5AP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9DP	13DP	13DP	11DP	11EP	16EP	18EP	13EP	16EP	19EP	20EP	**136**
135	3AP	5AP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9CP	13DP	12DP	11DP	11DP	16EP	18EP	13EP	16EP	19EP	20EP	**135**
134	3AS	5AP	6BP	8CP	8CP	8CP	11CP	11DP	7CP	9CP	12DP	12DP	11DP	11DP	15EP	18EP	12EP	15EP	18EP	20EP	**134**
133	3AP	5AP	6BP	8CP	8CP	8CP	11CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	18EP	12EP	15EP	18EP	20EP	**133**
132	3AS	5AP	6BP	8CP	8CP	8CP	10CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17EP	12EP	15EP	18EP	20EP	**132**
131	3AP	5AP	6BP	8BP	8BP	8CP	10CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17EP	12EP	15EP	18EP	19EP	**131**
130	3AK	5AP	6BP	8BP	8BP	8CP	10CP	10CP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17DP	12EP	15EP	18EP	19EP	**130**
129	3	5AS	6BP	8BP	8BP	8BP	10CP	10CP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	**129**
128	3	5AP	6AP	8BP	8BP	8BP	10CP	10CP	7CP	8CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	**128**
127	3	5AS	6AP	8BP	8BP	8BP	10CP	10CP	7CP	8CP	12CP	11DP	11DP	11DP	14DP	17DP	12DP	14EP	18EP	19EP	**127**
126	3	5AP	6AP	7BP	8BP	8BP	10CP	10CP	7BP	8CP	11CP	11CP	11CP	11DP	14DP	16DP	11DP	14DP	17EP	19EP	**126**
125	3	4AK	6AP	7BP	8BP	7BP	10BP	10CP	7BP	8CP	11CP	11CP	11CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**125**
124	3	4	6AP	7BP	7BP	7BP	10BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**124**
123	3	4	6AP	7BP	7BP	7BP	9BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**123**
122	3	4	6AP	7BP	7AP	7BP	9BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**122**
121	3	4	6AS	7AP	7AP	7BP	9BP	9CP	7BP	8BP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**121**
120	3	4	6AP	7AP	7AP	7BP	9BP	9CP	7BP	8BP	11CP	10CP	10CP	10DP	14DP	15DP	11DP	14DP	17EP	18EP	**120**
119	3	4	6AS	7AP	7AP	7BP	9BP	9CP	6BP	8BP	11CP	10CP	10CP	10DP	13DP	15DP	11DP	13DP	17EP	17EP	**119**
118	3	4	5AP	7AP	7AS	7AP	9BP	9CP	6BP	7BP	10CP	10CP	10CP	10DP	13DP	15DP	10DP	13DP	16EP	17EP	**118**
117	3	4	5AS	7AP	7AP	7AP	9BP	9BP	6BP	7BP	10BP	10CP	10CP	10DP	13DP	15DP	10DP	13DP	16EP	17EP	**117**
116	3	4	5AP	7AP	7AS	7AP	9BP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13DP	15DP	10DP	13DP	16DP	17DP	**116**
115	3	4	5AK	7AP	7AP	7AP	9BP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13CP	15DP	10DP	13DP	16DP	17DP	**115**
114	3	4	5	6AP	7AS	7AP	8AP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13CP	14DP	10DP	13DP	16DP	17DP	**114**
113	3	4	5	6AS	7AP	6AS	8AP	8BP	6BS	7BP	10BP	9CP	10CP	9CP	13CP	14DP	10DP	13DP	16DP	16DP	**113**
112	3	4	5	6AP	7AS	6AP	8AP	8BP	6AP	7BP	10BP	9CP	10CP	9CP	12CP	14DP	10DP	12DP	16DP	16DP	**112**
111	3	4	5	6AS	6AP	6AS	8AP	8BP	7AS	7BP	9BP	9CP	9CP	9CP	12CP	14DP	10DS	12DP	15DP	16DP	**111**
110	3	4	5	6AP	6AK	6AP	8AS	8BP	6AP	7BS	9BP	9CP	9CP	9CP	12CP	14DP	9CP	12DP	15DP	16DP	**110**
109	3	4	5	6AS	6	6AS	8AP	8BP	6AS	7BP	9BP	9BP	9BP	9CP	12CP	14CP	9CS	12DP	15DP	16DP	**109**
108	3	4	5	6AP	6	6AP	8AS	8BP	6AP	7BS	9BP	9BP	9BS	9CP	12CP	13CP	9CP	12DS	15DP	16DP	**108**
107	3	4	5	6AS	6	6AS	8AP	7BP	6AS	6BP	9BS	9BP	9BP	9CP	12CP	13CP	9CS	12DP	15DP	15DP	**107**
106	2	4	5	6AP	6	6AP	8AS	7BP	6AP	6AS	9BP	9BP	9BS	9CP	12CP	13CP	9CP	12CS	15DP	15DP	**106**
105	2	4	5	6AK	6	6AK	7AP	7BP	6AS	6AP	9BS	8BP	9BP	9CS	12CP	13CP	9CS	12CP	15DP	15DS	**105**
104	2	4	5	6	6	6	7AS	7AP	5AP	6AS	9BP	8BP	9BS	9CP	11CP	13CP	9CP	11CS	15DP	15DP	**104**
103	2	4	5	6	6	6	7AP	7AP	5AS	6AP	8AS	8BP	9BP	9CS	11CP	13CP	9CS	11CP	14DP	15DS	**103**
102	2	4	4	5	6	6	7AS	7AS	5AP	6AS	8AP	8BP	9BS	9CP	11CS	12CP	8CP	11CS	14DP	15DP	**102**
101	2	3	4	5	6	6	7AP	7AP	5AS	6AP	8AS	8BP	9BP	9CS	11CP	12CP	8CS	11CP	14DP	14DS	**101**
100	2	3	4	5	6	5	7AK	7AS	5AP	6AS	8AP	8BP	9BS	8CP	11BS	12CP	8CP	11CS	14DP	14DP	**100**
99	2	3	4	5	6	5	7	6AP	5AK	6AP	8AS	8BS	9BP	8CS	11BP	12CS	8CS	11CP	14DS	14DS	**99**
98	2	3	4	5	5	5	7	6AS	5	6AS	8AP	7BP	8BS	8CP	11BS	12CP	8CP	11CS	14DP	14DP	**98**
97	2	3	4	5	5	5	6	6AP	5	6AP	8AS	7BS	8BP	8BS	10BP	12BS	8CS	11CP	14DS	14DS	**97**
96	2	3	4	5	5	5	6	6AS	5	5AS	8AP	7BP	8BS	8BP	10BS	11BP	8BP	10CS	14DP	14DP	**96**
95	2	3	4	5	5	5	6	6AP	5	5AP	7AS	7BS	8BP	8BS	10BP	11BS	8BS	10BP	13DS	13DS	**95**
94	2	3	4	5	5	5	6	6AS	5	5AK	7AP	7BP	8BS	8BP	10BS	11BP	7BP	10BS	13DP	13DP	**94**
93	2	3	4	5	5	5	6	6AP	5	5	7AS	7AS	8AP	8BS	10BP	11BS	7BS	10BP	13CS	13CS	**93**
92	2	3	4	5	5	5	6	6AS	5	5	7AP	7AP	8AS	8BP	10BS	11BP	7BP	10BS	13CP	13CP	**92**
91	2	3	4	4	5	5	6	5AP	5	5	7AS	7AS	8AP	8BS	10BP	11BS	7BS	10BP	13CS	13CS	**91**
90	2	3	4	4	5	5	6	5AK	5	5	7AP	6AP	8AS	8BP	10BS	10BP	7BP	10BS	13CP	13CP	**90**
89	2	3	4	4	5	5	6	5	4	5	7AK	6AS	8AP	8BS	9BP	10BS	7AS	9BP	13CS	12CS	**89**
88	2	3	4	4	5	4	5	5	4	5	7	6AP	8AS	7BP	9BS	10BP	7AP	9BS	13CP	12CP	**88**
87	2	3	4	4	5	4	5	5	4	5	6	6AS	8AP	7BS	9BP	10BS	7AS	9BP	12CS	12CS	**87**
86	2	3	3	4	5	4	5	5	4	4	6	6AP	8AS	7BP	9BS	10BP	6AP	9AS	12CP	12CP	**86**
85	2	3	3	4	4	4	5	5	4	4	6	6AS	7AP	7BS	9BP	10BS	6AK	9AP	12CS	12CS	**85**
84	2	3	3	4	4	4	5	5	4	4	6	6AP	7AS	7BP	9BS	9BP	6	9AS	12CP	12BP	**84**
83	2	3	3	4	4	4	5	5	4	4	6	5AS	7AP	7BS	9AP	9BS	6	9AP	12CS	11BS	**83**
82	2	3	3	4	4	4	5	4	4	4	6	5AP	7AS	7AP	9AS	9BP	6	9AS	12CP	11BP	**82**
81	2	3	3	4	4	4	5	4	4	4	6	5AS	7AP	7AS	8AP	9BS	6	8AP	12CS	11BS	**81**
80	2	3	3	4	4	4	5	4	4	4	5	5AP	7	7AP	8AS	9AP	6	8AK	11BP	11BP	**80**
79	2	3	3	3	4	4	4	4	4	4	5	5AK	7	7AS	8AP	9AS	6	8	11BS	11BS	**79**
78	2	3	3	3	4	4	4	4	4	4	5	5	7	7AP	8AS	8AP	5	8	11BP	11AP	**78**
77	2	2	3	3	4	4	4	4	4	4	5	5	7	7AS	8AP	8AS	5	8	11BS	10AS	**77**
76	2	2	3	3	4	3	4	4	4	4	5	4	7	6AP	8AS	8AP	5	8	11BP	10AP	**76**
75	2	2	3	3	4	3	4	4	4	3	5	4	7	6	8AP	8AS	5	8	11BS	10AK	**75**
74	2	2	3	3	4	3	4	3	3	3	5	4	7	6	7AS	8AP	5	7	11BP	10	**74**
73	2	2	3	3	4	3	4	3	3	3	5	4	7	6	7AP	8AS	5	7	11BS	10	**73**
72	2	2	3	3	3	3	4	3	3	3	4	4	6	6	7AS	7AP	5	7	10BP	10	**72**
71	2	2	3	3	3	3	4	3	3	3	4	4	6	6	7AP	7AS	5	7	10AS	9	**71**
70	2	2	2	3	3	3	3	3	3	3	4	4	6	6	7	7AP	4	7	10AP	9	**70**
69	2	2	2	3	3	3	3	3	3	3	4	4	6	6	7	7AS	4	7	10AS	9	**69**
68	2	2	2	3	3	3	3	3	3	3	4	3	6	6	7	7AP	4	7	10AP	9	**68**
67	2	2	2	2	3	3	3	3	3	3	4	3	6	6	7	7AS	4	7	10AS	9	**67**
66	2	2	2	2	3	3	3	3	3	3	4	3	6	6	6	6AP	4	6	10AP	9	**66**
65	2	2	2	2	3	3	3	2	3	3	4	3	6	6	6	6	4	6	10AK	8	**65**
64	2	2	2	2	3	3	3	2	3	2	3	3	6	6	6	6	4	6	9	8	**64**
63	2	2	2	2	3	2	3	2	3	2	3	3	6	5	6	6	4	6	9	8	**63**
62	1	2	2	2	3	2	3	2	3	2	3	3	6	5	6	6	3	6	9	8	**62**
61	1	2	2	2	3	2	2	2	3	2	3	2	6	5	6	6	3	6	9	8	**61**
59-60	1	2	2	2	3	2	2	2	3	2	3	2	5	5	6	5	3	–	9	–	**59-60**
56-58	1	2	2	2	3	2	2	2	2	2	3	2	5	5	6	5	3	–	9	–	**56-58**
53-55	1	2	1	1	2	2	2	1	2	2	2	–	5	5	5	4	–	–	8	–	**53-55**
50-52	1	1	1	1	2	1	1	1	2	–	2	–	5	4	4	4	–	–	8	–	**50-52**
47-49	1	1	1	1	2	1	1	–	2	–	–	–	5	4	4	–	–	–	–	–	**47-49**
45-46	1	1	1	–	1	1	–	–	–	–	–	–	4	4	–	–	–	–	–	–	**45-46**
40-44	1	1	–	–	1	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**40-44**
30-39	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-39**
21-29	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**21-29**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✱⊗

4.3 KRUSH CRITICAL STRIKE TABLE

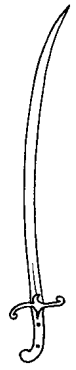
	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: Bπ=must parry B rounds; B∏=no parry for B rounds; B∑=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 2.5 - 4 feet
Weight: 3 - 5 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 56 - 64

Range Modifiers: –

Attack Table 2.21
Scimitar
One-Handed Edged



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	7EK	7EK	8EK	13EK	11EK	11EK	14EK	14EK	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**150**
149	7DK	7DK	8EK	13EK	11ES	11ES	14ES	14ES	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**149**
148	7DK	7DK	8EK	13EK	11EK	11EK	14EK	14EK	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**148**
147	7CK	7CK	8DK	13EK	11ES	11ES	14ES	14ES	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	29ES	**147**
146	7CK	7CK	8DK	13EK	11DK	11DK	14DK	14EK	16ES	18ES	21ES	21ES	20ES	20ES	24ES	27ES	21ES	24ES	27ES	29ES	**146**
145	7CK	7CK	8DK	13EK	11DS	11DS	14DS	14ES	16ES	17ES	21ES	21ES	20ES	20ES	24ES	27ES	21ES	24ES	27ES	29ES	**145**
144	7CK	7CK	8DK	13EK	11DK	11DK	14DK	14EK	15ES	17ES	21ES	21ES	19ES	19ES	24ES	27ES	21ES	24ES	27ES	28ES	**144**
143	7CK	7CK	8DK	13DK	11DS	11DS	13DS	13ES	15DS	17ES	21ES	20ES	19ES	19ES	24ES	26ES	20ES	23ES	26ES	28ES	**143**
142	7BS	7CK	8CK	12DK	11DK	11DK	13DK	13DK	15DS	17ES	20ES	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	27ES	**142**
141	7BK	7BK	8CK	12DK	11DS	10DS	13DS	13DS	15DS	16DS	20DS	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	27ES	**141**
140	7BS	7BK	8CK	12DK	10DK	10DK	13DK	13DK	15DS	16DS	20DS	20ES	19DS	19ES	23ES	25ES	19ES	22ES	26ES	27ES	**140**
139	7BK	7BS	8CK	12DK	10CS	10DS	13DS	13DS	14DS	16DS	19DS	19ES	18DS	18ES	23ES	25ES	19ES	22ES	25ES	26ES	**139**
138	7BS	7BK	8CK	12DK	10CK	10CK	13CK	13DK	14DS	16DS	19DS	19ES	18DS	18ES	22ES	25ES	19ES	22ES	25ES	26ES	**138**
137	7BK	7BS	7CS	12DK	10CS	10CS	12CS	12DS	14DS	15DS	19DS	19DS	18DS	18DS	22ES	24ES	19ES	21ES	25ES	26ES	**137**
136	7BS	7BK	7CK	12DK	10CK	10CK	12CK	12DK	14DS	15DS	19DS	18DS	18DS	18DS	22ES	24ES	18ES	21ES	24ES	25ES	**136**
135	7AK	7BS	7CS	11DK	10CS	10CS	12CS	12DS	14CS	15DS	18DS	18DS	18DS	18ES	21ES	24ES	18ES	21ES	24ES	25ES	**135**
134	7AS	6BK	7BK	11DK	10CK	10CK	12CK	12DK	14CK	15DS	18DS	18DS	18DS	17DS	21DS	23ES	18DS	20ES	24ES	24ES	**134**
133	7AK	6AS	7BS	11CS	10CS	10CS	12CS	12DS	13CS	14DK	18DS	17DS	17DS	17DS	21DS	23ES	17DS	20ES	23ES	24ES	**133**
132	6AS	6AK	7BK	11CK	10BK	9CK	12CK	12DK	13CK	14DS	18DK	17DS	17DS	17DS	21DS	23DS	17DS	20ES	23ES	24ES	**132**
131	6AK	6AS	7BS	11CS	9BS	9CS	12CS	11CS	13CS	14DK	17DS	17DS	17DS	17DS	20DS	22DS	17DS	19DS	23ES	23ES	**131**
130	6AS	6AK	7BK	11CK	9BK	9BK	11CK	11CK	13CK	14CS	17DK	17DS	17CS	17DS	20DS	22DS	16DS	19DS	23ES	23ES	**130**
129	6AK	6AS	7BS	11CS	9BS	9BS	11CS	11CS	13CS	13CK	17DS	16DS	17CS	16DS	20DS	22DS	16DS	19DS	22ES	23ES	**129**
128	6AS	6AK	7BK	11CK	9BK	9BK	11CK	11CK	12CK	13CS	16CK	16DK	16CS	16DS	20DS	21DS	16DS	18DS	22ES	22ES	**128**
127	6AK	6AS	7BS	10CS	9BS	9BS	11CS	11CS	12CS	13CK	16CS	16DS	16CS	16DS	19DS	21DS	16DS	18DS	22ES	22ES	**127**
126	6AS	6AK	7BK	10CK	9BK	9BK	11BK	11CK	12CK	13CS	16CK	15DK	16CK	16DS	19DS	21DS	15DS	18DS	21ES	21ES	**126**
125	6AK	6AS	7AS	10CS	9BS	9BS	11BS	10CS	12CS	13CK	16CS	15DS	16CS	16DS	19DS	20DS	15DS	17DS	21ES	21ES	**125**
124	6	6AK	6AK	10BK	9AK	9BK	10BK	10CK	12CK	12CS	15CK	15DK	16CK	15DS	18DS	20DS	15DS	17DS	21ES	21ES	**124**
123	6	6AS	6AS	10BS	9AS	8BS	10BS	10CS	11CS	12CK	15CS	15DS	15CS	15DK	18DS	20DS	14DS	17DS	21ES	20DS	**123**
122	6	6AK	6AK	10BK	8AK	8BK	10BK	10CK	11BK	12CS	15CK	14DK	15CK	15DS	18DK	19DS	14DS	16DS	20DS	20DS	**122**
121	6	6AS	6AS	10BS	8AS	8BS	10BS	10CS	11BS	12CK	14CS	14CS	15CS	15CK	18DS	19DS	14DS	16DS	20DS	20DS	**121**
120	6	6AK	6AK	9BK	8AK	8AK	10BK	10BK	11BK	11CS	14CK	14CK	15CK	15CS	17DK	19DS	13CK	16DS	20DS	19DS	**120**
119	6	6	6AS	9BS	8AS	8AS	10BS	9BS	11BS	11CK	14CK	13CS	15CS	14CK	17CS	18DK	13CK	15DS	19DS	19DS	**119**
118	6	5	6AK	9BK	8AK	8AK	10BK	9BK	11BK	11CS	14CK	13CK	15CK	14CS	17CK	18DS	13CK	15DS	19DS	18DS	**118**
117	6	5	6AS	9BS	8AS	8AS	9AS	9BS	10BS	11BK	13CS	13CS	14CS	14CK	17CS	18DK	12CS	15DK	19DS	18DS	**117**
116	6	5	6AK	9BK	8AK	8AK	9AK	9BK	10BK	10BS	13CK	12CK	14CK	14CS	16CK	17DS	12CK	14CS	18DS	18DS	**116**
115	5	5	6AS	9BS	8AS	7AS	9AS	9BS	10BS	10BK	13CS	12CS	14BS	14CK	16CS	17DK	12CS	14CK	18DS	17DS	**115**
114	5	5	6AK	9AK	8	7AK	9AK	9BK	10BK	10BS	13CK	12CK	14BK	13CS	16CK	17DS	12CK	13CS	18DS	17DK	**114**
113	5	5	6AS	8AS	7	7AS	9AS	8BS	10BS	10BK	12CS	12CS	14BS	13CK	15CS	16CK	11CS	13CK	18DS	17DS	**113**
112	5	5	5AK	8AK	7	7AK	9AK	8BK	9BK	9BS	12BK	11CK	13BK	13CS	15CK	16CS	11CK	13CS	17DS	16DK	**112**
111	5	5	5AS	8AS	7	7AS	8AS	8BS	9BS	9BK	12BS	11CS	13BS	13CK	15CS	16CK	11CS	13CK	17DS	16DS	**111**
110	5	5	5AK	8AK	7	7AK	8AK	8BK	9BK	9BS	11BK	11CK	13BK	13CS	15CK	15CS	10CK	12CS	17DS	15DK	**110**
109	5	5	5	8AS	7	7	8AS	8AS	9AS	9BK	11BS	10CS	13BS	12CK	14CS	15CK	10BS	12CK	16DS	15DS	**109**
108	5	5	5	8AK	7	7	8AK	8AK	9AK	8BS	11BK	10CK	13BK	12CS	14CK	15CS	10BK	12CS	16DK	15DK	**108**
107	5	5	5	8AS	7	7	8AS	7AS	9AS	8BK	11BS	10CS	12BS	12CK	14CS	14CK	9BS	11BK	16DS	14DS	**107**
106	5	5	5	8AK	7	6	8AK	7AK	8AK	8BS	10BK	9CK	12BK	12CS	14CK	14CS	9BK	11BS	15DK	14DK	**106**
105	5	5	5	7AS	7	6	8AS	7AS	8AS	8BK	10BS	9CS	12BS	12BK	13BS	14CK	9BS	11BK	15DS	14DS	**105**
104	5	5	5	7AK	6	6	7	7AK	8AK	7AS	10BK	9BK	12BK	11BS	13BK	13CS	9AK	10BS	15DK	13CK	**104**
103	5	5	5	7AS	6	6	7	7AS	8AS	7AK	10BS	9BS	12BS	11BK	13BS	13CK	8AS	10BK	15CS	13CS	**103**
102	5	4	5	7AK	6	6	7	7AK	8AK	7AS	9BK	8BK	12BK	11BS	12BK	13BS	8AK	10BS	14CK	12CK	**102**
101	5	4	5	7AS	6	6	7	7AS	7AS	7AK	9BS	8BS	11AS	11BK	12BS	12BK	8AS	9BK	14CS	12CS	**101**
100	5	4	5	7AK	6	6	7	6AK	7AK	7AS	9BK	8BK	11AK	11BS	12BK	12BS	7AK	9AS	14CK	12CK	**100**
99	5	4	4	7	6	6	7	6AS	7	6AK	8AS	7BS	11AS	10BK	12BS	12BK	7	9AK	13CS	11CS	**99**
98	4	4	4	6	6	6	6	6AK	7	6AS	8AK	7BK	11AK	10BS	11BK	11BS	7	8AS	13CK	11BK	**98**
97	4	4	4	6	6	5	6	6AS	7	6AK	8AS	7BS	11AS	10BK	11BS	11BK	6	8AK	13CS	11BS	**97**
96	4	4	4	6	6	5	6	6AK	6	6AS	8AK	7BK	10AK	10BS	11BK	11BS	6	8AS	13CK	10BK	**96**
95	4	4	4	6	6	5	6	6AS	6	5AK	7AS	6BS	10AS	10BK	11BS	10BK	6	7AK	12CS	10BS	**95**
94	4	4	4	6	5	5	6	5	6	5	7AK	6BK	10AK	9BS	10BK	10BS	6	7	12CK	9BK	**94**
93	4	4	4	6	5	5	6	5	6	5	7AS	6BS	10AS	9BK	10BS	10BK	5	7	12CS	9AS	**93**
92	4	4	4	6	5	5	6	5	6	5	6AK	5BK	10AK	9AK	10BK	9BK	5	6	11BK	9AK	**92**
91	4	4	4	6	5	5	5	5	6	4	6AS	5BS	9AS	9AK	9BS	9BK	5	6	11BS	8AS	**91**
90	4	4	4	5	5	5	5	5	5	4	6AK	5BK	9AK	9AS	9AK	9BS	4	6	11BK	8AK	**90**
89	4	4	4	5	5	5	5	5	5	4	6	4AS	9	8AK	9AS	8BK	4	–	10BS	–	**89**
88	4	4	4	5	5	4	5	4	5	4	5	4AK	9	8AS	9AK	8BS	4	–	10BK	–	**88**
87	4	4	4	5	5	4	5	4	5	3	5	4AS	9	8AK	8AS	8AK	3	–	10BS	–	**87**
86	4	3	3	5	5	4	5	4	5	3	5	4AK	9	8AS	8AK	7AS	3	–	10BK	–	**86**
85	4	3	3	5	4	4	4	4	4	3	5	3AS	8	8AK	8AS	7AK	3	–	9BS	–	**85**
84	4	3	3	5	4	4	4	4	4	3	4	3AK	8	7	8AK	7AS	–	–	9AK	–	**84**
83	4	3	3	4	4	4	4	4	4	2	4	3AS	8	7	7AS	6AK	–	–	9AS	–	**83**
82	4	3	3	4	4	4	4	3	4	2	4	2AK	8	7	7AK	6AS	–	–	8AK	–	**82**
81	4	3	3	4	4	4	4	3	4	2	3	2AS	8	7	7AS	6AK	–	–	8AS	–	**81**
80	3	3	3	4	4	3	4	3	4	2	3	2AK	7	7	6AK	5AS	–	–	8AK	–	**80**
79	3	3	3	4	4	3	4	3	3	–	3	–	7	6	6	5AK	–	–	–	–	**79**
78	3	3	3	4	4	3	3	3	3	–	3	–	7	6	6	5AS	–	–	–	–	**78**
77	3	3	3	4	4	3	3	3	3	–	2	–	7	6	6	4AK	–	–	–	–	**77**
76	3	3	3	3	3	3	3	2	3	–	2	–	7	6	5	4AS	–	–	–	–	**76**
75	3	3	3	3	3	3	3	2	3	–	2	–	6	6	5	4AK	–	–	–	–	**75**
74	3	3	2	3	3	3	3	2	2	–	–	–	6	5	5	–	–	–	–	–	**74**
73	3	3	2	3	3	3	3	2	2	–	–	–	6	5	5	–	–	–	–	–	**73**
72	3	3	2	3	3	3	2	2	2	–	–	–	6	5	4	–	–	–	–	–	**72**
71	3	3	2	3	3	2	2	2	2	–	–	–	6	5	4	–	–	–	–	–	**71**
70	3	2	2	3	3	2	2	1	2	–	–	–	6	5	4	–	–	–	–	–	**70**
69	3	2	2	3	3	2	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**69**
68	3	2	2	2	3	2	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**68**
67	3	2	2	2	2	2	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**67**
66	3	2	2	2	2	2	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**66**
65	3	2	2	2	2	2	1	1	–	–	–	–	5	4	–	–	–	–	–	–	**65**
64	3	2	2	2	2	2	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**64**
63	2	2	2	2	2	2	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**63**
62	2	2	2	2	2	1	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**62**
61	2	2	1	1	2	1	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**61**
60	2	2	1	1	2	1	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**60**
59	2	2	1	1	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	2	2	1	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	2	2	1	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
56	2	2	1	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56**
50-55	2	2	1	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55**
47-49	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-54**
40-46	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**46-49**
30-39	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**40-45**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 PUNCTURE CRITICAL STRIKE TABLE

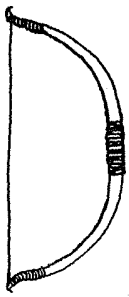
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßƒ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 2.5 - 3.5 feet
Weight: 1.5 - 2 pounds
Fumble Range: 01 - 04 UM
Breakage #s: Auto
Strength: 54 - 66

Range Modifiers:
1' - 10': +10
11' - 100': +0
101' - 180': -40
181' - 240': -70

Attack Table 2.22
Short Bow
Missile



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	6DP	8EP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	150
149	6CP	8DP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	149
148	6CP	8DP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	148
147	6CP	8CP	10DP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	147
146	6CP	8CP	10DP	12EP	17DP	17DP	19EP	19EP	15EP	16EP	20EP	20EP	15EP	15EP	20EP	22EP	14EP	17EP	20EP	21EP	146
145	6CP	8CP	10DP	12EP	16DP	16DP	19DP	19EP	15EP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	13EP	16EP	19EP	21EP	145
144	6BP	8CP	10DP	11DP	16DP	16DP	19DP	19EP	14DP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	13EP	16EP	19EP	21EP	144
143	6BP	8CP	10CP	11DP	16DP	16DP	19DP	18EP	14DP	16EP	19EP	19EP	14EP	14EP	19EP	22EP	13EP	16EP	19EP	21EP	143
142	6BP	8CP	9CP	11DP	16DP	16DP	18DP	18EP	14DP	15EP	19EP	19EP	14EP	14EP	19EP	21EP	13EP	16EP	19EP	20EP	142
141	6BP	8BP	9CP	11DP	16DP	15DP	18DP	18DP	14DP	15DP	19DP	19EP	14EP	14EP	18EP	21EP	13EP	15EP	19EP	20EP	141
140	6BP	8BP	9CP	11DP	15DP	15DP	18DP	17DP	14DP	15DP	18DP	18EP	14DP	14EP	18EP	21EP	12EP	15EP	18EP	20EP	140
139	6BP	7BP	9CP	11DP	15CP	15DP	17DP	17DP	13DP	15DP	18DP	18EP	14DP	14EP	18EP	21EP	12DP	15EP	18EP	19EP	139
138	6BP	7BP	9CP	10DP	15CP	15CP	17DP	17DP	13DP	14DP	18DP	18DP	14DP	14DP	18EP	20EP	12DP	15EP	18EP	19EP	138
137	6AP	7BP	9CP	10DP	15CP	15CP	17DP	17DP	13CP	14DP	18DP	17DP	14DP	13DP	18DP	20EP	12DP	14EP	18EP	19EP	137
136	6AP	7BP	9CP	10DP	15CP	14CP	17CP	16DP	13CP	14DP	17DP	17DP	13DP	13DP	17DP	20EP	11DP	14DP	18EP	19EP	136
135	6AP	7BP	9BP	10CP	14CP	14CP	16CP	16DP	13CP	14DP	17DP	17DP	13DP	13DP	17DP	19DP	11DP	14DP	17EP	18EP	135
134	5AP	7BP	8BP	10CP	14CP	14CP	16CP	16DP	12CP	13DP	17DP	17DP	13DP	13DP	17DP	19DP	11DP	14DP	17EP	18EP	134
133	5AP	7AP	8BP	10CP	14CP	14CP	16CP	15DP	12CP	13DP	16DP	16DP	13DP	13DP	17DP	19DP	11DP	13DP	17EP	18EP	133
132	5AP	7AP	8BP	9CP	14BP	13CP	15CP	15DP	12CP	13DP	16DP	16DP	13DP	13DP	16DP	19DP	11DP	13DP	17EP	18EP	132
131	5AP	7AP	8BP	9CP	14BP	13CP	15CP	15DP	12CP	13CP	16DP	16DP	13DP	12DP	16DP	18DP	10DP	13DP	17EP	17DP	131
130	5AP	7AP	8BP	9CP	13BP	13BP	15CP	14DP	12CP	12CP	15DP	15DP	13CP	12DP	16DP	18DP	10CP	13DP	16EP	17DP	130
129	5AP	7AP	8BP	9CP	13BP	13BP	15CP	14DP	11CP	12CP	15CP	15DP	12CP	12DP	16DP	18DP	10CP	13DP	16DP	17DP	129
128	5AP	6AP	8BP	9CP	13BP	13BP	14CP	14CP	11CP	12CP	15CP	15DP	12CP	12DP	16DP	18DP	10CP	12DP	16DP	16DP	128
127	5AP	6AP	7BP	9CP	13BP	12BP	14CP	14CP	11CP	11CP	15CP	14DP	12CP	12DP	15DP	17DP	10CP	12DP	16DP	16DP	127
126	5AP	6AP	7BP	8BP	12BP	12BP	14CP	13CP	11BP	11CP	14CP	14DP	12CP	12DP	15DP	17DP	9CP	12DP	16DP	16DP	126
125	5AK	6AP	7AP	8BP	12BP	12BP	13CP	13CP	11BP	11CP	14CP	14DP	12CP	12DP	15DP	17DP	9CP	12CP	15DP	16DP	125
124	5	6AP	7AP	8BP	12BP	12BP	13CP	13CP	10BP	11CP	14CP	13CP	12CP	11DP	15DP	17DP	9CP	11CP	15DP	15DP	124
123	5	6AP	7AP	8BP	12AP	11BP	13CP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	9CP	11CP	15DP	15DP	123
122	5	6AP	7AP	8BP	12AP	11BP	13BP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	8CP	11CP	15DP	15DP	122
121	5	6AP	7AP	8BP	11AP	11BP	12BP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	8CP	11CP	15DP	15DP	121
120	5	6AK	7AP	7BP	11AP	11BP	12BP	11CP	10BP	10CP	12CP	12CP	11CP	11CP	14CP	15DP	8BP	10CP	14DP	14DP	120
119	5	6	6AP	7BP	11AP	11AP	12BP	11CP	9BP	9BP	12CP	12CP	11CP	11CP	13CP	15CP	8BP	10CP	14DP	14DP	119
118	4	6	6AP	7BP	11AP	10AP	11BP	11CP	9BP	9BP	12CP	12CP	11CP	10CP	13CP	15CP	8BP	10CP	14DP	14CP	118
117	4	5	6AP	7BP	11AP	10AP	11BP	10CP	9BP	9BP	11CP	11CP	11CP	10CP	13CP	15CP	7BP	10CP	14DP	13CP	117
116	4	5	6AP	7BP	10AP	10AP	11BP	10CP	9BP	9BP	11CP	11CP	10CP	10CP	13CP	14CP	7BP	9BP	14DP	13CP	116
115	4	5	6AP	7AP	10AP	10AP	11BP	10BP	9AP	8BP	11CP	11CP	10CP	10CP	13CP	14CP	7BP	9BP	13CP	13CP	115
114	4	5	6AP	6AP	10AP	9AP	10BP	10BP	8AP	8BP	11BP	10CP	10BP	10CP	12CP	14CP	7BP	9BP	13CP	13CP	114
113	4	5	6AP	6AP	10AP	9AP	10BP	9BP	8AP	8BP	10BP	10CP	10BP	10CP	12CP	14CP	7AP	9BP	13CP	12CP	113
112	4	5	5AP	6AP	10AP	9AP	10BP	9BP	8AP	8BP	10BP	10CP	10BP	9CP	12CP	13CP	6AP	9BP	13CP	12CP	112
111	4	5	5AP	6AP	9AP	9AP	10AP	9BP	8AP	7BP	10BP	9CP	10BP	9CP	12CP	13CP	6AP	8BP	13CP	12CP	111
110	4	5	5AK	6AP	9AK	9AP	9AP	8BP	8AP	7BP	9BP	9CP	10BP	9CP	11CP	13CP	6AP	8BP	12CP	12BP	110
109	4	5	5	6AP	9	8AP	9AP	8BP	7AP	7BP	9BP	9BP	9BP	9CP	11CP	13CP	6AP	8BP	12CP	11BP	109
108	4	5	5	5AP	9	8AP	9AP	8BP	7AP	6BP	9BP	9BP	9BP	9CP	11BP	12CP	5AP	8AP	12CP	11BP	108
107	4	4	5	5AP	8	8AP	8AP	7BP	7AP	6AP	8BP	8BP	9BP	9CP	11BP	12BP	5AP	7AP	12CP	11BP	107
106	4	4	5	5AP	8	8AP	8AP	7BP	7AP	6AP	8BP	8BP	9BP	9CP	11BP	12BP	5AP	7AP	12CP	10BP	106
105	4	4	5	5AP	8	7AK	8AP	7BP	7AK	6AP	8BP	8BP	9BP	8BP	10BP	11BP	5AK	7AP	11CP	10BP	105
104	4	4	4	5AP	8	7	8AP	7BP	6	5AP	8BP	7BP	9BP	8BP	10BP	11BP	5	7AP	11BP	10BP	104
103	4	4	4	5AP	8	7	7AP	6BP	6	5AP	7BP	7BP	9BP	8BP	10BP	11BP	4	6AP	11BP	10AP	103
102	3	4	4	4AP	7	7	7AP	6AP	6	5AP	7AP	7BP	8BP	8BP	10BP	11BP	4	6AP	11BP	9AP	102
101	3	4	4	4AP	7	7	7AP	6AP	6	5AP	7AP	6BP	8BP	8BP	9BP	10BP	4	6AP	11BP	9AP	101
100	3	4	4	4AK	7	6	6AK	5AP	6	4AK	6AP	6BP	8BP	8BP	9BP	10BP	4	6AK	10BP	9AP	100
99	3	4	4	4	7	6	6	5AP	5	4	6AP	6BP	8BP	7BP	9BP	10BP	4	–	10BP	9AP	99
98	3	4	4	4	7	6	6	5AP	5	4	6AP	5BP	8AP	7BP	9BP	10BP	3	–	10BP	8AP	98
97	3	4	4	4	6	6	6	4AP	5	4	5AP	5BP	8AP	7BP	8BP	9BP	3	–	10BP	8AK	97
96	3	3	3	3	6	5	5	4AP	5	3	5AP	5AP	7AP	7BP	8BP	9BP	3	–	10BP	8	96
95	3	3	3	3	6	5	5	4AP	5	3	5AK	5AP	7AP	7BP	8BP	9BP	3	–	9AP	–	95
94	3	3	3	3	6	5	5	4AP	4	3	5	4AP	7AP	7BP	8BP	9BP	–	–	9AP	–	94
93	3	3	3	3	6	5	4	3AP	4	3	4	4AP	7AP	6BP	8BP	8BP	–	–	9AP	–	93
92	3	3	3	3	5	5	4	3AP	4	2	4	4AP	7AP	6BP	7AP	8BP	–	–	9AP	–	92
91	3	3	3	3	5	4	4	3AP	4	2	4	3AP	7AP	6BP	7AP	8AP	–	–	9AP	–	91
90	3	3	3	2	5	4	4	2AK	4	2	3	3AP	7AP	6AP	7AP	7AP	–	–	8AP	–	90
89	3	3	2	2	5	4	3	2	3	–	3	3AP	6AP	6AP	7AP	7AP	–	–	8AP	–	89
88	3	3	2	2	4	4	3	2	3	–	3	2AP	6AP	6AP	6AP	7AP	–	–	8AP	–	88
87	3	3	2	2	4	3	3	1	3	–	2	2AK	6AP	6AP	6AP	7AP	–	–	8AK	–	87
86	2	3	2	2	4	3	2	1	3	–	2	2	6AP	5AP	6AP	6AP	–	–	8	–	86
85	2	2	2	2	4	3	2	1	3	–	2	–	6AK	5AP	6AP	6AP	–	–	–	–	85
84	2	2	2	1	4	3	2	–	2	–	–	–	6	5AP	6AP	6AP	–	–	–	–	84
83	2	2	2	1	3	3	2	–	2	–	–	–	6	5AP	5AP	6AP	–	–	–	–	83
82	2	2	2	1	3	2	1	–	2	–	–	–	5	5AP	5AP	5AP	–	–	–	–	82
81	2	2	1	1	3	2	1	–	2	–	–	–	5	5AP	5AP	5AP	–	–	–	–	81
80	2	2	1	1	3	2	1	–	2	–	–	–	5	4AK	5AP	5AP	–	–	–	–	80
79	2	2	1	–	3	2	–	–	–	–	–	–	5	4	4AP	5AP	–	–	–	–	79
78	2	2	1	–	2	1	–	–	–	–	–	–	5	4	4AP	4AP	–	–	–	–	78
77	2	2	1	–	2	1	–	–	–	–	–	–	5	4	4AK	4AK	–	–	–	–	77
76	2	2	1	–	2	1	–	–	–	–	–	–	5	4	4	4	–	–	–	–	76
75	2	2	1	–	2	1	–	–	–	–	–	–	4	4	–	–	–	–	–	–	75
74	2	1	–	–	2	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	74
73	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	73
72	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	72
71	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	71
70	1	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	70
69	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	69
68	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	68
67	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	67
66	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	66
65	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	65
64	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64
63	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	63
62	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	62
61	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61
60	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	60
59	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	59
58	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58
57	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	57
56	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	56
55	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55
54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	54
53	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	53
52	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✱⊗

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: Bπ=must parry B rounds; B∏=no parry for B rounds; B∑=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 1.5 - 2 feet
Weight: 2 - 4 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 74 - 86

Range Modifiers: 1' - 10': -30

Attack Table 2.23
Short Sword
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	5CK	7DK	9EK	11EK	10EK	10EK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	**150**
149	5CK	7CK	9EK	11ES	10EK	10EK	13EK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	**149**
148	5CK	7CK	9DK	11EK	10DK	10DK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	**148**
147	5BK	7CK	9DK	11ES	10DK	10DK	13DK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	**147**
146	5BK	7CK	9DS	11DK	10DK	10DK	13DK	13EK	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	**146**
145	5BK	7BK	9CP	11DS	10DK	10DK	13DS	13ES	11DK	13EK	17ES	17ES	16EP	16EP	21EP	23ES	18ES	21ES	24ES	25ES	**145**
144	5BK	7BK	9CK	11DP	10CK	10DK	13DP	13DP	11DK	13EK	16ES	16ES	16EK	16EK	20ES	23ES	17ES	20ES	23ES	25ES	**144**
143	5AK	7BK	9CS	11DK	10CK	10CK	13DK	12DK	11DK	13EK	16ES	16ES	16EP	16ES	20EP	23ES	17ES	20ES	23ES	25ES	**143**
142	5AK	7BK	9CP	11DS	10CK	10CK	12CS	12DS	11DK	12DK	16DS	16EP	16EK	15EP	20ES	23ES	17ES	20ES	23ES	25ES	**142**
141	5AK	7BK	9CK	10DP	10CK	10CK	12CP	12DP	11DK	12DK	16DS	16ES	15ES	15EK	20EP	22ES	17ES	20ES	23ES	24ES	**141**
140	5AK	7BP	9CS	10CK	10CK	10CK	12CK	12DK	10DK	12DK	16DP	16EP	15DP	15ES	20ES	22ES	17ES	20ES	23ES	24ES	**140**
139	5AK	7AK	9BP	10CS	9CK	9CK	12CS	12DS	10CK	12DK	16DS	15ES	15DK	15EP	19EP	22ES	16ES	19ES	22ES	24ES	**139**
138	5AK	7AP	8BK	10CP	9BK	9CK	12CP	12DP	10CK	12DK	15DP	15DP	15DS	15DK	19ES	22ES	16ES	19ES	22ES	24ES	**138**
137	5AP	7AK	8BS	10CK	9BK	9CK	12CK	12DK	10CK	12DK	15DS	15DS	15DP	15DS	19EP	22ES	16ES	19ES	22ES	23ES	**137**
136	5AK	7AS	8BP	10CS	9BK	9BP	12CS	11CS	10CK	12DK	15DP	15DP	15DK	15DP	19DS	21ES	16ES	19ES	22ES	23ES	**136**
135	5AS	7AP	8BK	10CP	9BK	9BK	11CP	11CP	10CK	11DS	15DK	15DS	15DS	15DK	19DP	21ES	16ES	19ES	22ES	23ES	**135**
134	5	6AK	8BS	10CK	9BK	9BP	11CK	11CK	10CK	11DP	15DS	15DP	15DP	14DS	19DS	21DS	16DS	18ES	22ES	23ES	**134**
133	5	6AS	8BP	10CS	9BK	9BK	11CS	11CS	10CK	11CK	15DP	14DS	14DK	14DP	18DP	21DS	15DS	18ES	21ES	23ES	**133**
132	5	6AP	8BK	9BP	9BK	9BP	11CP	11CP	10CK	11CS	14DK	14DP	14DS	14DK	18DS	20DS	15DS	18ES	21ES	22ES	**132**
131	5	6AK	8AS	9BK	9AK	9BK	11BK	11CK	10CK	11CP	14CS	14DS	14DP	14DS	18DP	20DS	15DS	18DS	21ES	22ES	**131**
130	5	6AS	8AP	9BS	9AP	9BS	11BS	11CS	9CK	11CK	14CP	14DP	14CK	14DP	18DK	20DS	15DS	18DS	21ES	22ES	**130**
129	5	6	8AK	9BP	9AK	8BP	11BP	10CP	9CS	11CS	14CK	14DS	14CS	14DK	18DS	20DS	15DS	17DS	21ES	22ES	**129**
128	5	6	8AS	9BK	8AS	8BK	11BK	10CK	9CP	10CP	14CS	13DP	14CP	14DS	17DP	20DS	14DS	17DS	20ES	21ES	**128**
127	5	6	7AP	9BS	8AP	8AS	10BS	10CS	9CK	10CK	13CP	13DS	14CK	14DP	17DK	19DS	14DS	17DS	20ES	21ES	**127**
126	5	6	7AK	9BP	8AK	8AP	10BP	10CP	9BS	10CS	13CK	13DP	14CS	13DK	17DS	19DS	14DK	17DS	20EK	21ES	**126**
125	4	6	7AS	9BK	8AS	8AK	10BK	10BK	9BP	10CP	13CS	13DS	14CP	13DS	17DP	19DS	14DS	17DS	20ES	21ES	**125**
124	4	6	7AP	9BS	8AP	8AS	10BS	10BS	9BK	10CK	13CP	13CP	13CK	13DP	17DK	19DS	14DP	16DS	20EK	20ES	**124**
123	4	6	7AK	8AP	8AK	8AP	10BP	10BP	9BS	10CS	13CK	12CK	13CS	13CK	17DS	18DS	13DK	16DS	19ES	20DS	**123**
122	4	6	7AS	8AK	8AS	8AK	10AK	9BK	9BP	10CP	13CS	12CS	13CP	13CS	16DP	18DS	13DS	16DS	19DK	20DS	**122**
121	4	6	7AP	8AS	8AP	8AS	10AS	9BS	8BK	9CK	12CP	12CP	13CK	13CP	16CK	18DS	13DP	16DS	19DS	20DS	**121**
120	4	6	7AK	8AP	8AK	8AP	9AP	9BP	8BS	9CS	12CK	12CK	13CS	13CK	16CS	18DS	13CK	16DS	19DK	19DS	**120**
119	4	6	7	8AK	8	7AK	9AK	9BK	8BP	9BP	12CS	12CS	13CP	13CS	16CP	18DS	13CS	15DS	19DS	19DS	**119**
118	4	5	7	8AS	7	7AS	9AS	9BS	8BK	9BK	12CP	12CP	13CK	12CP	16CK	17DK	13CP	15DP	19DK	19DS	**118**
117	4	5	7	8AP	7	7AP	9AP	9BP	8BS	9BS	12CK	11CK	13CS	12CK	15CS	17CS	12CK	15DS	18DS	19DS	**117**
116	4	5	6	8AK	7	7AK	9AK	9BK	8BP	9BP	12CS	11CS	12CP	12CS	15CP	17CP	12CS	15DP	18DP	19DS	**116**
115	4	5	6	7AS	7	7AS	9AS	8BS	8BK	9BK	11BP	11CP	12CK	12CP	15CK	17CK	12CP	15CS	18DK	18DS	**115**
114	4	5	6	7AP	7	7	9AP	8BP	8BS	8BS	11BK	11CK	12BS	12CK	15CS	16CS	12CK	14CP	18DS	18DP	**114**
113	4	5	6	7AK	7	7	8AK	8AK	8AP	8BP	11BS	11CS	12BP	12CS	15CP	16CP	12CS	14CK	18DP	18DS	**113**
112	4	5	6	7AS	7	7	8AS	8AS	8AK	8BK	11BP	10CP	12BK	12CP	15CK	16CK	11CP	14CS	17DK	18DP	**112**
111	4	5	6	7AP	7	7	8AP	8AP	7AS	8BS	11BK	10CK	12BS	12CK	15CS	16CS	11CK	14CP	17DS	17DS	**111**
110	4	5	6	7AK	7	7	8AK	8AK	7AP	8BP	10BS	10CS	12BP	11CS	14CP	16CP	11CS	14CK	17DP	17DP	**110**
109	4	5	6	7	7	6	8	8AS	7AK	8BK	10BP	10CP	12BK	11CP	14CK	15CK	11CP	13CS	17DK	17DS	**109**
108	4	5	6	7	7	6	8	7AP	7AS	8BS	10BK	10CK	11BS	11CK	14CS	15CS	11CK	13CP	17DS	17DP	**108**
107	4	5	6	7	6	6	8	7AK	7AP	7BP	10BS	9BS	11BP	11CS	14CP	15CP	10CS	13CK	16DP	16DS	**107**
106	4	5	6	6	6	6	8	7AS	7AK	7BK	10BP	9BP	11BK	11CP	13CK	15CK	10BP	13CS	16DK	16DP	**106**
105	4	5	5	6	6	6	7	7AP	7AS	7AS	10BK	9BK	11BS	11BK	13BS	14CS	10BK	13CP	16DS	16CS	**105**
104	4	5	5	6	6	6	7	7AK	7AP	7AP	9BS	9BS	11BP	11BS	13BP	14BP	10BS	12CK	16DP	16CP	**104**
103	4	5	5	6	6	6	7	7AS	7AK	7AK	9BP	9BP	11BK	11BP	13BK	14BK	10BP	12BS	16CK	15CS	**103**
102	4	4	5	6	6	6	7	7AP	6AS	7AS	9AK	9BK	11BS	10BK	13BS	14BS	10BK	12BP	16CS	15CP	**102**
101	3	4	5	6	6	6	7	6AK	6AP	7AP	9AS	8BS	11BP	10BS	13BP	14BP	9BS	12BK	15CP	15CK	**101**
100	3	4	5	6	6	6	7	6AS	6AK	7AK	9AP	8BP	11BK	10BP	12BK	13BK	9BP	12BS	15CK	15CS	**100**
99	3	4	5	6	6	5	7	6	6	6AS	9AK	8BK	10BS	10BK	12BS	13BS	9BK	11BP	15CS	15CP	**99**
98	3	4	5	6	6	5	6	6	6	6AP	8AS	8BS	10AP	10BS	12BP	13BP	9AS	11BK	15CP	14CK	**98**
97	3	4	5	5	5	5	6	6	6	6AK	8AP	8BP	10AK	10BP	12BK	13BK	9AP	11BS	15CK	14CS	**97**
96	3	4	5	5	5	5	6	6	6	6AS	8AK	7BK	10AS	10BK	12BS	12BS	8AK	11BP	14CS	14CP	**96**
95	3	4	5	5	5	5	6	6	6	6AP	8AS	7BS	10AP	10BS	11BP	12BP	8AS	11BK	14CP	14BK	**95**
94	3	4	5	5	5	5	6	5	6	6	8AP	7BP	10AK	9BP	11BK	12BK	8AP	10BS	14CK	13BS	**94**
93	3	4	4	5	5	5	6	5	6	6	7AK	7BK	10AS	9BK	11BS	12BS	8AK	10AP	14CS	13BP	**93**
92	3	4	4	5	5	5	6	5	5	5	7AS	7AS	10AP	9BS	11BP	12BP	8AS	10AK	14CP	13BK	**92**
91	3	4	4	5	5	5	6	5	5	5	7AP	7AP	9AK	9BP	11BK	11BK	8AP	10AS	13CK	13BS	**91**
90	3	4	4	5	5	5	5	5	5	5	7AK	6AK	9AS	9AK	11BS	11BS	7AK	10AP	13CS	12BP	**90**
89	3	4	4	5	5	4	5	5	5	5	7	6AS	9AP	9AS	10BP	11BP	7	9AK	13BP	12BK	**89**
88	3	4	4	4	5	4	5	5	5	5	7	6AP	9AK	9AP	10AK	11BK	7	9AS	13BK	12BS	**88**
87	3	4	4	4	5	4	5	4	5	5	6	6AK	9AS	9AK	10AS	10AS	7	9AP	13BS	12AP	**87**
86	3	3	4	4	4	4	5	4	5	5	6	6AS	9AP	8AS	10AP	10AP	7	9AK	13BP	11AK	**86**
85	3	3	4	4	4	4	5	4	5	4	6	5AP	9AK	8AP	10AK	10AK	6	9AS	12BK	11AS	**85**
84	3	3	4	4	4	4	5	4	5	4	6	5AK	9	8AK	9AS	10AS	6	8	12BS	11AP	**84**
83	3	3	4	4	4	4	4	4	5	4	6	5AS	9	8AS	9AP	10AP	6	8	12BP	11AK	**83**
82	3	3	3	4	4	4	4	4	4	4	6	5AP	8	8AP	9AK	9AK	6	8	12BK	11AS	**82**
81	3	3	3	4	4	4	4	4	4	4	5	5AK	8	8AK	9AS	9AS	6	8	12BS	10AP	**81**
80	3	3	3	3	4	4	4	3	4	4	5	4AS	8	8AS	9AP	9AP	5	8	11BP	10AK	**80**
79	3	3	3	3	4	3	4	3	4	4	5	4	8	8	9AK	9AK	5	7	11BK	10	**79**
78	3	3	3	3	4	3	4	3	4	3	5	4	8	7	8AS	8AS	5	7	11AS	10	**78**
77	2	3	3	3	4	3	4	3	4	3	5	4	8	7	8AP	8AP	5	7	11AP	9	**77**
76	2	3	3	3	4	3	3	3	4	3	4	4	8	7	8AK	8AK	5	7	11AK	9	**76**
75	2	3	3	3	3	3	3	3	4	3	4	4	8	7	8AS	8AS	5	7	10AS	9	**75**
74	2	3	3	3	3	3	3	3	4	3	4	3	7	7	8	8AP	4	6	10AP	9	**74**
73	2	3	3	3	3	3	3	2	3	3	4	3	7	7	7	7AK	4	6	10AK	8	**73**
72	2	3	3	3	3	3	3	2	3	3	4	3	7	7	7	7AS	4	6	10AS	8	**72**
71	2	3	2	2	3	3	3	2	3	2	4	3	7	7	7	7AP	4	6	10AP	8	**71**
70	2	2	2	2	3	3	3	2	3	2	3	3	7	6	7	7AK	4	6	10AK	8	**70**
69	2	2	2	2	3	2	3	2	3	2	3	2	7	6	7	6	3	–	9	–	**69**
68	2	2	2	2	3	2	2	2	3	2	3	2	7	6	7	6	3	–	9	–	**68**
67	2	2	2	2	3	2	2	2	3	2	3	2	7	6	6	6	3	–	9	–	**67**
66	2	2	2	2	3	2	2	1	3	2	3	2	6	6	6	6	3	–	9	–	**66**
65	2	2	2	2	2	2	2	1	3	2	3	2	6	6	6	6	3	–	9	–	**65**
64	2	2	2	2	2	2	2	1	3	–	2	–	6	6	6	5	–	–	8	–	**64**
63	2	2	2	2	2	2	2	1	2	–	2	–	6	6	6	5	–	–	8	–	**63**
62	2	2	2	1	2	2	2	1	2	–	2	–	6	5	5	5	–	–	8	–	**62**
61	2	2	2	1	2	2	1	1	2	–	2	–	6	5	5	5	–	–	8	–	**61**
60	2	2	1	1	2	2	1	1	2	–	2	–	6	5	5	4	–	–	8	–	**60**
59	2	2	1	1	2	1	1	–	2	–	–	–	6	5	5	4	–	–	–	–	**59**
58	2	2	1	1	2	1	1	–	2	–	–	–	6	5	5	4	–	–	–	–	**58**
56-57	2	2	1	1	2	1	1	–	2	–	–	–	5	5	5	4	–	–	–	–	**56-57**
53-55	2	1	1	–	1	1	–	–	–	–	–	–	5	4	4	–	–	–	–	–	**53-55**
50-52	1	1	1	–	1	1	–	–	–	–	–	–	5	4	–	–	–	–	–	–	**50-52**
47-49	1	1	–	–	1	–	–	–	–	–	–	–	4	4	–	–	–	–	–	–	**47-49**
40-46	1	1	–	–	–	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**40-46**
30-39	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**30-39**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 1.5 - 3 feet
Weight: 0.5 - 1 pounds
Fumble Range: 01 - 06 UM
Breakage #s: Auto
Strength: 81 - 99

Range Modifiers:
1' - 10': +15
11' - 60': +0
61' - 120': -40
121' - 180': -65

Attack Table 2.24
Sling
Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	**150**
149	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	**149**
148	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	**148**
147	10DK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	27EK	**147**
146	10DK	12DK	14EK	16EK	17EK	17EK	19EK	19EK	18EK	19EK	23EK	23EK	18EK	18EK	22EK	25EK	19EK	22EK	25EK	27EK	**146**
145	10DK	12DK	14DK	15EK	17EK	16EK	19EK	19EK	17EK	19EK	23EK	23EK	18EK	18EK	22EK	25EK	19EK	22EK	25EK	27EK	**145**
144	10CK	12DK	13DK	15EK	16EK	16EK	19EK	19EK	17EK	19EK	23EK	23EK	17EK	17EK	22EK	25EK	19EK	22EK	25EK	26EK	**144**
143	10CK	12DK	13DK	15EK	16DK	16DK	19DK	19EK	17EK	19EK	22EK	22EK	17EK	17EK	22EK	24EK	18EK	21EK	25EK	26EK	**143**
142	10CK	11CK	13DK	15EK	16DK	16DK	18DK	18EK	17DK	18EK	22EK	22EK	17DK	17EK	21EK	24EK	18EK	21EK	24EK	26EK	**142**
141	10CK	11CK	13DK	15DK	16DK	16DK	18DK	18EK	17DK	18EK	22EK	22EK	17DK	17EK	21EK	24EK	18EK	21EK	24EK	25EK	**141**
140	9CK	11CK	13DK	14DK	16DK	15DK	18DK	18EK	16DK	18EK	21EK	21EK	17DK	17DK	21EK	23EK	18EK	20EK	24EK	25EK	**140**
139	9BK	11CK	13CK	14DK	15DK	15DK	18DK	17DK	16DK	17DK	21DK	21EK	17DK	17DK	21DK	23EK	17DK	20EK	23EK	25EK	**139**
138	9BK	11CK	12CK	14DK	15DK	15DK	17DK	17DK	16DK	17DK	21DK	21EK	16DK	16DK	20DK	23EK	17DK	20EK	23EK	24EK	**138**
137	9BK	11CK	12CK	14DK	15DK	15DK	17DK	17DK	16DK	17DK	20DK	20EK	16DK	16DK	20DK	22EK	17DK	19EK	23EK	24EK	**137**
136	9BK	11BK	12CK	13DK	15DK	15DK	17DK	17DK	15DK	17DK	20DK	20EK	16DK	16DK	20DK	22DK	16DK	19DK	23EK	23EK	**136**
135	9BK	10BK	12CK	13DK	15CK	14DK	17DK	16DK	15DK	16DK	20DK	20DK	16DK	16DK	20DK	22DK	16DK	19DK	22EK	23EK	**135**
134	9AK	10BK	12CK	13DK	14CK	14CK	16CK	16DK	15CK	16DK	19DK	19DK	16CK	16DK	19DK	21DK	16DK	19DK	22EK	23EK	**134**
133	9AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	15CK	16DK	19DK	19DK	16CK	15DK	19DK	21DK	16DK	18DK	22EK	22EK	**133**
132	9AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	15CK	15DK	19DK	19DK	15CK	15DK	19DK	21DK	15DK	18DK	21EK	22EK	**132**
131	9AK	10BK	11BK	12CK	14CK	14CK	16CK	15DK	14CK	15DK	19DK	18DK	15CK	15DK	19DK	21DK	15DK	18DK	21EK	22EK	**131**
130	8AK	10AK	11BK	12CK	14CK	13CK	15CK	15DK	14CK	15DK	19DK	18DK	15CK	15DK	18DK	20DK	15DK	17DK	21EK	21DK	**130**
129	8AK	10AK	11BK	12CK	13CK	13CK	15CK	15DK	14CK	15DK	18DK	18DK	15CK	15DK	18DK	20DK	14CK	17DK	21EK	21DK	**129**
128	8AK	9AK	11BK	12CK	13BK	13CK	15CK	14DK	14CK	14CK	18DK	17DK	15CK	15CK	18DK	20DK	14CK	17DK	20DK	21DK	**128**
127	8AK	9AK	10BK	11CK	13BK	13CK	15CK	14DK	13CK	14CK	17DK	17DK	15CK	14CK	18CK	19DK	14CK	16DK	20DK	20DK	**127**
126	8AK	9AK	10BK	11CK	13BK	13BK	14CK	14CK	13CK	14CK	17CK	17CK	14CK	14CK	17CK	19DK	14CK	16DK	20DK	20DK	**126**
125	8AK	9AK	10BK	11CK	13BK	12BK	14CK	14CK	13CK	14CK	17CK	16DK	14CK	14CK	17CK	19DK	13CK	16CK	20DK	19DK	**125**
124	8	9AK	10BK	11CK	12BK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	**124**
123	8	9AK	10AK	11CK	12AK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	**123**
122	8	9AK	9AK	10CK	12AK	12BK	13BK	13CK	12BK	13CK	16CK	15DK	14BK	13CK	16CK	18DK	12CK	15CK	19DK	18DK	**122**
121	8	9AK	9AK	10BK	12AK	12BK	13BK	13CK	12BK	12CK	15CK	15DK	14BK	13CK	16CK	17CK	12CK	14CK	18DK	18DK	**121**
120	7	8AK	9AK	10BK	12AK	11BK	13BK	12CK	12BK	12CK	15CK	15DK	13BK	13CK	16CK	17CK	12CK	14CK	18DK	18DK	**120**
119	7	8	9AK	10BK	12AK	11AK	13BK	12CK	12BK	12CK	15CK	14CK	13BK	13CK	16CK	17CK	12BK	14CK	18DK	17DK	**119**
118	7	8	9AK	9BK	11AK	11AK	12BK	12CK	12BK	12CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	14CK	18DK	17DK	**118**
117	7	8	9AK	9BK	11AK	11AK	12BK	11CK	11BK	11CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	13BK	17DK	17DK	**117**
116	7	8	8AK	9BK	11AK	11AK	12BK	11CK	11BK	11CK	14CK	13CK	13BK	12CK	15CK	16CK	11BK	13BK	17DK	16CK	**116**
115	7	8	8AK	9BK	11AK	10AK	12AK	11CK	11BK	11BK	13CK	13CK	13BK	12CK	15BK	15CK	10BK	13BK	17DK	16CK	**115**
114	7	8	8AK	9BK	11	10AK	11AK	11BK	11BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10BK	12BK	16DK	15CK	**114**
113	7	7	8AK	8BK	10	10AK	11AK	10BK	10BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	**113**
112	7	7	8AK	8AK	10	10AK	11AK	10BK	10BK	10BK	13CK	12CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	**112**
111	7	7	7AK	8AK	10	10AK	10AK	10BK	10BK	10BK	12CK	12CK	12BK	11BK	13BK	14BK	9AK	11BK	16CK	14CK	**111**
110	6	7	7AK	8AK	10	9AK	10AK	10BK	10AK	9BK	12BK	12CK	12AK	11BK	13BK	14BK	9AK	11BK	15CK	14CK	**110**
109	6	7	7	8AK	10	9	10AK	9BK	10AK	9BK	12BK	11CK	12AK	11BK	13BK	14BK	9AK	11AK	15CK	14BK	**109**
108	6	7	7	7AK	9	9	10AK	9BK	9AK	9BK	11BK	11CK	11AK	11BK	13BK	13BK	8AK	10AK	15CK	13BK	**108**
107	6	7	7	7AK	9	9	9AK	9BK	9AK	8BK	11BK	11CK	11AK	11BK	12BK	13BK	8AK	10AK	14CK	13BK	**107**
106	6	6	7	7AK	9	8	9AK	8BK	9AK	8BK	11BK	10CK	11AK	11BK	12BK	13BK	8	10AK	14CK	13BK	**106**
105	6	6	6	7AK	9	8	9AK	8AK	9AK	8BK	10BK	10CK	11AK	10BK	12BK	12BK	8	10AK	14CK	12BK	**105**
104	6	6	6	6AK	9	8	9	8AK	8AK	8BK	10BK	10CK	11AK	10BK	12BK	12BK	7	9AK	14CK	12BK	**104**
103	6	6	6	6AK	8	8	8	8AK	8AK	7AK	10BK	9CK	10AK	10AK	11BK	12BK	7	9AK	13CK	11BK	**103**
102	6	6	6	6AK	8	8	8	7AK	8AK	7AK	9BK	9BK	10AK	10AK	11AK	11BK	7	9AK	13BK	11AK	**102**
101	5	6	6	6AK	8	7	8	7AK	8AK	7AK	9BK	9BK	10AK	10AK	11AK	11BK	6	8	13BK	11AK	**101**
100	5	6	6	6AK	8	7	8	7AK	8AK	7AK	9BK	8BK	10AK	9AK	11AK	11BK	6	8	13BK	10AK	**100**
99	5	6	5	5	8	7	7	7AK	7	6AK	8BK	8BK	10	9AK	10AK	10BK	6	8	12BK	10AK	**99**
98	5	5	5	5	7	7	7	6AK	7	6AK	8AK	8BK	10	9AK	10AK	10BK	6	7	12BK	10AK	**98**
97	5	5	5	5	7	7	7	6AK	7	6AK	8AK	7BK	9	9AK	10AK	10AK	5	7	12BK	9AK	**97**
96	5	5	5	5	7	6	7	6AK	7	5AK	7AK	7BK	9	9AK	10AK	9AK	5	7	11BK	9	**96**
95	5	5	5	4	7	6	6	5AK	7	5AK	7AK	7BK	9	9AK	9AK	9AK	5	6	11BK	9	**95**
94	5	5	4	4	7	6	6	5	6	5	7AK	6BK	9	8	9AK	9AK	4	6	11BK	8	**94**
93	5	5	4	4	6	6	6	5	6	5	7AK	6BK	9	8	9AK	9AK	4	6	11AK	8	**93**
92	5	5	4	4	6	6	6	5	6	4	6AK	6BK	9	8	9AK	8AK	4	–	10AK	–	**92**
91	4	4	4	4	6	5	5	4	6	4	6AK	5BK	8	8	8AK	8AK	4	–	10AK	–	**91**
90	4	4	4	3	6	5	5	4	5	4	6AK	5BK	8	8	8AK	8AK	3	–	10AK	–	**90**
89	4	4	4	3	6	5	5	4	5	3	5	5BK	8	7	8	7AK	3	–	9AK	–	**89**
88	4	4	3	3	6	5	5	4	5	3	5	4AK	8	7	8	7AK	3	–	9AK	–	**88**
87	4	4	3	3	5	5	4	3	5	3	5	4AK	8	7	7	7AK	–	–	9AK	–	**87**
86	4	4	3	2	5	4	4	3	5	3	4	4AK	8	7	7	6AK	–	–	9	–	**86**
85	4	4	3	2	5	4	4	3	4	2	4	3AK	7	7	7	6AK	–	–	8	–	**85**
84	4	3	3	2	5	4	4	2	4	2	4	3AK	7	7	7	6	–	–	8	–	**84**
83	4	3	2	2	5	4	3	2	4	2	3	3AK	7	6	6	5	–	–	8	–	**83**
82	4	3	2	2	4	4	3	2	4	–	3	2AK	7	6	6	5	–	–	–	–	**82**
81	3	3	2	1	4	3	3	2	3	–	3	2AK	7	6	6	5	–	–	–	–	**81**
80	3	3	2	1	4	3	3	1	3	–	2	2	7	6	6	4	–	–	–	–	**80**
79	3	3	2	1	4	3	2	1	3	–	2	–	6	6	5	4	–	–	–	–	**79**
78	3	3	2	1	4	3	2	1	3	–	2	–	6	5	5	4	–	–	–	–	**78**
77	3	3	1	–	3	3	2	–	3	–	–	–	6	5	5	–	–	–	–	–	**77**
76	3	2	1	–	3	2	2	–	2	–	–	–	6	5	5	–	–	–	–	–	**76**
75	3	2	1	–	3	2	1	–	2	–	–	–	6	5	4	–	–	–	–	–	**75**
74	3	2	1	–	3	2	1	–	2	–	–	–	6	5	4	–	–	–	–	–	**74**
73	3	2	1	–	3	2	1	–	2	–	–	–	5	5	4	–	–	–	–	–	**73**
72	3	2	–	–	2	2	–	–	–	–	–	–	5	4	–	–	–	–	–	–	**72**
71	2	2	–	–	2	1	–	–	–	–	–	–	5	4	–	–	–	–	–	–	**71**
70	2	2	–	–	2	1	–	–	–	–	–	–	5	4	–	–	–	–	–	–	**70**
69	2	1	–	–	2	1	–	–	–	–	–	–	5	4	–	–	–	–	–	–	**69**
68	2	1	–	–	2	1	–	–	–	–	–	–	5	4	–	–	–	–	–	–	**68**
67	2	1	–	–	1	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**67**
66	2	1	–	–	1	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**66**
65	2	1	–	–	1	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**65**
64	2	1	–	–	1	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**64**
63	2	1	–	–	1	–	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**63**
62	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**62**
61	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**61**
60	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**60**
59	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
56	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56**
55	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55**
54	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**54**
53	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**53**
52	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**52**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 5 - 10 feet
Weight: 3 - 8 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 47 - 53 w

Range Modifiers: 1' - 10': -10; 11' - 25': -20; 26' - 50': -30

Attack Table 2.25
Spear
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8DP	10EP	12EP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**150**
149	8CP	10DP	12EP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**149**
148	8CP	10CP	12DP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**148**
147	8CP	10CP	12DP	14EP	20DP	20DP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**147**
146	8CP	10CP	12DP	14EP	20DP	20DP	23DP	23EP	20EP	21EP	25EP	25EP	20EP	20EP	25EP	27EP	21EP	24EP	27EP	29EP	**146**
145	8CP	10CP	12CP	14DP	20DP	20DP	22DP	22EP	19EP	21EP	25EP	25EP	20EP	20EP	24EP	27EP	21EP	24EP	27EP	29EP	**145**
144	8BP	10CP	12CP	14DP	19DP	19DP	22DP	22EP	19DP	21EP	25EP	25EP	19EP	19EP	24EP	27EP	21EP	24EP	27EP	28EP	**144**
143	8BP	10BP	12CP	13DP	19DP	19DP	22DP	22EP	19DP	21EP	24EP	24EP	19EP	19EP	24EP	26EP	21EP	24EP	27EP	28EP	**143**
142	8BP	10BP	12CP	13DP	19DP	19DP	22DP	22DP	19DP	20DP	24EP	24EP	19EP	19EP	24EP	26EP	20EP	23EP	26EP	28EP	**142**
141	8BP	10BP	11CP	13DP	19CP	19DP	21DP	21DP	19DP	20DP	24DP	24EP	19DP	19EP	23EP	26EP	20EP	23EP	26EP	28EP	**141**
140	8BP	10BP	11CP	13DP	19CP	19CP	21DP	21DP	18DP	20DP	24DP	23EP	19DP	19EP	23EP	26EP	20EP	23EP	26EP	27EP	**140**
139	8BP	10BP	11CP	13DP	18CP	18CP	21CP	21DP	18DP	20DP	23DP	23EP	19DP	19DP	23EP	25EP	20EP	22EP	26EP	27EP	**139**
138	8AP	9BP	11BP	13CP	18CP	18CP	21CP	21DP	18DP	19DP	23DP	23EP	18DP	18DP	23EP	25EP	19EP	22EP	25EP	27EP	**138**
137	8AP	9BP	11BP	13CP	18CP	18CP	20CP	20DP	18CP	19DP	23DP	22DP	18DP	18DP	22DP	25EP	19EP	22EP	25EP	26EP	**137**
136	8AP	9AP	11BP	12CP	18CP	18CP	20CP	20DP	18CP	19DP	22DP	22DP	18DP	18DP	22DP	24EP	19DP	22EP	25EP	26EP	**136**
135	8AP	9AP	11BP	12CP	18CP	18CP	20CP	20DP	17CP	19DP	22DP	22DP	18DP	18DP	22DP	24DP	19DP	21EP	25EP	26EP	**135**
134	7AP	9AP	11BP	12CP	18CP	17CP	20CP	20DP	17CP	18DP	22DP	22DP	18DP	18DP	22DP	24DP	18DP	21EP	24EP	25EP	**134**
133	7AP	9AP	11BP	12CP	17CP	17CP	20CP	19DP	17CP	18CP	22DP	21DP	18DP	17DP	21DP	23DP	18DP	21DP	24EP	25EP	**133**
132	7AP	9AP	10BP	12CP	17BP	17CP	19CP	19DP	17CP	18CP	21DP	21DP	17CP	17DP	21DP	23DP	18DP	20DP	24EP	25EP	**132**
131	7AS	9AP	10BP	12CP	17BP	17CP	19CP	19CP	17CP	18CP	21DP	21DP	17CP	17DP	21DP	23DP	17DP	20DP	24EP	24EP	**131**
130	7AP	9AP	10BP	12CP	17BP	17BP	19CP	19CP	16CP	17CP	21DP	20DP	17CP	17DP	21DP	23DP	17DP	20DP	23EP	24EP	**130**
129	7AK	9AP	10AP	11BP	17BP	17BP	19CP	18CP	16CP	17CP	20CP	20DP	17CP	17DP	20DP	22DP	17DP	20DP	23EP	24EP	**129**
128	7	9AP	10AP	11BP	16BP	16BP	18CP	18CP	16CP	17CP	20CP	20DP	17CP	17DP	20DP	22DP	17DP	19DP	23EP	23EP	**128**
127	7	8AP	10AP	11BP	16BP	16BP	18CP	18CP	16CP	17CP	20CP	19DP	17CP	16DP	20DP	22DP	16DP	19DP	23EP	23DP	**127**
126	7	8AS	10AP	11BP	16BP	16BP	18CP	18CP	15CP	16CP	20CP	19DP	16CP	16DP	20DP	21DP	16DP	19DP	22EP	23DP	**126**
125	7	8AP	10AP	11BP	16BP	16BP	18CP	17CP	15CP	16CP	19CP	19DP	16CP	16CP	19DP	21DP	16DP	18DP	22DP	22DP	**125**
124	7	8AK	9AP	11BP	16BP	15BP	17BP	17CP	15CP	16CP	19CP	18DP	16CP	16CP	19DP	21DP	16CS	18DP	22DP	22DP	**124**
123	7	8	9AP	11BP	16BP	15BP	17BP	17CP	15BP	15CP	19CP	18DP	16CP	16CP	19CP	20DP	15CP	18DP	21DP	22DP	**123**
122	7	8	9AP	10BP	15AP	15BP	17BP	17CP	15BP	15CP	18CP	18CP	16CP	15CP	19CP	20DP	15CS	18DS	21DP	21DP	**122**
121	7	8	9AP	10BP	15AP	15BP	17BP	16CP	14BP	15CP	18CP	18CP	16CP	15CP	18CP	20DP	15CP	17DP	21DP	21DP	**121**
120	7	8	9AP	10BP	15AP	15BP	17BP	16CP	14BP	15CP	18CP	17CP	15CP	15CP	18CP	20DP	15CS	17CS	21DP	21DP	**120**
119	6	8	9AP	10AP	15AP	15BP	16BP	16CP	14BP	14CP	17CP	17CP	15CP	15CP	18CP	19CP	14CP	17CP	20DP	20DS	**119**
118	6	8	9AP	10AP	15AP	14AP	16BP	16CP	14BP	14BP	17CP	17CP	15CP	15CP	18CP	19CP	14CS	16CS	20DP	20DP	**118**
117	6	8	9AP	10AP	14AP	14AP	16BP	15BP	14BP	14BP	17CP	16CP	15BP	15CP	17CP	19CP	14CP	16CP	20DP	20DS	**117**
116	6	7	9AS	10AP	14AP	14AP	16BP	15BP	13BP	14BP	17CP	16CP	15BP	14CP	17CP	18CP	14CS	16CS	20DP	19DP	**116**
115	6	7	8AP	9AP	14AS	14AP	15BP	15BP	13BP	13BP	16CP	16CP	14BP	14CP	17CP	18CP	13CP	16CP	19DP	19DS	**115**
114	6	7	8AK	9AP	14AP	14AP	15BP	15BP	13BP	13BP	16CP	15CP	14BS	14CP	17CP	18CP	13CS	15CS	19DS	19DP	**114**
113	6	7	8	9AP	14AS	13AP	15BP	14BP	13BP	13BP	16CP	15CP	14BP	14CP	16CP	17CP	13CP	15CP	19DP	19DS	**113**
112	6	7	8	9AP	14AP	13AP	15AP	14BP	13BP	13BP	15CP	15CP	14BS	14CP	16CP	17CP	12BS	15CS	19DS	18DP	**112**
111	6	7	8	9AP	13AS	13AP	14AP	14BP	12BS	12BP	15BP	14CP	14BP	13CS	16CP	17CP	12BP	15CP	18DP	18CS	**111**
110	6	7	8	9AP	13AP	13AS	14AP	14BP	12BP	12BP	15BP	14CP	14BS	13CP	16CP	17CP	12BS	14BS	18DS	18CP	**110**
109	6	7	8	9AP	13AS	13AP	14AP	13BP	12AS	12BP	15BP	14CP	13BP	13BS	15BP	16CP	12BP	14BP	18DP	17CS	**109**
108	6	7	8	8AS	13AP	12AS	14AP	13BP	12AP	12BS	14BP	14CP	13BS	13BP	15BS	16CP	11BS	14BS	18CS	17CP	**108**
107	6	7	7	8AP	13AK	12AP	14AS	13BP	12AS	11BP	14BP	13CP	13BP	13BS	15BP	16BP	11BP	13BP	17CP	17CS	**107**
106	6	7	7	8AS	12	12AS	13AP	13BP	11AP	11BS	14BP	13CP	13BS	13BP	15BS	15BP	11BS	13BS	17CS	16CP	**106**
105	6	7	7	8AP	12	12AP	13AS	12BP	11AS	11BP	13BP	13CP	13BP	12BS	14BP	15BS	11AP	13BP	17CP	16CS	**105**
104	6	6	7	8AK	12	12AS	13AP	12BP	11AP	11BS	13BP	12CP	13BS	12BP	14BS	15BP	10AS	13BS	17CS	16CP	**104**
103	5	6	7	8	12	11AP	13AS	12AP	11AS	10AP	13BS	12BP	12AP	12BS	14BP	15BS	10AP	12BP	16CP	15CS	**103**
102	5	6	7	8	12	11AK	12AP	12AP	10AP	10AS	13BP	12BP	12AS	12BP	14BS	14BP	10AS	12AS	16CS	15BP	**102**
101	5	6	7	7	12	11	12AS	12AP	10AS	10AP	12BS	11BP	12AP	12BS	13BP	14BS	10AP	12AP	16CP	15BS	**101**
100	5	6	7	7	11	11	12AP	11AP	10AP	10AS	12BP	11BP	12AS	11BP	13BS	14BP	9AK	11AS	16CS	14BP	**100**
99	5	6	7	7	11	11	12AS	11AS	10AS	9AP	12BS	11BP	12AP	11BS	13BP	13BS	9AS	11AP	15CP	14BS	**99**
98	5	6	6	7	11	10	11AP	11AP	10AP	9AS	11BP	10BP	12AS	11BP	13BS	13BP	9	11AS	15CS	14BP	**98**
97	5	6	6	7	11	10	11AK	11AS	9AS	9AP	11BS	10BS	11AP	11BS	12BP	13BS	9	11AP	15CP	13BS	**97**
96	5	6	6	7	11	10	11	10AP	9AP	8AS	11AP	10BP	11AS	11AP	12BS	12BP	8	10AS	14BS	13BP	**96**
95	5	6	6	7	10	10	11	10AS	9AK	8AP	11AS	10BS	11AP	11AS	12BP	12BS	8	10AP	14BP	13AS	**95**
94	5	6	6	6	10	10	10	10AP	9	8AS	10AP	9BP	11AS	10AP	12AS	12BP	8	10AK	14BS	12AP	**94**
93	5	5	6	6	10	10	10	10AS	9	8AP	10AS	9BS	11AP	10AS	11AP	12BS	7	9	14BP	12AS	**93**
92	5	5	6	6	10	9	10	9AP	8	7AS	10AP	9BP	11AS	10AP	11AS	11BP	7	9	13BS	12AP	**92**
91	5	5	6	6	10	9	10	9AS	8	7AP	9AS	8BS	10AS	10AS	11AP	11AS	7	9	13BP	11AS	**91**
90	5	5	6	6	9	9	10	9AP	8	7AK	9AP	8BP	10	10AP	11AS	11AP	7	9	13BS	11AP	**90**
89	5	5	5	6	9	9	9	9AS	8	7	9AS	8BS	10	9AS	10AP	10AS	6	8	13BP	11AK	**89**
88	4	5	5	6	9	9	9	8AP	8	6	8AP	7BP	10	9AP	10AS	10AP	6	8	12BS	10	**88**
87	4	5	5	5	9	8	9	8AK	7	6	8AS	7BS	10	9AS	10AP	10AS	6	8	12BP	10	**87**
86	4	5	5	5	9	8	9	8	7	6	8AP	7AP	10	9AP	10AS	9AP	6	7	12AS	10	**86**
85	4	5	5	5	9	8	8	8	7	6	8AK	6AS	9	9	9AP	9AS	5	7	12AP	9	**85**
84	4	5	5	5	8	8	8	7	7	5	7	6AP	9	9	9AS	9AP	5	7	11AS	9	**84**
83	4	5	5	5	8	8	8	7	7	5	7	6AS	9	8	9AP	9AS	5	7	11AP	9	**83**
82	4	4	5	5	8	7	8	7	6	5	7	6AP	9	8	9AS	8AP	5	6	11AS	8	**82**
81	4	4	4	5	8	7	7	7	6	5	6	5AS	9	8	8AP	8AS	4	6	11AP	8	**81**
80	4	4	4	4	8	7	7	6	6	4	6	5AP	8	8	8	8AP	4	6	10AK	8	**80**
79	4	4	4	4	7	7	7	6	6	4	6	5AS	8	8	8	7AS	4	–	10AK	–	**79**
78	4	4	4	4	7	7	7	6	5	4	6	4AP	8	7	8	7AP	4	–	10	–	**78**
77	4	4	4	4	7	6	7	6	5	4	5	4AS	8	7	7	7AS	3	–	10	–	**77**
76	4	4	4	4	7	6	6	5	5	3	5	4AP	8	7	7	6AP	3	–	9	–	**76**
75	4	4	4	4	7	6	6	5	5	3	5	3AK	8	7	7	6	3	–	9	–	**75**
74	4	4	4	4	7	6	6	5	5	3	4	3	7	7	7	6	–	–	9	–	**74**
73	3	4	4	3	6	6	6	5	4	3	4	3	7	7	6	6	–	–	9	–	**73**
72	3	4	3	3	6	5	5	4	4	2	4	2	7	6	6	5	–	–	8	–	**72**
71	3	4	3	3	6	5	5	4	4	2	4	2	7	6	6	5	–	–	8	–	**71**
70	3	3	3	3	6	5	5	4	4	2	3	2	7	6	6	5	–	–	8	–	**70**
69	3	3	3	3	6	5	5	4	4	–	3	–	7	6	5	4	–	–	–	–	**69**
68	3	3	3	3	5	5	4	3	3	–	3	–	6	6	5	4	–	–	–	–	**68**
67	3	3	3	3	5	5	4	3	3	–	2	–	6	5	5	4	–	–	–	–	**67**
66	3	3	3	2	5	4	4	3	3	–	2	–	6	5	5	–	–	–	–	–	**66**
65	3	3	3	2	5	4	4	3	3	–	2	–	6	5	4	–	–	–	–	–	**65**
64	3	3	2	2	5	4	4	2	3	–	–	–	6	5	4	–	–	–	–	–	**64**
63	3	3	2	2	5	4	3	2	2	–	–	–	6	5	4	–	–	–	–	–	**63**
62	3	3	2	2	4	4	3	2	2	–	–	–	5	5	4	–	–	–	–	–	**62**
61	3	3	2	2	4	3	3	2	2	–	–	–	5	4	–	–	–	–	–	–	**61**
60	3	3	2	2	4	3	3	1	2	–	–	–	5	4	–	–	–	–	–	–	**60**
59	3	2	2	1	4	3	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**59**
58	3	2	2	1	4	3	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**58**
57	2	2	2	1	3	3	2	1	–	–	–	–	5	4	–	–	–	–	–	–	**57**
56	2	2	2	1	3	2	2	–	–	–	–	–	4	–	–	–	–	–	–	–	**56**
52-55	2	2	1	1	3	2	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**52-55**
48-51	2	2	1	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**48-51**
45-47	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-47**
42-44	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**42-44**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.8 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 to 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 abdomenal 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 ✹⊗

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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)

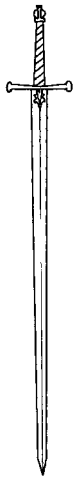
Key: Bπ=must parry B rounds; B∏=no parry for B rounds; B∫=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round. B Σ=stunned for B rounds;

Length: 3.5 - 6.5 feet **Range Modifiers:** –
Weight: 5 - 12 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 69 - 81

Attack Table 2.26

Two-Handed Sword

Two-Handed



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	40ES	40ES	38ES	38ES	43ES	46ES	40ES	43ES	46ES	48ES	**150**
149	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	40ES	40ES	38ES	38ES	43ES	46ES	40ES	43ES	46ES	48ES	**149**
148	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	39ES	40ES	38ES	38ES	43ES	46ES	39ES	42ES	46ES	47ES	**148**
147	18EK	20EK	22EK	24EK	30EK	30EK	32EK	32EK	33ES	35ES	39ES	39ES	37ES	37ES	42ES	45ES	39ES	42ES	45ES	47ES	**147**
146	18EK	20EK	22EK	23EK	29EK	29EK	32EK	32EK	33ES	35ES	38ES	39ES	37ES	37ES	42ES	45ES	38ES	41ES	45ES	46ES	**146**
145	18EK	20EK	21EK	23EK	29EK	29EK	32EK	32EK	33ES	34ES	38ES	38ES	37ES	37ES	41ES	44ES	38ES	41ES	44ES	46ES	**145**
144	18EK	19EK	21EK	23EK	29EK	29EK	31EK	31EK	32ES	34ES	37ES	38ES	36ES	36ES	41ES	44ES	37ES	40ES	44ES	45ES	**144**
143	17EK	19EK	21EK	23EK	28EK	28EK	31EK	31EK	32ES	33ES	37ES	37ES	36ES	36ES	40ES	43ES	37ES	40ES	43ES	44ES	**143**
142	17DK	19EK	21EK	22EK	28EK	28EK	31EK	30EK	31ES	33ES	36ES	37ES	36ES	35ES	40ES	43ES	36ES	39ES	43ES	44ES	**142**
141	17DK	19DK	20EK	22EK	28EK	28EK	30EK	30EK	31ES	32ES	36ES	36ES	35ES	35ES	39ES	42ES	35ES	39ES	42ES	43ES	**141**
140	17DK	19DK	20EK	22EK	27EK	27EK	30EK	30EK	31ES	32ES	35ES	36ES	35ES	35ES	39ES	42ES	35ES	38ES	42ES	43ES	**140**
139	17DK	18DK	20DK	22EK	27ES	27EK	29EK	29EK	30ES	31ES	35ES	36ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	**139**
138	17DK	18DK	20DK	21EK	27DK	27ES	29EK	29EK	30ES	31ES	34ES	35ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	**138**
137	17DK	18DK	19DK	21EK	27DS	26DK	29DS	28EK	29ES	30ES	34ES	34ES	34ES	33ES	38ES	40ES	33ES	36ES	40ES	41ES	**137**
136	16DK	18DK	19DK	21DK	26DK	26DS	28DK	28EK	29ES	30ES	33ES	34ES	33ES	33ES	37ES	40ES	33ES	36ES	40ES	40ES	**136**
135	16CK	18DK	19DK	20DK	26DS	26DK	28DS	28ES	29DS	29ES	33ES	33ES	33ES	33ES	37ES	39ES	32ES	35ES	39ES	40ES	**135**
134	16CS	17CK	19DK	20DK	26DK	25DS	28DK	27DK	28DS	29ES	32ES	33ES	33ES	32ES	36ES	39ES	32ES	35ES	39ES	39ES	**134**
133	16CK	17CS	19DK	20DK	25DS	25DK	27DS	27DS	28DS	28ES	32ES	32ES	32ES	32ES	36ES	38ES	31ES	34ES	38ES	39ES	**133**
132	16CS	17CK	18DK	20DK	25DK	25DS	27DK	26DK	27DS	28ES	31DS	32ES	32DS	31ES	35ES	38ES	30ES	34ES	38ES	38ES	**132**
131	16CK	17CS	18DK	19DK	25DS	24DK	26DS	26DS	27DS	27DS	31DS	31ES	31DS	31ES	35ES	37ES	30ES	33ES	37ES	38ES	**131**
130	15CS	17CK	18DK	19DK	24DK	24DS	26DK	26DK	27DS	27DS	30DS	31DS	31DS	31ES	34ES	37ES	29ES	32ES	37ES	37ES	**130**
129	15CK	17CS	18CS	19DK	24DS	24DK	26DS	25DS	26DS	26DS	30DS	31DS	31DS	30DS	34ES	36ES	29ES	32ES	37ES	36ES	**129**
128	15CS	16CK	17CK	19DK	24DK	23DS	25DK	25DK	26DS	26DS	29DS	30DS	30DS	30DS	33ES	36ES	28ES	31ES	36ES	36ES	**128**
127	15BK	16CS	17CS	18DK	24DS	23DK	25DS	24DS	25DS	25DS	29DS	30DS	30DS	29DS	33DS	35ES	28DS	31ES	36ES	35ES	**127**
126	15BS	16CK	17CK	18DK	23CK	23DS	25DK	24DK	25DS	25DS	28DS	29DS	30DS	29DS	32DS	35DS	27DS	30DS	35ES	35ES	**126**
125	15BK	16BS	17CS	18DS	23CS	22DK	24DS	24DS	25DS	25DS	28DS	29DS	29DS	29DS	32DS	34DS	26DS	30DS	35ES	34ES	**125**
124	15BS	16BK	16CK	18DK	23CK	22CS	24CK	23DK	24DS	24DS	27DS	28DS	29DS	28DS	32DS	34DS	26DS	29DS	34ES	34ES	**124**
123	14AK	15BS	16CS	17DS	22CS	22CK	23CS	23DS	24DK	24DS	27DS	28DS	28DS	28DS	31DS	33DS	25DS	29DS	34ES	33ES	**123**
122	14AS	15BK	16CK	17CK	22CK	22CS	23CK	22DK	23DS	23DK	26DS	27DS	28DS	27DS	31DS	33DS	25DS	28DS	33ES	32ES	**122**
121	14AK	15BS	16CS	17CS	22CS	21CK	23CS	22DS	23CK	23DS	26DS	27DS	28DS	27DS	30DS	32DS	24DS	27DS	33ES	32ES	**121**
120	14AS	15BK	16CK	16CK	21CK	21CS	22CK	22DK	23CS	22DK	25DS	26DS	27DS	27DS	30DS	32DS	24DS	27DS	32ES	31DS	**120**
119	14AK	15AS	15CS	16CS	21CS	21CK	22CS	21DS	22CK	22DS	25DK	26DS	27DS	26DS	29DS	31DS	23DS	26DS	32ES	31DS	**119**
118	14AS	14AK	15BK	16CK	21CK	20CS	22CK	21DK	22CS	21DK	24DS	25DK	27DS	26DS	29DS	31DS	23DS	26DS	31DS	30DS	**118**
117	13AK	14AS	15BS	16CS	21CS	20CK	21CS	20CS	21CK	21DS	24DK	25DS	26DS	25DS	28DS	30DS	22DS	25DS	31DS	30DS	**117**
116	13AS	14AK	15BK	15CK	20CK	20CS	21CK	20CK	21CS	20DK	23DS	24DK	26CS	25DS	28DS	30DS	21DS	25DS	30DS	29DS	**116**
115	13AK	14AS	14BS	15CS	20CS	19CK	20CS	20CS	21CK	20DS	23DK	24DS	25CS	25DS	27DS	29DS	21DS	24DS	30DS	28DS	**115**
114	13	14AK	14BK	15CK	20BK	19CS	20CK	19CK	20CS	19CK	22CS	23DK	25CS	24DS	27DS	29DS	20DS	24DS	29DS	28DS	**114**
113	13	14AS	14BS	15CS	19BS	19CK	20CS	19CS	20CK	19CS	22CK	23DS	25CS	24DS	27DS	28DS	20DS	23DS	29DS	27DS	**113**
112	13	13AK	14BK	14CK	19BK	19CS	19CK	18CK	19CS	18CK	21CS	22DK	24CS	23DS	26DS	28DS	19DS	23DS	28DS	27DS	**112**
111	13	13AS	13AS	14CS	19BS	18BK	19CS	18CS	19CK	18CS	21CK	22DS	24CS	23DS	26DS	27DS	19DS	22DS	28DS	26DS	**111**
110	12	13AK	13AK	14CK	18BK	18BS	19CK	18CK	19CS	17CK	20CS	21CK	24CS	23DS	25DS	27DS	18DS	21DS	27DS	26DS	**110**
109	12	13	13AS	14BS	18BS	17BK	18CS	17CS	18CK	17CS	20CK	21CS	23CS	22DS	25DS	26DS	18DS	21DS	27DS	25DS	**109**
108	12	13	13AK	13BK	18AK	17BS	18BK	17CK	18CS	16CK	19CS	21CK	23CS	22CS	24DS	26DS	17CS	20DS	27DS	24DS	**108**
107	12	12	13AS	13BS	18AS	17BK	17BS	17CS	18CK	16CS	19CK	20CS	22CS	21CS	24DS	25DS	16CS	20CS	26DS	24DS	**107**
106	12	12	12AK	13BK	17AK	16BS	17BK	16CK	17CS	16CK	18CS	20CK	22CS	21CS	23CS	25DS	16CS	19CS	26DS	23DS	**106**
105	12	12	12AS	12BS	17AS	16BK	17BS	16CS	17CK	15CS	18CK	19CS	22CK	21CS	23CS	24DS	15CS	19CS	25DS	23DS	**105**
104	11	12	12AK	12BK	17AK	16AS	16BK	15CK	16BS	14CK	17CS	19CK	21CS	20CS	22CS	24CS	15CS	18CS	25DS	22DS	**104**
103	11	12	12AS	12BS	16AS	16AK	16BS	15CS	16BK	14CS	17CK	18CS	21CK	20CS	22CS	23CS	14CS	18CS	24DS	22DS	**103**
102	11	11	11AK	12BK	16AK	15AS	16BK	15CK	16BS	14CK	16CS	18CK	21CS	20CK	21CS	23CS	14CS	17CS	24DS	21DS	**102**
101	11	11	11AS	11AS	16AS	15AK	15BS	14BS	15BK	13CS	16CK	17CS	20CK	19CS	21CS	22CS	13CS	16CS	23DS	20DS	**101**
100	11	11	11AK	11AK	15AK	15AS	15AK	14BK	15BS	13CK	15CS	17CK	20CS	19CK	21CS	22CS	12CS	16CS	23DS	20DS	**100**
99	11	11	11	11AS	15	14AK	15AS	13BS	14BK	12CS	15CK	16CS	19CK	18CS	20CK	21CK	12CS	15CS	22DS	19CS	**99**
98	11	11	10	11AK	15	14AS	14AK	13BK	14BS	12CK	14CS	16CK	19CS	18CK	20CS	21CS	11CS	15CS	22DS	19CS	**98**
97	10	11	10	10AS	14	14AK	14AS	13BS	14BK	11CS	14CK	15CS	19BK	18CS	19CK	20CK	11CK	14CK	21DS	18CS	**97**
96	10	10	10	10AK	14	13AS	13AK	12BK	13BS	11BK	13CS	15CK	18BS	17CK	19CS	20CS	10CS	14CS	21CS	18CS	**96**
95	10	10	10	10AS	14	13AK	13AS	12BS	13BK	10BS	13CK	14CS	18BK	17CS	18CK	19CK	10CK	13CK	20CS	17CS	**95**
94	10	10	10	10AK	14	13	13AK	11BK	12AS	10BK	12BS	14CK	18BS	16CK	18CS	19CS	9CS	13BS	20CS	16CK	**94**
93	10	10	9	9AS	13	12	12AS	11BS	12AK	9BS	12BK	13CS	17BK	16CS	17CK	18CK	9CK	12BK	19CS	16CS	**93**
92	10	10	9	9AK	13	12	12AK	11AK	12AS	9BK	11BS	13CK	17BS	16CK	17CS	18CS	8BS	11BS	19CS	15CK	**92**
91	9	9	9	9AS	13	12	12AS	10AS	11AK	8BS	11BK	12CS	16BK	15CS	16CK	17CK	7BK	11BK	18CS	15CS	**91**
90	9	9	9	8AK	12	11	11AK	10AK	11AS	8BK	10BS	12BK	16BS	15CK	16CS	17CS	7BS	10BS	18CS	14CK	**90**
89	9	9	8	8	12	11	11	9AS	10AK	7BS	10BK	12BS	16BK	14CS	16CK	16BK	6BK	10AK	18CS	14CS	**89**
88	9	9	8	8	12	11	10	9AK	10AS	7BK	9BS	11BK	15BS	14CK	15BS	16BS	6AS	9AS	17CS	13CK	**88**
87	9	9	8	8	11	10	10	9AS	10AK	6BS	9BK	11BS	15BK	14BS	15BK	15BK	5AK	9AK	17CS	12BS	**87**
86	9	8	8	7	11	10	10	8AK	9AS	6AK	8BS	10BK	15BS	13BK	14BS	15BS	5AS	8AS	16CK	12BK	**86**
85	9	8	7	7	11	10	9	8AS	9AK	5AS	8BK	10BS	14AK	13BS	14BK	14BK	4AK	8AK	16CS	11BS	**85**
84	8	8	7	7	11	9	9	7AK	8	5AK	7AS	9BK	14AS	12BK	13BS	14BS	–	7	15CK	11AK	**84**
83	8	8	7	7	10	9	9	7AS	8	4AS	7AK	9BS	13AK	12BS	13BK	13BK	–	–	15CS	10AS	**83**
82	8	8	7	6	10	9	8	7AK	8	4AK	6AS	8BK	13AS	12BK	12BS	13BS	–	–	14CK	10AK	**82**
81	8	8	7	6	10	9	8	6AS	7	3AS	6AK	8BS	13AK	11BS	12BK	12BK	–	–	14BS	9	**81**
80	8	7	6	6	9	8	7	6AK	7	3AK	5AS	7BK	12AS	11BK	11BS	12BS	–	–	13BK	–	**80**
79	8	7	6	6	9	8	7	5	6	–	5AK	7AS	12AK	10BS	11BK	11BK	–	–	13BS	–	**79**
78	7	7	6	5	9	8	7	5	6	–	4AS	6AK	12AS	10BK	10BS	11BS	–	–	12BK	–	**78**
77	7	7	6	5	8	7	6	5	6	–	4AK	6AS	11AK	10BS	10BK	10AK	–	–	12BS	–	**77**
76	7	7	5	5	8	7	6	4	5	–	3AS	5AK	11AS	9AK	10AS	10AS	–	–	11BK	–	**76**
75	7	6	5	4	8	7	6	4	5	–	3AK	5AS	10AK	9AS	9AK	9AK	–	–	11AS	–	**75**
74	7	6	5	4	8	6	5	3	4	–	–	4AK	10	8AK	9AS	9AS	–	–	10AK	–	**74**
73	7	6	5	4	7	6	5	3	4	–	–	4AS	10	8AS	8AK	8AK	–	–	10AS	–	**73**
72	7	6	4	4	7	6	4	3	4	–	–	3AK	9	8AK	8AS	8AS	–	–	9AK	–	**72**
71	6	6	4	3	7	5	4	2	3	–	–	3	9	7AS	7AK	7AK	–	–	9	–	**71**
70	6	5	4	3	6	5	4	2	3	–	–	–	9	7AK	7AS	7AS	–	–	–	–	**70**
69	6	5	4	3	6	5	3	–	–	–	–	–	8	6	6AK	6AK	–	–	–	–	**69**
68	6	5	4	3	6	4	3	–	–	–	–	–	8	6	6AS	6AS	–	–	–	–	**68**
67	6	5	3	2	5	4	3	–	–	–	–	–	7	6	5AK	5AK	–	–	–	–	**67**
66	6	5	3	2	5	4	2	–	–	–	–	–	7	5	5	5	–	–	–	–	**66**
65	5	5	3	2	5	3	2	–	–	–	–	–	7	5	–	–	–	–	–	–	**65**
64	5	4	3	–	5	3	–	–	–	–	–	–	6	–	–	–	–	–	–	–	**64**
63	5	4	2	–	4	3	–	–	–	–	–	–	6	–	–	–	–	–	–	–	**63**
62	5	4	2	–	4	2	–	–	–	–	–	–	6	–	–	–	–	–	–	–	**62**
61	5	4	2	–	4	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**61**
60	5	4	2	–	3	2	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**60**
59	5	3	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	4	3	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	4	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
55-56	4	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55-56**
53-54	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**53-54**
50-52	3	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**50-52**
46-49	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**46-49**
42-45	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**42-45**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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)

4.7 PUNCTURE CRITICAL STRIKE TABLE

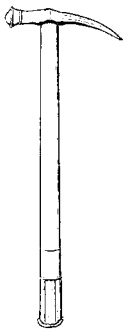
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 1.5 - 4 feet
Weight: 4 - 7 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 74 - 86 w

Range Modifiers: 1' - 10': -20; 11' - 25': -40; 26' - 50': -60

Attack Table 2.27
War Hammer
One-Handed Concussion



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	24EK	24EK	17EK	17EK	22EK	25EK	18EK	21EK	24EK	26EK	**150**
149	12EP	14EP	16EP	18EP	19EP	19EP	22EP	22EP	18EP	20EP	24EP	24EP	17EP	17EP	22EP	25EP	18EP	21EP	24EP	26EP	**149**
148	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	24EK	24EK	17EK	17EK	22EK	25EK	18EK	21EK	24EK	26EK	**148**
147	12EP	14EP	16EP	18EP	19EP	19EP	22EP	22EP	18EP	20EP	24EP	24EP	17EP	17EP	22EP	25EP	18EP	21EP	24EP	26EP	**147**
146	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	23EK	23EK	17EK	17EK	22EK	24EK	18EK	21EK	24EK	25EK	**146**
145	12EP	14EP	16EP	18EP	19EP	19EP	21EP	21EP	18EP	19EP	23EP	23EP	17EP	17EP	21EP	24EP	17EP	20EP	23EP	25EP	**145**
144	12EK	14EK	16EK	17EK	18EK	18EK	21EK	21EK	17EK	19EK	23EK	23EK	17EK	17EK	21EK	24EK	17EK	20EK	23EK	25EK	**144**
143	12DP	14DP	15EP	17EP	18EP	18EP	21EP	21EP	17EP	19EP	23EP	23EP	17EP	16EP	21EP	24EP	17EP	20EP	23EP	24EP	**143**
142	12DK	14DK	15EK	17EK	18EK	18EK	21EK	21EK	17EK	19EK	22EK	22EK	16EK	16EK	21EK	23EK	17EK	20EK	23EK	24EK	**142**
141	12DP	13DP	15DP	17EP	18EP	18EP	21EP	20EP	17DP	19EP	22EP	22EP	16EP	16EP	21EP	23EP	16EP	19EP	22EP	24EP	**141**
140	12DK	13DK	15DK	17EK	18DK	18EK	20EK	20EK	17DK	18EK	22EK	22EK	16DK	16EK	20EK	23EK	16EK	19EK	22EK	24EK	**140**
139	11DP	13DP	15DP	17EP	18DP	18DP	20DP	20EP	17DP	18EP	22EP	22EP	16DP	16EP	20EP	23EP	16EP	19EP	22EP	23EP	**139**
138	11DK	13DK	15DK	16DK	17DK	17DK	20DK	20EK	16DK	18DK	21DK	21EK	16DK	16EK	20EK	22EK	16EK	19EK	22EK	23EK	**138**
137	11CP	13CP	15DP	16DP	17DP	17DP	20DP	20EP	16DP	18DP	21EP	21EP	16DP	16DP	20EP	22EP	16EP	18EP	22EP	23EP	**137**
136	11CK	13CK	14DK	16DK	17DK	17DK	19DK	19DK	16DK	17DK	21DK	21EK	16DK	15DK	20EK	22EK	15EK	18EK	21EK	22EK	**136**
135	11CP	13CP	14DP	16DP	17DP	17DP	19DP	19DP	16DP	17DP	21DP	20EP	15DP	15DP	19DP	22EP	15DP	18EP	21EP	22EP	**135**
134	11CK	13CK	14DK	16DK	17DK	17DK	19DK	19DK	16DK	17DK	20DK	20DK	15DK	15DK	19DK	21EK	15DK	17EK	21EK	22EK	**134**
133	11CP	12CP	14DP	15DP	17DP	16DP	19DP	19DP	15DP	17DP	20DP	20DP	15DP	15DP	19DP	21EP	15DP	17EP	21EP	22EP	**133**
132	11CK	12CK	14CK	15DK	16DK	16DK	19DK	18DK	15CK	17DK	20DK	20DK	15DK	15DK	19DK	21DK	14DK	17DK	20EK	21EK	**132**
131	11CP	12CP	14CP	15DP	16DP	16DP	18DP	18DP	15CP	16DP	20DP	19DP	15DP	15DP	19DP	21DP	14DP	17DP	20EP	21EP	**131**
130	11CK	12CK	13CK	15DK	16DK	16DK	18DK	18DK	15CK	16DK	19DK	19DK	15CK	15DK	18DK	20DK	14DK	17DK	20EK	21EK	**130**
129	10BP	12CP	13CP	15DP	16CP	16DP	18DP	18DP	15CP	16DP	19DP	19DP	15CP	14DP	18DP	20DP	14DP	16DP	20EP	20EP	**129**
128	10BK	12BK	13CK	15DK	16CK	16DK	18DK	17DK	15CK	16DK	19DK	19DK	14CK	14DK	18DK	20DK	14DK	16DK	20EK	20EK	**128**
127	10BP	12BP	13CP	14DP	16CP	15CP	17CP	17DP	14CP	15DP	19DP	18DP	14DP	14CP	18DP	20DP	13DP	16DP	19EP	20EP	**127**
126	10BK	12BK	13CK	14DK	15CK	15CK	17CK	17DK	14CK	15CK	18DK	18DK	14CK	14DK	17DK	19DK	13DK	16DK	19EK	20EK	**126**
125	10BP	11BP	13CP	14CP	15CP	15CP	17CP	17DP	14CP	15CP	18DP	18DP	14CP	14DP	17DP	19DP	13DP	15DP	19EP	19DP	**125**
124	10AK	11BK	13CK	14CK	15CK	15CK	17CK	17DK	14CK	15CK	18CK	18DK	14CK	14DK	17DK	19DK	13DK	15DK	19EK	19DK	**124**
123	10AP	11BP	12CP	14CP	15CP	15CP	17CP	16DP	14CP	15CP	18CP	17DP	14CP	14DP	17DP	19DP	12DP	15DP	18DP	19DP	**123**
122	10AK	11BK	12CK	14CK	15CK	14CK	16CK	16DK	14CK	14CK	17CK	17DK	14CK	13DK	17DK	18DK	12CK	15DK	18DK	18DK	**122**
121	10AP	11AP	12BP	13CP	15CP	14CP	16CP	16DP	13CP	14CP	17CP	17DP	13CP	13DP	16DP	18DP	12CP	14DP	18DP	18DP	**121**
120	10AK	11AK	12BK	13CK	14CK	14CK	16CK	16CK	13CK	14CK	17CK	16DK	13CK	13CK	16DK	18DK	12CK	14DK	18DK	18DK	**120**
119	10AP	11AP	12BP	13CP	14CP	14CP	16CP	15CP	13CP	14CP	17CP	16DP	13CP	13CP	16CP	18DP	12CP	14DP	18DP	18DP	**119**
118	9AK	11AK	12BK	13CK	14BK	14CK	16CK	15CK	13BK	13CK	16CK	16DK	13CK	13CK	16CK	17DK	11CK	14CK	17DK	17DK	**118**
117	9AP	11AP	12BP	13CP	14BP	14CP	15CP	15CP	13BP	13CP	16CP	16CP	13CP	13CP	16CP	17DP	11CP	13CP	17DP	17DP	**117**
116	9AK	10AK	11BK	12CK	14BK	13CK	15CK	15CK	12BK	13CK	16CK	15CK	13CK	13CK	15CK	17DK	11CK	13CK	17DK	17DK	**116**
115	9AS	10AP	11BP	12CP	14BP	13BP	15CP	14CP	12BP	13CP	16CP	15CP	13CP	12CP	15CP	17DP	11CP	13CP	17DP	16DP	**115**
114	9	10AK	11BK	12CK	13BK	13BK	15CK	14CK	12BK	13CK	15CK	15CK	13BK	12CK	15CK	16DK	10CK	13CK	16DK	16DK	**114**
113	9	10AP	11BP	12BP	13BP	13BP	14CP	14CP	12BP	12CP	15CP	15CP	12BP	12CP	15CP	16CP	10CP	13CP	16DP	16DP	**113**
112	9	10AK	11AK	12BK	13BK	13BK	14CK	14CK	12BK	12BK	15CK	14CK	12BK	12CK	15CK	16CK	10CK	12CK	16DK	16DK	**112**
111	9	10AP	11AP	12BP	13AP	13BP	14CP	14CP	12BP	12BP	15CP	14CP	12BP	12CP	14CP	16CP	10BP	12CP	16DP	15DP	**111**
110	9	10AK	10AK	11BK	13AK	12BK	14BK	13CK	11BK	12BK	14CK	14CK	12BK	12CK	14CK	15CK	9BK	12CK	16DK	15DK	**110**
109	9	10	10AP	11BP	12AP	12BP	14BP	13CP	11BP	11BP	14CP	14CP	12BP	12CP	14CP	15CP	9BP	12BP	15DP	15DP	**109**
108	8	9	10AK	11BK	12AK	12BK	13BK	13CK	11BK	11BK	14CK	13CK	12BK	11CK	14CK	15CK	9BK	11BK	15DK	14CK	**108**
107	8	9	10AP	11BP	12AP	12BP	13BP	13CP	11BP	11BP	14BP	13CP	12BP	11CP	14CP	14CP	9BP	11BP	15DP	14CP	**107**
106	8	9	10AK	11BK	12AK	12AK	13BK	13CK	11BK	11BK	13BK	13CK	11BK	11CK	13CK	14CK	9BK	11BK	15DK	14CK	**106**
105	8	9	10AP	10BP	12AP	11AP	13BP	12CP	11AP	11BP	13BP	12CP	11BP	11CP	13CP	14CP	8AP	11BP	14CP	14CP	**105**
104	8	9	10AK	10AK	12AK	11AK	12BK	12BK	10AK	10BK	13BK	12CK	11BK	11CK	13BK	14CK	8AK	10BK	14CK	13CK	**104**
103	8	9	9AP	10AP	11AP	11AP	12BP	12BP	10AP	10BP	13BP	12CP	11BP	11BP	13BP	13CP	8AP	10BP	14CP	13CP	**103**
102	8	9	9AK	10AK	11AK	11AK	12BK	11BK	10AK	10BK	12BK	12CK	11BK	10BK	12BK	13CK	8AK	10AK	14CK	13CK	**102**
101	8	9	9AP	10AP	11AP	11AP	12AP	11BP	10AP	10BP	12BP	11CP	11BP	10BP	12BP	13BP	7AP	10AP	14CP	12CP	**101**
100	8	9	9AK	10AK	11AK	11AK	12AK	11BK	10AK	9BK	12BK	11CK	11BK	10BK	12BK	13BK	7AK	9AK	13CK	12BK	**100**
99	8	8	9	9AP	11	10AP	11AP	11BP	9AP	9AP	12BP	11BP	10AP	10BP	12BP	12BP	7	9AP	13CP	12BP	**99**
98	8	8	9	9AK	11	10AK	11AK	11BK	9AK	9AK	11BK	11BK	10AK	10BK	12BK	12BK	7	9AK	13CK	12BK	**98**
97	7	8	8	9AP	10	10AP	11AP	10BP	9AP	9AP	11BP	10BP	10AP	10BP	11BP	12BP	7	9AP	13CP	11BP	**97**
96	7	8	8	9AK	10	10AK	11AK	10BK	9AK	9AK	11BK	10BK	10AK	10BK	11BK	12BK	6	8AK	12CK	11BK	**96**
95	7	8	8	9AP	10	10AS	11AP	10BP	9AS	8AP	11BP	10BP	10AP	9BP	11BP	11BP	6	8AS	12CP	11BP	**95**
94	7	8	8	9AK	10	9	10AK	10BK	9	8AK	10AK	10BK	10AK	9BK	11BK	11BK	6	8	12BK	10AK	**94**
93	7	8	8	8AP	10	9	10AP	9AP	8	8AP	10AP	9BP	10AP	9BP	11BP	11BP	6	8	12BP	10AP	**93**
92	7	7	8	8AK	10	9	10AK	9AK	8	8AK	10AK	9BK	9AK	9BK	10BK	11BK	5	7	12BK	10AK	**92**
91	7	7	8	8AP	9	9	10AP	9AP	8	7AP	10AP	9BP	9AP	9BP	10BP	10BP	5	7	11BP	10AP	**91**
90	7	7	7	8AK	9	9	9AK	9AK	8	7AK	9AK	8BK	9AK	9BK	10BK	10BK	5	7	11BK	9AK	**90**
89	7	7	7	8	9	9	9	9AP	8	7	9AP	8BP	9AP	9AP	10BP	10BP	5	7	11BP	9	**89**
88	7	7	7	7	9	8	9	8AK	8	7	8AK	8BK	9AK	8AK	10AK	10BK	5	6	11BK	9	**88**
87	6	7	7	7	9	8	9	8AP	7	7	9AP	8BP	9AP	8AP	9AP	9BP	4	6	10BP	8	**87**
86	6	7	7	7	9	8	9	8AK	7	6	8AK	7BK	9AK	8AK	9AK	9BK	4	6	10AK	8	**86**
85	6	7	7	7	8	8	8	8AP	7	6	8AS	7BP	8AS	8AP	9AP	9BP	4	6	10AP	8	**85**
84	6	7	7	7	8	8	8	7AK	7	6	8	7AK	8	8AK	9AK	9AK	4	–	10AK	–	**84**
83	6	6	6	7	8	7	8	7AP	7	6	8	7AP	8	8AP	9AP	8AP	3	–	10AP	–	**83**
82	6	6	6	6	8	7	8	7AK	6	5	7	6AK	8	8AK	8AK	8AK	3	–	9AK	–	**82**
81	6	6	6	6	8	7	7	7AP	6	5	7	6AP	8	7AP	8AP	8AP	3	–	9AP	–	**81**
80	6	6	6	6	8	7	7	6AK	6	5	7	6AK	8	7AK	8AK	8AK	3	–	9AK	–	**80**
79	6	6	6	6	7	7	7	6	6	5	7	6AP	8	7	8AP	7AP	–	–	9	–	**79**
78	6	6	6	6	7	7	7	6	6	5	6	5AK	8	7	7AK	7AK	–	–	8	–	**78**
77	6	6	5	5	7	6	7	6	6	4	6	5AP	7	7	7AP	7AP	–	–	8	–	**77**
76	5	6	5	5	7	6	6	6	5	4	6	5AK	7	7	7AK	7AK	–	–	8	–	**76**
75	5	5	5	5	7	6	6	5	5	4	6	4AS	7	7	7AS	6AP	–	–	8	–	**75**
74	5	5	5	5	6	6	6	5	5	4	5	4	7	6	7	6AK	–	–	–	–	**74**
73	5	5	5	5	6	6	6	5	5	3	5	4	7	6	6	6AP	–	–	–	–	**73**
72	5	5	5	5	6	6	6	5	5	3	5	4	7	6	6	6AK	–	–	–	–	**72**
71	5	5	5	4	6	5	5	4	5	3	5	3	7	6	6	5AP	–	–	–	–	**71**
70	5	5	4	4	6	5	5	4	4	3	4	3	6	6	6	5AK	–	–	–	–	**70**
69	5	5	4	4	6	5	5	4	4	3	4	3	6	6	6	5	–	–	–	–	**69**
68	5	5	4	4	5	5	5	4	4	2	4	3	6	6	5	5	–	–	–	–	**68**
67	5	4	4	4	5	5	4	3	4	2	4	2	6	5	5	4	–	–	–	–	**67**
66	4	4	4	4	5	4	4	3	4	2	3	2	6	5	5	4	–	–	–	–	**66**
65	4	4	4	3	5	4	4	3	3	2	3	2	6	5	5	4	–	–	–	–	**65**
64	4	4	4	3	5	4	4	3	3	–	3	–	6	5	5	–	–	–	–	–	**64**
63	4	4	3	3	5	4	4	3	3	–	3	–	5	5	4	–	–	–	–	–	**63**
62	4	4	3	3	4	4	3	2	3	–	2	–	5	5	4	–	–	–	–	–	**62**
61	4	4	3	3	4	4	3	2	3	–	2	–	5	5	4	–	–	–	–	–	**61**
60	4	4	3	2	4	3	3	2	3	–	2	–	5	4	4	–	–	–	–	–	**60**
57-59	4	3	3	2	4	3	2	1	2	–	–	–	5	4	–	–	–	–	–	–	**57-59**
54-56	3	3	2	2	3	2	2	1	2	–	–	–	4	4	–	–	–	–	–	–	**54-56**
51-53	3	3	2	1	3	2	1	–	–	–	–	–	4	–	–	–	–	–	–	–	**51-53**
48-50	3	2	1	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	**48-50**
45-47	2	2	1	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**45-47**
43-44	2	2	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**43-44**
35-42	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**35-42**
25-34	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**25-34**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 KRUSH CRITICAL STRIKE TABLE

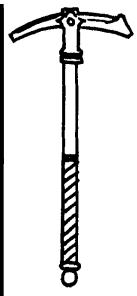
	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Length: 3.5 - 5 feet
Weight: 4 - 8 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 65 - 75 w

Range Modifiers: –

Attack Table 2.28
War Mattock
Two-Handed



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	**150**
149	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	**149**
148	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	33EK	36EK	40EK	41EK	**148**
147	23EK	25EK	27EK	28EK	30EK	29EK	32EK	32EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	33EK	36EK	39EK	41EK	**147**
146	23EK	25EK	26EK	28EK	29EK	29EK	32EK	32EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	32EK	35EK	39EK	40EK	**146**
145	22EK	24EK	26EK	28EK	29EK	29EK	32EK	31EK	29EK	30EK	34EK	34EK	32EK	32EK	36EK	39EK	32EK	35EK	38EK	40EK	**145**
144	22EK	24EK	26EK	27EK	29EK	28EK	31EK	31EK	28EK	30EK	34EK	34EK	31EK	31EK	36EK	39EK	31EK	34EK	38EK	39EK	**144**
143	22EK	24EK	25EK	27EK	28EK	28EK	31EK	31EK	28EK	29EK	33EK	33EK	31EK	31EK	36EK	38EK	31EK	34EK	38EK	39EK	**143**
142	22EK	24EK	25EK	26EK	28EK	28EK	30EK	30EK	28EK	29EK	33EK	33EK	31EK	31EK	35EK	38EK	30EK	33EK	37EK	38EK	**142**
141	22EK	23EK	25EK	26EK	28EK	27EK	30EK	30EK	27EK	29EK	32EK	33EK	30EK	30EK	35EK	37EK	30EK	33EK	37EK	38EK	**141**
140	21EK	23EK	25EK	26EK	27EK	27EK	30EK	29EK	27EK	28EK	32EK	32EK	30EK	30EK	34EK	37EK	29EK	32EK	36EK	37EK	**140**
139	21DK	23DK	24EK	26EK	27EK	27EK	29EK	29EK	26EK	28EK	31EK	32EK	30EK	30EK	34EK	36EK	29EK	32EK	36EK	37EK	**139**
138	21DK	23DK	24EK	25EK	27EK	26EK	29EK	29EK	26EK	27EK	31EK	31EK	29EK	29EK	33EK	36EK	28EK	31EK	35EK	36EK	**138**
137	21DK	22DK	24EK	25EK	26EK	26EK	28EK	28EK	26DK	27EK	31EK	31EK	29EK	29EK	33EK	35EK	28EK	31EK	35EK	36EK	**137**
136	21DK	22DK	23DK	25EK	26EK	26EK	28EK	28EK	25DK	26EK	30EK	30EK	29EK	28EK	33EK	35EK	27EK	30EK	35EK	35EK	**136**
135	20DK	22DK	23DK	24EK	26DK	25DK	28DK	27EK	25DK	26EK	30EK	30EK	28EK	28EK	32EK	35EK	27EK	30EK	34EK	35EK	**135**
134	20DK	22DK	23DK	24EK	25DK	25DK	27DK	27EK	25DK	26DK	29DK	29EK	28DK	28EK	32EK	34EK	26EK	29EK	34EK	34EK	**134**
133	20DK	21DK	22DK	24DK	25DK	25DK	27DK	26EK	24DK	25DK	29DK	29EK	28DK	27EK	31EK	34EK	26EK	29EK	33EK	33EK	**133**
132	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26EK	24DK	25DK	28DK	29DK	27DK	27EK	31EK	33EK	25EK	28EK	33EK	33EK	**132**
131	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26DK	23DK	24DK	28DK	28DK	27DK	27DK	30EK	33EK	25EK	28EK	32EK	33EK	**131**
130	19CK	21DK	22DK	23DK	24DK	24DK	26DK	25DK	23DK	24DK	27DK	28DK	27DK	26DK	30DK	32EK	24EK	27EK	32EK	32EK	**130**
129	19CK	20CK	21DK	22DK	24DK	23DK	25DK	25DK	23DK	23DK	27DK	27DK	26DK	26DK	30DK	32DK	24DK	27EK	32EK	32EK	**129**
128	19CK	20CK	21DK	22DK	24DK	23DK	25DK	24DK	22DK	23DK	26DK	27DK	26DK	26DK	29DK	31DK	23DK	26DK	31EK	31EK	**128**
127	19CK	20CK	21DK	22DK	23DK	23DK	25DK	24DK	22DK	22DK	26DK	26DK	25DK	25DK	29DK	31DK	23DK	26DK	31EK	30EK	**127**
126	19CK	20CK	20DK	21DK	23DK	22DK	24DK	24DK	22DK	22DK	25DK	26DK	25DK	25DK	28DK	30DK	22DK	25DK	30EK	30EK	**126**
125	18CK	19CK	20DK	21DK	23DK	22DK	24DK	23DK	21DK	22DK	25DK	25DK	25DK	24DK	28DK	30DK	22DK	25DK	30EK	29EK	**125**
124	18CK	19CK	20CK	21DK	22DK	22DK	23DK	23DK	21CK	21DK	25DK	25DK	24DK	24DK	27DK	29DK	21DK	24DK	29EK	29EK	**124**
123	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	20CK	21DK	24DK	25DK	24DK	24DK	27DK	29DK	21DK	24DK	29EK	28EK	**123**
122	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	20CK	20DK	24DK	24DK	24DK	23DK	27DK	29DK	20DK	23DK	29EK	28EK	**122**
121	18CK	18CK	19CK	20DK	21CK	21DK	22DK	21DK	20CK	20DK	23DK	24DK	23DK	23DK	26DK	28DK	20DK	23DK	28DK	27DK	**121**
120	17CK	18CK	19CK	19DK	21CK	20CK	22CK	21DK	19CK	19DK	23DK	23DK	23CK	23DK	26DK	28DK	19DK	22DK	28DK	27DK	**120**
119	17BK	18CK	18CK	19DK	21CK	20CK	21CK	21DK	19CK	19CK	22DK	23DK	23CK	22DK	25DK	27DK	19DK	22DK	27DK	26DK	**119**
118	17BK	18BK	18CK	19DK	20CK	20CK	21CK	20DK	19CK	19CK	22DK	22DK	22CK	22DK	25DK	27DK	18DK	21DK	27DK	26DK	**118**
117	17BK	17BK	18CK	18CK	20CK	19CK	21CK	20DK	18CK	18CK	21CK	22DK	22CK	22DK	24DK	26DK	18DK	21DK	26DK	25DK	**117**
116	17BK	17BK	17CK	18CK	20CK	19CK	20CK	19DK	18CK	18CK	21CK	21DK	22CK	21DK	24DK	26DK	17DK	20DK	26DK	25DK	**116**
115	16AK	17BK	17CK	18CK	19CK	19CK	20CK	19DK	17CK	17CK	20CK	21DK	21CK	21DK	24DK	25DK	17DK	20DK	26DK	24DK	**115**
114	16AK	17BK	17CK	17CK	19CK	18CK	19CK	19DK	17CK	17CK	20CK	21CK	21CK	20DK	23DK	25DK	16DK	19DK	25DK	24DK	**114**
113	16AK	16BK	16CK	17CK	19CK	18CK	19CK	18DK	17CK	16CK	19CK	20CK	21CK	20DK	23DK	24DK	16DK	19DK	25DK	23DK	**113**
112	16AK	16AK	16CK	17CK	19CK	18CK	19CK	18CK	16CK	16CK	19CK	20CK	20CK	20DK	22DK	24DK	15CK	18DK	24DK	23DK	**112**
111	15AK	16AK	16CK	16CK	18CK	17CK	18CK	17CK	16CK	16CK	19CK	19CK	20CK	19CK	22CK	23DK	15CK	18CK	24DK	22DK	**111**
110	15AK	16AK	16BK	16CK	18CK	17CK	18CK	17CK	16CK	15CK	18CK	18CK	20CK	19CK	21CK	23CK	14CK	17CK	23DK	22DK	**110**
109	15AK	15AK	15BK	15CK	18CK	17CK	17CK	16CK	15CK	15CK	18CK	18CK	19CK	19CK	21CK	23CK	14CK	17CK	23DK	21DK	**109**
108	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	15CK	14CK	17CK	18CK	19CK	18CK	21CK	22CK	13CK	16CK	23DK	21DK	**108**
107	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	14BK	14CK	17CK	18CK	18CK	18CK	20CK	22CK	13CK	16CK	22DK	20DK	**107**
106	14	15AK	14BK	14CK	17BK	16BK	16CK	15CK	14BK	13CK	16CK	17CK	18CK	18CK	20CK	21CK	12CK	15CK	22DK	19DK	**106**
105	14	14AK	14BK	14CK	16BK	15BK	16CK	15CK	14BK	13CK	16CK	17CK	18CK	17CK	19CK	21CK	12CK	15CK	21DK	19DK	**105**
104	14	14AK	14BK	14CK	16BK	15BK	16CK	14CK	13BK	12CK	15CK	16CK	17CK	17CK	19CK	20CK	11CK	14CK	21DK	18DK	**104**
103	14	14AK	13BK	13CK	16AK	15BK	15CK	14CK	13BK	12CK	15CK	16CK	17CK	16CK	19CK	20CK	11CK	14CK	20DK	18CK	**103**
102	14	14AK	13AK	13BK	15AK	14BK	15BK	14CK	13BK	12BK	14CK	15CK	17CK	16CK	18CK	19CK	10CK	13CK	20DK	17CK	**102**
101	13	13	13AK	13BK	15AK	14BK	14BK	13CK	12BK	11BK	14CK	15CK	16BK	16CK	18CK	19CK	10CK	13CK	20CK	17CK	**101**
100	13	13	13AK	12BK	15AK	14BK	14BK	13CK	12BK	11BK	14CK	14CK	16BK	15CK	17CK	18CK	9CK	12CK	19CK	16CK	**100**
99	13	13	12AK	12BK	14AK	13AK	14BK	12CK	11BK	10BK	13CK	14CK	16BK	15CK	17CK	18CK	9CK	12BK	19CK	16CK	**99**
98	13	13	12AK	12BK	14AK	13AK	13BK	12CK	11BK	10BK	13CK	14CK	15BK	15CK	16CK	17CK	8CK	11BK	18CK	15CK	**98**
97	13	12	12AK	11BK	14AK	13AK	13BK	11CK	11BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	8BK	11BK	18CK	15CK	**97**
96	12	12	11AK	11BK	13AK	12AK	12BK	11CK	10BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	7BK	10BK	17CK	14CK	**96**
95	12	12	11AK	11BK	13AK	12AK	12AK	11CK	10AK	9BK	11BK	12BK	14BK	14CK	15CK	16BK	7BK	10BK	17CK	14CK	**95**
94	12	12	11AK	10AK	13	12AK	12AK	10BK	10AK	8BK	11BK	12BK	14BK	13CK	15BK	16BK	6BK	9BK	17CK	13CK	**94**
93	12	11	10AK	10AK	13	11AK	11AK	10BK	9AK	8BK	10BK	11BK	14BK	13CK	14BK	15BK	6AK	9AK	16CK	13CK	**93**
92	12	11	10AK	10AK	12	11AK	11AK	9BK	9AK	7BK	10BK	11BK	13BK	12CK	14BK	15BK	5AK	8AK	16CK	12BK	**92**
91	11	11	10	9AK	12	11AK	10AK	9BK	8AK	7AK	9BK	10BK	13BK	12BK	13BK	14BK	5AK	8AK	15CK	12BK	**91**
90	11	11	10	9AK	12	10AK	10AK	9BK	8AK	6AK	9BK	10BK	13BK	12BK	13BK	14BK	4AK	7AK	15CK	11BK	**90**
89	11	10	9	9AK	11	10	10AK	8BK	8AK	6AK	8BK	10BK	12BK	11BK	13BK	13BK	4	7	14CK	11BK	**89**
88	11	10	9	8AK	11	10	9AK	8BK	7AK	6AK	8BK	9BK	12BK	11BK	12BK	13BK	–	–	14CK	10AK	**88**
87	11	10	9	8AK	11	9	9AK	7BK	7AK	5AK	8BK	9BK	11AK	11BK	12BK	12BK	–	–	14BK	10AK	**87**
86	10	10	8	8AK	10	9	9AK	7BK	7AK	5AK	7AK	8BK	11AK	10BK	11BK	12BK	–	–	13BK	9	**86**
85	10	9	8	7AK	10	9	8AK	6AK	6AK	4AK	7AK	8BK	11AK	10BK	11BK	11BK	–	–	13BK	–	**85**
84	10	9	8	7AK	10	8	8	6AK	6	4AK	6AK	7BK	10AK	10BK	10BK	11BK	–	–	12BK	–	**84**
83	10	9	7	7AK	9	8	7	6AK	5	3AK	6AK	7AK	10AK	9BK	10BK	11AK	–	–	12BK	–	**83**
82	10	9	7	6AK	9	8	7	5AK	5	3	5AK	6AK	10AK	9BK	10BK	10AK	–	–	11BK	–	**82**
81	9	8	7	6	9	7	7	5AK	5	–	5AK	6AK	9AK	8BK	9AK	10AK	–	–	11AK	–	**81**
80	9	8	7	6	8	7	6	4AK	4	–	4AK	6AK	9AK	8BK	9AK	9AK	–	–	11AK	–	**80**
79	9	8	6	5	8	7	6	4AK	4	–	4AK	5AK	9AK	8AK	8AK	9AK	–	–	10AK	–	**79**
78	9	8	6	5	8	6	5	4AK	4	–	3AK	5AK	8AK	7AK	8AK	8AK	–	–	10AK	–	**78**
77	8	7	6	5	7	6	5	3AK	3	–	3	4AK	8AK	7AK	7AK	8AK	–	–	9AK	–	**77**
76	8	7	5	4	7	6	5	3AK	3	–	–	4AK	8	7AK	7AK	7AK	–	–	9	–	**76**
75	8	7	5	4	7	5	4	2AK	–	–	–	3AK	7	6AK	7AK	7AK	–	–	–	–	**75**
74	8	6	5	4	7	5	4	2	–	–	–	3	7	6AK	6AK	6AK	–	–	–	–	**74**
73	8	6	4	3	6	5	3	–	–	–	–	–	7	6AK	6AK	6AK	–	–	–	–	**73**
72	7	6	4	3	6	4	3	–	–	–	–	–	6	5AK	5AK	5AK	–	–	–	–	**72**
71	7	6	4	3	6	4	3	–	–	–	–	–	6	5	5	5	–	–	–	–	**71**
70	7	6	4	2	5	4	2	–	–	–	–	–	6	–	–	–	–	–	–	–	**70**
69	7	5	3	2	5	3	2	–	–	–	–	–	5	–	–	–	–	–	–	–	**69**
68	7	5	3	–	5	3	–	–	–	–	–	–	5	–	–	–	–	–	–	–	**68**
67	6	5	3	–	4	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**67**
66	6	5	2	–	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**66**
65	6	4	2	–	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**65**
64	6	4	2	–	3	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**64**
63	6	4	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**63**
62	5	4	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**62**
61	5	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**61**
60	5	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**60**
59	5	3	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**59**
58	5	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**58**
57	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**57**
56	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**56**
55	4	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**55**
53-54	4	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**53-54**
48-52	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**48-52**
44-47	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**44-47**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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. +15H – (-10)
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. +6H – ✹	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +9H – ✹⊗ – (-50)	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 cartilege 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)

4.2 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 disadvanatge. 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 ploy. 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 breath 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: Bπ=must parry B rounds; BΠ=no parry for B rounds; BΣ=stunned for B rounds; Bƒ=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

Length: 6 - 9 feet
Weight: 2 - 5 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4
Strength: 65 - 75 s

Range Modifiers: –

Attack Table 2.29
Whip
One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	2AK	4CK	6DK	8EG	8DK	8EK	11EK	11EK	7EG	9EK	13EK	13EG	10EK	10EG	15EK	18EK	19ES	22EG	25EG	27ES	**150**
149	2	4BK	6CG	8EK	8CG	8DG	11DG	11EG	7EU	9EG	13EG	13EK	10ES	10ES	15ES	18ES	19EG	22EK	25EK	27EG	**149**
148	2	4AK	6CU	8DG	8CU	8DK	11DK	11EK	7EK	9EU	13EU	13EG	10EK	10EG	15EK	18EK	19EK	22ES	25ES	27EK	**148**
147	2	4AG	6CK	8DK	8CK	8CG	11CG	11DK	7DG	9EK	13EK	13EK	10EG	10EK	15EG	18EG	19ES	22EG	25EG	27ES	**147**
146	2	4AU	6BK	8CG	8BK	8CK	11CK	11DG	7DU	9DK	13DK	13EG	10EU	10EG	15EK	18EK	19EG	22EK	25EK	27EG	**146**
145	2	4AK	6BG	8CK	8BG	8CU	11CG	11DU	7DK	9DG	13DG	13EU	10EK	10EU	15EG	18EG	19EK	22ES	25ES	26EK	**145**
144	2	4	6BU	8CG	8BU	8CK	11CK	11DK	7CG	9DU	13DK	13EK	10DK	10EK	15EU	18EK	18EU	21EG	24EG	26ES	**144**
143	2	4	6BK	8CU	8BK	8CK	11CG	11CK	7CK	9DK	13DG	13DK	10DS	10DK	15EK	17EG	18ES	21EK	24EK	26EG	**143**
142	2	4	6AK	8CK	8AK	8BG	11CU	11CG	7CG	9CG	13DU	12DG	10DK	10DS	15DK	17EU	18DG	21EU	24ES	26EK	**142**
141	2	4	6AG	8BK	8AG	8BK	11CK	11CK	7CK	9CK	12DK	12DK	10DG	10DG	14DS	17EK	18DK	21ES	24EG	25ES	**141**
140	2	4	6AK	8BG	8AK	8BG	11BK	10CG	7CG	9CG	12CK	12DG	10DU	10DK	14DG	17DG	18DS	21DS	24EK	25EG	**140**
139	2	4	6AG	8BK	8AG	8BU	10BG	10CK	7CK	9CK	12CG	12DK	10DK	10DG	14DK	17DS	17DG	20DG	23ES	25EK	**139**
138	2	4	6AK	8BG	8AK	8BK	10BK	10CG	7CG	8CG	12CK	12DG	10CK	10DK	14DG	17DG	17DK	20DK	23EG	25EU	**138**
137	2	4	6AG	8BU	8AG	8AK	10BG	10CU	7CK	8CK	12CG	12DU	10CS	10DG	14DK	16DK	17DU	20DS	23EK	24ES	**137**
136	2	4	6AU	7BK	8AU	8AG	10BU	10CK	7CG	8CG	12CK	12DK	10CK	9DU	14DG	16DG	17DS	20DG	23EU	24DK	**136**
135	2	4	6AK	7AG	8AK	7AK	10BK	10BG	7CU	8CK	12CG	12CG	9CG	9DK	14DU	16DK	17CS	20DK	23ES	24DS	**135**
134	2	4	6	7AK	7	7AG	10AK	10BK	7CK	8CG	12CK	11CK	9CK	9CK	14DK	16DG	17CG	19DU	22DS	24DG	**134**
133	2	4	6	7AG	7	7AK	10AG	10BG	7BG	8CK	11CG	11CG	9CG	9CS	13CG	16DK	16CK	19DS	22DG	24DK	**133**
132	2	4	6	7AK	7	7AG	10AK	10BK	6BK	8CG	11CK	11CK	9CK	9CK	13CS	16DG	16CS	19CS	22DK	23DS	**132**
131	2	4	6	7AG	7	7AU	10AG	10BG	6BG	8CU	11CG	11CG	9CG	9CG	13CG	15DU	16CG	19CG	22DS	23DG	**131**
130	2	4	5	7AK	7	7AK	10AK	9BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DG	23DK	**130**
129	2	4	5	7AG	7	7	9AG	9BG	6BG	8BG	11CG	11CG	9CG	9CG	13CG	15CK	16CS	18CS	22DK	23DU	**129**
128	2	4	5	7AK	7	7	9AK	9BU	6BK	8BK	11CU	11CK	9CK	9CK	13CK	15CS	15CG	18CG	21DS	22DS	**128**
127	2	4	5	7AG	7	7	9AG	9BK	6BG	8BG	11CK	11CG	9CG	9CG	13CG	15CK	15CK	18CK	21DG	22CS	**127**
126	2	4	5	7AU	7	7	9AU	9AK	6BK	7BK	11BG	10CK	9CU	9CK	13CK	15CG	15CU	18CS	21DK	22CG	**126**
125	2	4	5	7AK	7	7	9AK	9AG	6BG	7BG	11BK	10CG	9CK	9CG	12CG	15CK	15CS	18CG	21DU	22CK	**125**
124	2	4	5	7	7	7	9	9AK	6BU	7BK	10BG	10CK	9BK	9CK	12CK	14CG	15BK	17CK	21DS	21CS	**124**
123	2	4	5	7	7	7	9	9AG	6BK	7BG	10BK	10CG	9BS	9CG	12CG	14CK	14BS	17CU	20CG	21CG	**123**
122	2	4	5	6	7	7	9	9AK	6AG	7BK	10BG	10CU	9BK	8CK	12CK	14CG	14BG	17CS	20CK	21CK	**122**
121	2	4	5	6	7	6	9	8AG	6AK	7BG	10BK	10CK	8BG	8CG	12CG	14CK	14BK	17BG	20CS	21CS	**121**
120	2	4	5	6	7	6	9	8AK	6AG	7BU	10BG	10BG	8BK	8CU	12CU	14CG	14BS	17BK	20CG	21CG	**120**
119	2	4	5	6	6	6	8	8AG	6AK	7BK	10BK	10BK	8BG	8CK	12CK	14CK	14BG	16BS	20CK	20CK	**119**
118	2	3	5	6	6	6	8	8AK	6AG	7AK	10BG	9BG	8BK	8BK	12BK	13CG	14BK	16BG	19CS	20CU	**118**
117	2	3	5	6	6	6	8	8AG	6AK	7AG	10BK	9BK	8BG	8BS	11BS	13CU	13BU	16BK	19CG	20CS	**117**
116	2	3	5	6	6	6	8	8AU	6AG	7AK	9BG	9BG	8BK	8BK	11BK	13CK	13BS	16BS	19CK	20BG	**116**
115	2	3	5	6	6	6	8	8AK	6AK	7AG	9BU	9BK	8BG	8BG	11BG	13BG	13AK	16BG	19CS	19BK	**115**
114	2	3	5	6	6	6	8	8	5AG	6AK	9BK	9BG	8BK	8BK	11BK	13BS	13AS	15BK	19CG	19BS	**114**
113	2	3	5	6	6	6	8	8	5AK	6AG	9AK	9BK	8BG	8BG	11BG	13BG	13AG	15BU	19CK	19BG	**113**
112	2	3	5	6	6	6	8	8	5AG	6AK	9AG	9BG	8BU	8BK	11BK	12BK	12AK	15BS	18CU	19BK	**112**
111	2	3	4	6	6	6	8	7	5AU	6AG	9AK	9BK	8BK	8BG	11BG	12BG	12AS	15AG	18CS	18BS	**111**
110	2	3	4	6	6	6	8	7	5AK	6AK	9AG	8BG	8AK	8BK	11BK	12BK	12AG	15AK	18BK	18BG	**110**
109	2	3	4	6	6	6	7	7	5	6AG	9AK	8BK	8AS	8BG	10BG	12BG	12AK	14AS	18BS	18BK	**109**
108	2	3	4	5	6	6	7	7	5	6AK	9AG	8BG	8AK	7BK	10BK	12BK	12AS	14AG	18BG	18BU	**108**
107	2	3	4	5	6	6	7	7	5	6AG	8AK	8BU	8AG	7BG	10BG	12BG	11AG	14AK	17BK	17BS	**107**
106	2	3	4	5	6	5	7	7	5	6AU	8AG	8BK	7AK	7BU	10BK	12BK	11AK	14AS	17BS	17AG	**106**
105	2	3	4	5	6	5	7	7	5	6AK	8AK	8AK	7AG	7BK	10BG	11BG	11AU	14AG	17BG	17AK	**105**
104	2	3	4	5	5	5	7	7	5	6	8AG	8AG	7AK	7AK	10BU	11BK	11AS	13AK	17BK	17AS	**104**
103	2	3	4	5	5	5	7	7	5	6	8AK	8AK	7AG	7AS	10BK	11BG	11	13AS	17BS	17AG	**103**
102	2	3	4	5	5	5	7	7	5	5	8AG	7AG	7AK	7AG	10AK	11BK	11	13AG	16BG	16AK	**102**
101	2	3	4	5	5	5	7	6	5	5	8AU	7AK	7AG	7AK	9AS	11BG	10	13AK	16BK	16AS	**101**
100	2	3	4	5	5	5	7	6	5	5	8AK	7AG	7AK	7AG	9AK	11BU	10	13AU	16BU	16AG	**100**
99	2	3	4	5	5	5	6	6	5	5	7	7AK	7AG	7AK	9AG	10BK	10	12AS	16BS	16AK	**99**
98	2	3	4	5	5	5	6	6	5	5	7	7AG	7AK	7AG	9AK	10AG	10	12	16AK	15AS	**98**
97	2	3	4	5	5	5	6	6	4	5	7	7AK	7AG	7AK	9AG	10AS	10	12	16AS	15AG	**97**
96	2	3	4	5	5	5	6	6	4	5	7	7AG	7AU	7AG	9AK	10AG	9	12	15AG	15AK	**96**
95	2	3	4	5	5	5	6	6	4	5	7	7AK	7AK	7AK	9AG	10AK	9	12	15AK	15AU	**95**
94	2	3	4	4	5	5	6	6	4	5	7	6AG	7	6AG	9AK	10AG	9	11	15AS	14AS	**94**
93	2	3	4	4	5	5	6	6	4	5	7	6AK	7	6AK	9AG	9AK	9	11	15AG	14	**93**
92	2	3	3	4	5	4	6	5	4	5	7	6AG	6	6AG	8AK	9AG	9	11	15AK	14	**92**
91	2	3	3	4	5	4	6	5	4	5	6	6AU	6	6AU	8AG	9AK	8	11	14AS	14	**91**
90	2	3	3	4	5	4	6	5	4	4	6	6AK	6	6AK	8AK	9AG	8	11	14AG	14	**90**
89	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AG	9AK	8	10	14AK	13	**89**
88	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AG	8	10	14AS	13	**88**
87	2	2	3	4	4	4	5	5	4	4	6	6	6	6	8AG	9AK	8	10	14AG	13	**87**
86	2	2	3	4	4	4	5	5	4	4	6	5	6	6	8AU	8AG	8	10	13AK	13	**86**
85	2	2	3	4	4	4	5	5	4	4	6	5	6	6	8AK	8AK	7	10	13AU	12	**85**
84	2	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8AG	7	9	13AS	12	**84**
83	2	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8AK	7	9	13	12	**83**
82	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8AG	7	9	13	12	**82**
81	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8AU	7	9	13	11	**81**
80	1	2	3	3	4	4	5	4	4	4	5	5	6	5	7	7AK	6	9	12	11	**80**
79	1	2	3	3	4	4	4	4	3	4	5	5	6	5	7	7	6	8	12	11	**79**
78	1	2	3	3	4	4	4	4	3	3	5	4	6	5	7	7	6	8	12	11	**78**
77	1	2	3	3	4	3	4	4	3	3	5	4	5	5	7	7	6	8	12	11	**77**
76	1	2	3	3	4	3	4	4	3	3	5	4	5	5	6	7	6	8	12	11	**76**
75	1	2	3	3	4	3	4	4	3	3	5	4	5	5	6	7	5	8	11	10	**75**
74	1	2	3	3	3	3	4	4	3	3	4	4	5	5	6	6	5	7	11	10	**74**
73	1	2	3	3	3	3	4	4	3	3	4	4	5	5	6	6	5	7	11	10	**73**
72	1	2	2	3	3	3	4	3	3	3	4	4	5	5	6	6	5	7	11	9	**72**
71	1	2	2	3	3	3	4	3	3	3	4	4	5	5	6	6	5	7	11	9	**71**
70	1	2	2	3	3	3	4	3	3	3	4	3	5	5	6	6	5	7	10	9	**70**
69	1	2	2	3	3	3	3	3	3	3	4	3	5	5	6	6	4	6	10	9	**69**
68	1	2	2	3	3	3	3	3	3	3	4	3	5	5	5	6	4	6	10	8	**68**
67	1	2	2	3	3	3	3	3	3	3	4	3	5	5	5	5	4	6	10	8	**67**
66	1	2	2	2	3	3	3	3	3	2	4	3	5	4	5	5	4	6	10	8	**66**
65	1	2	2	2	3	3	3	3	3	2	3	3	5	4	5	5	4	6	10	8	**65**
64	1	2	2	2	3	3	3	3	3	2	3	3	5	4	5	5	3	–	9	–	**64**
63	1	2	2	2	3	2	3	2	3	2	3	3	4	4	5	5	3	–	9	–	**63**
62	1	2	2	2	3	2	3	2	3	2	3	2	4	4	5	5	3	–	9	–	**62**
61	1	2	2	2	3	2	3	2	2	2	3	2	4	4	5	4	3	–	9	–	**61**
58-60	1	2	2	2	2	2	2	2	2	2	3	2	4	4	4	4	–	–	8	–	**58-60**
55-57	1	2	2	2	2	2	2	2	2	2	2	2	4	4	4	4	–	–	8	–	**55-57**
52-54	1	1	1	2	2	2	2	1	2	–	2	–	4	4	4	3	–	–	–	–	**52-54**
49-51	1	1	1	1	2	2	2	1	2	–	2	–	4	3	3	3	–	–	–	–	**49-51**
45-48	1	1	1	1	2	1	1	1	2	–	–	–	3	3	3	–	–	–	–	–	**45-48**
40-44	1	1	1	1	1	1	1	–	–	–	–	–	3	3	–	–	–	–	–	–	**40-44**
35-39	1	1	1	–	1	1	–	–	–	–	–	–	3	–	–	–	–	–	–	–	**35-39**
25-34	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**25-34**
15-24	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**15-24**

Key: Letters A, B, C, D, and E indicate critical severity; Other letters indicate critical type: G = Grapple, K = Krush, P = Puncture, S = Slash, T = Tiny, U = Unbalance.

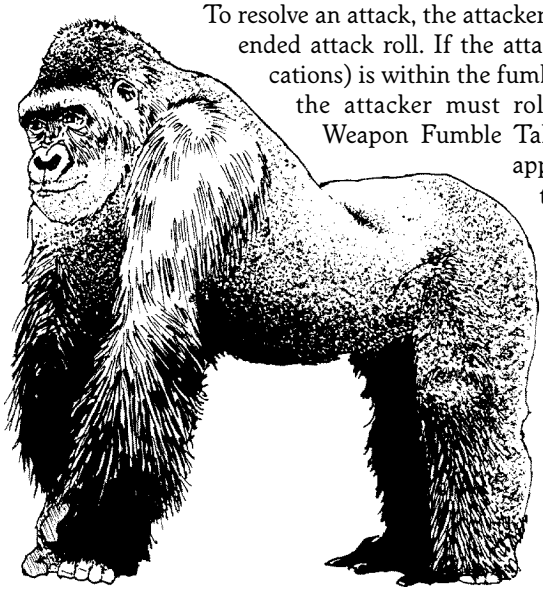
3.0 SPECIAL ATTACK TABLES

This section contains this introduction, a key to all of the tables in this section, and 13 special attack tables. Each set of facing pages contains a single attack table and one or two critical tables. In addition, at the bottom of each table there is other pertinent information for the special attack (including which critical tables are used with the attack).

In this Section...

3.1 Beak / Pincer Attack Table 67
3.2 Bite Attack Table 69
3.3 Brawling Attack Table 71
3.4 Claw / Talon Attack Table 73
3.5 Fall / Crush Attack Table 75
3.6 Grapple / Grasp / Envelop / Swallow Attack Table 77
3.7 Horn / Tusk Attack Table 79
3.8 Martial Arts Strikes Attack Table 81
3.9 Martial Arts Sweeps Attack Table 83
3.10 Ram / Butt / Bash Attack Table 85
3.11 Stinger Attack Table 87
3.12 Tiny Attack Table 89
3.13 Trample / Stomp Attack Table 91

How to Use These Tables



To resolve an attack, the attacker must roll a high open-ended attack roll. If the attack roll (before modifications) is within the fumble range of the attack, the attacker must roll again on the Non-Weapon Fumble Table (4.14). Otherwise, apply all modifications to the attack roll and cross-index the result with the defender's armor type.

There are three possible results on these tables: a miss (i.e., "–"), a normal hit (e.g., "3"), or a critical hit (e.g., "5BG"). If the result is a miss, the attack fails. If the result is a simple hit, apply the number in the table as damage to the defender (i.e., subtract the number from the defender's hits). If the result is a critical hit, apply the number portion of the result against the defender's hits and roll a second roll on the indicated critical table and column. The first letter indicates the severity of the critical hit (i.e., the column to roll on) and the second letter indicates which critical table to roll on (the key for the critical table codes will be found at the bottom of each table). Sometimes, there is no second letter. If this is the case, the critical chart will be indicated a the bottom of the attack table.

Note: *If you are not using Rolemaster (RM), you should examine the Appendices for notes on how to use these tables effectively.*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	3AT	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	1	–	–	3	5AT	58-60
61-63	–	–	–	1	–	–	–	–	–	–	–	2	–	–	1	2	–	–	4AT	6BT	61-63
64-66	–	–	–	2	–	–	–	1	–	–	–	3	–	–	2	3	–	1	6BT	7CT	64-66
67-69	–	–	1	3	–	–	1	2	–	–	–	4	1	1	3	5AT	1	2	7CT	9DT	67-69
70-72	–	–	1	4	–	–	2	3	–	–	–	5	2	2	4AT	6AT	2	3	8DT	10ET	70-72
73-75	–	–	2	5	–	–	3	4	–	–	1	7	3AT	3	6AT	7BT	3	4	10ET	11AS	73-75
76-78	–	–	3	6	–	1	4	5	–	–	2	8	4BT	4AT	7BT	9CT	4	5AT	11AP	13AP	76-78
79-81	–	–	4	7	1	1	5	6	–	1	3	9AT	5CT	5BT	8CT	10DT	5	7BT	12AS	14AS	79-81
82-84	–	1	5	8	1	2	6	7AT	–	2	4AT	10BT	6DT	6CT	9DT	11ET	6	8CT	14AP	15AP	82-84
85-87	–	2	6	9AT	2	3	7AT	9AT	–	3	5BT	11CT	7ET	7DT	11ET	13AS	7AT	9DT	15AS	17BS	85-87
88-90	–	3	7AT	10BT	3AT	4AT	8AT	10AT	1	4	7CT	13DT	8AP	8ET	12AS	14AP	8BT	10ET	16AP	18BP	88-90
91-93	–	4	8BT	11CT	4AT	5AT	9BT	11BT	1	5AT	8DT	14ET	9AP	9AP	13AP	16AS	9CT	11AP	18BS	19BS	91-93
94-96	1	5AT	9CT	12DT	5BT	6AT	10CT	12CT	2AT	6BT	9ET	15AP	10AP	10AP	15AS	17AP	10DT	13AS	19BP	21BP	94-96
97-99	1AT	6AT	9DT	13ET	6CT	7BT	11DT	13DT	3AT	7CT	10AP	16AS	11AP	11AP	16AP	18BS	11ET	14AP	20BS	22BS	97-99
100-102	2AT	7BT	10ET	14AP	7DT	8CT	12ET	14ET	4AT	8DT	12AS	17AP	12AP	12AP	17BS	20BP	12AP	15BS	22BP	23BP	100-102
103-105	3BT	8CT	11AP	15AS	8ET	8DT	13AP	15AP	5BT	9ET	13AP	19AS	13BP	13BP	18BP	21BS	13AS	16BP	23BS	25BS	103-105
	Maximum Results for Small Attacks																				
106-108	4CT	9DT	12AS	16AP	9AP	9ET	14AS	17BS	6CT	10AP	14AS	20BP	14BP	14BP	20BS	22CP	14AP	18BS	24BP	26CP	106-108
109-111	5DT	10ET	13AP	17AS	10AP	10AP	15AP	18BP	7DT	11AP	15BP	21BS	16BP	16BP	21BP	24CS	15AS	19BP	25CS	27CS	109-111
112-114	6ET	11AP	14BS	18BP	11AP	11AP	16BS	19BS	8ET	12AP	17BS	22BP	17BS	17BS	22CS	25CP	16BP	20CS	27CP	29DP	112-114
115-117	6AP	12AP	15BP	19BS	11AP	12AP	17BP	20CP	9AP	13AP	18BP	23CS	18CP	18CP	23CP	26CS	17BS	21CP	28DS	30DS	115-117
118-120	7AP	13AP	16BS	20BP	12BS	13BS	18BS	21CS	10AP	14BP	19CS	25CP	19CS	19CS	25CS	28DP	18BP	22CS	29DP	31DP	118-120
	Maximum Results for Medium Attacks																				
121-123	8AP	14BP	17BP	21CS	13BP	14BP	19BP	22CP	11AP	15BS	20CP	26CS	20CP	20CP	26CP	29DS	19CS	24CP	31DS	33DS	121-123
124-126	9AP	15BS	17CS	22CP	14BS	15BS	20CS	23CS	12BP	16BP	22CS	27CP	21CS	21CS	27DS	31DP	20CP	25DS	32DP	34EP	124-126
127-129	10BP	16BP	18CP	23CS	15BP	15BP	21CP	25DP	13BP	17BS	23DP	28DS	22DP	22CP	29DP	32DS	21CS	26DP	33ES	35ES	127-129
130-132	11BS	17BS	19CS	24DP	16CS	16CS	22CS	26DS	14BS	18CP	24DS	29DP	23DS	23DS	30DS	33EP	22DP	27DS	35EP	37EP	130-132
133-135	11BP	18CP	20CP	25DS	17CP	17CP	23CP	27DP	15BP	19CS	25DP	31DS	24DP	24DP	31DP	35ES	23DS	28DP	36ES	38ES	133-135
	Maximum Results for Large Attacks																				
136-138	12BS	19CS	21CS	26DP	18CS	18CS	24CS	28DS	16CS	20CP	27DS	32DP	25DS	25DS	32ES	36EP	24DP	30ES	37EP	39EP	136-138
139-141	13CP	20CP	22DP	27ES	19CP	19CP	25DP	29EP	17CP	21CS	28EP	33ES	26EP	26EP	34EP	37ES	25ES	31EP	39ES	41ES	139-141
142-144	14CK	21DK	23DK	28EP	20DK	20DK	26DK	30EK	18CK	22DP	29EK	34EP	27EK	27EK	35EK	39EP	26EP	32EK	40EP	42EP	142-144
145-147	15DS	22DS	24ES	29ES	21DS	21DS	27ES	31ES	19DS	23DS	30ES	35ES	28ES	28ES	36ES	40ES	27ES	33ES	41ES	43ES	145-147
148-150	16EP	23EP	25EP	30FP	22EP	22EP	28EP	33FP	20EP	25EP	32EP	37FP	29EP	29EP	38EP	42FP	29EP	35EP	43FP	45FP	148-150
	Maximum Results for Huge Attacks																				

Attack Table 3.2
Bite

Note: *An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.*
Note: *Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a critical result on this table.*
Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

Defining The Attack

These tables cover four different types of special attacks. The animal attacks should be obvious by their names (e.g., beak, claw, bite, etc.). The only definition needed is how large the attack is. See *Creatures & Monsters* for guidelines on what size different attacks should be (or see the Appendices, p. 116-119).

The Fall/Crush Attack Table is used anytime a creature attack applies crushing force to a character. This table may also be used to simulate the effects of someone falling a distance or something falling from a distance onto a character.

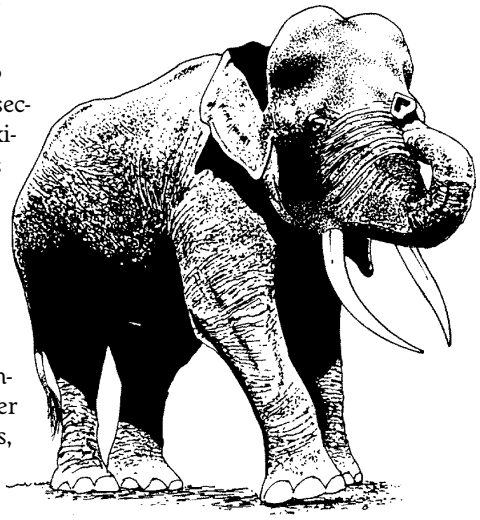
The Brawling Attack Table should be used when a character is involved in a free-form melee (i.e., anyone near him could be an opponent). This table should not be used when the exact nature and quantity of foes are known. The size of the attack is dictated by the size of the object held in the character's hand(s). It is presumed that any items used by characters are temporary at best. For more on Brawling rules, see *Rolemaster Fantasy Role Playing.*

The two martial arts attack tables separate the two major types of martial arts attack forms–striking (hard) and sweeps & throws (soft). For more on how to use Martial Arts, see *Character Law* and *Skill Law.*

Key to the Tables

All of the tables in this section have four different maximum results. This represents four different "sizes" of attacks (or severities of attacks). Before resolving any attack, the GM should determine the appropriate maximum level.

Some attack tables can generate critical results better than an 'E.' When this occurs, a note at the bottom of the table will direct you on how to handle the critical result.



If two criticals are delivered from the same attack, always roll one number and look up the same number in two different columns on the critical chart(s).

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

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 falls 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. +6H – ✸	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 cartilege 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)

4.8 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 to 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 abdomenal 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✸⊗

Attack Table 3.1
Beak Pincher

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	–	–	–	1	2	58-60
61-63	–	–	1	1	–	–	–	1	–	–	–	1	–	–	–	–	–	–	2	3AT	61-63
64-66	–	–	1	2	–	–	1	1	–	–	–	2	–	–	–	1	–	–	3AT	4BT	64-66
67-69	–	–	2	3	–	1	1	2	–	–	1	3	–	–	–	1	–	1	4BT	5CT	67-69
70-72	–	–	2	3	1	1	2	3	–	–	1	4	–	–	–	2	–	1	5CT	6DT	70-72
73-75	–	–	3	4	1	2	3	4	–	–	2	5	–	–	1	3AT	–	2	6DT	7AS	73-75
76-78	–	1	4	5	2	2	3	4	–	1	3	5	–	–	2	4BT	1	3	7AS	8AS	76-78
79-81	–	1	4	5	2	3	4	5	–	1	4	6	–	1	3AT	5CT	1	4AT	7AS	9AS	79-81
82-84	–	2	5	6	3	3	5	6AT	1	2	4	7AT	1	1	4BT	6DT	2	5BT	8AS	10AS	82-84
85-87	1	2	6	7AT	3	4	6	7BT	1	2	5	8BT	1	2AT	5CT	7AS	3	6CT	9AS	10AS	85-87
88-90	1	3	6	8BT	4	5	6	7CT	2	3	6	9CT	2AT	3BT	6DT	8AS	4AT	6DT	10AS	11AS	88-90
91-93	2	3	7	8CT	5	5	7	8DT	2	4	7AT	9DT	3BT	4CT	7AS	9AS	5BT	7AS	11AS	12BS	91-93
94-96	2	4	8AT	9DT	5	6	8AT	9AS	3	4	8BT	10AS	4CT	5DT	8AS	10AS	6CT	8AS	12BS	13BS	94-96
97-99	3	5	8BT	10AS	6AT	6AT	8BT	10AS	3	5AT	8CT	11AS	4DT	5AK	9AK	11AS	6DT	9AS	13BS	14BS	97-99
100-102	3	5AT	9CT	10AS	6BT	7BT	9CT	10AS	4AT	6BT	9DT	12AS	5AS	6AS	10AS	12BS	7AS	10AS	14BS	15BS	100-102
103-105	4AT	6BT	10DT	11AS	7CT	8CT	10DT	11AS	5BT	6CT	10AS	13AS	6AK	7AK	11AK	13BS	8AS	11AS	14BK	16BK	103-105
	Maximum Results for Small Attacks																				
106-108	5BT	6CT	10AS	12AS	7DT	8DT	11AS	12AS	5CT	7DT	11AS	13AS	7AS	8AS	12BS	14BS	9AS	12BS	15CS	17CS	106-108
109-111	5CT	7DT	11AK	12AS	8AK	9AK	11AK	13BS	6DT	7AK	11AK	14BS	7AK	9AK	13BK	15BK	10AS	12BS	16CK	18CK	109-111
112-114	6DT	8AS	12AS	13BS	9AS	9AS	12AS	13BS	6AK	8AS	12AS	15BS	8BS	10BS	14BS	16CS	11AS	13BS	17CK	19CS	112-114
115-117	6AK	8AK	12AK	14BK	9AK	10AK	13AK	14BK	7AK	9AK	13BK	16BK	9BK	10BK	15BK	17CK	11AK	14BK	18CK	20DK	115-117
118-120	7AK	9AS	13AS	15BS	10AS	11AS	13BS	15CS	8AS	9AS	14BS	17CS	10BS	11BS	16CS	18CS	12BS	15CS	19DS	20DS	118-120
	Maximum Results for Medium Attacks																				
121-123	7AK	9AK	14BK	15CK	10AK	11AK	14BK	16CK	8AK	10BK	15BK	17CK	11BK	12BK	17CK	19CK	13BK	16CK	20DK	21DK	121-123
124-126	8AK	10BS	14BS	16CS	11BS	12BS	15BS	16CS	9AS	11BS	15CS	18CS	11CS	13CS	18CS	20CS	14BS	17CS	21DS	22DS	124-126
127-129	9AK	10BK	15BK	17CK	11BK	12BK	16CK	17CK	9BK	11BK	16CK	19CK	12CK	14CK	19CK	21DK	15CK	18CK	21DK	23DK	127-129
130-132	9BS	11BS	16CS	17CS	12BS	13BS	16CS	18DS	10BS	12CS	17CS	20DS	13CS	15CS	20DS	22DS	16CS	18DS	22ES	24ES	130-132
133-135	10BK	12CK	16CK	18DK	13CK	14CK	17CK	19DK	11BK	12CK	18DK	21DK	14CK	15CK	21DK	23DK	16CK	19DK	23EK	25EK	133-135
	Maximum Results for Large Attacks																				
136-138	10BS	12CS	17CS	19DS	13CS	14CS	18DS	19DS	11CS	13CS	18DS	21DS	14DS	16DS	22DS	24ES	17DS	20DS	24ES	26ES	136-138
139-141	11CK	13CK	18DK	19DK	14CK	15CK	18DK	20EK	12CK	14DK	19DK	22EK	15DK	17DK	23EK	25EK	18DK	21EK	25EK	27EK	139-141
142-144	11CS	13DS	18DS	20ES	14DS	15DS	19DS	21ES	12DS	14DS	20ES	23ES	16ES	18ES	24ES	26ES	19ES	22ES	26ES	28ES	142-144
145-147	12DK	14DK	19EK	21EK	15DK	16DK	20EK	22EK	13DK	15EK	21EK	24EK	17EK	19EK	25EK	27EK	20EK	23EK	27EK	29EK	145-147
148-150	13ES	15ES	20ES	22FS	16ES	17ES	21ES	23FS	13ES	16ES	22ES	25FS	18ES	20ES	26ES	28FS	21ES	24ES	28FS	30FS	148-150
	Maximum Results for Huge Attacks																				

Note: *An F-severity critical result indicates an E-critical roll on the Slash Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.*

Note: *Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a non-tiny critical strike result on this table.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

Key: ßπ=must parry ß rounds; ßΠ=no parry for ß rounds; ßΣ=stunned for ß rounds; ßƒ=bleed ß hits per round; (ß)=foe has ß penalty; (+ß)=attacker gets +ß next round.

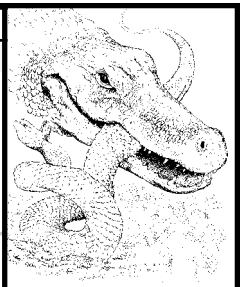
4.7 PUNCTURE CRITICAL STRIKE TABLE

	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 choses 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 in 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 abdomenal 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 foward. 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 foes 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)

4.8 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 to 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 abdomenal 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✸⊗

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	3AT	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	1	–	–	3	5AT	58-60
61-63	–	–	–	1	–	–	–	–	–	–	–	2	–	–	1	2	–	–	4AT	6BT	61-63
64-66	–	–	–	2	–	–	–	1	–	–	–	3	–	–	2	3	–	1	6BT	7CT	64-66
67-69	–	–	1	3	–	–	1	2	–	–	–	4	1	1	3	5AT	1	2	7CT	9DT	67-69
70-72	–	–	1	4	–	–	2	3	–	–	–	5	2	2	4AT	6AT	2	3	8DT	10ET	70-72
73-75	–	–	2	5	–	–	3	4	–	–	1	7	3AT	3	6AT	7BT	3	4	10ET	11AS	73-75
76-78	–	–	3	6	–	1	4	5	–	–	2	8	4BT	4AT	7BT	9CT	4	5AT	11AP	13AP	76-78
79-81	–	–	4	7	1	1	5	6	–	1	3	9AT	5CT	5BT	8CT	10DT	5	7BT	12AS	14AS	79-81
82-84	–	1	5	8	1	2	6	7AT	–	2	4AT	10BT	6DT	6CT	9DT	11ET	6	8CT	14AP	15AP	82-84
85-87	–	2	6	9AT	2	3	7AT	9AT	–	3	5BT	11CT	7ET	7DT	11ET	13AS	7AT	9DT	15AS	17BS	85-87
88-90	–	3	7AT	10BT	3AT	4AT	8AT	10AT	1	4	7CT	13DT	8AP	8ET	12AS	14AP	8BT	10ET	16AP	18BP	88-90
91-93	–	4	8BT	11CT	4AT	5AT	9BT	11BT	1	5AT	8DT	14ET	9AP	9AP	13AP	16AS	9CT	11AP	18BS	19BS	91-93
94-96	1	5AT	9CT	12DT	5BT	6AT	10CT	12CT	2AT	6BT	9ET	15AP	10AP	10AP	15AS	17AP	10DT	13AS	19BP	21BP	94-96
97-99	1AT	6AT	9DT	13ET	6CT	7BT	11DT	13DT	3AT	7CT	10AP	16AS	11AP	11AP	16AP	18BS	11ET	14AP	20BS	22BS	97-99
100-102	2AT	7BT	10ET	14AP	7DT	8CT	12ET	14ET	4AT	8DT	12AS	17AP	12AP	12AP	17BS	20BP	12AP	15BS	22BP	23BP	100-102
103-105	3BT	8CT	11AP	15AS	8ET	8DT	13AP	15AP	5BT	9ET	13AP	19AS	13BP	13BP	18BP	21BS	13AS	16BP	23BS	25BS	103-105
	Maximum Results for Small Attacks																				
106-108	4CT	9DT	12AS	16AP	9AP	9ET	14AS	17BS	6CT	10AP	14AS	20BP	14BP	14BP	20BS	22CP	14AP	18BS	24BP	26CP	106-108
109-111	5DT	10ET	13AP	17AS	10AP	10AP	15AP	18BP	7DT	11AP	15BP	21BS	16BP	16BP	21BP	24CS	15AS	19BP	25CS	27CS	109-111
112-114	6ET	11AP	14BS	18BP	11AP	11AP	16BS	19BS	8ET	12AP	17BS	22BP	17BS	17BS	22CS	25CP	16BP	20CS	27CP	29DP	112-114
115-117	6AP	12AP	15BP	19BS	11AP	12AP	17BP	20CP	9AP	13AP	18BP	23CS	18CP	18CP	23CP	26CS	17BS	21CP	28DS	30DS	115-117
118-120	7AP	13AP	16BS	20BP	12BS	13BS	18BS	21CS	10AP	14BP	19CS	25CP	19CS	19CS	25CS	28DP	18BP	22CS	29DP	31DP	118-120
	Maximum Results for Medium Attacks																				
121-123	8AP	14BP	17BP	21CS	13BP	14BP	19BP	22CP	11AP	15BS	20CP	26CS	20CP	20CP	26CP	29DS	19CS	24CP	31DS	33DS	121-123
124-126	9AP	15BS	17CS	22CP	14BS	15BS	20CS	23CS	12BP	16BP	22CS	27CP	21CS	21CS	27DS	31DP	20CP	25DS	32DP	34EP	124-126
127-129	10BP	16BP	18CP	23CS	15BP	15BP	21CP	25DP	13BP	17BS	23DP	28DS	22DP	22CP	29DP	32DS	21CS	26DP	33ES	35ES	127-129
130-132	11BS	17BS	19CS	24DP	16CS	16CS	22CS	26DS	14BS	18CP	24DS	29DP	23DS	23DS	30DS	33EP	22DP	27DS	35EP	37EP	130-132
133-135	11BP	18CP	20CP	25DS	17CP	17CP	23CP	27DP	15BP	19CS	25DP	31DS	24DP	24DP	31DP	35ES	23DS	28DP	36ES	38ES	133-135
	Maximum Results for Large Attacks																				
136-138	12BS	19CS	21CS	26DP	18CS	18CS	24CS	28DS	16CS	20CP	27DS	32DP	25DS	25DS	32ES	36EP	24DP	30ES	37EP	39EP	136-138
139-141	13CP	20CP	22DP	27ES	19CP	19CP	25DP	29EP	17CP	21CS	28EP	33ES	26EP	26EP	34EP	37ES	25ES	31EP	39ES	41ES	139-141
142-144	14CK	21DK	23DK	28EP	20DK	20DK	26DK	30EK	18CK	22DP	29EK	34EP	27EK	27EK	35EK	39EP	26EP	32EK	40EP	42EP	142-144
145-147	15DS	22DS	24ES	29ES	21DS	21DS	27ES	31ES	19DS	23DS	30ES	35ES	28ES	28ES	36ES	40ES	27ES	33ES	41ES	43ES	145-147
148-150	16EP	23EP	25EP	30FP	22EP	22EP	28EP	33FP	20EP	25EP	32EP	37FP	29EP	29EP	38EP	42FP	29EP	35EP	43FP	45FP	148-150
	Maximum Results for Huge Attacks																				



Attack Table 3.2
Bite

Note: *An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.*

Note: *Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a non-tiny critical result on this table.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

4.1 BRAWLING CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Feeble. You're getting old. +0H	Maybe next time.... +0H	Barely made it. +1H	Great move. +2H	Light blow, but foe's thinks it's your best. +2H
06-10	You hit foe's forehead. +1H	A glancing blow. +1H	You pull at foe's hair. +2H	You gain the initiative next round. +2H	Things just failed to connect right. +3H – ⚔
11-15	Push foe with the punch. You receive initiative next round. +1H	Deflected blow, but you gain the initiative next round. +2H	You move quickly after blocking punch.You gain the initiative next round. +2H	Use your body like a broom. Foe is unbalanced. +2H – ⚔	You block foe's forearm. You gain the initiative next round. +4H – ⚔
16-20	Foe steps aside unbalanced.You gain the initiative next round. +2H	Your backhand is powerful. Strike foe across his face.You unbalance him. +2H – ⚔	Step into foe to knock him down. Bash to side unbalances foe. +3H – ⚔	Elbow to foe's side sends him reeling. Your follow-up swing misses. +4H – 2⚔	Duck in close and hammer foe's side. You gain the initiative next round. +5H – ✸
21-35	Good placement. You gain the initiative for the next two rounds. +3H	Push foe back and kick his leg. You gain the initiative next round. +3H – ⚔	You try to sweep your foe off his feet. +4H – ⚔ – (+10)	You trip foe. He shuffles a full 15 feet before he gets his balance. +5H – ✸ – ⚔	Cheap shot to foe's side bruises ribs. Foe crashes into the nearest obstacle. +8H – ✸ – 4(-20)
36-45	Slight abrasion. You gain the initiative for the next two rounds. +4H	Leg strike unsteadies foe. You stomp foe's feet for an extra advantage. +4H – ⚔	Boot to calf hits hard. You have the initiative next round. +5H – ✸ – (-20)	You go in low and strike foe in his calf. He stumbles back with a nasty bruise. +6H – 2✸	Strike to the back of foe's leg gives you a back attack next round. +10H – ✸
46-50	Glancing blow to foe's back. You gain the initiative for the next three rounds. +5H	Foe lunges past you and you come down on his back. He realizes his pain. +5H – ✸	You grab foe and bring your knee into foe's side. Strike lifts foe up and sends foe reeling. +6H – ✸ – (+5)	Pull foe off balance and hammer him in the back with a solid fist. +10H – ✸⊗	You bash foe brutally. Your strike is solid. +10H – ✸⊗
51-55	Strike lands solid to the chest. Foe leaps back on the defensive. +5H – ⚔	You strike foe in his chest. Foe reels. +6H – ✸	Classic grip to foe's collar garment. You punch him hard. He stumbles back 5 feet. +8H – 2✸	Chest strike causes deep bruise. Foe looks very surprised. +10H – ✸⊗ – (-10)	Chest wound knocks foe down. Your attack puts you in the place he was just standing. +10H – 2✸⊗
56-60	Foe kicks out at you and you strike his leg in response. +5H – ✸	You duck down and strike across at foe. Blow to thigh leaves a bad bruise. +6H – 2✸	Strike to foe's thigh. Your fist hits hard. +8H – 2✸⊗	Bring your forearm down on foe's thigh, with most of your weight behind it. You have the initiative next round. +10H – 2✸⊗	You do not know what a sweep or a throw is, but this surely seems like one. You slam foe to the ground. +10H – 3✸⊗
61-65	Arm strike gives foe a bruised bicep. You are cruel. +6H – (⚔-25)	You block foe's guard and punch him in the face. He just stands there. +6H – ✸⊗	Catch weapon arm and strike it across your own knee. Foe drops his weapon. +8H – 2✸⊗ – (+5)	Strike to nerve in foe's upper arm causes him to drop whatever he is carrying. +10H – 2✸⊗ – (+5)	Strong shoulder strike and a follow-up strike to the face. +10H – 4✸⊗
66	Grapple foe's weapon arm and jerk his weapon free. Foe goes twisting and spinning out of your grasp. +8H – 6✸ – (-15)	Hammer foe in his kidneys. You know he is in pain. He grips his side and falls down. Finish him, the pain will not last. +18H – 3✸ – 6(-60)	Nasty strike to foe's mouth knocks out 2 teeth and reduces foe's appearance, by 5, when he smiles. +9H – 6✸⊗ – (-45)	Drive your finger into foe's eye, causing blindness. There is a 10% chance that this affliction is permanent. +15H – (-60)	Face strike is so hard foe's cheekbone is shattered. The shards mortally wound foe. He dies after 10 rounds of agony. (+10)
67-70	Blow to abdomen. Foe bends over and throws up. +4H – 2✸⊗	Blow to foe's chest. You have mastered the common punch. +8H – ✸⊗	Strong blow to foe's forearm causes fracture. +10H – 2✸⊗	Smash foe's hip. You have the initiative next round. +12H – 2✸⊗ – (-10)	Throw foe into a solid object. He falls down. +12H
71-75	Leg strike damages muscle and sends foe stumbling back. +6H – 3✸	Calf strike delivers a deep bruise. Foe looks down at the damage, forgetting about you. +10H – 2✸ – ⊗	A light punch unbalances foe. A kick to foe's leg knocks him down. He falls forward under you. +10H – 2✸⊗ – (+5)	Leg strike causes foe to fall. You push him to hinder his landing and he sprains his ankle. +12H – 3✸ – (-20)	Snap palm into place against foe's knee. Tendon and cartilage damage. Foe has difficulty standing. +15H – 5✸ – (-50)
76-80	Blow to foe's shield arm. If foe has anything that resembles a shield, it is broken. +8H – 2✸⊗	You snap foe's arm around like a noodle. His wrist is strained with the impact. +10H – 2✸⊗ – (+5)	Grip foe's weapon arm and drive his fist against a hard surface. Hand is fractured. Foe is disarmed. +10H – 3✸ – (-30)	Strong blow to foe's weapon arm fractures his wrist. The pain makes his hand useless. +15H – 3✸ – (-30)	Fierce blow to foe's weapon arm breaks bone. Arm is useless. Use arm as leverage to flip foe onto his stomach. +18H – ♦ – 2✸⊗
81-85	Precision strike to foe's arm disarms him. Weapon hand is fractured. Foe is in pain. +8H – 2✸⊗ – (-25)	Hand strike jams foe's fingers into their sockets. Ouch! Foe drops everything in his hands. +10H – 3✸ – (-15)	Strong blow to foe's arm fractures shoulder. You hit his shoulder one more time to make your point. +10H – 3✸⊗ – (-20)	Grab foe's weapon arm and pull him over. Your kick to the ribs finally drops him to the ground. +15H – 3✸⊗	Shoulder strike breaks foe's collar bone. Miscellaneous internal organ damage. +18H – 6✸⊗ – ♦ – (-30)
86-90	Two brutal punches to foe's face. This barrage leaves foe confused and swinging in the wrong direction. +8H – 3✸⊗ – (+20)	Grab foe's weapon arm and beat on it without concern for the rest of foe. Foe is disarmed as ligaments are torn and muscles are pulled. +10H – 4✸ – (-25)	Accurate chest strike knocks wind out of foe. He falls over on you and you knock him off with an upper cut. He stand back up and stumbles 5 feet. +12H – 3✸⊗ – (-30)	Blow to front of foe's neck. His head snaps back, but it does not break his neck. Foe cannot speak for 2-20 hours. He yells in silence. +18H – 6✸	Nasty blow ruptures stomach. Foe is knocked down. Internal bleeding is mortal. Foe will die in 20 rounds. He is still active. +20H – ✸– 10♦ –(-50)
91-95	Head strike breaks foe's nose. Appearance drops by 5 due to black eyes. +10H – 3✸⊗ – (-25)	Land a solid shot to foe's head. Foe is definitely impressed. He steps toward you to keep from falling. +12H – 8✸⊗ – (-40)	Precision strike to foe's head sends him to the ground. You can actually see the stars spinning around his head. +15H – 9✸⊗ – (-35)	Strong blow to face cracks jawbone. Ow! Jaw is stuck open and foe appears permanently surprised about something. +20H – 9✸ – (-30) – (+10)	Blow to foe's side. Bruise ribs, a kidney and a lung. Foe manages to remain standing. Oh that hurts ya know! +25H – 6✸⊗ – (-75)
96-99	Blow to solar plexus causes foe to vomit. He falls to his knees. Foe is unable to do anything but retch. Do you have pity? +10H	Groin strike is solid. You kick him again. Your strike leaves foe helpless. Really unkind. +18H – 12✸⊗	Strike foe in his head. If he has a helm, you pull it off and hit him with it. He is knocked out for 4 hours. If foe has no helm, you knock him out for 5 rounds. +20H	Strong blow to the abdomen causes internal bleeding and organ damage. Foe makes it a habit of spitting blood. +25H – ♦	Grip foe's neck. You shake him violently, while attempting to choke him. He passes out. You can finish him if you want. +30 hits – ♦ – (+20)
100	Elbow foe's face and then punch him hard. He is paralyzed from the neck down for 2 days. He falls instantly to the ground. +13H	Strike to foe's head. If he has no helm, he is in a coma for 10-100 days. If foe has a helm it leaves a bruise on his head. Foe drops and is unconscious. +20H	Mighty strike crashes into foe's head. If he has a helmet, he is unconscious for 1-10 days. If he has no helmet, skull collapses and brain is dead. +25H – ♦	Grip foe's arm and pound on foe's head. One shot hits hard. Crushing strike to foe's temple. Foe dies instantly.	Your strike is frightening. Foe's head snaps to one side. Foe cannot breathe. He looks upon the world one last time and then dies. You are horrified at his doom.

Key: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Attack Table 3.3
Brawling

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	2	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	2	2	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	2	2	–	–	–	–	–	–	37-39
40-42	–	1	–	–	1	–	–	–	–	–	–	–	3	2	2	–	–	–	–	–	40-42
43-45	1	1	1	–	2	1	1	–	1	–	–	–	3	3	3	2	–	–	–	–	43-45
46-48	1	1	1	1	2	1	1	–	1	–	–	–	3	3	3	2	–	–	–	–	46-48
49-51	1	2	1	1	2	2	1	1	1	–	1	–	4	3	3	2	–	–	4	–	49-51
52-54	1	2	1	2	2	2	2	1	2	–	2	–	4	4	3	3	–	–	4	–	52-54
55-57	2	2	2	2	2	2	2	2	2	1	2	1	4	4	4	3	1	–	5	–	55-57
58-60	2	2	2	2	2	2	2	2	2	2	2	2	5	4	4	4	2	–	5	–	58-60
61-63	2	2	2	2	3	2	3	2	2	2	3	2	5	5	5	4	2	3	5	4	61-63
64-66	2	2	2	2	3	3	3	2	3	2	3	2	5	5	5	5	3	3	6	5	64-66
67-69	2	2	2	2	3	3	3	3	3	2	3	3	6	5	5	5	3	4	6	5	67-69
70-72	2	3	3	3	3	3	3	3	3	3	4	3	6	5	6	6A	3	4	7	5	70-72
73-75	2	3	3	3	4	3	4	3	3	3	4	4A	6	6	6	6A	4	5	7A	6	73-75
76-78	2	3	3	3	4	4	4	4A	4	3	4	4A	6	6	7A	7A	4	5	8A	7	76-78
79-81	3	3	3	3A	4	4	4	4A	4	4	5	4A	7	6A	7A	7A	5	6	8A	7	79-81
82-84	3	3	3	4A	4	4	4	4A	4	4	5A	5A	7	7A	7A	8A	5	6	8A	8A	82-84
85-87	3	3	4	4A	4	4	5A	4A	5	4	5A	5A	7A	7A	8A	8A	6	7	9A	8A	85-87
88-90	3	3	4	4A	5	4	5A	5A	5	5A	6A	5A	8A	7A	8A	9A	6	7A	9A	9A	88-90
91-93	3	4	4A	4A	5	5A	5A	5A	5A	5A	6A	6A	8A	8A	9A	9B	6A	8A	10B	9A	91-93
94-96	3	4	4A	4A	5A	5A	6A	5A	5A	5A	7A	6B	8A	8A	9B	9B	7A	8A	10B	10A	94-96
97-99	3	4	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	8B	9B	10B	7A	8A	11B	10A	97-99
100-102	3	4A	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	9B	10B	10B	8A	9A	11B	11B	100-102
103-105	4A	4A	5A	5A	6A	6A	6B	6B	6A	6A	8B	7B	9B	9B	10B	11B	8A	9B	11B	11B	103-105
	Maximum Results for Small Attacks																				
106-108	4A	4A	5A	5B	6A	6A	7B	6B	6A	7B	8B	8B	10B	9B	11B	11B	9A	10B	12C	12B	106-108
109-111	4A	5A	5A	6B	6A	6A	7B	7B	7A	7B	8B	8B	10B	10B	11B	12C	9B	10B	12C	12B	109-111
112-114	4A	5A	5A	6B	6A	6B	7B	7B	7B	7B	9B	8C	10B	10C	11C	12C	10B	11B	13C	13C	112-114
115-117	4A	5A	5A	6B	7B	6B	7B	7C	7B	7B	9B	9C	10B	10C	12C	13C	10B	11B	13C	13C	115-117
118-120	4A	5A	6A	6B	7B	7B	8C	8C	7B	8B	9C	9C	11B	11C	12C	13C	10B	12C	14C	14C	118-120
	Maximum Results for Medium Attacks																				
121-123	4A	5A	6B	6C	7B	7B	8C	8C	8B	8B	10C	10C	11C	11C	13C	14C	11C	12C	14D	14C	121-123
124-126	4A	5A	6B	7C	7B	7C	8C	8C	8B	8C	10C	10C	11C	11C	13C	14C	11C	13C	14D	15D	124-126
127-129	5A	5A	6B	7C	7C	7C	9C	8C	8C	9C	10C	10C	12C	12C	14C	15D	12C	13C	15D	15D	127-129
130-132	5A	6A	6B	7C	8C	8C	9C	9C	8C	9C	11C	11D	12C	12D	14D	15D	12C	14D	15D	16D	130-132
133-135	5B	6B	7C	7D	8C	8C	9D	9D	9C	9C	11C	11D	12C	12D	14D	16D	13C	14D	16D	16D	133-135
	Maximum Results for Large Attacks																				
136-138	5B	6B	7C	8D	8C	8C	9D	9D	9C	10C	11D	11D	13D	13D	15D	16D	13D	14D	16E	17E	136-138
139-141	5B	6B	7C	8D	8D	8D	10E	10D	9C	10D	12D	12D	13D	13D	15E	16E	14D	15D	17E	17E	139-141
142-144	5C	6C	7D	8E	8D	8D	10E	10E	9D	10D	12D	12E	13D	13E	16E	17E	14D	15E	17E	18E	142-144
145-147	5C	6C	7D	8E	9D	9D	10E	10E	10D	11E	13E	13E	14E	14E	16E	17E	14E	16E	17E	18E	145-147
148-150	5D	6D	7D	8E	9D	9D	10E	10E	10E	11E	13E	13E	14E	14E	16E	18E	15E	16E	18E	19E	148-150
	Maximum Results for Huge Attacks																				

Note: *Small attacks are objects smaller than a mug (e.g., fists, serving spoon, etc.). Medium attacks are objects the size of a mug (e.g., mugs, bottles, etc.). Large attacks are objects the size of a chair (e.g., chairs, table legs, etc.). Huge attacks are objects that require extraordinary strength to heft (e.g., large table, a person, etc.).*

Critical Strikes: *All criticals are Brawling criticals.*

Key: βπ =must parry β rounds; βΠ=no parry for β rounds; βΣ=stunned for β rounds; βƒ=bleed β hits per round; (β)=foe has β penalty; (+β)=attacker gets +β next rou

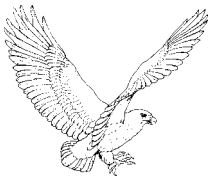
4.7 PUNCTURE CRITICAL STRIKE TABLE

	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 choses 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 in 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 abdomenal 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 foward. 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 foes 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)

4.8 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 to 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 abdomenal 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✸⊗

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	2	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	3	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	1	3	4AT	52-54
55-57	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	2	–	1	4AT	4AT	55-57
58-60	–	–	–	1	–	–	–	1	–	–	–	2	–	–	1	3	–	2	4BT	5BT	58-60
61-63	–	–	1	2	–	–	1	1	–	–	1	2	–	–	1	3	1	2	5CT	6CT	61-63
64-66	–	–	1	2	–	–	1	2	–	–	1	3	–	–	2	4	1	3	6DT	6DT	64-66
67-69	–	–	2	3	–	1	2	2	–	–	2	3	1	1	3	5AT	2	4	6ET	7ET	67-69
70-72	–	–	2	3	1	1	2	3	–	1	2	4	1	1	3	5AT	2	4	7AS	8AS	70-72
73-75	–	1	3	4	1	1	3	4	–	1	3	5	2	2	4AT	6BT	3	5AT	8AS	8AS	73-75
76-78	–	1	3	4	2	2	3	4	1	2	3	5AT	2	2	5AT	7CT	4	6BT	8AS	9AS	76-78
79-81	–	1	4	5	2	2	4	5AT	1	2	4	6BT	3	3AT	5BT	7DT	4	6CT	9AS	10AS	79-81
82-84	–	2	4	5AT	3	3	4	5AT	1	3	5	6CT	3AT	3BT	6CT	8ET	5	7DT	9AS	10AS	82-84
85-87	1	2	5	6BT	3	3	5	6AT	2	3	5AT	7DT	4BT	4CT	7DT	9AS	5AT	7ET	10BS	11AS	85-87
88-90	1	3	5	7CT	4	4	5AT	7BT	2	4	6BT	8ET	4CT	4DT	7ET	9AS	6BT	8AS	11BS	12BS	88-90
91-93	1	3	6AT	7DT	4	4	6AT	7CT	3	4	6CT	8AS	5DT	5ET	8AS	10AS	7CT	9AS	11BS	12BS	91-93
94-96	2	4AT	6BT	8ET	5	5	7BT	8DT	3	5AT	7DT	9AS	5ET	5AS	9AS	11AS	7DT	9AS	12BS	13BS	94-96
97-99	2	4AT	7CT	8AS	5AT	5AT	7CT	8ET	4	5BT	8ET	9AS	6AS	6AS	9AS	11BS	8ET	10AS	13BS	13BS	97-99
100-102	13	5BT	7DT	9AS	6AT	6AT	8DT	9AS	4AT	6CT	8AS	10BS	6AS	6AS	10AS	12BS	9AS	11BS	13BS	14BS	100-102
103-105	3AT	5CT	8ET	9AS	6BT	6AT	8ET	10BS	5AT	6DT	9AP	11BS	7AS	7BS	11BS	13BS	9AS	11BS	14BS	15BP	103-105
	Maximum Results for Small Attacks																				
106-108	4AT	6DT	8AP	10AS	7CT	7BT	9AS	10BS	5AT	7ET	9AS	11BS	7AS	7BS	11BS	13CS	10AS	12BS	15BP	15CS	106-108
109-111	4BT	6ET	9AS	10AS	7DT	7CT	9AP	11BS	6BT	8AP	10AP	12CS	8AS	8BS	12BS	14CS	10AS	12BS	15CS	16CP	109-111
112-114	4CT	7AS	9AP	11BS	8ET	8DT	10BS	11CP	6CT	8AS	10AS	12CS	8BS	8BS	13CS	15CP	11BS	13CS	16CP	17DS	112-114
115-117	5DT	7AP	10BS	11BS	8AP	8ET	10BP	12CS	6DT	9AP	11BP	13CP	9BS	9CS	13CP	15CS	12BS	14CP	16DS	17DP	115-117
118-120	5ET	8BS	10BP	12BS	9AP	9AP	11BS	13CP	7ET	9BS	12BS	14CS	9BS	9CP	14CS	16DP	12BS	14CS	17DP	18DS	118-120
	Maximum Results for Medium Attacks																				
121-123	6AP	8BP	11BS	13CP	9AP	9BP	12BP	13CS	7AP	10BP	12BP	14DP	10CP	10CS	15CP	17DS	13CP	15CP	18DS	19EP	121-123
124-126	6AP	9BS	11BP	13CS	10AP	10BP	12CS	14DP	8BP	10BS	13CS	15DS	10CS	10CP	15DS	17DP	14CS	16DS	18EP	19ES	124-126
127-129	7BP	9BP	12CS	14CP	10BP	10BP	13CP	14DS	8BP	11BP	13CP	15DP	11CP	11CS	16DP	18DS	14CP	16DP	19ES	20EP	127-129
130-132	7BS	10CS	12CP	14DS	11BP	11BS	13CS	15DP	9BS	11CS	14CS	16DS	11CS	11DP	17DS	19EP	15DS	17DS	20EP	21ES	130-132
133-135	7BP	10CP	13CS	15DP	11BP	11CP	14CP	16DK	9BP	12CP	15DP	17DP	12DP	12DS	17DP	19ES	15DP	17DP	20ES	21EP	133-135
	Maximum Results for Large Attacks																				
136-138	8BS	11CS	13CP	15DS	12BS	12CS	14CS	16ES	10CS	12CS	15DS	17ES	12DS	12DP	18ES	20EP	16DS	18ES	21EP	22ES	136-138
139-141	8CP	11CP	14CS	16EP	12CP	12CP	15DP	17EP	10CP	13CP	16DP	18EP	13DP	13ES	19EP	21ES	17EP	19EP	22ES	23EP	139-141
142-144	9CK	12DK	14DP	16EK	13CK	13CK	15DK	17EK	11CK	13DK	16EK	18EK	13EK	13EP	19EK	21EP	17EK	19EK	22EP	23EK	142-144
145-147	9DS	12DS	15DS	17ES	13CS	13DS	16ES	18ES	11DS	14DS	17ES	19ES	14ES	14ES	20ES	22ES	18ES	20ES	23ES	24ES	145-147
148-150	10EP	13EP	15EP	18FP	14DP	14DP	17EP	19FP	12EP	15EP	18EP	20FP	15EP	15EP	21EP	23FP	19EP	21EP	24FP	24FP	148-150
	Maximum Results for Huge Attacks																				



Attack Table 3.4
Claw Talon

Note: *An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

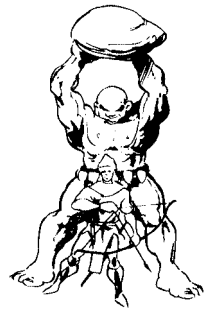
4.3 KRUSH CRITICAL STRIKE TABLE

	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 – (⚔-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 – (⚔-10)	Blow to foe's waist. He spins sideways. +6H – (⚔-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 – (⚔-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 – (⚔-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (⚔-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 – (⚔-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 – (⚔-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. +6H – ✸	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +9H – ✸⊗ – (-50)	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +8H – ✸⊗	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +9H – 2✸⊗	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +10H – 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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Attack Table 3.5
Fall Crush

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	2AK	34-36
37-39	–	–	–	–	–	–	–	1	–	–	–	–	–	–	1	2AK	–	1	3AK	3AK	37-39
40-42	–	–	–	–	–	–	1	2	–	–	–	1	–	1	2AK	3AK	1	2	4AK	4AK	40-42
43-45	–	–	–	1	–	1	2	3	–	–	1	2	1	2AK	3AK	4AK	2	3AK	5AK	6AK	43-45
46-48	–	–	1	1	1	1	3	4	–	–	1	3	1AK	3AK	4AK	5AK	3	4AK	7AK	7AK	46-48
49-51	–	–	1	2	1	2	4	5AK	–	–	2	4	2AK	4AK	5AK	7AK	4AK	5AK	8AK	8AK	49-51
52-54	–	–	2	3	2	3	5	6AK	–	1	3	5AK	3AK	5AK	6AK	8AK	5AK	6AK	9AK	9AK	52-54
55-57	–	–	3	4	3	4	6AK	7AK	–	1	4	6AK	4AK	6AK	7AK	9AK	6AK	8AK	10AK	11AK	55-57
58-60	–	1	4	5	4	5AK	7AK	9AK	–	2	5AK	7AK	5AK	7AK	8AK	10AK	7AK	9AK	11AK	12AK	58-60
61-63	–	1	5	6AK	5AK	6AK	8AK	10AK	1	3	6AK	8AK	6AK	8AK	10AK	11AK	8AK	10AK	13AK	13AK	61-63
64-66	–	2	6	7AK	6AK	7AK	9AK	11AK	1	4	7AK	9AK	7AK	9AK	11AK	13AK	9AK	11AK	14AK	14AK	64-66
67-69	–	3	6AK	8AK	7AK	8AK	10AK	12AK	2	5AK	8AK	10AK	8AK	10AK	12AK	14AK	10AK	12AK	15AK	16AK	67-69
70-72	1	4	7AK	9AK	8AK	9AK	11AK	13AK	3	6AK	9AK	11AK	8AK	11AK	13AK	15AK	11AK	14AK	16AK	17AK	70-72
73-75	1	5AK	8AK	10AK	8AK	10AK	12AK	14AK	4	7AK	10AK	12AK	9AK	12AK	14AK	16AK	12AK	15AK	17AK	18AK	73-75
76-78	2	5AK	9AK	11AK	9AK	11AK	13AK	16AK	5AK	8AK	11AK	13AK	10AK	13AK	15AK	17BK	14AK	16AK	19BK	19BK	76-78
79-81	3	6AK	10AK	12AK	10AK	12AK	14AK	17AK	6AK	9AK	12AK	14AK	11AK	14AK	16BK	19BK	15AK	17AK	20BK	21BK	79-81
82-84	3AK	7AK	11AK	13AK	11AK	13AK	15AK	18BK	7AK	10AK	13AK	15BK	12AK	15BK	18BK	20BK	16BK	18BK	21BK	22BK	82-84
85-87	4AK	8AK	12AK	14AK	12AK	14AK	16AK	19BK	8AK	11AK	14AK	16BK	13AK	16BK	19BK	21BK	17BK	20BK	22BK	23CK	85-87
88-90	5AK	9AK	12AK	15AK	13AK	15AK	17AK	20BK	9AK	12AK	15AK	17BK	14BK	17BK	20BK	22CK	18BK	21BK	23CK	24CK	88-90
91-93	6AK	9AK	13AK	16AK	14AK	16AK	18BK	21BK	9AK	13AK	16BK	18CK	15BK	18BK	21CK	24CK	19BK	22BK	25CK	26CK	91-93
94-96	6AK	10AK	14AK	17BK	15AK	17BK	20BK	23CK	10AK	14AK	17BK	20CK	16BK	19BK	22CK	25CK	20BK	23CK	26CK	27CK	94-96
97-99	7AK	11AK	15AK	18BK	16BK	17BK	21BK	24CK	11AK	15AK	17BK	21CK	16BK	20CK	23CK	26CK	21CK	24CK	27CK	28CK	97-99
100-102	8AK	12AK	16BK	19BK	16BK	18BK	22BK	25CK	12AK	16AK	18BK	22CK	17BK	21CK	24CK	27CK	22CK	25CK	28CK	29CK	100-102
103-105	9AK	13AK	17BK	20BK	17BK	19BK	23BK	26CK	13AK	16BK	19CK	23CK	18CK	22CK	25CK	28CK	23CK	27CK	29CK	31CK	103-105
	Maximum Results for Falls of 1'-10' and Small Attacks																				
106-108	9AK	13BK	18BK	21CK	18BK	20BK	24CK	27CK	14AK	17BK	20CK	24DK	18CK	23CK	27DK	30DK	24CK	28DK	31DK	32DK	106-108
109-111	10AK	14BK	18BK	22CK	19BK	21BK	25CK	28DK	15AK	18BK	21CK	25DK	20CK	24CK	28DK	31DK	25CK	29DK	32DK	33DK	109-111
112-114	11AK	15BK	19BK	23CK	20BK	22CK	26CK	30DK	16BK	19BK	22CK	26DK	21CK	25CK	29DK	32DK	27DK	30DK	33DK	34DK	112-114
115-117	11BK	16BK	20CK	24CK	21CK	23CK	27CK	31DK	17BK	20BK	23DK	27DK	22CK	26CK	30DK	33DK	28DK	31DK	34DK	36DK	115-117
118-120	12BK	17BK	21CK	25DK	22CK	24CK	28CK	32DK	18BK	21BK	24DK	28DK	23DK	27DK	31DK	34DK	29DK	33DK	35DK	37DK	118-120
	Maximum Results for Falls of 11'-50' and Medium Attacks																				
121-123	13BK	17CK	22CK	26DK	23CK	25CK	29CK	33DK	18BK	22CK	25DK	29DK	24DK	28DK	32DK	36DK	30DK	34DK	37DK	38EK	121-123
124-126	14BK	18CK	23CK	27DK	23CK	26CK	30CK	34DK	19BK	23CK	26DK	30DK	24DK	29DK	33DK	37EK	31DK	35DK	38EK	39EK	124-126
127-129	14BK	19CK	24CK	28DK	24CK	27CK	31CK	35DK	20CK	24CK	27DK	31EK	25DK	30DK	35EK	38EK	32DK	36EK	39EK	41EK	127-129
130-132	15CK	20CK	24CK	29DK	25CK	28DK	32DK	37EK	21CK	25CK	28DK	32EK	26DK	31DK	36EK	39EK	33EK	37EK	40EK	42EK	130-132
133-135	16CK	21CK	25DK	30EK	26DK	29DK	33DK	38EK	22CK	26CK	29EK	33EK	27EK	32EK	37EK	40EK	34EK	39EK	41EK	43EK	133-135
	Maximum Results for Falls of 51'-100' and Large Attacks																				
136-138	17CK	21DK	26DK	31EK	27DK	30DK	34DK	39EK	23CK	27DK	30EK	34EK	28EK	33EK	38EK	42EK	35EK	40EK	43EK	44EK	136-138
139-141	17DK	22DK	27DK	32EK	28DK	31DK	35DK	40EK	24DK	28DK	31EK	35EK	29EK	34EK	39EK	43EK	36EK	41EK	44EK	46EK	139-141
142-144	18DK	23DK	28EK	33EK	29EK	32EK	36EK	41EK	25DK	29DK	32EK	36EK	30EK	35EK	40EK	44EK	37EK	42EK	45EK	47EK	142-144
145-147	19EK	24EK	29EK	34EK	30EK	33EK	37EK	42EK	26EK	30EK	33EK	37FK	31EK	36EK	41EK	45EK	38EK	43EK	46EK	48EK	145-147
148-150	20FK	25FK	30FK	35FK	31FK	34FK	39FK	44FK	27FK	31FK	34FK	39FK	32FK	38FK	43FK	47FK	40FK	45FK	48FK	50FK	148-150
	Maximum Results for Falls over 100' and Huge Attacks																				



Note: *For falls, add* **1** *to the roll for each foot fallen (other factors may modify this).*

Note: *An F-severity critical result indicates an E-critical roll and a C-critical roll (both Krush criticals).*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

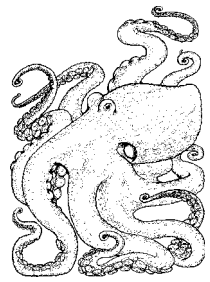
4.2 GRAPPLE CRITICAL STRIKE TABLE

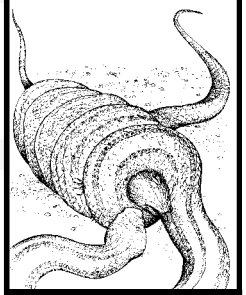
	A	B	C	D	E
01-05	Foe escapes like the wind. +0H	Your attack falls short. +0H	Your fingernails deal a vicious wound. +1H	A little elbow before you lose your grip. +2H	You grip strand of foe's hair. It breaks. +3H
06-10	Grab foe's arm. Oops. Try again. +0H	Your grip fails. +2H	Foe grabs, misses. You have 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 disadvanatge. 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 ploy. 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 breath 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.	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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next rou d.

Attack Table 3.6
Grapple
Grasp
Envelop
Swallow

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
58-60	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
61-63	1AG	–	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
64-66	1AG	1	–	–	1AG	1	–	–	1	–	–	–	1	–	–	–	–	–	–	–	64-66
67-69	1AG	1AG	1	1	1AG	1AG	–	–	1AG	1	–	–	1	1	–	–	–	–	–	–	67-69
70-72	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1	–	–	1AG	1	–	–	–	–	–	–	70-72
73-75	1AG	1AG	1AG	1	2AG	1AG	1	1	1AG	1AG	1	1	2AG	1AG	1	–	–	–	–	–	73-75
76-78	1AG	1AG	2AG	2AG	2AG	2AG	1AG	1	1AG	1AG	1	1	2AG	2AG	1	–	–	–	1	–	76-78
79-81	1AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	1AG	2AG	1AG	2	2AG	2AG	1	1	–	–	1	–	79-81
82-84	1AG	2AG	2AG	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	3AG	3AG	2	1	–	–	2AG	1	82-84
85-87	1AG	2AG	3AG	3AG	3AG	3AG	2AG	3AG	2AG	2AG	2AG	3AG	3AG	3AG	2AG	2	–	–	2AG	1	85-87
88-90	1AG	2AG	3AG	3AG	3AG	3AG	3AG	3AG	2AG	2AG	3AG	3AG	3AG	3AG	3AG	2	1AG	1	3AG	2	88-90
91-93	2BG	2AG	3AG	4AG	3AG	3AG	3AG	4AG	2AG	3AG	3AG	4AG	4AG	4AG	3AG	3	1AG	1	3AG	2	91-93
94-96	2BG	3AG	4AG	4AG	4AG	4AG	4AG	4AG	2AG	3AG	4AG	4AG	4AG	4AG	4AG	4	1AG	2AG	4AG	3	94-96
97-99	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	2AG	3AG	4AG	5AG	4AG	5AG	4AG	4AG	2AG	2AG	5AG	4	97-99
100-102	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	3AG	3AG	4AG	5AG	5AG	5AG	5AG	5AG	2AG	3AG	4AG	4	100-102
103-105	2BG	3BG	5BG	5BG	4BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	5BG	5BG	5AG	5AG	3AG	4AG	6AG	5AG	103-105
	Maximum Results for Small Attacks																				
106-108	2CG	4BG	5BG	6BG	5BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6BG	6BG	6AG	6AG	3AG	4AG	6AG	6AG	106-108
109-111	2CG	4BG	5BG	6BG	5BG	5BG	6BG	7BG	3BG	4BG	6BG	7AG	6BG	6BG	6AG	7AG	4AG	5AG	7AG	6AG	109-111
112-114	2CG	4BG	6BG	7BG	5BG	6BG	6BG	7BG	3BG	4BG	6BG	7AG	6BG	7BG	7AG	7AG	4AG	5AG	8AG	7AG	112-114
115-117	2CG	4CG	6CG	7CG	5CG	6CG	6CG	7CG	4CG	5CG	7CG	8BG	7CG	7CG	7BG	8BG	5BG	6AG	8BG	8AG	115-117
118-120	2CG	4CG	6CG	7CG	6CG	6CG	7CG	8CG	4CG	5CG	7CG	8BG	7CG	7CG	8BG	8BG	5BG	7BG	9BG	8AG	118-120
	Maximum Results for Medium Attacks																				
121-123	3DG	5CG	7CG	8CG	6CG	7CG	7CG	8CG	4CG	5CG	8CG	9BG	7CG	8CG	8BG	9BG	6BG	7BG	9BG	9AG	121-123
124-126	3DG	5CG	7CG	8CG	6CG	7CG	7CG	9CG	4CG	5CG	8CG	9CG	8CG	8CG	9CG	10CG	6CG	8CG	10CG	9AG	124-126
127-129	3DG	5DG	7DG	9DG	7DG	7DG	8DG	9DG	4DG	6DG	8DG	10CG	8DG	9DG	9CG	10CG	7CG	8CG	10CG	10BG	127-129
130-132	3DG	5DG	8DG	9DG	7DG	8DG	8DG	10DG	4DG	6DG	9DG	10CG	8DG	9DG	10CG	11CG	7CG	9CG	11CG	11BG	130-132
133-135	3DG	5DG	8DG	9DG	7DG	8DG	9DG	10DG	5DG	6DG	9DG	11DG	9DG	9DG	10DG	11DG	8DG	10DG	12DG	11CG	133-135
	Maximum Results for Large Attacks																				
136-138	3EG	6DG	8DG	10DG	7DG	8DG	9DG	11DG	5DG	6DG	10DG	11DG	9DG	10DG	11DG	11DG	8DG	10DG	12DG	12CG	136-138
139-141	3EG	6EG	9EG	10EG	8EG	9EG	9EG	11EG	5EG	7EG	10EG	12DG	9EG	10EG	11DG	13DG	9DG	11DG	13DG	13DG	139-141
142-144	3EG	6EG	9EG	11EG	8EG	9EG	10EG	12EG	5EG	7EG	11EG	12EG	10EG	11EG	12EG	13EG	9EG	11EG	13EG	13DG	142-144
145-147	3EG	6EG	9EG	11EG	8EG	9EG	10EG	12EG	5EG	7EG	11EG	13EG	10EG	11EG	12EG	14EG	10EG	12EG	14EG	14EG	145-147
148-150	4EG	7EG	10EG	12FG	9EG	10EG	11EG	13FG	6EG	8EG	12EG	14FG	11EG	12EG	13EG	14FG	11EG	13EG	15FG	15FG	148-150
	Maximum Results for Huge Attacks																				





Note: *An F-severity critical indicates an E-critical roll and a C-critical roll (both Grapple criticals).*

Note: *For each consecutive round that a creature obtains a critical strike on the same target (on this table), the creature obtains an additional +10 against that target.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

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

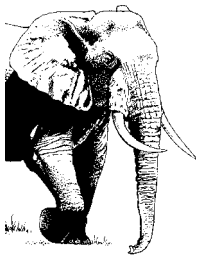
4.7 PUNCTURE CRITICAL STRIKE TABLE

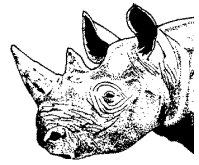
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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)	Strike through muscle in shield arm. If foe has a shield, he drops it. +5H – 2✸⊗ – (-50)	Strike to foe's shield arm. Arm is useless. +6H – 2✸⊗ – (-50)	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✸⊗
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 abdomenal 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 foward. 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 foes 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)

4.12 UNBALANCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
06-10	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
11-15	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
16-20	Foe seeks to push you away. He lashes out in defensive manner. +4H – ⚔	Glancing side blow. You unbalance your foe. He recovers quickly. +4H – ⚔	Strike side. Foe moves back to block your next attack. +5H – ⚔	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H – (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H – 1(-20)
21-35	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H – ⚔	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H – 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H – ✸	Quick shot to chest causes foe to hesitate in pain.He still knows you're there. +8H – ✸	Crack! Foe's rib reports damage to him in an unsubtle way. He is in pain. +9H – ✸ – 1(-10)
36-45	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H – 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H – 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H – (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H – 2✸
46-50	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H – ⚔(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H – ⚔(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H – ✸⊗	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H – ✸⊗	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H – ✸⊗
51-55	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H – ⚔(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H – ✸	Push foe's knee backwards. Foe struggles to avoid the pain. +6H – ✸⊗	Strike to chest takes wind out of foe. Foe's guard goes down. +10H – ✸⊗	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H – ✸⊗
56-60	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H – ✸	Foe bumps his thigh while blocking your attack. He steps back. +6H – ⚔(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H – 2✸ – (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H – 2✸	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H – 3✸
61-65	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H – ✸	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H – 2✸	You catch foe's counter thrust and disarm him with a bash to the arm. +7H – 2✸ – (+20)	Bash foe in shoulder making him spin. You push him for good measure. +13H – 2✸⊗
66	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H – 2✸⊗	Stirke to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H – 2✸⊗	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H – 3✸⊗ – (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6✸	Knock foe back with a blow to the jaw. Foe loses balance and falls. he hits his head and goes unconscious. +30H
67-70	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H – 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - ⊗	Strike to foe's ribs. Foe's ribs crack and foe shows the pain. His war effort is impaired. +8H – 2✸ – (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H – ✸⊗ – (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2✸⊗ – (-10)
71-75	Hammer foe's lower leg. He has trouble standing, but manages. +7H – 2✸	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H – (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H – ✸⊗ – (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H – ✸⊗ –(-75)	Knock foe down with a blow to the thigh. He lands on his wespon and takes some time to get off it. +15H – 3✸⊗
76-80	Blow to foe's shield side. If foe has a shield, it is torn away. +12H – 2✸	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H – 2✸ – (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H – 3✸ – (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H – (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H – 4✸⊗
81-85	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H – ✸⊗ – (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H – 3✸	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6✸	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H – 6✸⊗	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6✸⊗ –(-50)
86-90	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H – 3✸ – (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H – 2✸⊗	Precise blow sends foe down. Foe is face down and disarmed. +14H –6✸ – (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H – 9✸	Cruel blow to foe's head.... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H – 12✸⊗
91-95	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3✸	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H – 6✸ – (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon.	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H – 8✸⊗ – (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down,has a useless arm, and passes out. 6✸
96-99	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H – 3⊗	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6✸⊗	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all diections. If foe has no helm he is in a coma foe 4 weeks. +9H – 6✸	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
100	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	3AT	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	–	–	–	–	2	–	1	3	4BT	58-60
61-63	–	–	–	1	–	–	–	–	–	–	–	1	–	–	1	3	–	2	4AT	5CT	61-63
64-66	–	–	–	2	–	–	–	1	–	–	–	2	–	–	2	4AT	–	3	5BT	6DT	64-66
67-69	–	–	1	3	–	–	1	1	–	–	1	3	–	–	3	5BT	1	4	6CT	7AP	67-69
70-72	–	–	1	4	–	–	1	2	–	–	1	4	1	–	4AT	6CT	2	5	7DT	8AP	70-72
73-75	–	–	2	5	1	1	2	3	–	–	2	5AT	1	1	5BT	7DT	3	6AT	8AP	9AP	73-75
76-78	–	–	2	6	1	1	3	4	–	1	3	6BT	2	1	6CT	8AP	4	7BT	9AP	10AP	76-78
79-81	–	1	4	6	2	2	4	5AT	–	1	4	7CT	3	2AT	7DT	9AP	5AT	8CT	10AP	11AP	79-81
82-84	–	1	5	7	3	3	5	6BT	1	2	5AT	8DT	4AT	3BT	8AP	10AP	6BT	9DT	11AP	12AP	82-84
85-87	–	2	5	8	4	4	6AT	7CT	1	3AT	6BT	9AP	5BT	4CT	9AP	11AP	7CT	10AP	12AP	13AP	85-87
88-90	1	3	6AT	9AT	5	5	6BT	8DT	2	4BT	7CT	10AP	5CT	5DT	10AP	12AP	8DT	11AP	13AP	14AP	88-90
91-93	1	4AT	7BT	10BT	6	6	7CT	9AP	3AT	5CT	8DT	11AP	6DT	6AP	11AP	13AP	9AP	12AP	14AP	15BP	91-93
94-96	2	5BT	8CT	11CT	6AT	6AT	8DT	10AP	4BT	6DT	9AP	12AP	7AP	7AP	12AP	14AP	10AP	13AP	15BP	16BP	94-96
97-99	3	5CT	9DT	11DT	7BT	7BT	9AP	11AP	5CT	7AP	9AP	13AP	8AP	8AP	13AP	15BP	11AP	14AP	16BP	17BP	97-99
100-102	4AT	6DT	9AP	12AP	8CT	8CT	10AP	12AP	6DT	8AP	10AP	14BP	9AP	9BP	14BP	16BP	12AP	15AP	17BP	18BP	100-102
103-105	5BT	7AU	10AP	13AP	9DT	9DT	11AP	13BP	7AP	9AP	11AP	15BP	9AP	10AP	15BP	17BP	13AP	16AP	18BP	19BP	103-105
	Maximum Results for Small Attacks																				
106-108	6CT	8AK	11AP	14AP	10AP	10AP	12AP	14AP	7AP	10AP	12AP	16BP	10AP	11BP	16BP	18CP	14AP	17BP	19BP	20CP	106-108
109-111	6DT	9AP	12AP	15AP	11AP	11AP	12AP	14BP	8AP	11AP	13BP	17CP	11AP	12BP	17BP	19CP	15AP	18BP	20CP	21DP	109-111
112-114	7AU	10AU	13AP	16BP	11AP	11AP	13BP	15CP	9AP	12AP	14BP	18CP	12BP	13BP	18CP	20CP	16BP	19BP	21CP	22DP	112-114
115-117	8AK	10AK	14AK	16BK	12AP	12AP	14BP	16CP	10AP	12BP	15BP	19CP	13BP	14BP	19CP	21CP	17BP	20CP	22DP	23DP	115-117
118-120	9AP	11BP	14BP	17BP	13AP	13AP	15BP	17CP	11BP	13BP	16CP	20CP	13BP	15CP	20CP	22DP	18CP	21CP	23DP	24DK	118-120
	Maximum Results for Medium Attacks																				
121-123	10AU	12BU	15BK	18CK	14AP	14BP	16BP	18CP	12BP	14BP	17CP	21DK	14CP	16CP	21CK	23DK	19CK	22CK	24DP	25DP	121-123
124-126	11AK	13BK	16BP	19CP	15BP	15BP	17CP	19DP	13BP	15BP	17CP	22DP	15CP	17CP	22DP	24DP	20DP	23DP	25DK	26EK	124-126
127-129	12AP	14BP	17CK	20CK	16BP	16BP	18CK	20DK	13BP	16CK	18DK	23DK	16CK	18CK	23DK	25DK	21DK	24DK	26EP	27EP	127-129
130-132	12BU	15CU	18CP	21DP	16BK	16CK	18CP	21DP	14CP	17CP	19DP	24DP	17DP	19DP	24DP	26EP	22DP	25DP	27EU	28EU	130-132
133-135	13BK	15CK	18CK	21DK	17CK	17CP	19CK	22DK	15CK	18CK	20DK	25DK	17DK	20DK	25DK	27EK	23DK	26DK	28EK	29EK	133-135
	Maximum Results for Large Attacks																				
136-138	14BP	16CP	19CP	22DP	18CK	18CK	20CP	23EP	16CP	19DP	21DP	26EP	18DP	21DP	26EP	28EP	24EP	27EP	29EP	30EP	136-138
139-141	15CU	17DU	20DU	23EU	19CP	19DP	21DU	24EU	17DU	20DU	22EU	27EU	19EU	22EU	27EU	29EU	25EU	28EU	30EU	31EU	139-141
142-144	16CK	18DK	21DK	24EK	20DK	20DK	22DK	25EK	18DK	21DK	23EK	28EK	20EK	23EK	28EK	30EK	26EK	29EK	31EK	32EK	142-144
145-147	17DP	19EP	22EP	25EP	21DP	21DP	23EP	26EP	19EP	22EP	24EP	29EP	21EP	24EP	29EP	31EP	27EP	30EP	32EP	33EP	145-147
148-150	18EU	20EU	23EU	26FU	22EU	22EU	24EU	27FU	20EU	23EU	25EU	30FU	22EU	25EU	30EU	33FU	29EU	31EU	34FU	35FU	148-150
	Maximum Results for Huge Attacks																				





Attack Table 3.7
Horn Tusk

Note: *An F-severity critical result indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Unbalance Critical Strike Table.*

Note: *If the attacking creature is "charging," it obtains a* **+ 20** *on this table in addition to its other bonuses.*

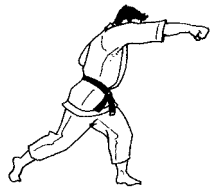
Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

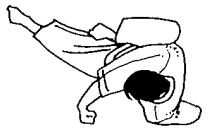
4.5 MARTIAL ARTS STRIKES CRITICAL STRIKE TABLE

	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.	Forceful. Foe steps back. You have initiative. +5H	Kick foe's side. He stumbles out of the way. You have the initiative.	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)	Stirke 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. —	Gooosh! 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßʃ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	1	1	43-45
46-48	–	–	–	–	–	–	–	1	–	–	–	–	–	–	1	1	–	1	2	2	46-48
49-51	–	–	–	–	–	1	1	1	–	–	–	1	–	1	1A	2	1	1	2	3	49-51
52-54	–	–	–	1	–	1	1	2	–	–	1	1	1	1	2A	2	1	2	3	3	52-54
55-57	–	–	1	1	1	1	2	2	–	–	1	2	1	2	2A	3	2	2	4	4A	55-57
58-60	–	–	1	2	1	2	2	3	–	–	2	2	2	2	3A	4A	2	3	4A	5A	58-60
61-63	–	–	1	2	1	2	3	4	–	1	2	3	2	3	4A	4A	3	4	5A	5A	61-63
64-66	–	–	2	3	2	3	3	4	–	1	3	3	3	3A	4A	5A	3	4A	6A	6A	64-66
67-69	–	1	2	3	2	3	4	5	–	1	3	4	3A	4A	5A	6A	4	5A	6A	7A	67-69
70-72	–	1	3	4	3	4	5	5A	1	2	4	4	4A	4A	5A	6A	5A	5A	7A	7A	70-72
73-75	–	1	3	4	3	4	5	6A	1	2	4	5A	4A	5A	6A	7A	5A	6A	8A	8A	73-75
76-78	–	2	4	5	4	5	6A	7A	1	3	5	5A	5A	5A	7A	8A	6A	7A	8A	9A	76-78
79-81	1	2	4	5	4	5A	6A	7A	2	3	5A	6A	5A	6A	7B	8A	6A	6A	9A	9A	79-81
82-84	1	3	5	6A	5A	6A	7A	8A	2	4	6A	7A	6A	7A	8B	9A	7A	8A	9A	10A	82-84
85-87	1	3	5	6A	5A	6A	7A	9A	3	4	6A	7A	6A	7A	9B	10A	7A	9A	10A	11A	85-87
88-90	2	4	5A	7A	6A	7A	8A	9A	3	5A	7A	8A	7A	8A	9B	10A	8A	9A	11A	11A	88-90
91-93	2	4	6A	7A	6A	7A	9A	10A	4	5A	7A	8A	7B	8B	10B	11B	9A	10B	11B	12B	91-93
94-96	2	5A	6A	8A	7A	8A	9A	10A	4	6A	8A	9A	8B	9B	10B	12B	9A	10B	12B	13B	94-96
97-99	3	5A	7A	8A	7A	8A	10A	11A	5A	6A	8A	9A	8B	9B	11C	12B	10A	11B	13B	13B	97-99
100-102	3	5A	7A	9A	8A	9A	10A	12A	5A	7A	9A	10A	9B	10B	12C	13B	10A	12B	13B	14B	100-102
103-105	4A	6A	8A	10B	8B	9B	11B	12B	6A	7A	9B	10B	9B	10B	12C	14B	11B	12B	14B	15B	103-105
	Maximum Results for Degree 1 Attacks																				
106-108	4A	6A	8A	10B	9B	10B	11B	13B	6A	8A	10B	11B	10C	11C	13C	14C	11B	13C	15C	15C	106-108
109-111	4A	7A	9A	11B	9B	10B	12B	13B	7A	8A	10B	11B	10C	11C	13C	15C	12B	13C	15C	16C	109-111
112-114	5A	7A	9A	11B	10B	11B	13B	14B	7A	9A	11B	12B	11C	12C	14C	16C	13B	14C	16C	17C	112-114
115-117	5A	8B	10B	12C	10C	11C	13C	15C	7B	9B	11C	13C	11C	13C	15C	16C	13C	15C	16C	17C	115-117
118-120	6A	8B	10B	12C	11C	12C	14C	15C	8B	10B	12C	13C	12C	13C	15C	17C	14C	15C	17C	18C	118-120
	Maximum Results for Degree 2 Attacks																				
121-123	6A	9B	10B	13C	11C	12C	14C	16C	8B	10B	12C	14C	12D	14D	16D	18C	14C	16D	18D	19D	121-123
124-126	6A	9C	11C	13C	12C	13C	15C	17C	9C	11C	13C	14C	13D	14D	17D	18D	15C	17D	18D	19D	124-126
127-129	7B	9C	11C	14D	12D	13D	15D	17D	9C	11C	13D	15D	13D	15D	17D	19D	15D	17D	19D	20D	127-129
130-132	7B	10C	12C	14D	13D	14D	16D	18D	10C	12C	14D	15D	14D	15D	18D	20D	16D	18D	20D	21D	130-132
133-135	8C	10D	12D	15D	13D	14D	17D	18D	10D	12D	14D	16D	14D	16D	18E	20D	17D	18D	20D	21D	133-135
	Maximum Results for Degree 3 Attacks																				
136-138	8C	11D	13D	15D	14D	15D	17D	19D	11D	13D	15D	16D	15E	16E	19E	21E	17D	19E	21E	22E	136-138
139-141	8D	11D	13D	16E	14E	15E	18E	20E	11D	13D	15E	17E	15E	17E	20E	22E	18E	20E	22E	23E	139-141
142-144	9D	12E	14E	16E	15E	16E	18E	20E	12E	14E	16E	17E	16E	17E	20E	22E	18E	20E	22E	23E	142-144
145-147	9E	12E	14E	17E	15E	16E	19E	21E	12E	14E	16E	18E	16E	18E	21E	23E	19E	21E	23E	24E	145-147
148-150	10E	13E	15E	18E	16E	17E	20E	22E	13E	15E	17E	19E	17E	19E	22E	24E	20E	22E	24E	25E	148-150
	Maximum Results for Degree 4 Attacks																				





Attack Table 3.8
Martial Arts Strikes

Note: *All critical results are rolled on the Martial Arts Striking Critical Table.*

Note: *Bare hands attacks by non-martial artists are Rank 1 attacks.*

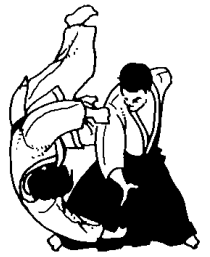
4.6 MARTIAL ARTS SWEEPS CRITICAL STRIKE TABLE

	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 saftey 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 openning 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. He 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 leasure. +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)

Key: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßʃ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next roun

Attack Table 3.9
Martial Arts Sweeps

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
52-54	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
55-57	1A	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
58-60	1A	1A	1	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
61-63	1A	1A	1A	1	1A	1	–	–	1	–	–	–	1	–	–	–	–	–	–	–	61-63
64-66	1A	1A	1A	1A	1A	1A	1	–	1	1	–	–	1	–	–	–	–	–	–	–	64-66
67-69	1A	1A	1A	1A	1A	1A	1	1	1A	1	–	–	1A	1	–	–	–	–	–	–	67-69
70-72	1A	1A	1A	2A	2A	1A	1A	1	1A	1A	1	–	1A	1	–	–	–	–	–	–	70-72
73-75	1A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1	1	2A	1A	1	–	–	–	–	–	73-75
76-78	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	1A	1	2A	2A	1	1	–	–	–	–	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	2A	1A	2A	2A	1A	2A	2A	1A	1	–	–	–	–	79-81
82-84	2A	2A	2A	3A	3A	2A	2A	2A	1A	2A	2A	2A	3A	2A	2A	1A	–	–	–	–	82-84
85-87	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	2A	2A	3A	3A	2A	2A	–	–	–	–	85-87
88-90	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	3A	3A	3A	3A	3A	2A	1	–	1	–	88-90
91-93	2B	3B	3B	3B	3B	3B	3A	3A	2B	2A	3A	3A	4B	3A	3A	3A	1	1	1A	–	91-93
94-96	2B	3B	3B	4B	3B	3B	3A	4A	2B	3A	3A	3A	4B	4A	3A	3A	1A	1	2A	1	94-96
97-99	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	4B	4A	4A	4A	2A	1A	2A	1	97-99
100-102	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	5B	4A	4A	4A	2A	2A	3A	2A	100-102
103-105	2B	3B	4B	5B	4B	4B	4B	5B	2B	3B	4B	5B	5B	5B	5B	5B	3A	2A	3A	2A	103-105
	Maximum Results for Degree 1 Attacks																				
106-108	2C	3C	4C	5C	4C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	5B	3A	3A	4A	3A	106-108
109-111	2C	3C	4C	5C	5C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	6B	3A	3A	4A	4A	109-111
112-114	2C	4C	5C	5C	5C	5C	5B	6B	3C	4B	5B	6B	6C	6B	6B	6B	4A	4A	5A	4A	112-114
115-117	3C	4C	5C	6C	5C	5C	5C	6C	3C	4C	6C	6C	6C	6C	6C	6C	4B	4B	5B	5B	115-117
118-120	3C	4C	5C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	7C	7C	5B	5B	6B	5B	118-120
	Maximum Results for Degree 2 Attacks																				
121-123	3D	4D	5D	6D	5D	5D	6C	7C	3D	5C	6C	7C	7D	7C	7C	7C	5B	5B	7B	6B	121-123
124-126	3D	4D	6D	6D	6D	6D	6C	7C	3D	5C	7C	7C	7D	7C	7C	8C	5C	6C	7C	7C	124-126
127-129	3D	4D	6D	7D	6D	6D	7D	7D	4D	5D	7D	8D	7D	7D	8D	8D	6C	6C	8C	7C	127-129
130-132	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	7D	8D	8D	8D	8D	9D	6C	7C	8C	8C	130-132
133-135	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	9D	9D	7D	7D	9D	8D	133-135
	Maximum Results for Degree 3 Attacks																				
136-138	3E	5E	7E	7E	7E	7E	7D	8D	4E	6D	8D	9D	8E	8D	9D	10D	7D	8D	9D	9D	136-138
139-141	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	8E	9E	9E	9E	9E	10E	7D	8D	10D	10D	139-141
142-144	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	10E	10E	142-144
145-147	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	11E	11E	145-147
148-150	4E	6E	8E	9E	8E	8E	9E	10E	5E	7E	10E	11E	10E	10E	11E	12E	9E	10E	12E	12E	148-150
	Maximum Results for Degree 4 Attacks																				



Note: *All critical results are rolled on the Martial Arts Sweeps Critical Table.* **Note:** *Bare hands attacks by non-martial artists are Rank 1 attacks.*

Note: *Humanoid type creatures attempting to subdue (without major injury) other humanoid types may use this table or the Grapple Attack Table (both with a maximum result of 105).*

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

4.3 KRUSH CRITICAL STRIKE TABLE

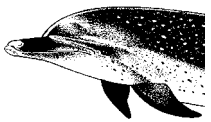
	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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. +9H – 2✸⊗
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. +6H – ✸	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +9H – ✸⊗ – (-50)	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +8H – ✸⊗	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +9H – 2✸⊗	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +10H – 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 cartilege 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)

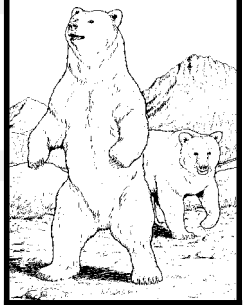
4.12 UNBALANCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
06-10	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
11-15	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
16-20	Foe seeks to push you away. He lashes out in defensive manner. +4H – ✕	Glancing side blow. You unbalance your foe. He recovers quickly. +4H – ✕	Strike side. Foe moves back to block your next attack. +5H – ✕	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H – (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H – 1(-20)
21-35	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H – ✕	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H – 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H – ✸	Quick shot to chest causes foe to hesitate in pain.He still knows you're there. +8H – ✸	Crack! Foe's rib reports damage to him in an unsubtle way. He is in pain. +9H – ✸ – 1(-10)
36-45	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H – 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H – 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H – (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H – 2✸
46-50	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H – ✕(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H – ✕(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H – ✸⊗	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H – ✸⊗	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H – ✸⊗
51-55	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H – ✕(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H – ✸	Push foe's knee backwards. Foe struggles to avoid the pain. +6H – ✸⊗	Strike to chest takes wind out of foe. Foe's guard goes down. +10H – ✸⊗	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H – ✸⊗
56-60	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H – ✸	Foe bumps his thigh while blocking your attack. He steps back. +6H – ✕(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H – 2✸ – (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H – 2✸	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H – 3✸
61-65	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H – ✸	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H – 2✸	You catch foe's counter thrust and disarm him with a bash to the arm. +7H – 2✸ – (+20)	Bash foe in shoulder making him spin. You push him for good measure. +13H – 2✸⊗
66	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H – 2✸⊗	Stirke to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H – 2✸⊗	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H – 3✸⊗ – (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6✸	Knock foe back with a blow to the jaw. Foe loses balance and falls. he hits his head and goes unconscious. +30H
67-70	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H – 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - ⊗	Strike to foe's ribs. Foe's ribs crack and foe shows the pain. His war effort is impaired. +8H – 2✸ – (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H – ✸⊗ – (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2✸⊗ – (-10)
71-75	Hammer foe's lower leg. He has trouble standing, but manages. +7H – 2✸	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H – (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H – ✸⊗ – (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H – ✸⊗ –(-75)	Knock foe down with a blow to the thigh. He lands on his wespon and takes some time to get off it. +15H – 3✸⊗
76-80	Blow to foe's shield side. If foe has a shield, it is torn away. +12H – 2✸	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H – 2✸ – (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H – 3✸ – (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H – (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H – 4✸⊗
81-85	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H – ✸⊗ – (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H – 3✸	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6✸	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H – 6✸⊗	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6✸⊗ –(-50)
86-90	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H – 3✸ – (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H – 2✸⊗	Precise blow sends foe down. Foe is face down and disarmed. +14H –6✸ – (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H – 9✸	Cruel blow to foe's head.... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H – 12✸⊗
91-95	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3✸	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H – 6✸ – (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon.	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H – 8✸⊗ – (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down,has a useless arm, and passes out. 6✸
96-99	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H – 3⊗	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6✸⊗	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all diections. If foe has no helm he is in a coma foe 4 weeks. +9H – 6✸	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
100	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

Attack Table 3.10
Ram
Butt
Bash
Knockdown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	1	49-51
52-54	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	2	52-54
55-57	–	–	–	1	–	–	–	1	–	–	1	2	–	–	1	2	–	1	2	2	55-57
58-60	–	–	–	2	–	–	–	1	–	–	1	2	–	–	1	2	–	1	2	3	58-60
61-63	–	–	1	2	–	–	1	2	–	–	1	3	1	1	2	3	1	1	3	3	61-63
64-66	–	1	1	3	1	1	1	2	–	–	2	3	1	1	2	3	1	2	3	4	64-66
67-69	1AU	1	1	3	1	1	2	3	–	1	2	4	1	1	3	4	1	2	4	4	67-69
70-72	1AU	1AU	2	4	1AU	1	2	3	1	1	3	4	2	2	3	4	2	3	4	5	70-72
73-75	1AU	2AU	2AU	4	2AU	2AU	3	4	1AU	1	3	5	2	2	4	5	2	3	5	6	73-75
76-78	2AU	2AU	3AU	5AU	2AU	2AU	3	4	1AU	2AU	4	5	3AU	3	4	5	3	4	5	6	76-78
79-81	2AU	2AU	3AU	5AU	3AU	3AU	4AU	5	2AU	2AU	4	6	3AU	3	5	6	3	4	6	7	79-81
82-84	2AU	3AU	4AU	6AU	3AU	3AU	4AU	5AU	2AU	3AU	5AU	6	4AU	4AU	5	7	4	5	7	7	82-84
85-87	3AU	3AU	4AU	6AU	4AU	4AU	5AU	6AU	2AU	3AU	5AU	7AU	4AU	4AU	6	7	4	5	7AK	8	85-87
88-90	3AU	4AU	5AU	7AU	4AU	4AU	5AU	7AU	3AU	4AU	6AU	7AU	5AU	5AU	6AU	8	5AK	5	8AU	8	88-90
91-93	3AU	4AU	5AU	7AK	5AU	5AU	6AU	7AK	3AU	4AU	6AU	8AU	5AU	5AU	7AU	8AK	5AK	6AK	8AK	9	91-93
94-96	4AU	4AU	6AU	8AU	5AU	5AU	6AU	8AU	4AU	5AU	7AU	8AU	5AU	6AU	7AU	9AU	6AU	6AU	9AU	9AK	94-96
97-99	4AU	5AU	6AU	8AK	6AU	6AU	7AU	8AK	4AU	5AU	7AU	9AK	6AU	6AU	8AK	9AK	6AK	7AK	9AK	10AK	97-99
100-102	4AU	5AU	7AU	9BU	6AU	6AU	7AU	9AU	4AU	5AU	8AU	9AU	6AU	7AU	8AU	10AU	7AU	7AU	10AU	11AU	100-102
103-105	5AU	6AU	7AK	9BK	7AU	7AU	8AK	9AK	5AU	6AU	8AU	10AK	7AK	7AU	9AK	10AK	7AK	8AK	10AK	11AK	103-105
	Maximum Results for Small Attacks																				
106-108	5BU	6BU	8BU	10BU	7AU	7AU	8AU	10BU	5BU	6BU	9AU	10AU	7BU	8AU	9AU	11AU	8AU	8AU	11AU	12AU	106-108
109-111	5BU	6BU	8BK	10BK	7BU	7BU	9BK	10BK	6BU	7BU	9BK	11BK	8BK	8AK	10AK	11AK	8AK	9AK	11BK	12AK	109-111
112-114	6BU	7BU	9BU	11CU	8BU	8BU	9BU	11BU	6BU	7BU	10BU	11BU	8BU	9BU	10BU	12BU	9BU	9BU	12BU	13AU	112-114
115-117	6BU	7BK	9BK	11CK	8BK	8BK	10BK	11CK	6BU	8BU	10BK	12CK	9BK	9BK	11BK	13BK	9BK	10BK	13CK	13BK	115-117
118-120	6BU	8BU	10BU	12CU	9BU	9BU	10BU	12CU	7BU	8BU	11CU	12CU	9CU	10BU	11BU	13CU	10BU	10BU	13CU	14BU	118-120
	Maximum Results for Medium Attacks																				
121-123	7BU	8BK	10CK	12CK	9BK	9BK	11CK	13CK	7BU	9BK	11CK	13CK	9CK	10CK	12CK	14CK	10CK	10CK	14CK	14CK	121-123
124-126	7BU	8CU	11CU	13DU	10BU	10CU	11CU	13CU	7CU	9CU	12CU	13CU	10CU	11CU	12CU	14CU	11CU	11CU	14DU	15CU	124-126
127-129	7CU	9CK	11CK	13DK	10CK	10CK	12CK	14DK	8CU	9CK	12DK	14DK	10CK	11CK	13CK	15DK	11CK	11CK	15DK	16DK	127-129
130-132	8CU	9CU	12CU	14DU	11CU	11CU	12CU	14DU	8CU	10CU	13DU	14DU	11DU	12CU	13DU	15DU	12DU	12DU	15DU	16DU	130-132
133-135	8CK	10CK	12CK	14DK	11CK	11CK	13CK	15DK	9CK	10CK	13DK	15DK	11DK	12CK	14DK	16DK	12DK	12DK	16EK	17DK	133-135
	Maximum Results for Large Attacks																				
136-138	8CU	10CU	13CU	15EU	12CU	12CU	13CU	15DU	9CU	11CU	14DU	15DU	12DU	13DU	14DU	16EU	13DU	13DU	16EU	17EU	136-138
139-141	9DK	10DK	13DK	15EK	12CK	12DK	14DK	16EK	9DK	11DK	14EK	16EK	12EK	13DK	15EK	17EK	13EK	13EK	17EK	18EK	139-141
142-144	9DU	11DU	14DU	16EU	13DU	13DU	14DU	16EU	10DU	12DU	15EU	16EU	13EU	14EU	15EU	17EU	14EU	14EU	17EU	18EU	142-144
145-147	9EK	11EK	14EK	16EK	13DK	13DK	15EK	17EK	10EK	12DK	15EK	17EK	13EK	14EK	16EK	18EK	14EK	14EK	18EK	19EK	145-147
148-150	10EU	12EU	15EU	17FU	14EU	14EU	15EU	18FU	11EU	13EU	16EU	18FU	14FU	15FU	17FU	19FU	15FU	15FU	19FU	20EU	148-150
	Maximum Results for Huge Attacks																				





Note: *An F-severity critical result indicates an E-critical roll on the Unbalance Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.*

Note: *If the attacking creature is "charging," it obtains* **+ 20** *on this table in addition to any other bonuses.*

Critical Strikes: **P** *= Puncture,* **S** *= Slash,* **K** *= Krush,* **G** *= Grapple,* **U** *= Unbalance,* **T** *= Tiny*

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

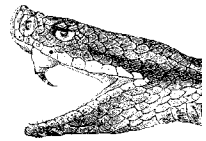
4.7 PUNCTURE CRITICAL STRIKE TABLE

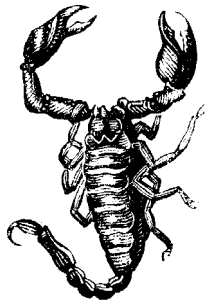
	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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)

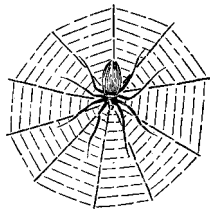
4.11 TINY CRITICAL STRIKE TABLE

	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 – ♦
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 – ♦
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 – ♦	Strike to foe's lower leg. If foe has no leg armor, you cause him pain. w/o leg greaves: +5H – ♦	Solid shot to leg. Foe watches you break the skin on his thigh. +3H – ♦
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 – ♦	You bring a powerful blow around against foe's back. He leaps back away. +5H – ⚔ – ♦
51-55	Leaping chest strike yields some measurable damage. +3H	Good little gash, produces an effective wound. +3H – ♦	Mild strike to chest catches in a soft spot. You are surprised at its effect. +4H – 2♦	Slash foe's stomach. If foe's has no metal armor, you tear him open badly. w/o abdomen armor: +5H – 3♦	Grip to foe's shield arm garments. Foe is unable to use his shield arm for 1 round. +6H – 1♦
56-60	Light wound to thigh. Garments are torn. Promises are made. +1H – ♦	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 – ✹ – 2♦	Your strike catches the back of foe's thigh. Foe is unbalanced for a moment. +6H – ✹ – 2♦	You rip open foe's thigh. The look on his face tells you victory is near. +7H – ✹ – 3♦
61-65	Mild forearm wound. You are doing very well, keep it up. +2H – 2♦	Raking forearm strike leaves a nasty scar. It bites deep enough to bleed. +3H – 2♦	Foe blocks you with his arm and you tear it up as payment. The damage is substantial, before foe breaks free. +3H – 2⚔ – 2♦	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 – 2⚔ – 2♦ – (+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 – 2✹ – 3♦
66	You find a nice vulnerable spot to rip open. Foe leaps back from your cluches. He unbalances himself to escape your assault. +4h – 2✹⊗ – 2♦	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 – 2✹ – (-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 – ✹ – (+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 – 6⊗	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 – 24✹ – (-95)
67-70	Slash to foe's shoulder. It's not deadly, but it is a start. +3H – ⚔ –♦	Claw scratches acrossed a piece of metal. That screeching sound! +4H – ✹ – ♦	Pull foe off balance with a grasp to his shoulder. He steps away and stumbles. +5H – ✹ – 2♦ – 1(-20)	Graceful slash to foe's shoulder sweeps blood onto foe's face. Foe is unsteady. +6H – ✹⊗ – 2♦	Inspired shoulder strike sends foe reeling. You tear tendons and cause pain. +7H – 2✹⊗ – (-20)
71-75	You attempt to assault foe's lower leg. You have the initiative. with leg armor: +4H w/o leg armor: +1H – 2♦	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 – 2⚔ – 2♦	You slash into a muscle on foe's calf. You have the initiative next round. 2✹ – 2♦ – (-20)	Lower leg strike. If foe has no leg armor, heavy bruise. Foe stumbles back to avoid you. with leg armor: +3H – ✹ w/o leg armor: 2✹ – ⊗	Vicious leg wound bleeds hard. Foe's attempt to stop the bleeding gets it all over his hands. +5H – 3✹ – 4♦
76-80	Weak, but precise strike to foe's arm. Foe shakes you off, but you do some damage anyway. +3H – ✹ – ♦	Strong, but imprecise arm strike. The wound is of moderate size. You are proud to have created it. +5H – 2♦ – (-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 – 2✹ – 2♦ – (-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 – 3✹ – 2♦ – (-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. 2✹⊗ – 3♦
81-85	Strike at foe's face. He panics and stumbles back 5 feet. You fall clear and prepare for another strike. +4H – ✹ –2♦	Flying face strike. with facial armor: +3H – ⚔ w/o facial armor: 3✹ – 3♦	Head strike. Foe's helm is knocked off. If foe has no helm, he has a vicious cut to his scalp. with helmet: +3H – ✹ w/o helmet: +2H – ✹ – 3♦ – (-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: 3✹ – 3♦ – (-40)	Slash between foe's fingers. If foe has a metal gauntlet on, he is fine. +8H – 9✹ –3♦
86-90	Sudden well placed blow makes you feel you are mighty in battle. Your foe is convinced. +6H – 2✹	Slash foe's neck. He thinks you just killed him. The wound is not mortal. Foe stumbles away fearful of death. +5H – 3✹ – 2♦	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 – 2✹⊗	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 – ✹	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 – 3✹ – ⊗ – 3♦ – (-40)
91-95	Leaping head stike. If foe has no helm, face and left ear is slashed. +3H – 2 ✹ – (-30)	Foe blocks your attack with his arm so you slash it in place of your original target. Foe realizes his mistake. +5H – 3✹⊗ – 2♦	Strike lands near neck and cheek. Foe is disoriented and recoils from your onslaught. +3H – 2✹⊗ – 2♦ – (-20)	Clean strike, you cleave the thumb on foe's weapon arm. His arm is less than useful. Foe drops his weapon. 2✹⊗ – (-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. 9✹ – 3♦	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. 3✹⊗ – 3♦ – (-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 – 6✹⊗ – (-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 – 3✹⊗ – (-75)	Foe leaps back to avoid a slash to the throat, too late. He falls down. You expose some muscle and make a mess. 6✹⊗ – 3♦ – (-50)	Severe head strike. If foe has a helm he is unconscious for 1-10 days. Without a helm, foe is dead. +25H – ♦	Strike to foe's eyes. Foe is blinded permanently. Foe is at your mercy. +10H – 6✹⊗ – 2♦ – (-95)	Unbelievable strike to foe's neck. Vein and artery severed. Foe dies after 6 rounds of inactivity. 20♦

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	1	1	2	52-54
55-57	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	1	1	2	2AT	55-57
58-60	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	1	1	2AT	2AT	58-60
61-63	–	–	–	1	–	–	–	1	–	–	–	1	1	1	1	2	1	2	2AT	3AT	61-63
64-66	–	–	1	1	–	–	1	1	–	–	1	2	1	1	1	2	2	2	3AT	3AT	64-66
67-69	–	–	1	2	–	–	1	2	–	–	1	2	1	1	1	2	2	2AT	3AT	3AT	67-69
70-72	–	–	1	2	–	–	1	2	–	–	1	2	1	1	2	3	2	3AT	3AT	4AT	70-72
73-75	–	–	1	2	–	1	1	2	–	–	1	3	1	1	2	3AT	2	3AT	4AT	4AT	73-75
76-78	–	–	2	3	1	1	2	3	–	–	2	3	2	2	2	3AT	3	3AT	4AT	4BT	76-78
79-81	–	1	2	3	1	1	2	3AT	–	–	2	3AT	2	2	3AT	4AT	3AT	4AT	4BT	4BT	79-81
82-84	–	1	2	3AT	1	1	2	3AT	–	1	2	4AT	2	2	3AT	4AT	3AT	4AT	5BT	5BT	82-84
85-87	–	1	2	3AT	1	1	3	4AT	–	1	3AT	4AT	2	2AT	3AT	4AT	4AT	4AT	5BT	5BT	85-87
88-90	–	1	3	4AT	1	2	3AT	4AT	1	1AT	3AT	4AT	2AT	2AT	4AT	5AT	4AT	4BT	5BT	5CT	88-90
91-93	–	1	3AT	4AT	2	2	3AT	4AT	1	1AT	3AT	5AT	3AT	3AT	4AT	5BT	4AT	5BT	6CT	6CT	91-93
94-96	1	2	3AT	4AT	2	2	3AT	5BT	1	2AT	4AT	5AT	3AT	3AT	4AT	5BT	4AT	5BT	6CT	6CT	94-96
97-99	1	2AT	3AT	5AT	2AT	2AT	4AT	5BT	1	2AT	4AT	5BT	3AT	3AT	5BT	6BT	5AT	5BT	6CT	6CT	97-99
100-102	1	2AT	4AT	5BT	2AT	2AT	4AT	5BT	1AT	2AT	4AT	6BT	3AT	3AT	5BT	6BT	5BT	6BT	6CT	7CT	100-102
103-105	1AT	2AT	4AT	5BT	2AT	3AT	4AT	6BT	2AT	2AT	5BT	6BT	3AT	3AT	5BT	6CT	5BT	6CT	7CT	7CT	103-105
	Maximum Results for Small Attacks																				
106-108	1AT	2AT	4AT	5BT	3AT	3AT	5AT	6CT	2AT	3AT	5BT	7CT	4AT	4BT	6BT	7CT	6BT	6CT	7CT	7DT	106-108
109-111	1AT	3AT	4AT	6BT	3AT	3AT	5BT	6CT	2AT	3BT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	7DT	8DT	109-111
112-114	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	3BT	6BT	7CT	4BT	4BT	6CT	7CT	6CT	7CT	8DT	8DT	112-114
115-117	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	4BT	6CT	8CT	4BT	4CT	7CT	8CT	6CT	7CT	8DT	8DT	115-117
118-120	2AT	3BT	5BT	7CT	3BT	4BT	6BT	7CT	3AT	4BT	6CT	8CT	4CT	4CT	7CT	8DT	7CT	7DT	8DT	8DT	118-120
	Maximum Results for Medium Attacks																				
121-123	2AT	4BT	5BT	7CT	4BT	4BT	6CT	8DT	3BT	4BT	7CT	8DT	5CT	5CT	7DT	8DT	7CT	8DT	9DT	9ET	121-123
124-126	2AT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	4CT	7CT	9DT	5CT	5CT	8DT	9DT	7DT	8DT	9ET	9ET	124-126
127-129	2BT	4BT	6CT	7DT	4BT	4BT	7CT	8DT	3BT	5CT	7DT	9DT	5CT	5CT	8DT	9DT	8DT	8DT	9ET	9AP	127-129
130-132	3BT	4BT	6CT	8DT	4CT	4CT	7CT	9DT	3BT	5CT	8DT	9DT	5DT	5DT	8DT	9ET	8ET	9DT	10AP	10AP	130-132
133-135	3BT	4CT	6CT	8DT	4CT	5CT	7CT	9DT	4BT	5DT	8DT	10DT	5DT	5DT	9ET	10AP	8AP	9AP	10AP	10AP	133-135
	Maximum Results for Large Attacks																				
136-138	3BT	5CT	7CT	8ET	5CT	5CT	7DT	9ET	4CT	5DT	8DT	10ET	6DT	6DT	9AP	10AP	8AP	9AP	10AP	10AP	136-138
139-141	3CT	5CT	7DT	9ET	5DT	5DT	8DT	10ET	4CT	6DT	9ET	10AP	6ET	6ET	9AP	10AP	9AP	10AP	11AP	11BP	139-141
142-144	3CT	5DT	7DT	9ET	5DT	5DT	8ET	10ET	4DT	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10AP	11BP	11BP	142-144
145-147	3DT	5ET	7ET	9ET	5ET	5ET	8AP	10ET	4ET	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10BP	11BP	11BP	145-147
148-150	4ET	6AP	8AP	10BP	6AP	6AP	9AP	11BP	5ET	7AP	10AP	12BP	7AP	7AP	11BP	12BP	10BP	11BP	12BP	12BP	148-150
	Maximum Results for Huge Attacks																				







Attack Table 3.11
Stinger

Note: *A critical result means the attack has injected poison, in addition to a normal critical result (if applicable).*

Note: *Swarms of very small creatures (i.e., bees) could roll on this table as a small attack.* **Note:** *A very large stinger (longer than 1') should use the Horn Attack Table.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

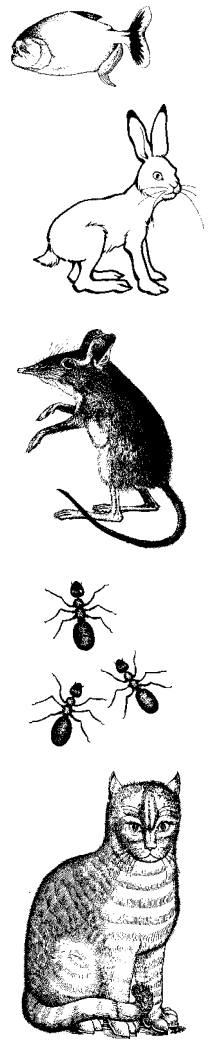
4.11 TINY CRITICAL STRIKE TABLE

	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 – ♦
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 – ♦
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 – ♦	Strike to foe's lower leg. If foe has no leg armor, you cause him pain. w/o leg greaves: +5H – ♦	Solid shot to leg. Foe watches you break the skin on his thigh. +3H – ♦
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 – ♦	You bring a powerful blow around against foe's back. He leaps back away. +5H – ⚔ – ♦
51-55	Leaping chest strike yields some measurable damage. +3H	Good little gash, produces an effective wound. +3H – ♦	Mild strike to chest catches in a soft spot. You are surprised at its effect. +4H – 2♦	Slash foe's stomach. If foe's has no metal armor, you tear him open badly. w/o abdomen armor: +5H – 3♦	Grip to foe's shield arm garments. Foe is unable to use his shield arm for 1 round. +6H – 1♦
56-60	Light wound to thigh. Garments are torn. Promises are made. +1H – ♦	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 – ✸ – 2♦	Your strike catches the back of foe's thigh. Foe is unbalanced for a moment. +6H – ✸ – 2♦	You rip open foe's thigh. The look on his face tells you victory is near. +7H – ✸ – 3♦
61-65	Mild forearm wound. You are doing very well, keep it up. +2H – 2♦	Raking forearm strike leaves a nasty scar. It bites deep enough to bleed. +3H – 2♦	Foe blocks you with his arm and you tear it up as payment. The damage is substantial, before foe breaks free. +3H – 2⚔ – 2♦	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 – 2⚔ – 2♦ – (+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 – 2✸ – 3♦
66	You find a nice vulnerable spot to rip open. Foe leaps back from your cluches. He unbalances himself to escape your assault. +4h – 2✸⊗ – 2♦	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 – 2✸ – (-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 – ✸ – (+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 – 6⊗	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 – 24✸ – (-95)
67-70	Slash to foe's shoulder. It's not deadly, but it is a start. +3H – ⚔ –♦	Claw scratches acrossed a piece of metal. That screeching sound! +4H – ✸ – ♦	Pull foe off balance with a grasp to his shoulder. He steps away and stumbles. +5H – ✸ – 2♦ – 1(-20)	Graceful slash to foe's shoulder sweeps blood onto foe's face. Foe is unsteady. +6H – ✸⊗ – 2♦	Inspired shoulder strike sends foe reeling. You tear tendons and cause pain. +7H – 2✸⊗ – (-20)
71-75	You attempt to assault foe's lower leg. You have the initiative. with leg armor: +4H w/o leg armor: +1H – 2♦	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 – 2⚔ – 2♦	You slash into a muscle on foe's calf. You have the initiative next round. 2✸ – 2♦ – (-20)	Lower leg strike. If foe has no leg armor, heavy bruise. Foe stumbles back to avoid you. with leg armor: +3H – ✸ w/o leg armor: 2✸ – ⊗	Vicious leg wound bleeds hard. Foe's attempt to stop the bleeding gets it all over his hands. +5H – 3✸ – 4♦
76-80	Weak, but precise strike to foe's arm. Foe shakes you off, but you do some damage anyway. +3H – ✸ – ♦	Strong, but imprecise arm strike. The wound is of moderate size. You are proud to have created it. +5H – 2♦ – (-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 – 2✸ – 2♦ – (-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 – 3✸ – 2♦ – (-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. 2✸⊗ – 3♦
81-85	Strike at foe's face. He panics and stumbles back 5 feet. You fall clear and prepare for another strike. +4H – ✸ –2♦	Flying face strike. with facial armor: +3H – ⚔ w/o facial armor: 3✸ – 3♦	Head strike. Foe's helm is knocked off. If foe has no helm, he has a vicious cut to his scalp. with helmet: +3H – ✸ w/o helmet: +2H – ✸ – 3♦ – (-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: 3✸ – 3♦ – (-40)	Slash between foe's fingers. If foe has a metal gauntlet on, he is fine. +8H – 9✸ –3♦
86-90	Sudden well placed blow makes you feel you are mighty in battle. Your foe is convinced. +6H – 2✸	Slash foe's neck. He thinks you just killed him. The wound is not mortal. Foe stumbles away fearful of death. +5H – 3✸ – 2♦	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 – 2✸⊗	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 – ✸	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 – 3✸ – ⊗ – 3♦ – (-40)
91-95	Leaping head stike. If foe has no helm, face and left ear is slashed. +3H – 2✸ – (-30)	Foe blocks your attack with his arm so you slash it in place of your original target. Foe realizes his mistake. +5H – 3✸⊗ – 2♦	Strike lands near neck and cheek. Foe is disoriented and recoils from your onslaught. +3H – 2✸⊗ – 2♦ – (-20)	Clean strike, you cleave the thumb on foe's weapon arm. His arm is less than useful. Foe drops his weapon. 2✸⊗ – (-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. 9✸ – 3♦	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. 3✸⊗ – 3♦ – (-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 – 6✸⊗ – (-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 – 3✸⊗ – (-75)	Foe leaps back to avoid a slash to the throat, too late. He falls down. You expose some muscle and make a mess. 6✸⊗ – 3♦ – (-50)	Severe head strike. If foe has a helm he is unconscious for 1-10 days. Without a helm, foe is dead. +25H – ♦	Strike to foe's eyes. Foe is blinded permanently. Foe is at your mercy. +10H – 6✸⊗ – 2♦ – (-95)	Unbelievable strike to foe's neck. Vein and artery severed. Foe dies after 6 rounds of inactivity. 20♦

Key: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßƒ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

Attack Table 3.12
Tiny

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	1	2	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	2AT	46-48
49-51	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	–	1	2AT	2AT	49-51
52-54	–	–	–	1	–	–	–	1	–	–	–	1	–	–	1	1	1	1	2AT	3AT	52-54
55-57	–	–	–	1	–	–	–	1	–	–	–	1	–	–	1	2	1	1	3AT	3AT	55-57
58-60	–	–	1	2	–	–	1	2	–	–	1	2	–	–	1	2	1	2	3AT	3AT	58-60
61-63	–	–	1	2	–	–	1	2	–	–	1	2	–	–	1	2	1	2	3AT	4AT	61-63
64-66	–	–	1	2	–	–	1	2	–	–	1	2	–	–	2	3AT	2	2	4AT	4BT	64-66
67-69	–	–	1	3	–	–	1	3	–	–	1	3	1	1	2	3AT	2	3AT	4AT	5BT	67-69
70-72	–	–	2	3	–	1	2	3	–	–	2	3	1	1	2AT	3AT	2	3AT	4BT	5BT	70-72
73-75	–	1	2	3	1	1	2	3	–	–	2	3AT	1	1	3AT	4AT	3	3AT	5BT	5BT	73-75
76-78	–	1	2	4	1	1	2	4AT	–	1	2	4AT	1	1AT	3AT	4AT	3	4AT	5BT	6BT	76-78
79-81	–	1	3	4AT	1	1	3	4AT	–	1	3	4AT	2AT	2AT	3AT	4AT	3AT	4AT	5BT	6CT	79-81
82-84	–	1	3	4AT	1	1	3	4AT	1	1	3AT	4AT	2AT	2AT	4AT	5AT	4AT	4AT	6BT	6CT	82-84
85-87	–	1	3	5AT	1	1	3AT	5AT	1	1	3AT	5AT	2AT	2AT	4AT	5BT	4AT	5AT	6CT	7CT	85-87
88-90	1	2	4AT	5AT	2	2	4AT	5AT	1	2	4AT	5AT	2AT	2AT	4AT	5BT	4AT	5BT	6CT	7CT	88-90
91-93	1	2AT	4AT	5AT	2	2	4AT	5BT	1	2AT	4AT	5AT	3AT	3AT	5BT	6BT	5AT	5BT	7CT	8CT	91-93
94-96	1	2AT	4AT	6AT	2AT	2AT	4AT	6BT	1	2AT	4AT	6BT	3AT	3BT	5BT	6BT	5AT	6BT	7CT	8CT	94-96
97-99	1	2AT	4AT	6AT	2AT	2AT	4AT	6BT	1AT	2AT	4AT	6BT	3BT	3BT	5BT	6CT	5AT	6BT	8CT	8CT	97-99
100-102	1AT	3AT	5AT	6BT	2AT	2AT	5AT	6BT	2AT	3AT	5AT	6BT	3BT	3BT	6BT	6CT	6BT	6BT	8CT	9CT	100-102
103-105	2AT	3AT	5AT	7BT	3AT	3AT	5AT	7CT	2AT	3AT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	8CT	9CT	103-105
	Normal Maximum Results for an Attack																				
106-108	2AT	3AT	5BT	7BT	3AT	3AT	5BT	7CT	2AT	3AT	5BT	7CT	4BT	4CT	6CT	7CT	6BT	7CT	9CT	9CT	106-108
109-111	2AT	3AT	6BT	7BT	3AT	3AT	6BT	7CT	2AT	3AT	6BT	7CT	4CT	4CT	6CT	7CT	6BT	7CT	9CT	10CT	109-111
112-114	2AT	4BT	6BT	8CT	3AT	3AT	6BT	8CT	2AT	4BT	6BT	8CT	4CT	4CT	7CT	8CT	7CT	8CT	9CT	10CT	112-114
115-117	2AT	4BT	6BT	8CT	3BT	3AT	6BT	8CT	3AT	4BT	6CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	10DT	115-117
118-120	3AT	4BT	7BT	8CT	4BT	4BT	7CT	8CT	3AT	4BT	7CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	11DT	118-120
	Maximum Results for an Attack the Round After a Critical Result																				
121-123	3AT	4BT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	4BT	7CT	9CT	5CT	5CT	8CT	9DT	8CT	9CT	10DT	11DT	121-123
124-126	3BT	5BT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	5BT	7CT	9CT	5CT	5CT	8CT	9DT	8CT	9CT	11DT	12DT	124-126
127-129	3BT	5CT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	5CT	7CT	9DT	6CT	6CT	8DT	9DT	8CT	9DT	11DT	12DT	127-129
130-132	3BT	5CT	8CT	10CT	4CT	4CT	8CT	10DT	3BT	5CT	8CT	10DT	6CT	6CT	9DT	10DT	9CT	10DT	11DT	12DT	130-132
133-135	4BT	5CT	8CT	10DT	5CT	5CT	8CT	10DT	4BT	5CT	8CT	10DT	6DT	6DT	9DT	10DT	9DT	10DT	12DT	13DT	133-135
	Maximum Results for an Attack the Round After Two Consecutive Critical Results																				
136-138	4BT	6CT	8CT	10DT	5CT	5CT	8CT	10DT	4CT	6CT	8DT	10DT	6DT	6DT	9DT	10DT	9DT	10DT	12DT	13DT	136-138
139-141	4CT	6CT	9CT	11DT	5CT	5CT	9CT	11DT	4CT	6CT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	12DT	13DT	139-141
142-144	4CT	6CT	9DT	11DT	5CT	5CT	9DT	11DT	4CT	6DT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	13DT	14DT	142-144
145-147	4CT	6DT	9DT	11DT	5CT	5DT	9DT	11DT	4CT	6DT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	13DT	14DT	145-147
148-150	5DT	7DT	10DT	12DT	6DT	6DT	10DT	12DT	5DT	7DT	10DT	12DT	8DT	8DT	11DT	12DT	11DT	12DT	14DT	15DT	148-150
	Maximum Results for an Attack the Round After Three or More Consecutive Critical Results																				



Note: *This table is used only for very small animals (e.g., house cats).*

Note: *The maximum result depends upon how many consecutive critical results were achieved in the rounds immediately proceeding the attack.*

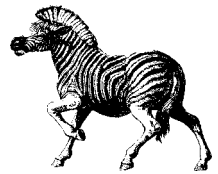
Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

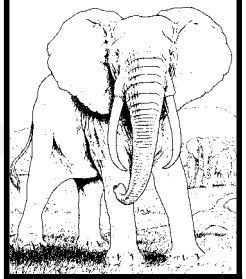
4.3 KRUSH CRITICAL STRIKE TABLE

	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 – (⚔-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 – (⚔-10)	Blow to foe's waist. He spins sideways. +6H – (⚔-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 – (⚔-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 – (⚔-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (⚔-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 – (⚔-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 – (⚔-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	3	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2AT	4AT	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	2	–	1	3BT	5BT	43-45
46-48	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	3	–	1	4CT	6CT	46-48
49-51	–	–	–	1	–	–	1	1	–	–	–	2	–	–	1	4AT	1	2	5DT	7DT	49-51
52-54	–	–	–	1	–	–	1	2	–	–	–	3	–	–	2	5BT	1	3	6ET	8ET	52-54
55-57	–	–	1	2	–	1	2	3	–	–	1	4	1	1	3	6CT	2	4AT	7AK	9AK	55-57
58-60	–	–	1	3	1	1	2	4	–	–	1	5	1	2	4AT	7DT	3	5BT	8AK	10AK	58-60
61-63	–	–	2	4	1	2	3	4AT	–	–	2	6	2	3AT	5BT	8ET	4AT	6CT	9AK	11AK	61-63
64-66	–	–	2	4	2	2	4	5BT	–	1	3	7AT	3AT	4BT	6CT	9AK	5BT	7DT	10AK	12AK	64-66
67-69	–	1	3	5	2	3	4	6CT	–	1	3	7BT	4BT	5CT	7DT	10AK	6CT	8ET	11AK	13AK	67-69
70-72	–	1	4	6AT	3	3	5AT	7DT	1	2	4	8CT	5CT	6DT	8ET	11AK	7DT	9AK	12AK	14AK	70-72
73-75	–	2	4	7BT	3	4	6BT	8ET	1	2	5AT	9DT	6DT	7ET	9AK	12AK	8ET	10AK	13AK	15AK	73-75
76-78	–	2	5	7CT	4	4	6CT	8AK	2	3	6BT	10ET	7ET	8AK	10AK	13AK	9AK	11AK	14BK	16BK	76-78
79-81	1	3	5AT	8DT	4	5AT	7DT	9AK	2	4	6CT	11AK	8AK	9AK	11AK	14AK	10AK	11AK	15BK	17BK	79-81
82-84	1	4AT	6BT	9ET	5AT	5BT	8ET	10AK	3	4AT	7DT	12AK	9AK	10AK	12AK	15BK	11AK	12AK	16BK	18BK	82-84
85-87	2	4BT	7CT	10AK	6BT	6CT	8AK	11AK	3	5BT	8ET	13AK	10AK	11AK	13AK	16BK	11AK	13AK	17BK	19BK	85-87
88-90	2	5CT	7DT	10AK	6CT	7DT	9AK	12AK	4AT	6CT	9AK	13AK	11AK	12AK	14BK	17BK	12AK	14BK	18BK	20BK	88-90
91-93	3AT	6DT	8ET	11AK	7DT	7ET	9AK	12AK	5BT	6DT	9AK	14AK	12AK	13AK	15BK	18BK	13AK	15BK	19BK	21BK	91-93
94-96	4BT	6ET	8AK	12AK	7ET	8AK	10AK	13BK	5CT	7ET	10AK	15BK	13AK	14BK	16BK	19BK	14BK	16BK	20BK	22CK	94-96
97-99	4CT	7AK	9AK	13AK	8AK	8AK	11AK	14BK	6DT	8AK	11AK	16BK	14AK	15BK	17BK	20CK	15BK	17BK	21CK	23CK	97-99
100-102	5DT	7AK	10AK	13BK	8AK	9AK	11AK	15BK	6ET	8AK	12AK	17CK	15BK	16BK	18CK	21CK	16BK	18CK	22CK	24CK	100-102
103-105	5ET	8AK	10AK	14BK	9AK	9AK	12BK	16CK	7AK	9AK	12BK	18CK	15BK	17BK	19CK	22CK	17BK	19CK	23CK	25CK	103-105
	Maximum Results for Small Attacks																				
106-108	6AK	9AK	11AK	15BK	10AK	10AK	13BK	16CK	7AK	10AK	13BK	19CK	16BK	18CK	20CK	23CK	18CK	20CK	24CK	26CK	106-108
109-111	7AK	9AK	12BK	16CK	10AK	10BK	13BK	17CK	8AK	10AK	14BK	19CK	17BK	19CK	21CK	24CK	19CK	21CK	25CK	27CK	109-111
112-114	7AK	10AK	12BK	16CK	11AK	11BK	14BK	18CK	9AK	11BK	15CK	20CK	18CK	20CK	22CK	25CK	20CK	22CK	26CK	28CK	112-114
115-117	8AK	11BK	13BK	17CK	11BK	11BK	15CK	19CK	9AK	11BK	15CK	21CK	19CK	21CK	23CK	26CK	21CK	22CK	27CK	29CK	115-117
118-120	8AK	11BK	13BK	18CK	12BK	12BK	15CK	20CK	10BK	12BK	16CK	22CK	20CK	22CK	24CK	27CK	21CK	23CK	28CK	30CK	118-120
	Maximum Results for Medium Attacks																				
121-123	9BK	12BK	14CK	19CK	12BK	13BK	16CK	20CK	10BK	13BK	17CK	23DK	21CK	23CK	25DK	28DK	22CK	24DK	29DK	31DK	121-123
124-126	10BK	12BK	15CK	19CK	13BK	13CK	16CK	21CK	11BK	13BK	18CK	24DK	22CK	24CK	26DK	29DK	23DK	25DK	30EK	32DK	124-126
127-129	10BK	13CK	15CK	20DK	14CK	14CK	17CK	22DK	11BK	14CK	18DK	25DK	23DK	25DK	27DK	30EK	24DK	26DK	31EK	33EK	127-129
130-132	11BK	14CK	16CK	21DK	14CK	14CK	18CK	23DK	12CK	15CK	19DK	25EK	24DK	26DK	28EK	31EK	25DK	27EK	32EK	34EK	130-132
133-135	11CK	14CK	16CK	22EK	15CK	15CK	18DK	24EK	13CK	15CK	20DK	26EK	25DK	27DK	29EK	32EK	26EK	28EK	33EK	35EK	133-135
	Maximum Results for Large Attacks																				
136-138	12CK	15CK	17DK	22EK	15CK	15DK	19DK	24EK	13CK	16CK	21EK	27EK	26EK	28EK	30EK	33EK	27EK	29EK	34EK	36EK	136-138
139-141	13DK	16DK	18DK	23EK	16DK	16DK	20DK	25EK	14DK	17DK	21EK	28EK	27EK	29EK	31EK	34EK	28EK	30EK	35EK	37EK	139-141
142-144	13DK	16DK	18DK	24EK	16DK	16DK	20EK	26EK	14DK	17DK	22EK	29EK	28EK	30EK	32EK	35EK	29EK	31EK	36EK	38EK	142-144
145-147	14EK	17EK	19EK	25EK	17EK	17EK	21EK	27EK	15EK	18EK	23EK	30FK	29EK	31EK	33EK	36EK	30EK	32EK	37EK	39EK	145-147
148-150	14FK	18FK	20FK	26FK	18FK	18FK	22FK	28FK	16FK	19FK	24FK	31FK	30FK	32FK	34FK	37FK	31FK	33FK	38FK	40FK	148-150
	Maximum Results for Huge Attacks																				





Attack Table 3.13
Trample Stomp

Note: *An F-severity critical indicates an E-critical roll and a C-critical roll (both Krush criticals).*

Note: *If the target is down, the attacker obtains* **+ 30** *in addition to its other bonuses.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

4.0 CRITICAL & FUMBLE TABLES

This section contains this introduction, a key to all of the tables in this section, 12 critical tables, and 2 fumble 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 are the large and super-large critical tables. When attacking a target that is classified as "large" or "super-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.

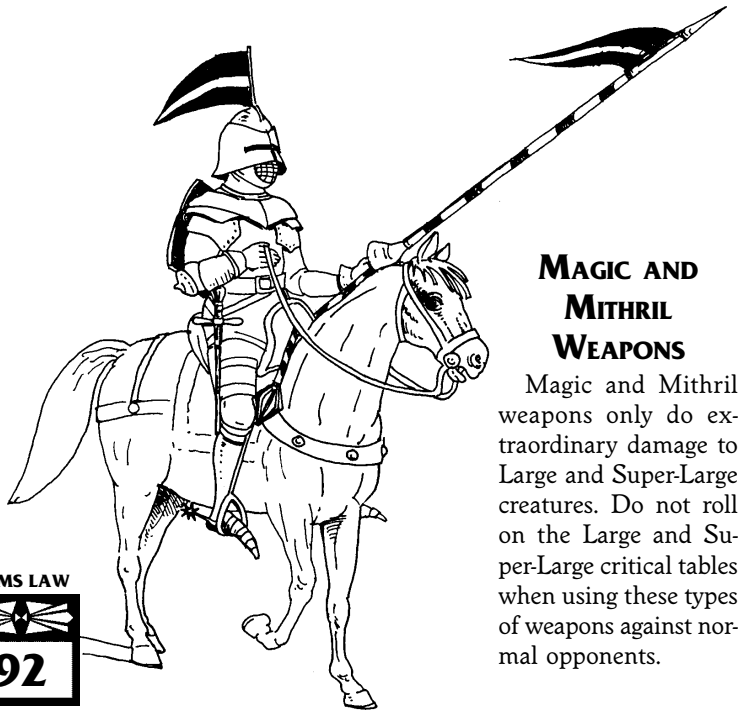
To resolve a fumble, simply roll a d100 (not open-ended) and cross-index the result with the type of attack that generated the fumble. If you fumble a weapon attack, use the Weapon Fumble Table. All non-weapon attacks use the Non-Weapon Fumble Table.

Note: *If you are not using Rolemaster (RM), you should examine the Appendices for notes on how to use these tables effectively.*

Example: *Aurum is in the middle of a combat with a black bear. Aurum is using his father's enchanted broadsword (using the Broadsword Attack Table) while the bear has only its claws and teeth (using the Claw Attack Table and the Bite Attack Table).*

During the first round of combat, Aurum rolls a 04, a fumble! He rolls again, resulting in a 49. He looks up a 49 on the Weapon Fumble Table (One-Handed Arms column) and sees that he loses the attack and gives himself 1 concussion hit.

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 has tripped himself up and will be stunned for 2 rounds!



Magic and Mithril Weapons

Magic and Mithril weapons only do extraordinary damage to Large and Super-Large creatures. Do not roll on the Large and Super-Large critical tables when using these types of weapons against normal opponents.

In this Section...

4.1	Brawling Critical Strike Table	94
4.2	Grapple Critical Strike Table	95
4.3	Krush Critical Strike Table	96
4.4	Large Creature Critical Strike Table	97
4.5	Martial Arts Strikes Critical Strike Table	98
4.6	Martial Arts Sweeps Critical Strike Table	99
4.7	Puncture Critical Strike Table	100
4.8	Slash Critical Strike Table	101
4.9	Subdual Critical Strike Table	102
4.10	Super Large Creature Critical Strike Table	103
4.11	Tiny Animal Critical Strike Table	104
4.12	Unbalancing Critical Strike Table	105
4.13	Weapon Fumble Table	106

Slaying Weapons

If you are using a "slaying" weapon against a target that is not large or super-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 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).

Holy Weapons

If you are using a "holy" weapon against a target that is not large or super-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 Holy Arms column of the Large Creature Critical Strike Table.

Example: *Delanie is playing Frostflower who has a quarterstaff that has been made "holy" against Trolls. Unfortunately, she finds herself face-to-face with a truly ugly cave troll.*

Her normal attack delivers 14 concussion hits and an 'A' Krush critical. Delanie rolls for her Krush critical and gets a 90! After resolving the normal critical, she also looks up 90 on the Holy Arms column of the Large Creature Critical Strike Table (resulting in the death of the poor troll who had no helm).

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:

$$+\beta H - \beta\sum - \beta\prod - \beta\int - \beta(-\alpha) - \beta(+\alpha)$$

where α and β are numbers. In general:

H = hits
$\sum$ = rounds of stun
$\prod$ = rounds of no parry
π = rounds of must parry
$\int$ = hits per round
$(-\alpha)$ = penalty
$(+\alpha)$ = bonus

Sometimes, the second and third items are combined (reading as $\sum\prod$). Also, sometimes the third item is replaced with $\beta(\pi\text{-}\alpha)$ (there can never be both a $\prod$ and a π entry). Below is a more detailed explanation of the entries.

- $+\beta H$ — This indicates that the target of the attack takes an additional β hits of damage.
- $\beta\sum$ — 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.
- $\beta\prod$: This indicates that the target of the attack cannot parry for β rounds. The only allowable actions are manuevering (modified by at least -75). This result is often accompanied by a $\sum$ result (see above). When β is not specified, it is assumed to be 1.
- $\beta(\pi\text{-}\alpha)$: 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.
- $\beta\int$: This indicates that the target of the attack will loose 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.
- $\beta(-\alpha)$: 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.
- $\beta(+\alpha)$: This indicates that the attacker gains a bonus of α for β rounds. When β is not specified, it is assumed to be 1.

4.8 SLASH C

	A	B
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H
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
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)
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)
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 – 🩸
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)
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)
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🩸
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)
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⊗
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)
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)
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)
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🩸
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🩸
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)
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
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. —

4.1 BRAWLING CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Feeble. You're getting old. +0H	Maybe next time.... +0H	Barely made it. +1H	Great move. +2H	Light blow, but foe's thinks it's your best. +2H
06-10	You hit foe's forehead. +1H	A glancing blow. +1H	You pull at foe's hair. +2H	You gain the initiative next round. +2H	Things just failed to connect right. +3H – ⚔
11-15	Push foe with the punch. You receive initiative next round. +1H	Deflected blow, but you gain the initiative next round. +2H	You move quickly after blocking punch.You gain the initiative next round. +2H	Use your body like a broom. Foe is unbalanced. +2H – ⚔	You block foe's forearm. You gain the initiative next round. +4H – ⚔
16-20	Foe steps aside unbalanced.You gain the initiative next round. +2H	Your backhand is powerful. Strike foe across his face.You unbalance him. +2H – ⚔	Step into foe to knock him down. Bash to side unbalances foe. +3H – ⚔	Elbow to foe's side sends him reeling. Your follow-up swing misses. +4H – 2⚔	Duck in close and hammer foe's side. You gain the initiative next round. +5H – ✸
21-35	Good placement. You gain the initiative for the next two rounds. +3H	Push foe back and kick his leg. You gain the initiative next round. +3H – ⚔	You try to sweep your foe off his feet. +4H – ⚔ – (+10)	You trip foe. He shuffles a full 15 feet before he gets his balance. +5H – ✸ – ⚔	Cheap shot to foe's side bruises ribs. Foe crashes into the nearest obstacle. +8H – ✸ – 4(-20)
36-45	Slight abrasion. You gain the initiative for the next two rounds. +4H	Leg strike unsteadies foe. You stomp foe's feet for an extra advantage. +4H – ⚔	Boot to calf hits hard. You have the initiative next round. +5H – ✸ – (-20)	You go in low and strike foe in his calf. He stumbles back with a nasty bruise. +6H – 2✸	Strike to the back of foe's leg gives you a back attack next round. +10H – ✸
46-50	Glancing blow to foe's back. You gain the initiative for the next three rounds. +5H	Foe lunges past you and you come down on his back. He realizes his pain. +5H – ✸	You grab foe and bring your knee into foe's side. Strike lifts foe up and sends foe reeling. +6H – ✸ – (+5)	Pull foe off balance and hammer him in the back with a solid fist. +10H – ✸⊗	You bash foe brutally. Your strike is solid. +10H – ✸⊗
51-55	Strike lands solid to the chest. Foe leaps back on the defensive. +5H – ⚔	You strike foe in his chest. Foe reels. +6H – ✸	Classic grip to foe's collar garment. You punch him hard. He stumbles back 5 feet. +8H – 2✸	Chest strike causes deep bruise. Foe looks very surprised. +10H – ✸⊗ – (-10)	Chest wound knocks foe down. Your attack puts you in the place he was just standing. +10H – 2✸⊗
56-60	Foe kicks out at you and you strike his leg in response. +5H – ✸	You duck down and strike across at foe. Blow to thigh leaves a bad bruise. +6H – 2✸	Strike to foe's thigh. Your fist hits hard. +8H – 2✸⊗	Bring your forearm down on foe's thigh, with most of your weight behind it. You have the initiative next round. +10H – 2✸⊗	You do not know what a sweep or a throw is, but this surely seems like one. You slam foe to the ground. +10H – 3✸⊗
61-65	Arm strike gives foe a bruised bicep. You are cruel. +6H – (⚔-25)	You block foe's guard and punch him in the face. He just stands there. +6H – ✸⊗	Catch weapon arm and strike it across your own knee. Foe drops his weapon. +8H – 2✸⊗ – (+5)	Strike to nerve in foe's upper arm causes him to drop whatever he is carrying. +10H – 2✸⊗ – (+5)	Strong shoulder strike and a follow-up strike to the face. +10H – 4✸⊗
66	Grapple foe's weapon arm and jerk his weapon free. Foe goes twisting and spinning out of your grasp. +8H – 6✸ – (-15)	Hammer foe in his kidneys. You know he is in pain. He grips his side and falls down. Finish him, the pain will not last. +18H – 3✸ – 6(-60)	Nasty strike to foe's mouth knocks out 2 teeth and reduces foe's appearance, by 5, when he smiles. +9H – 6✸⊗ – (-45)	Drive your finger into foe's eye, causing blindness. There is a 10% chance that this affliction is permanent. +15H – (-60)	Face strike is so hard foe's cheekbone is shattered. The shards mortally wound foe. He dies after 10 rounds of agony. (+10)
67-70	Blow to abdomen. Foe bends over and throws up. +4H – 2✸⊗	Blow to foe's chest. You have mastered the common punch. +8H – ✸⊗	Strong blow to foe's forearm causes fracture. +10H – 2✸⊗	Smash foe's hip. You have the initiative next round. +12H – 2✸⊗ – (-10)	Throw foe into a solid object. He falls down. +12H
71-75	Leg strike damages muscle and sends foe stumbling back. +6H – 3✸	Calf strike delivers a deep bruise. Foe looks down at the damage, forgetting about you. +10H – 2✸ – ⊗	A light punch unbalances foe. A kick to foe's leg knocks him down. He falls forward under you. +10H – 2✸⊗ – (+5)	Leg strike causes foe to fall. You push him to hinder his landing and he sprains his ankle. +12H – 3✸ – (-20)	Snap palm into place against foe's knee. Tendon and cartilage damage. Foe has difficulty standing. +15H – 5✸ – (-50)
76-80	Blow to foe's shield arm. If foe has anything that resembles a shield, it is broken. +8H – 2✸⊗	You snap foe's arm around like a noodle. His wrist is strained with the impact. +10H – 2✸⊗ – (+5)	Grip foe's weapon arm and drive his fist against a hard surface. Hand is fractured. Foe is disarmed. +10H – 3✸ – (-30)	Strong blow to foe's weapon arm fractures his wrist. The pain makes his hand useless. +15H – 3✸ – (-30)	Fierce blow to foe's weapon arm breaks bone. Arm is useless. Use arm as leverage to flip foe onto his stomach. +18H – ♦ – 2✸⊗
81-85	Precision strike to foe's arm disarms him. Weapon hand is fractured. Foe is in pain. +8H – 2✸⊗ – (-25)	Hand strike jams foe's fingers into their sockets. Ouch! Foe drops everything in his hands. +10H – 3✸ – (-15)	Strong blow to foe's arm fractures shoulder. You hit his shoulder one more time to make your point. +10H – 3✸⊗ – (-20)	Grab foe's weapon arm and pull him over. Your kick to the ribs finally drops him to the ground. +15H – 3✸⊗	Shoulder strike breaks foe's collar bone. Miscellaneous internal organ damage. +18H – 6✸⊗ – ♦ – (-30)
86-90	Two brutal punches to foe's face. This barrage leaves foe confused and swinging in the wrong direction. +8H – 3✸⊗ – (+20)	Grab foe's weapon arm and beat on it without concern for the rest of foe. Foe is disarmed as ligaments are torn and muscles are pulled. +10H – 4✸ – (-25)	Accurate chest strike knocks wind out of foe. He falls over on you and you knock him off with an upper cut. He stand back up and stumbles 5 feet. +12H – 3✸⊗ – (-30)	Blow to front of foe's neck. His head snaps back, but it does not break his neck. Foe cannot speak for 2-20 hours. He yells in silence. +18H – 6✸	Nasty blow ruptures stomach. Foe is knocked down. Internal bleeding is mortal. Foe will die in 20 rounds. He is still active. +20H – ✸– 10♦ –(-50)
91-95	Head strike breaks foe's nose. Appearance drops by 5 due to black eyes. +10H – 3✸⊗ – (-25)	Land a solid shot to foe's head. Foe is definitely impressed. He steps toward you to keep from falling. +12H – 8✸⊗ – (-40)	Precision strike to foe's head sends him to the ground. You can actually see the stars spinning around his head. +15H – 9✸⊗ – (-35)	Strong blow to face cracks jawbone. Ow! Jaw is stuck open and foe appears permanently surprised about something. +20H – 9✸ – (-30) – (+10)	Blow to foe's side. Bruise ribs, a kidney and a lung. Foe manages to remain standing. Oh that hurts ya know! +25H – 6✸⊗ – (-75)
96-99	Blow to solar plexus causes foe to vomit. He falls to his knees. Foe is unable to do anything but retch. Do you have pity? +10H	Groin strike is solid. You kick him again. Your strike leaves foe helpless. Really unkind. +18H – 12✸⊗	Strike foe in his head. If he has a helm, you pull it off and hit him with it. He is knocked out for 4 hours. If foe has no helm, you knock him out for 5 rounds. +20H	Strong blow to the abdomen causes internal bleeding and organ damage. Foe makes it a habit of spitting blood. +25H – ♦	Grip foe's neck. You shake him violently, while attempting to choke him. He passes out. You can finish him if you want. +30 hits – ♦ – (+20)
100	Elbow foe's face and then punch him hard. He is paralyzed from the neck down for 2 days. He falls instantly to the ground. +13H	Strike to foe's head. If he has no helm, he is in a coma for 10-100 days. If foe has a helm it leaves a bruise on his head. Foe drops and is unconscious. +20H	Mighty strike crashes into foe's head. If he has a helmet, he is unconscious for 1-10 days. If he has no helmet, skull collapses and brain is dead. +25H – ♦	Grip foe's arm and pound on foe's head. One shot hits hard. Crushing strike to foe's temple. Foe dies instantly.	Your strike is frightening. Foe's head snaps to one side. Foe cannot breathe. He looks upon the world one last time and then dies. You are horrified at his doom.

Key: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßƒ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

4.2 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 disadvanatge. 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 ploy. 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 breath 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.	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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßʃ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

4.3 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 – (✕-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 – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-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 – (✕-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 – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-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 – (✕-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 – (✕-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 cartilege 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: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßƒ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

4.4 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	You 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 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 abdomenal 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 failing 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 abdomenal 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 kness. +10H – 6✸ – (-100)	Strike to foe's ribs puntures 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✸⊗

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4.5 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.	Forceful. Foe steps back. You have initiative. +5H	Kick foe's side. He stumbles out of the way. You have the initiative.	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)	Stirke 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. —	Gooosh! 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. —

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4.6 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 saftey 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 openning 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. He 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 leasure. +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)

Key: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ß∫ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

4.7 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 choses 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 in 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 abdomenal 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 foward. 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 foes 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)

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4.8 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 to 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 abdomenal 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: ßπ =must parry ß rounds; ß$\prod$=no parry for ß rounds; ß$\sum$=stunned for ß rounds; ß$\int$ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

4.9 SUBDUAL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Your concern for damaging foe hinders you. +0H	Your attempt is poorly planned. +0H	Your concern for foe is heart warming. +0H	Nothing graceful about this attack. Foe does not even flinch. +1H	Strike to neck pinches a nerve. What did you do to him? Foe is unconscious. +3H
06-10	You pull your punch. +0H	You're being too delicate. Bust him! +1H	You will need to make a fist. +1H	Pow! Right in the kisser. +2H	You simply hit foe in the face. +3H
11-15	Mishandle strike. Try again. +1H	Your strike lands on foe's shoulder. Attack is of little profit. +1H	Blow to foe's chest. If foe is 2 feet tall or shorter, he is unconscious. +2H	Blow to foe's chest. If foe is 3 feet tall or shorter, he is unconscious. +3H	Boom! Crash! Pow! Crack! It looked impressive. +3H
16-20	Foe's guard comes up and blocks your assault. +1H – ⚔	You attempt to kick foe in groin. You miss, but the threat is enough. +2H – ⚔	Side strike unbalances foe. He will recover quickly. +4H – ⚔	Blow to foe's side sends him reeling. He recovers and gets his guard up. +3H – ⚔ – 4(-10)	Strike to foe's side. Cheap shot, executed with grace. +3H – 4(-25)
21-35	Awkward positioning spoils your strike. +1H – ⚔	You miss foe's head and strike his shoulder. He is unbalanced. +2H – 2(-20)	Chest strike. He almost falls, but foe grabs you for balance. Ooops! +3H – ✸	You trip foe and slam his shin. Simple, yet effective. +6H – 2✸	Foe leaves himself open. Your strike hits his side and breaks some ribs. +3H – ✸ – (-10)
36-45	Move in close. You gain the initiative next round. +2H	Blow lands on foe's shield hand.You gain the initiative. +3H – (-5)	You entangle foe's legs, but he breaks free. You push him clear. +5H – 3✸ – 3(-10)	Step on foe's foot and try to push him over. You gain the initiative next round. +3H – 2(-25)	You experiment with a knee strike to foe. It fails to be very effective. +6H – 2✸
46-50	Strike to foe's chest. He is having some trouble. +2H – 3(-10)	Back strike. Your position is better. Foe seeks to keep you at bay. +3H – ✸ – 2⚔	Lower back strike sends foe reeling. He needs another shot to the kidneys. +5H – ✸⊗	Back strike adds insult to the injury. Foe spins around to face you. +3H – ✸⊗	Hard shot to foe's side causes a pain generated panic. His guard is down. +7H – ✸⊗
51-55	Stike falls on foe's leg. He shakes it off. +2H – ✸	Your strike was less than you hoped. It still disorients your foe. +3H – ✸	Hammer foe's thigh. Pain is in his eyes. Bruise muscles. +4H – ✸⊗ – (-10)	Chest strike causes deep bruise. Foe grabs at the pain in his chest. +5H – ✸⊗	Chest wound knocks foe down. He lands on his back.. He looks to be recovering. +8H – ✸⊗ – 3(-10)
56-60	Blow lightly strikes foe's head. He puts you at bay with a masterful turn. +3H – 6(-10)	Shoulder strike lands lightly. You put more shove into it than strike. Foe is frantic to regain his balance. +3H – ⚔ – 4(-10)	Good strike. Foe has trouble getting his act together. He stumbles around for some time trying to defend himself. +4H – 4✸⚔ – (-10)	Hard blow to foe's thigh. Foe falls down, but rebounds to his feet. You had hoped he would stay down. +5H – 2✸	Solid and strong, you bash foe in his stomach. He recoils 10 feet from you. He keeps his footing. +8H – 3✸ – ⊗
61-65	Backhand to foe's side. He steps 5 feet to the right, avoiding your reach. +3H – ✸	Hard blow to foe's side. He is weakened by the pain. He doubles over in response to the assault. +6H – ✸ – 4(-30)	You grip foe's arm and shake it until he drops his weapon. Foe kicks himself free. At least you disarmed him. +1H	Catch foe in the middle of a swing. He drops his weapon and grips his arm. His forearm has a huge bruise. +5H – 2✸⊗ – (+20)	Solid and effective, your blow lands on foe's neck. A nerve is pinched. Foe falls unconscious for 3 hours. +10H – 2✸⊗ – (-20)
66	Classic shot between foe's shoulder blades. He hurts. +9H – 2✸⊗ – 4(-10)	Grab foe's weapon arm and force it the wrong way. Foe is disarmed. Elbow is strained. +12H – 2✸⊗ – (-20)	Bring foe down to his knees and slam his head down. He is virtually unconscious. He is yours. Finish him. +12H – 10✸⊗ – 6(-80)	Solid strike to foe's head. The strike is enough to knock foe out. He falls down and out for 6 hours. +15H – 6✸	Brutal, but effective shot to foe's face. His head snaps back and then flops forward. He falls unconscious. +24H – (-20)
67-70	Chest strike is solid. Knock the wind out of your foe. He struggles to evade. +3H – 3(-20)	Strong forearm assault drives foe back off his footing. He slips down to one knee. +5H – 4✸⊗ – 4(-40)	Strong blow to foe's chest breaks ribs. Your attack has little grace. Foe looks to be devastated. +5H – 2✸ – (-20)	Smash foe's shoulder, breaking it. Arm is useless. Foe struggles to stand. The pain is too much for him. +6H – 2✸⊗ – (-35)	You attack lands unexpectedly on foe's shoulder. It is fractured. Foe drops his guard in response to the pain. +9H – 2✸⊗ – (-30)
71-75	Side strike damages a muscle. Foe is disabled for the moment. +4H – 2✸	You try to kick foe off his feet. The strike lands on foe's calf. Deep bruise. +5H – ✸ – (-30)	You assault foe's foot. He is unable to stand on it. +5H – ✸⊗ – (-20)	Leg strike causes foe to fall and fracture his leg. +10H – ✸⊗ – (-55)	Strike to foe's thigh causes him to fall. Blow creates a terrible bruise. +9H – 3✸⊗ – (-40)
76-80	Blow to foe's shield arm. If foe has a shield, it should check for breakage. with shield: +8H – 2(-20) w/o shield: +4H – 2✸⊗	Heavy handed attack. It looks like you're going for a kill. Foe avoids the worst. Blow to foe's shield arm. +6H – 2✸⊗ – 7(-10)	Strike to foe's arm causes him to fall with a fracture. You punch at his head for added effect. +6H – 3✸ – 6(-30)	Strong blow to foe's weapon arm disarms him and causes him to fall. He lands hard and breaks a rib. +7H – 3✸ – (-25)	Fierce blow to foe's weapon arm disarms him and sends him sprawling. You have his weapon. +10H – 4✸⊗
81-85	Strong grip and a shot to the side make for an effective combination. Foe is disabled for an instant. +5H – ✸⊗ – (+10)	Side strike knocks foe down. He pulls you over with him. You fail to pummel him into submission. You have a great position. +6H – 3✸ – (+10)	Strong blow to foe's side. Foe drops his weapon to react to the pain. You move to block him from its recovery. Foe gives ground with little concern. +6H – 6✸	Strike to foe's side sends him to the ground. While falling, he fractures his ankle. Foe goes unconscious from the pain. +7H – 2✸⊗ – (-50)	Side strike knocks foe down. You hit him in the face as he falls. In the fall, he breaks his leg. +10H – 6✸⊗ – (-50)
86-90	Your attack is part grapple and sweep. You push foe off balance. +6H – 3✸⊗	Hard strike to the back of foe's neck terminates foe's conscious thoughts. He drops. Foe's shoulder blade is bruised. +8H – (-30)	Strong blow to foe's back knocks him off his feet. Foe lands hard and is knocked out by the impact. You have him now. +10H – 6✸ – (+20)	Blow to foe's back knocks him to the ground. His weapon slides across the floor. He hit very hard. Foe goes unconscious for 5 rounds. +12H – (-10)	Nasty blow to face. Foe is knocked down. Foe's lips curl up in a ball and froth comes out of his mouth. You are frightened. Foe goes unconscious. +15H – ♦ – (-30)
91-95	Strike lands solid upon foe's neck. His neck is sprained. He falls down and has difficulty getting up. +7H – 2✸⊗ – (-20)	Your knuckles go into foe's temples and cause a painful overload to foe's brain. He falls gripping his head for 2 rounds and passes out. +10H – 6✸ – (-30)	Overwhelming blow knocks foe down. He fumbles his weapon and hits hard trying to recover it. Foe goes unconscious on impact.	Grip foe's arm and hold it, while striking him in the face until he goes unconscious. Foe is unconscious for 15 rounds. +15H – (-20)	Strike to shoulder breaks the collar bone. Foe knocks himself out with a graceless fall. You strike his head to make sure. +17H
96-99	Solid strike turns foe's head and it pinches a nerve in his neck. Foe falls over and goes unconscious. +8H – (-30)	Fracture foe's skull with a lucky strike. Foe falls unconscious. The swelling will kill him in 2 hours. +12H – 2✸⊗ – (-50)	Blow lands on foe's forehead. His head snaps back and he loses consciousnes. He then drops hard on the ground and hits his head. +10H – 5♦ – (-40)	Strong blow to the abdomen causes foe to fall to the ground. He hits his head. Foe goes into a coma for 1 month. +17H	Your haste to get the advantage makes your attack deadly. You snap foe's neck. Foe falls and dies in 15 rounds. +25H
100	You pop foe on his head in what looks like a playful strike. He pauses 1 round, then passes out. +5H	Strong blow to foe's back knocks him down and paralyzes him. Serious nerve damage. Foe is unconscious. +15H – (-60)	Severe chest strike. Foe falls, breaking his arm and hitting his head. He goes into a coma for 2 weeks. +20H	Pummel foe's head. He falls unconscious in a nice spot on the ground. +25H	Textbook subdual. You strike foe on his head. He settles to the ground in a silent move. He is unconscious for 10 hours. (+20)

Key: ßπ =must parry ß rounds; ß∏=no parry for ß rounds; ß∑=stunned for ß rounds; ßʃ =bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

4.10 SUPER LARGE CREATURE CRITICAL STRIKE TABLE

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	You strike the terrible beast hard. Your weapon breaks in half. +10H	Your weapon is knocked from your hand. It will take 2 rounds to recover. +10H	Your strike is powerful. You fumble the rest of the round. +10H	Your strike is powerful, but your grip was terrible. Roll a fumble for yourself. +10H	The numbing recoil of your strike to foe's chest sends you stumbling back. +10H
06-10	A decoration pops off your weapon with impact to foe's side. +2H	Your weapon hits at a bad angle. Check for weapon breakage. Bum Luck. +3H	Your weapon lands uneven across foe's shoulder. Make a breakage check. +4H	Blow foe's arm. Ready for a better strike. You gain the initiative next round. +6H	Strike lands at a bad angle. You check for weapon breakage. +8H
11-20	You are daunted by the beast's gaze and swing weakly. +3H	Your blow was deflected, but you gain the initiative next round. +4H	Acceptable strike to foe's leg.You gain the initiative next round. +5H	Back strike. Weapon seems to damage by touch only. +8H	Blow to back. You gain the initiative next round. +10H
21-30	This terrible creature's hide deflects the strongest blows. +4H	Glancing side blow. A spark of light reminds you your weapon is magical. +5H	Glancing blow smears mithril like chalk across beast's hide. +6H	Your strike is solid and flat, but foe is not slowed at all. +10H	Sparks fly from your weapon as it embraces your foe. +12H
31-40	Solid strike to foe's side with your common weapon fails to penetrate. +5H	Foe is unbalanced. You gain the initiative next round. +6H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +7H	You strike the fell titan in the chest. He yells back at you. +12H	Boom! Solid without question. Try a vital spot next time. +15H
41- 50	Your strike was more of a last minute parry to avoid the beast's. +6H	You deal out a sharp and hard leg strike. Foe steps back to look at his leg. +7H	Strike lands on foe's horn. The vibration has some effect. +8H	You step under his assault and strike him hard in the abdomen. +15H	Rip sinew, hair, horn and scale with a glancing blow to side. +18H
51-65	Two light and quick shots to foe's forearm, provides a modest result. +7H	Blow to foe's back. Foe's hide is tough there. You need more strength. +8H	Your strike thumps foe on his nose. He is insulted, but not wounded badly. +9H	The vile beast leans foward. You strike at his snout in frantic response. +18H	Unexpected weak spot found with your strike to foe's side. +20H
66	Strike foe's neck with the flat of your weapon during a moment of opportunity. +20H	You step under foe's lunge and use the force against him. Strike to under belly. He feels the pain instantly. +12H – 3♦ – (-10)	Shin strike. Skin is torn open and bone is bruised. This one hurts. You have initiative. +15H – 5♦ – (-10)	Your blow lands against foe's shoulder. You are pleased with the effect. Blood pours from the wound. ✸⊗ – 10 ♦ – (-15)	Your weapon seems to dig into foe's chest and devour his heart. Foe dies instantly. You are covered with blood. +50H – (+20)
67-70	Solid strike on foe's leg. You move quickly away to avoid the retaliation. +8H	Blow to thigh leaves a bad bruise. Your weapon cracks and bends. It will break after one more strike. +9H	Hammering foe's thigh gets you some respect. You have the initiative. +10H	Hard blow to foe's thigh. He stumbles, but does not fall. You have the initiative next round. +20H	Flat strike to foe's upper body. Heavy blow breaks some bones. Foe's guard is down. +30H – 2✸⊗
71-80	Solid strike to foe's head just bounces off. +9H	Minor forearm wound.The beast used its forearm for defense. Foe soaks up the damage. +10H	Blow to foe's upper arm. This strike had few vices, but it was weak. Get it together. +15H	Catch foe in his exposed leg. You come down hard on it. He will have a bruise. It slows him. You have the initiative. +13H – 5♦ – (-10) – (+10)	Hard glancing strike crosses foe's shoulder and chest. Shoulder is slashed and chest is bruised. +24H – 3✸⊗ – 5♦ – (-20)
81-90	Violent strike to foe's forearm. Foe is bruised. Your weapon must make a breakage check. +10H	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think that you know what went wrong. +15H	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	To make this strike land well, you almost climb onto foe. You deal out a brutal srike to his neck and leap back. +12H – ⚔ – 4♦ – (+20)	Just when your swing looked to be failing your weapon took control and crashed into foe's thigh. +25H – 3✸⊗ – 20♦ – (-25)
91-95	Well placed and hard. Try a vital spot next time. +15H	Blow is placed solidly against foe's side. The thick hide there protects him well. +20H	Slash at foe's neck fails to land very hard. You have the initiative for 2 rounds. +12H – 4♦ – (+20)	You have a uncomfortable opportunity to strike foe in his mouth. If foe has a breath weapon, he may not use it. +25H – 2✸⊗ – 3♦	Your master strike lands against foe's neck. Doom is in his face. He drops and dies in 3 rounds. +35H
96-98	Blow severs vein and artery in foe's upper leg. He drops and dies after 12 inactive rounds. Awesome! —	You are a mighty warrior. Your strike hits foe's neck and breaks it. Bones are crushed and the spine in broken. Foe drops in 1 round and dies. (+25)	Blow to lower skull area. Foe dies instantly. He stumbles on for 1 round, until he realizes this. (+20)	Weapon bites into foe's skull. He just comes apart. He dies in 6 rounds. Your weapon is stuck. Foe rolls over and takes your weapon out of reach. all allies get (+10)	Your weapon plunges into foe's chest making the nature of its forging certain. He dies a terrible and swift death. Take 12 rounds to reclaim your weapon. +40H
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. +30H – 10♦ – (-25)	A little bird shows you the flaw in foe's armor. Your strike plunges into this vulnerable spot killing foe instantly. —	Crush the bones in foe's neck with a mighty blow. Foe drops and dies in 1 round. +5H	Strike through foe's heart kills him instantly. You are too close. He pins you under him as he dies. +20H	Foe's eye is in reach and you ram your weapon home. Foe dies after 3 rounds of inactivity. You have half the round left. (+25)
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +12H – 1♦ – (+10)	Wound foe along his side with an excellent strike. Foe leaps back away from your weapon. +13H – 2♦ – (+20)	Graceful assault knocks down foe's defenses. He just cannot get his guard up. +30H – 3✸⊗ – (+10)	Brutal strike to foe's forearm. He reels from your presence. You are his bane. +30H – 2✸⊗	Strike to foe's leg severs a vein and tears muscles. Foe flails around for 6 rounds before he dies. +20H – 6✸⊗
151-175	Your weapon wounds deep and cuts muscles and tendons. Foe's wound bleeds heavily. +20H – 5♦ – (-20)	You pop foe on his head with some useful results. Foe is confused just long enough for a blow. +25H – ✸⊗ – (-20)	Incredible strike across foe's calf trips him to the ground. The bigger they are…. +25H – 2✸⊗ – (+10)	Vicious blow to forehead sends foe to the ground. If he falls on stone, he is in a coma. +40H – 6✸⊗	Awesome blow to foe's neck. His neck and back are broken. Foe drops and suffocates in 12 rounds. +25H – (+20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +15H – (-25) – (+20)	Solid shot to foe's chest. Foe is down. You take an 'A' Unbalancing Critical result, because you are so close. +20H – 2⊗ – (+25)	Brutal strike to foe's side. You rip him open and he is hating life. His blood gets all over you. +28H – 3✸⊗ – 10♦ – (-40)	Strike to foe's abdomen. Foe has the biggest bruise you have ever seen. +25H – 9✸⊗ – (-25)	Clean strike to foe's eye kills him in one round. He fights on for 1 round before he realizes he is dead. +24H – (-20)
201-250	When your strike lands on foe's back, bones crackle and pop. Internal damage is certain. +35H – 2✸ – 10♦ – (-30)	Rip open foe's abdomen. Blood covers you. This cruel wound will not be healed easily. +35H – 3✸⊗ – 10♦ – (-40)	Vicious blow to foe's leg. You can hear the mithril in your weapon talking, as you rip foe open. +30H – 6✸⊗ – 12♦ – (-50)	You duck around foe's side and catch him in the ear. Blow collapses skull. Foe dies of massive brain damage in 3 rounds. +15H – (+20)	Foe steps right into your swing. You tear open foe's abdomenal and drop him in a heap. You are entangled in his fall. Foe dies in 4 rounds from shock. +35H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. He is blinded. +20H – 6✸⊗ – (–100)	You leap up and slam foe in the eye. He does not realize he is dead yet. Next round he will. Your weapon is stuck for a round. (+20)	Awe inspiring strike drives bone through both lungs. Foe realizes his doom before falling into a coma. He dies in 18 rounds. —	Your mighty blow is the stuff epics are made of. Foe's spine is broken. He dies in 2 rounds. +50H	Strike to side kills foe after a chain reaction of bones shatter. You are covered with blood. +100H

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4.11 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 – ♦
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 – ♦
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 – ♦	Strike to foe's lower leg. If foe has no leg armor, you cause him pain. w/o leg greaves: +5H – ♦	Solid shot to leg. Foe watches you break the skin on his thigh. +3H – ♦
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 – ♦	You bring a powerful blow around against foe's back. He leaps back away. +5H – ⚔ – ♦
51-55	Leaping chest strike yields some measurable damage. +3H	Good little gash, produces an effective wound. +3H – ♦	Mild strike to chest catches in a soft spot. You are surprised at its effect. +4H – 2♦	Slash foe's stomach. If foe's has no metal armor, you tear him open badly. w/o abdomen armor: +5H – 3♦	Grip to foe's shield arm garments. Foe is unable to use his shield arm for 1 round. +6H – 1♦
56-60	Light wound to thigh. Garments are torn. Promises are made. +1H – ♦	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 – ✸ – 2♦	Your strike catches the back of foe's thigh. Foe is unbalanced for a moment. +6H – ✸ – 2♦	You rip open foe's thigh. The look on his face tells you victory is near. +7H – ✸ – 3♦
61-65	Mild forearm wound. You are doing very well, keep it up. +2H – 2♦	Raking forearm strike leaves a nasty scar. It bites deep enough to bleed. +3H – 2♦	Foe blocks you with his arm and you tear it up as payment. The damage is substantial, before foe breaks free. +3H – 2⚔ – 2♦	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 – 2⚔ – 2♦ – (+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 – 2✸ – 3♦
66	You find a nice vulnerable spot to rip open. Foe leaps back from your cluches. He unbalances himself to escape your assault. +4h – 2✸⊗ – 2♦	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 – 2✸ – (-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 – ✸ – (+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 – 6⊗	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 – 24✸ – (-95)
67-70	Slash to foe's shoulder. It's not deadly, but it is a start. +3H – ⚔ –♦	Claw scratches acrossed a piece of metal. That screeching sound! +4H – ✸ – ♦	Pull foe off balance with a grasp to his shoulder. He steps away and stumbles. +5H – ✸ – 2♦ – 1(-20)	Graceful slash to foe's shoulder sweeps blood onto foe's face. Foe is unsteady. +6H – ✸⊗ – 2♦	Inspired shoulder strike sends foe reeling. You tear tendons and cause pain. +7H – 2✸⊗ – (-20)
71-75	You attempt to assault foe's lower leg. You have the initiative. with leg armor: +4H w/o leg armor: +1H – 2♦	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 – 2⚔ – 2♦	You slash into a muscle on foe's calf. You have the initiative next round. 2✸ – 2♦ – (-20)	Lower leg strike. If foe has no leg armor, heavy bruise. Foe stumbles back to avoid you. with leg armor: +3H – ✸ w/o leg armor: 2✸ – ⊗	Vicious leg wound bleeds hard. Foe's attempt to stop the bleeding gets it all over his hands. +5H – 3✸ – 4♦
76-80	Weak, but precise strike to foe's arm. Foe shakes you off, but you do some damage anyway. +3H – ✸ – ♦	Strong, but imprecise arm strike. The wound is of moderate size. You are proud to have created it. +5H – 2♦ – (-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 – 2✸ – 2♦ – (-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 – 3✸ – 2♦ – (-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. 2✸⊗ – 3♦
81-85	Strike at foe's face. He panics and stumbles back 5 feet. You fall clear and prepare for another strike. +4H – ✸ –2♦	Flying face strike. with facial armor: +3H – ⚔ w/o facial armor: 3✸ – 3♦	Head strike. Foe's helm is knocked off. If foe has no helm, he has a vicious cut to his scalp. with helmet: +3H – ✸ w/o helmet: +2H – ✸ – 3♦ – (-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: 3✸ – 3♦ – (-40)	Slash between foe's fingers. If foe has a metal gauntlet on, he is fine. +8H – 9✸ –3♦
86-90	Sudden well placed blow makes you feel you are mighty in battle. Your foe is convinced. +6H – 2✸	Slash foe's neck. He thinks you just killed him. The wound is not mortal. Foe stumbles away fearful of death. +5H – 3✸ – 2♦	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 – 2✸⊗	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 – ✸	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 – 3✸ – ⊗ – 3♦ – (-40)
91-95	Leaping head stike. If foe has no helm, face and left ear is slashed. +3H – 2✸ – (-30)	Foe blocks your attack with his arm so you slash it in place of your original target. Foe realizes his mistake. +5H – 3✸⊗ – 2♦	Strike lands near neck and cheek. Foe is disoriented and recoils from your onslaught. +3H – 2✸⊗ – 2♦ – (-20)	Clean strike, you cleave the thumb on foe's weapon arm. His arm is less than useful. Foe drops his weapon. 2✸⊗ – (-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. 9✸ – 3♦	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. 3✸⊗ – 3♦ – (-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 – 6✸⊗ – (-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 – 3✸⊗ – (-75)	Foe leaps back to avoid a slash to the throat, too late. He falls down. You expose some muscle and make a mess. 6✸⊗ – 3♦ – (-50)	Severe head strike. If foe has a helm he is unconscious for 1-10 days. Without a helm, foe is dead. +25H – ♦	Strike to foe's eyes. Foe is blinded permanently. Foe is at your mercy. +10H – 6✸⊗ – 2♦ – (-95)	Unbelievable strike to foe's neck. Vein and artery severed. Foe dies after 6 rounds of inactivity. 20♦

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4.12 UNBALANCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
06-10	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
11-15	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
16-20	Foe seeks to push you away. He lashes out in defensive manner. +4H – ⚔	Glancing side blow. You unbalance your foe. He recovers quickly. +4H – ⚔	Strike side. Foe moves back to block your next attack. +5H – ⚔	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H – (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H – 1(-20)
21-35	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H – ⚔	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H – 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H – ✸	Quick shot to chest causes foe to hesitate in pain.He still knows you're there. +8H – ✸	Crack! Foe's rib reports damage to him in an unsubtle way. He is in pain. +9H – ✸ – 1(-10)
36-45	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H – 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H – 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H – (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H – 2✸
46-50	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H – ⚔(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H – ⚔(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H – ✸⊗	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H – ✸⊗	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H – ✸⊗
51-55	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H – ⚔(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H – ✸	Push foe's knee backwards. Foe struggles to avoid the pain. +6H – ✸⊗	Strike to chest takes wind out of foe. Foe's guard goes down. +10H – ✸⊗	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H – ✸⊗
56-60	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H – ✸	Foe bumps his thigh while blocking your attack. He steps back. +6H – ⚔(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H – 2✸ – (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H – 2✸	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H – 3✸
61-65	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H – ✸	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H – 2✸	You catch foe's counter thrust and disarm him with a bash to the arm. +7H – 2✸ – (+20)	Bash foe in shoulder making him spin. You push him for good measure. +13H – 2✸⊗
66	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H – 2✸⊗	Stirke to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H – 2✸⊗	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H – 3✸⊗ – (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6✸	Knock foe back with a blow to the jaw. Foe loses balance and falls. he hits his head and goes unconscious. +30H
67-70	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H – 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - ⊗	Strike to foe's ribs. Foe's ribs crack and foe shows the pain. His war effort is impaired. +8H – 2✸ – (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H – ✸⊗ – (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2✸⊗ – (-10)
71-75	Hammer foe's lower leg. He has trouble standing, but manages. +7H – 2✸	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H – (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H – ✸⊗ – (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H – ✸⊗ –(-75)	Knock foe down with a blow to the thigh. He lands on his wespon and takes some time to get off it. +15H – 3✸⊗
76-80	Blow to foe's shield side. If foe has a shield, it is torn away. +12H – 2✸	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H – 2✸ – (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H – 3✸ – (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H – (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H – 4✸⊗
81-85	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H – ✸⊗ – (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H – 3✸	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6✸	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H – 6✸⊗	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6✸⊗ –(-50)
86-90	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H – 3✸ – (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H – 2✸⊗	Precise blow sends foe down. Foe is face down and disarmed. +14H –6✸ – (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H – 9✸	Cruel blow to foe's head.... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H – 12✸⊗
91-95	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3✸	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H – 6✸ – (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon.	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H – 8✸⊗ – (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down,has a useless arm, and passes out. 6✸
96-99	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H – 3⊗	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6✸⊗	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all diections. If foe has no helm he is in a coma foe 4 weeks. +9H – 6✸	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
100	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

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4.13 WEAPON 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 manuever. 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 manuever 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. Your 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 finds 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 4d10 feet!	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 accidently 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.

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4.14 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 shiney 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 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 unexected 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.

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5.0 APPENDICES —
HOW TO USE ARMS LAW WITHOUT ROLEMASTER

Section 5
Appendices

This section presents a set of guidelines for using *Arms Law (AL)* if you do not have access to the full *Rolemaster (RM)* system. Regardless of what role playing system you are using, you can use these guidelines and the *Arms Law* tables to resolve a weapon attack or a special attack.

In order to resolve an attack, you must know the target's defensive capabilities and the attacker's offensive capabilites. Sections 5.3 and 5.4 present guidelines for determining these capabilities for each combatant. Section 5.5 outlines the specifics on resolving attacks, while Section 5.6 presents some guidelines that can help a Gamemaster handle specific situations.

Note: *The bonuses, penalties, and modifications given in these quidelines are based upon a scale of 1-100 for rolls and the capabilities of most characters. If your system uses a 3-18 or 1-20 scale, divide all bonuses, penalties, and modifications by 5 before using.*

5.1
DICE ROLLING

Each die used in *Arms Law* is a 10-sided die which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of *Rolemaster*—it is a "percentile" system.

Percentile Rolls ("1-100," 1d100)

1-100 Roll (1d100) – Most of the rolls in Rolemaster are "1-100" rolls (also called "d100" rolls). To obtain a 1-100 result roll two dice together—one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten's die is a "4" and the one's die is a "7." Thus the result is "47."*

Low Open-ended Roll – To obtain a "low open-ended roll" first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05). A second roll is made with a result of 97 (i.e., between 96 and 100); so a third roll is made, resulting in a 03. Thus, the result of the low open-ended roll that the GM requested is -96 (= 04 - 97 - 03).*

High Open-ended Roll – To obtain a "high open-ended roll" first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the result of the high open-ended roll is 199 (= 99 + 96 + 04).*

Open-ended Roll – An open-ended roll is both high open-ended and low open-ended.

Non-"1-100" Rolls

1-10 Roll (1d10) – In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10.

1-5 Roll (1d5) – Roll one die, divide by 2 and round up if necessary.

1-8 Roll (1d8) – Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs.

5-50 Roll (5d10) – Roll 1-10 five times and sum the results.

2-10 Roll (2d5) – Roll two dice, divide each result by 2 (round up if necessary), and then add the two results to obtain the "2-10" ("2d5") result (i.e., generate and add two 1d5 results).

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect—no modifications (or bonuses) are considered. These rolls are marked on the appropriate charts with a UM. For example, all weapon attacks result in a fumble if the initial unmodified 1d100 roll falls within the fumble range of the weapon.

5.2
DEFINITIONS

Listed below are some common terms used in *Arms Law (AL)*.

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.

Chance: Often in *AL* 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.

Critical Strike: Unusual damage due to particularly effective attacks. 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.

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.

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

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).

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

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.

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

Round: The time (10 seconds) required to perform one action.

5.3
DEFENSIVE CAPABILITIES

In combat, there are many variables which affect the severity of an attack. The defender has several factors which work in his favor, including: armor, shield, quickness, special items, and the ability to parry (i.e., decrease attack effectiveness in the interest of self-preservation). Armor is the basic classification of protection, while all other defensive capabilities are expressed in terms of a Defensive Bonus (DB) which will modify the attacker's combat roll in the defender's favor.

5.3.1 • ARMOR

Rolemaster armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four *Armor Types* (ATs) each (for a total of 20 types).

Cloth-Skin Base
Soft Leather Base
Rigid Leather Base
Chain Mail Base
Plate Base

You should match the armor types/classes that your system uses to these ATs.

Armor Penalties

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles. These penalties are detailed in the Armor Chart, Section 5.3.2, Section 5.4.

ARMOR CHART

Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* – Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

† – Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

‡ – The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms and hands of a combatant.

§ – An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified.

Robes (AT 2): Full-length robes normally worn by spell users and certain other combatants.

Light Hide (AT 3): The natural hide of certain animals (e.g., Deer, Dog, Wolf). ‡

Heavy Hide (AT 4): The natural hide of certain of animals (e.g., Buffalo, Elephant, Bear). ‡

Soft Leather Base

AT 5 and AT 6 are heavy outer garments normally worn only for protection from the weather. AT 7 and AT 8 are worn for combat protection by some militia and irregulars.

Leather Jerkin (AT 5): A heavy leather coat without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A heavy leather coat covering the arms and torso to mid-thigh.

Reinforced Leather Coat (AT 7): A heavy leather coat covering the arms and torso to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat (as above) that covers to the lower leg.

Rigid Leather Base

Rigid leather armor and the rigid hide covering of certain reptiles and of other creatures such as Dragons.

Leather Breastplate (AT 9): A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate & Greaves (AT 10): As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11): Rigid-leather armor that covers the body completely; includes the hide of creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator). ‡

Full-Hide Plate (AT 12): As half-hide plate (above), except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, Dragons, Giant Crabs). ‡

Chain Mail Base

Chain link armor, scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13): A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt & Greaves (AT 14): As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15): Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16): A full-length chain mail coat split from the waist in the front and back to facilitate movement.

Plate Base

Rigid armor of metal plates and the heaviest animal hides.

Metal Breastplate (AT 17): A metal breastplate plus smaller plates covering torso to mid-thigh and part of the upper arms.

Metal Breastplate & Greaves (AT 18): As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

‡ – Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin).

5.3.2 • DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in combat is called the Defensive Bonus (DB). It is the number that is subtracted from the attacker's combat roll. The defender's DB is composed of bonuses for superior/inferior armor, quickness, position and cover, and special items, A defender may also parry (i.e., dodge) incoming attacks by forgoing a portion of his own attack ability The Defensive Modification Chart summarizes the factors which affect a defender's DB.

Defensive Bonus = *Armor Quality* Bonus
+ (*Quickness* Stat Bonus - Armor Quickness Penalty)
+ *Position* and *Cover* Bonuses + *Special Item* Bonuses
+ *Shield* Bonus + *Parrying* Bonus

Armor Quality

Especially good armor in terms of material, construction, or enchantment does not change that armor's basic type, but rather adds a bonus to the wearer's DB. Conversely, shoddy armor will incur a penalty to the wearer's DB. It is highly recommended that Superior Armor bonuses rarely exceed +10 or +15.

Example: *Kiltran, a rather successful Ranger, wears a Chain Shirt and Greaves (AT 14) taken from the lifeless body of a follower of the Bearer of the Root. The GM has decided that this armor is of superior construction (being make by a highly revered Dwarven smith) and so awards it a +10 quality bonus. This armor is thus AT 14(10).*

DEFENSIVE MODIFICATIONS CHART

Effect	Category and Notes
+ (variable)	Armor quality bonus, Adrenal Defense bonus, (Quickness stat bonus - armor Qu penalty), spell bonuses, special item bonuses. These factors are usually fixed for a given character.
+ (variable)	Shield bonus (see the Shield-Parry Chart).
+ (variable)	Parrying bonus.
+20	Half "Soft" cover. *
+40	Full "Soft" cover. *
+50	Half "Hard" cover. *
+100	Full "Hard" cover. *
± (variable)	Miscellaneous (determined by Gamemaster).

Note: *Modifications are cumulative unless noted otherwise.*
* — Only one of these modifications can be applied at any given time.

Quickness Stat Bonus

A combatant's DB is modified by his quickness stat bonus or penalty (see Section 5.6 for a chart converting stats and stat bonuses). If the defender is wearing certain types of cumbersome armor, his quickness stat bonus may be reduced or eliminated completely (but never below zero); see the Armor Chart. A defender only has his quickness stat bonus factored into his DB if he is aware that he is in a combat situation and is free to move.

Example: *Lotus, a T'sbalic warrior, has a temporary quickness stat score of 98. Unencumbered by armor, Lotus is AT 1(20) (i.e., her DB is 20) when in a combat situation and free to move. Lotus now puts on an metal breastplate which reduces her quickness stat bonus by 10. Now when she is in combat, barring other modifiers, Lotus is AT 17(10).*

Position and Cover

The GM may award a variable bonus to a defender if his position is judged to be advantageous. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's Offensive Bonus (see Section 5.4).

Cover bonuses against missile attacks should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire. Here are some sample missile attack cover bonuses.

Half "Soft" Cover ..... +20
Full "Soft" Cover ..... +40
Half "Hard" Cover ..... +50
Full "Hard" Cover ..... +100

Note: *If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.*

Example: *Kiltran, wondering why he ever joined the Confused Young Lords, finds himself defending behind a low stone wall against Traegon and Yrzan. During combat, Kiltran stands to fire his bow. The wall rises to his waist, protecting him from his foes' missile fire. The GM awards Kiltran a cover bonus of 50 to his DB (maybe overly generous, but the GM knows that Kiltran is going to need every bit of it).*

Special Items

There may be special items (usually magic items) in a GM's campaign which will impart a DB to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

Shields

Shields are represented in combat by a bonus to the wielder's Defensive Bonus. In addition, when fighting with one or two weapons, one weapon may be used as a "shield," but may not be used for an attack in the same round. A shield bonus may only be used against one opponent's attack(s) per round.

These bonuses and other factors concerning shields and parrying are summarized in the Shield-Parry Chart.

Parrying

A defender may wish to place more emphasis on personal defense than is implicit in the combat system. Therefore, a combatant may wish to sacrifice some or all of his Offensive Bonus (OB) with the weapon he is presently using, in order to increase his DB Such an action is called *parrying*, though it may be thought of in many combat situations as dodging.

The premise of sacrificing offensive capabilities in order to increase one's defensive capability is a fundamental component in this combat system.

Parrying Melee Attacks — A defender may parry a melee attack during the Melee Phase of the combat round by switching any or all of his OB (with the Melee weapon he is using during the Melee Phase) to DB. All points of OB so switched are converted to enhance DB.

- The designation of this "OB/DB split" is done for all combatants at the beginning of the Melee Phase.
- To parry a Melee attack, the defender must be aware that he will be subject to the attack.
- He must also have a shield, suitable terrain, or a Melee weapon. Some weapons may only be used to parry with a certain percentage of the wielder's OB.
- A combatant may only parry the foe that he attacks.
- If a combatant elects to parry with a weapon with his entire OB, he receives the "shield" bonus for his weapon. However, he must still make an attack with a +0 OB. These bonuses are listed on the Shield-Parry Chart.

SHIELD-PARRY CHART

Shield Type	Bonus Versus Melee	Bonus Versus Missile	Weight In Pounds	Parry Limitations
Wall Shield	30	40	45-50	None
Full Shield	25	25	25-30	None
Normal Shield	20	20	15-20	None
Target Shield	20	10	5-10	None
Maine Gauche	15*	0	1-3	Cannot parry missile attacks.
One-Handed Arms	5*	0	–	Cannot parry missile attacks.
Two-Handed Arms	5*	0	–	Cannot parry missile attacks. Against One-handed weapons a maximum of 50% of wielder's OB may be used to melee parry.
Pole Arms	5*	0	–	Cannot parry missile attacks. Against non-pole arms a maximum of 50% of wielder's OB may be used to melee parry.
Terrain	(variable)		–	To be determined by the referee (e.g., a stone wall could be used to "parry" a missile attack).

* – Can only be used if weapon not used to attack with or if 100% of OB is used to parry.

Parrying Missile Fire – As with melee parrying, a defender parrying a missile may reduce his OB, in whole or in part, and shift that bonus to his DB. To parry a missile attack:

- The defender must be aware that he will be subject to the attack.
- He must also have a shield (a weapon won't do) or suitable terrain with which to parry the missile.
- When parrying missile fire, the shift must be declared at the beginning of Fire Phase (A) and is only applicable against one missile attack.
- Parrying a missile attack requires 50% of a character's normal activity for a round.

Parrying Limitations – A combatant may use part of his OB for missile parrying, another part for melee parrying, and another part for a melee attack; but the sum of these may not exceed his normal OB total. A summary of parrying limitations may be found in the Shield-Parry Chart.

The Importance of Parrying – *AL* is based upon the assumption that characters will use the option of parrying to protect themselves. In a face to face battle, only berserkers, idiots, and desperate characters always use their entire OB in attack. Such characters usually do not last long unless they have something special going for them (e.g., incredible armor, incredible luck, super healing facilities, etc.). In most situations a character will and should use part of his OB to attack with and the rest to increase his DB and thus protect himself. Of course, in certain situations it is often wise for a character to attack with his entire OB. For example, when attacking a foe who cannot attack back; or perhaps when facing multiple opponents.

5.4
OFFENSIVE CAPABILITIES

The success of an attack will depend heavily on the weapon or weapon combination used **and** the offensive capabilities possessed by the attacker. The offensive factors that can affect an attack roll include: expertise, physical prowess, experience, superior/inferior weapon(s), weapon combination, special equipment, position, status of the defender and status of the attacker. The sum of all bonuses and penalties related to the attacker is called the Offensive Bonus (OB).

5.4.1 • WEAPON COMBINATIONS

A combatant's capabilities in combat often depend upon what weapons he uses. The normal weapon combinations are: no melee weapon, one-handed weapon, a one-handed weapon with a shield, a two-handed weapon, and two one-handed weapons.

No Melee Weapon

Normally a combatant without a melee weapon may not attack and may not parry with his OB (see Section 5.3.2). However, if such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make an attack. Usually, these attacks should be resolved on the Brawling Attack Table. An object used to parry in this manner may be broken or damaged.

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

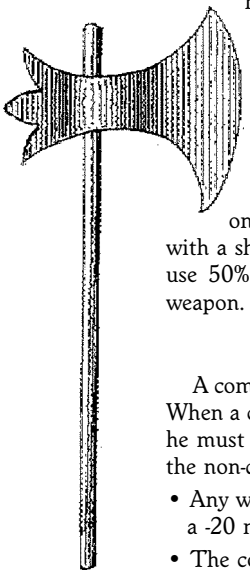
If your system has rules for martial arts, you can use the two martial arts attack tables (one for "hard" attacks, one for "soft" attacks) and the two corresponding critical strike tables.

One-Handed Weapons

A combatant armed with a single one-handed weapon may attack and parry normally (see Section 5.3.2).

One-handed Weapons with a Shield

A combatant armed with a one-handed weapon and a shield may attack normally **and** parry normally. Such a combatant may use his shield bonus for his DB against one foe **and** then use his parry bonus against the foe he attacks. Alternatively, he may use both bonuses against the same foe.



Two-Handed Weapons

For normal human-sized creatures, these types of weapons require both hands to wield. Thus, they can not be used with a shield. A combatant using a two-handed weapon may only use 50% of his OB to parry an opponent using a one-handed weapon.

Two One-handed Weapons

A combatant may use a one-handed weapon in each of his hands. When a combatant develops skill with (i.e., trains with) a weapon, he must develop the skill with his dominant hand and skill with the non-dominant hand separately.

- Any weapon used in the non-dominant hand automatically gets a -20 modification to the combatant's OB with that weapon.
- The combatant may attack normally with both weapons at the same time; he may attack with only one and use the other for its "shield" bonus versus melee (see the Shield-Parry Chart).
- If a combatant uses part of his OBs for parrying, he must decrease both his weapon OBs by that amount.
- A combatant must direct both his attacks (and parry) against the same target.

Polearms and Thrown Weapons

Combatants in the second line should be allowed to strike past friendly combatants (front line) if they are using pole arms. This serves to simulate the effectiveness of organized groups of fighters with pole arms. The GM should determine whether the front line combatants and second line combatants are adequately trained for this type of combat.

If a stationary combatant is trained with a particular type of throwing weapon, he may throw that weapon using 80% of his normal OB **and** still melee with only a -20 modification to his melee OB. Such a combatant may only use a one-handed weapon **or** a one-handed weapon and a shield on the round that he throws the weapon. (He is assumed to be holding his melee weapon in his non-throwing hand.)

5.4.2 • OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. Below is a descriptive listing of the factors which contribute to a combatant's OB for a specific weapon and a specific situation. The Offensive Modification Chart summarizes the factors which affect a defender's DB.

Offensive Bonus = Skill Bonus (expertise)
+ *Stat* Bonus + *Profession* Bonus
+ *Weapon* Bonus + *Special Item* Bonuses
+ *Position* Bonuses (*Offensive Modifications Chart*)
± *Status* Bonuses/Penalties (*Offensive Modifications Chart*)
- *Parrying* Bonus - 20 if weapon used in *non-dominant hand*
± *Range* Modifications (*on attack table*)
- *Reloading* Penalty
- *Armor* Missile Attack Penalty (*Armor Chart*)

Skill – Expertise

A combatant with expertise in handling a certain weapon receives a "skill bonus" for his weapon.

Expertise in *RM* is measured in terms of skill ranks. The higher the number of skill ranks one possesses in a given weapon skill, the higher the resultant OB will be. For the purposes of these guidelines, this bonus is:

- +5 for each of skill ranks 1 to 10
- +2 for each of 10 skill ranks 11 to 20
- +1 for each of 10 skill ranks 21 to 30
- +0.5 for every skill rank over Skill Rank 30.

Example: *A combatant with Skill Rank 13 with a mace would have a skill bonus with the mace of 56 = (10 x 5) + (3 x 2).*

See Section 5.6 for conversion notes on how to determine a character's OB from a non-skill based system.

Stats – Physical Prowess

A combatant with extraordinary physical strength and/or agility may receive a "stat bonus" for his OB. For unusually weak and/or clumsy characters this bonus may actually be negative.

Use the chart in Section 5.6 to determine the stat bonus for the type of weapon used.

Weapon Type	Applicable Stat
Melee	Strength
Bows, Slings	Agility
Thrown	Strength

Example: *Elor has a 56 Strength, so his melee stat bonus is +15.*

Special Items

There may be special items (usually magic items) in a GM's campaign which will impart a OB modification to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

Profession

Certain character professions get a bonus to their OB.

See the descriptions of character professions to determine if a given combatant is entitled to such a bonus to the OB (see Section 5.6 for level and profession conversions).

Profession	Profession Bonus
Fighter	+20
Thief	+10
Rogue	+15
Warrior Monk	+10
Ranger	+5
Others	no profession bonus

Weapon Quality

Weapons that are remarkable in material, construction, or workmanship may add a bonus to a combatant's OB (or a penalty for inferior weapons). It is strongly suggested that bonuses for superior quality weapons rarely exceed +10 or +15.

To determine the weapon bonus for a non-thrown missile attack, average the firing device's (i.e., bow or sling) bonus with missile's (i.e., arrow, quarrel, or stone) bonus and round off.

Example: *A +10 composite bow firing a +5 arrow would have a weapon bonus of +8 = (10 + 5) ÷ 2.*

Position

At the GM's discretion, a bonus or penalty may adjust a combatant's OB if his position is determined to be somehow superior or inferior to his opponent's. See the Offensive Modifications Chart.

Unless stated otherwise, position bonuses are cumulative. For example, a surprise rear attack would get a total position bonus of at least +55: +20 for surprise, +20 for rear attack, and +15 for a flank attack. A non-surprise rear attack would get a total position bonus of +35.

Status

A summary of the various status modifiers to an OB are listed in the Offensive Modifications Chart.

Parrying

As discussed in Section 5.3.2, a combatant's OB is lowered for a specific attack by the amount he uses to parry.

Non-dominant Hand Use

As discussed in Section 5.41, a weapon used in the non-dominant hand receives a special -20 OB modification.

Range

There is a modification to the firer's OB based upon the distance from the firer to the target. These modifications range from +30 to -75 and are provided on the Weapon Attack Tables (2.1 – 2.29).

The missile ranges given on each of the attack tables are the *maximum* ranges for which each of the given OB modifications apply. For example on the Composite Bow Attack Table (2.5), attacks made at a range of 0'-10' are modified by +25, attacks at a range of 11'-100' receive no modification, attacks at 101'-200' are modified by -35, attacks at 201'-300' are modified by -60, and attacks over 300' are not allowed.

Armor Missile Attack Penalties

A combatant making a missile attack receives a penalty to his OB if he is wearing armor that covers his arms. This includes armor types 6, 7, 8, 10, 11, 12, 14, 15, 16, 18, 19, and 20. The specific penalties are summarized on the Armor Chart.

OFFENSIVE MODIFICATIONS TABLE

Effect	Category and Notes
+ (variable)	Skill bonus, stat bonus, level bonus, weapon quality bonus, spell bonuses, special item bonuses. These factors are usually fixed for a given character.
- (variable)	Parrying bonus.
-20	If weapon used in left hand.
± (variable)	Range modifications (see individual attack tables).
- (variable)	Reloading penalty.
- (variable)	Armor missile attack penalty (see Armor Chart)
+15	Flank attack.
+20	Rear attack.
+20	Surprise.
+20	Stunned foe. *
+30	Downed foe. *
+50	Prone foe. *
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
-20	Drawing a weapon (also applies to movement).
-50	Changing weapons (also applies to movement).
- (variable)	Moving (normally the % of possible movement equals the penalty).
± (variable)	Miscellaneous (to be determined by the GM).

Note: *Modifications are cumulative unless noted otherwise.*

* – Only one of these modifications can be applied at any given time.

Reloading

The preparation (i.e., reloading) time required between missile attacks is dependent upon the type of weapon and how accurate the firer is attempting to be. The chart below gives the firer's OB penalty due to reloading.

RELOADING CHART

	Number of Preparation Rounds			
Weapon	**0**	**1**	**2**	**3**
Short Bow	10	0	0	0
Composite Bow	20	0	0	0
Long Bow	30	0	0	0
Light Crossbow	na	20	0	0
Heavy Crossbow	na	30	10	0
Sling	10	0	0	0

na = not allowed

The act of firing the weapon always takes one round and requires 50% of the firer's activity. A combatant preparing a shot (i.e., reloading) may still take 20% of his normal activity. The figures presented in the table assume the bow is strung and arrows/quarrels (or pellets) are available in quivver (or pouch). If a bow has to be strung, the following rounds are added to the preparation time:

Short Bow	+2 rounds
Composite Bow	+3 rounds
Long Bow	+3 rounds

5.5
COMBAT RESOLUTION

A melee or missile attack is resolved by cross-indexing the net attack roll with the target's armor type (AT) on the correct Attack Table for the weapon being used. The effects of Fumbles and Critical Strikes are found on the correct Fumble Table or the appropriate Critical Strike Table. In each fire phase, all attacks are treated as simultaneous. For melee, first determine the order in which the combatants will swing; then resolve each attack in sequence, implementing the results immediately.

5.5.1 • ATTACK RESOLUTION

The net attack roll is the attack roll (high open-ended) **plus** the attacker's OB **minus** the defender's DB. Referring to the attack table corresponding to the attacker's weapon or attack type, this result is cross-indexed with the defender's armor type on to arrive at the result of the attack. The armor types are the numbers, 1-20, across the top of each attack chart.

In certain cases where an attack is especially bad or good, another roll may be required to determine the results of a Failure or Critical Strike.

The attack tables include 29 weapons (2.1–2.29) and 13 special attacks (3.1–3.13). Each one takes into account the capabilities of the weapon or attack type as well as the protective factor and mobility of the armor type.

The Attack Roll

An attack is represented by rolling d100 (high open-ended, see Section 5.1). The result is the Attack Roll for that attack.

Unmodified Rolls

An Attack Roll of 01-10 may indicate an immediate effect, in which case, no modifications are applied.

- An unmodified roll of 01-02 for a special attack (tables 3.1–3.13) indicates a Fumble (see Section 5.5.2). Such an attack has no effect on the defender and may affect the attacker.
- For a weapon attack, if the Attack Roll falls within the weapon's "Fumble Range," the attacker "fumbles" his weapon (see Section 5.5.2). These fumble ranges are printed on the appropriate weapon attack tables (2.1–2.29). Such an attack has no effect on the defender and may affect the attacker (see Section 5.5.2).

"96-100" Attack Roll

An Attack Roll is a "high open-ended roll." As outlined in Section 5.1, if such a roll is between 96 and 100, a particularly effective attack has been made. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll; in this case it is the result of the Attack Roll.

Example: *An initial Attack Roll is 97, so the dice are rolled again with a result of 99. Thus, the dice are rolled again with a result of 04. This Attack Roll is 98 + 99 + 04, for a total of 201.*

The Net Attack Roll

If the Attack Roll does not indicate a Fumble or a Failure, the *net attack roll* is determined by adding the OB to the Attack Roll and subtracting the defender's DB.

5.5.2 • FUMBLE RESULTS

If an attack results in a *fumble* (see Section 5.5.1), a roll must be made and cross-indexed on the appropriate fumble table (4.13 or 4.14) with the column that applies to the weapon being used. The result is immediately applied to the attacker.

Example: *Croe the Half-dwarven Fighter playfully swings his battle axe at "his friend" Blaize, an Elven Sheeplord. His attack roll is 04 and thus falls into the fumble range for a battle axe (i.e., 01-05)–Croe fumbles his weapon. As Blaize begins to laugh, Croe makes a roll of 83 and cross-indexes it with the "Hand Arms (2-hand)" column on the Fumble Table–Croe juggles his weapon for 3 rounds and thus may not attack; he can still parry. If Blaize can stop laughing, he can attempt to attack the juggling Half-dwarf. If Croe's initial roll had been an 06 or better, he would not have fumbled and he would have resolved his attack normally.*

5.5.3 • NON-FUMBLE RESULTS

If an attack does not result in a fumble, the net attack roll is cross-indexed with the defender's armor type on the appropriate attack table—Tables 2.1–2.29 for weapons and 3.1–3.13 for special attacks. Treat net attack rolls of more than 150 as 150.

Example: *Myrmanthia makes an attack roll of 87 and has an OB of 100 with her composite bow. Her target has an AT of 15 and a DB of 30, so her net attack roll is 157. However, since this is greater than 150, it is treated as 150. Cross-indexing AT 15 with a net attack roll of 150, we get a result of "22EP."*

Note that each of the special attack tables (3.1–3.13) has four "maximum result" thresholds. An attack's net attack roll cannot exceed the designated threshold; instead, the maximum allowed result is used as the net attack roll.

Example: *An animal makes a Medium Claw attack against AT13. The net attack roll is 132, but the threshold for Medium attacks is 120. Thus, the net attack roll used is 120, and the result is "13CP."*

A typical result from an attack table will have three components, for example:

22 E P

The first component will be a number from 1 on up, which is the number of concussion hits delivered to the target. The second component is a letter describing the severity of a critical strike (if any—no letter indicates that no critical strike was delivered). The third component is only present if the second component is present; it is a letter indicating the type of critical strike. In the example above, the target has taken **17** concussion hits and a **P**uncture type critical of **'E'** level severity. If the critical severity is given but not the critical type, the critical type is indicated on the appropriate attack table.

Note: *Krush type criticals are indicated by a 'K' result in order to distinguish them from 'C' level severity results.*

If the result on the table is a "–," no damage is delivered.

Concussion Hits

A number result from an attack indicates that the defender receives that many concussion hits.

Each combatant has a limited number of concussion hits (see Section 5.6). When the limit is exceeded, the combatant is rendered unconscious and can take no further action until he is back under the limit. Death may be caused if this limit is exceed by a certain amount (see Section 5.6).

Note: *The point at which death occurs is based upon the combatant's physical constitution, and depends on the system used for deriving physical characteristics. The GM must decide on the point at which death results (e.g., 2 times the number of concussion hits causing unconsciousness could result in the victim's death, or, alternatively, the number of concussion hits causing unconsciousness added to the victim's Constitution on a 1-100 scale).*

Critical Strikes

A result of a number followed by one or two letters indicates that the defender receives a number of concussion hits (see above) **and** a critical strike.

The first letter (or the only letter) indicates the severity of the critical. The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with the letters 'F' indicating multiple criticals as detailed on the special tables.

The second letter (if any) indicates the *critical type*. Criticals of this type are: **S**lash, **P**uncture, **K**rush, **G**rapple, **U**nbalance, and **T**iny. If there is only one letter, the critical type is indicated on the appropriate attack table. Criticals of this type are: Martial Arts Striking, Martial Arts Sweeps & Throws, and Brawling.

When a critical is indicated, a second roll (1-100, not open-ended) is made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The critical table used corresponds to the *critical type*.

Certain critical strikes have an 'F' severity, indicating two normal critical strikes should be applied to the target. A single roll is made for both criticals and all results are applied cumulatively. The type and severity of these criticals is provided at the bottom of the appropriate attack table.

Criticals against Large and Super-Large Creatures

Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories:

- *Large Creatures* (Trolls, Giants, Undead, etc.)
- *Super-Large Creatures* (Dragons, Demons, etc.).

Each category has its own critical strike table that is consulted if a sufficiently severe critical strike is obtained against them. The roll for criticals against Large and Super-Large creatures is high open-ended.

Large Creature Critical Strikes – Only critical strikes of severity 'B', 'C', 'D', or 'E' affect large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Large Creature Critical Strike Table (4.4). The result obtained is applied immediately.

Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to seriously hurt.

Super-Large Creature Critical Strikes – Only critical strikes of severity 'D' or 'E' affect super-large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Super-Large Creature Critical Strike Table (4.10). The result obtained is applied immediately.

This table should be consulted of only for creatures such as Dragons, Dinosaurs, and the most powerful Demons.

Slaying Criticals – Some Large and Super-Large creatures are especially vulnerable to certain magical weapons (e.g., a Troll is vulnerable to a weapon of "Troll-slaying"). If a critical is obtained with such a weapon against a Large or Super-Large creature, the "Slaying" column is used.

If a critical strike is obtained when using a weapon of slaying against a man-sized creature (e.g., an Orc-slaying sword used against an Orc), the normal critical is resolved and then a second critical is resolved on the slaying column of the Large Creature Critical Strike Table (4.4), using the same roll that was used for the normal critical.

Critical Interpretations

Most critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

Example: *A target behind a low stone wall is hit by an arrow and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly.*

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain. This is often referred to as "bleeding."
- *Next swing/roll/attack* can refer to a missile attack, maneuver, or spell attack as well as to a melee attack.
- If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material or it is incredibly magical.

Critical & Fumble Results – Section 4.0 for a detailed description of how to interpret the critical results.

Effects of "Stun" Rounds – A combatant may be "stunned" for a number of rounds due to critical strikes (this includes all "Stunned" rounds, all "Stunned No Parry" rounds, and all "Down" or "Out" rounds). All of these "stuns" due to multiple critical strikes are cumulative. Normally the total number of rounds of "stun" decreases by one each round, with the most severe type of "stun" taking effect first.

5.6
GM GUIDELINES

This section provides some material that can help a Gamemaster handle specific situations.

Section 5

Appendices

5.6.1 • CONVERSION TO AD&D®

Because *AD&D®* is a role playing game that many people are familiar with, here are some conversion notes as an example of how *Arms Law* can be used with other FRP systems. To use *Arms Law* with *AD&D®* substitute the *Arms Law* attack tables for the *AD&D®* Hit & Damage Procedure.

Weapon Skill

To calculate the skill with a weapon that a character has proficiency in, use the following formula.

OB = ([20 - THAC0] x 7) + Stat Bonus

To determine the stat bonus for a given weapon, look up the most appropriate stat on the chart at the left (use Strength for melee and thrown weapon, Dexterity for missile weapons).

A character has a -25 (before stat modification) with a weapon with which he has no proficiency.

STAT BONUS CHART

1-100 Stat	3-18 Stat	Stat Bonus
102+	20+	+35
101	19	+30
100	18	+25
98-99	17	+20
95-97	16	+15
90-94	15	+10
75-89	13-14	+5
25-74	9-12	+0
10-24	7-8	-5
5-9	6	-10
3-4	5	-15
2	4	-20
1	3	-25

Level Bonuses

Because levels are not the same in both systems, use the following for level bonuses.

Warriors ..... +5 per level
Rogues ..... +2 per level
Mages ..... +0 per level
Priests ..... +0 - +2 per level †

† - depending on the nature of the diety–normal clerics would get a +3 per level

Offensive Bonus

The remaining factors of OB are the same as presented in Section 5.3.

Defensive Bonus

Look up the character's Dexterity on the chart above to determine the character's Quickness bonus portion of DB. The rest of the factors in DB are the same as presented in Section 5.3

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Hits

Arms Law is designed for a system in which a normal fighter will take just over 100 hits by 10th level. To accomodate for this, muliply the characters hits by 2 and add 10.

General

All other facets of the system remain as presented here.

For conversion to any system, remember: the effectiveness, flexibility, and power of an attack is entirely contained within the offensive bonus of an attacker. So the offensive bonus should represent the potential of the attacker for inflicting damage.

5.6.2 • ADDITIONAL WEAPONS

The weapons given in the historical section of the Weapon Statistics Chart are historical weapons that have actually been made and used in our world. The statistics given are suggested values for their use with *Arms Law.* They indicate which *Arms Law* attack tables to use and what modifications to make. These weapons are intended to be examples of how to use the *Arms Law* system to simulate any weapon.

The weapons in the fantasy section of the Weapon Statistics Chart are fantasy (made up) weapons. They are very powerful and depend on special design and material. They are included to illustrate how you can make up your own weapons using this system.

5.6.3 • ANIMALS AND MONSTERS

The animals statistics given in the Animal Statistics Chart are for animals that have actually existed on our world. The statistics given are suggested values for their use with *Arms Law.* They indicate which *Arms Law* attack tables to use and what modifications to make. These animals are intended to be examples of how to use the *Arms Law* system to simulate any animal.

The creatures in the Monster Statistics Chart are fantasy creatures. They are powerful; and their use in play often depends on special abilities and the world system being used.

Note: *The OBs and DBs given to monsters and animals are based upon normal Rolemaster values. In these systems, a fighter can have an offensive bonus as high as 80 to 90 at around 5th level. For use with other systems, the OBs and DBs given should be examined for their relation to character bonuses. It may be that the bonuses given should be cut to between 50-70% for some systems.*

Determining the Type of Attack

Each animal described on the charts has at least one type of attack and possibly as many as three (Primary, Secondary, and Tertiary). To determine which attack is used, roll percentile dice (1-100). Low (and in the given percent range, the last number) indicates that the primary attack is used while the higher rolls indicate secondary and possibly tertiary attacks.

The GM may always change the given pattern of attack for a given animal or situation; the provided values are only meant to be guidelines for the use of the attack tables.

Example: *Examine the Wolverine entry. On a roll of 1-40 the wolverine will use the Bite Attack Table with an offensive bonus of 50 and a Maximum result of Medium (M). On a roll of 41-50, the wolverine will use the Claw/Talon Attack Table with an OB of 45 and a Maximum result of Medium. On a roll of 51-100, the Wolverine will make both of the attacks.*

An attack marked with a « or √ can as a result of another attack by the same animal has already obtained a critical strike this round.

« – If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round.

√ – If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round.

opt – The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

Example: *A Gorgon attacks a man. On its first round of attack it has a 100% chance of using its Medium Horn attack with a 40 OB ("40MHo100"). It gives the man a "10AP" result. Since it got a non-Tiny critical result, it makes a Large Bash attack with an OB of 60 ("60LBa«"); otherwise, it would not have gotten any more attacks in the first round. With the large bash attack, it gives the man an "11BU." Since the Gorgon got a non-Tiny critical with its large bash attack, it will get to make a Large Trample-Stomp attack with a 50 OB next round ("50LTs √").*

WEAPON STATISTICS CHART

Weapon	Type	Wt.	Len.	F	BF	STR	RANGE MOD (in feet) 10	25	50	100	150	Table Used	ARMOR MODIFICATIONS 20-17	16-13	12-9	8-5	4-1	Special
Historical Weapons																		
Axe (woodsman's)	2H	4-6	2.5-3	4	7	60w	-30	-	-	-	-	Handaxe	-5	-5	-5	-5	-5	Normally used as a tool.
Bastard Sword	1HS	4.5-6	3-4	4	8	75	-	-	-	-	-	Broadsword	+5	0	-5	-10	-10	
(Hand & a Half)	2H			5	8	75	-	-	-	-	-	2H-Sword	-5	-5	-5	-10	-10	Maximum result is 140.
Blackjack	1HC	1-2	.5-1	1	8	50s	-	-	-	-	-	Club	-10	-10	-10	-10	-10	Ambush only, Subdual criticals.
Blow Gun	MIS	1.5-2	3-6	5	2	30w	0	0	-20	-40	-	Sling	-5	+10	0	+5	+10	All criticals are punctures.
Boar Spear	PA	5-7	4.5-6	5	5	50w	-15	-30	-	-	-	Spear	+5	+5	0	0	-5	Can't push shaft up if impaled.
Boomerang	TH	.5-1	1.5-2	4	7	50w	0	0	0	-20	-30	Club	-5	-5	-5	-5	-5	If user trained, it returns.
Cat of Nine Tails	1HC	1-2	2.5-3.5	7	4	60s	-	-	-	-	-	Whip	-15	-10	-5	0	+10	
Claymore	2H	6-8	2.5-3.5	4	8	75	-	-	-	-	-	2H-Sword	-5	-5	-5	+5	+5	Scottish 2H-Sword.
Cudgel	2H	2-3	2-3	3	8	50w	-35	-	-	-	-	Club	+5	+5	+5	+10	+10	Large walking stick.
Cutlass	1HS	2.5-3.5	2-3	3	6	80	-20	-	-	-	-	Broadsword	+5	0	-5	-5	-5	
Darts (throwing)	TH	.5-1	.5	5	6	40w	0	-10	-20	-	-	Dagger	-10	+5	0	0	0	
Dirk	1HS	.5-1	.5-1	1	6	80	-15	-30	-40	-	-	Dagger	+5	+5	0	-5	-5	Scottish Dagger.
Fist (bare)	1HC	-	-	1	-	-	-	-	-	-	-	M.A. Strikes	0	0	0	0	0	Maximum result is Rank 1.
Foil	1HS	1.5-2	2.5-3.5	3	3	30	-	-	-	-	-	Dagger	+10	+10	+10	+10	+10	All criticals are Punctures.
Harpoon (Light)	PA	4-5	6-7	4	6	50w	-5	-20	-	-	-	Javelin	-5	-5	-5	-5	-5	Hard to remove.
Jo	2H	1.5-2.5	4-5	5	6	50w	-	-	-	-	-	Q-Staff	0	0	0	0	0	Japanese staff.
	1HC			3	7	50w	-	-	-	-	-	Club	+5	+5	+5	+5	+5	
Katana	1HS	4-6	3.5-4	3	7	85	-	-	-	-	-	Falchion	-5	0	+5	+5	+5	Japanese sword.
Lance (medieval)	PA	8-12	10-15	7	8	50w	-	-	-	-	-	Lance	+10	+10	+5	0	0	If jousting, all criticals are 'A's.
Lasso	1HC	1-2	6.5-10	6	4	50s	0	-10	-	-	-	Grapple	0	0	0	0	0	Maximum result is Medium.
Long Sword	1HS	3.5-5	2.5-3.5	4	6	70	-	-	-	-	-	Broadsword	+5	+5	0	-5	-5	
Net (gladiator's)	1HC	1.5-3	4-6	5	5	60s	0	-	-	-	-	Grapple	+5	+5	+5	+5	+5	Maximum result is Large.
Net (fishing)	1HC	2-4	5-8	8	5	60s	-5	-	-	-	-	Grapple	-5	-5	-5	-5	-5	Maximum result is Medium.
No-Dachi	2H	7-9	5-6	5	7	75	-	-	-	-	-	2H-Sword	+5	+5	+5	+5	+5	Japanese 2H-Sword.
Nunchaku	1HC	2-3	2.5-3	7	7	50w	-	-	-	-	-	Morning Star	-5	-5	-5	-5	-5	Okinawan cereal beater.
	2H	2-3	2.5-3	7	7	50w	-	-	-	-	-	Flail	-5	-5	-5	-5	-5	
Pick	2H	5-8	3-4	6	8	50w	-	-	-	-	-	Mattock	-10	-10	-10	-10	-10	Normally used as a tool.
Pilum	PA	4.5-5	5.5-6	5	6	40w	0	-20	-30	-	-	Javelin	+5	+5	+5	+5	+5	Roman throwing spear.
Sabre	1HS	3-4	2-3	3	5	70	-	-	-	-	-	Scimitar	+5	+5	0	0	0	
Sai (parrying wp)	1HS	2-3	1-2	2	5	70	-20	-20	-	-	-	Maine Gauche	-5	-5	-5	-5	-5	+25 vs. melee if not used to attack.
Shuriken	TH	.25-.5	.2-.75	5	5	60	0	0	-20	-30	-	Dagger	+5	+5	+10	+10	+10	Japanese throwing star.
Trident	PA	4-6	5-8	5	6	40w	-15	-30	-40	-	-	Spear	0	+5	+5	+10	+10	
Tomahawk	1HS	3-4	1-2	2	7	50w	-5	-15	-30	-	-	Handaxe	-10	-10	-10	-10	-10	
Tonfa (special)	1HC	1.5-2	2-2.5	4	7	50w	-	-	-	-	-	Club	+10	+10	+10	+10	+10	Okinawan rice husking rod.
Fantasy Weapons																		
Baw	1HS	4-5	2-3	5	7	60w	-	-	-	-	-	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Cabis	1HS	2-3	1.5-2.5	4	6	60w	0	0	-10	-25	-	Handaxe	-10	-10	-10	-10	-10	Basically a throwing weapon.
Dag	1HS	5-6	3-4	6	8	80	-	-	-	-	-	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Ge (a super bola)	TH	4-6	4-5	8	8	60s	as Bola					Bola (2x Dam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Irgaak	2H	5-6	5-6	3	8	75	-	-	-	-	-	2H-Sword	+15	+15	+15	+15	+10	Roll criticals twice applg all results.
Kynac	1HS	1-2	1-2	2	4	80	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Kynac	1HS	2-3	2-3	3	6	80	-20	-20	-20	-50	-	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Shang (parrying wp)	1HS	1-2	1-2	1	0	5	70	-10	-	-	-	Scimitar	-10	-10	-10	-10	-10	+30 vs. melee if not used to attack.
Typh	1HC	4-5	3-4	6	6	60w	0	0	-10	-	-	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka	1HS	4-5	3-4	6	8	75	-	-	-	-	-	2H-Sword	-10	-10	-10	-10	-10	If fumbled, roll a "CS" on thrower.

Type: 2H = Two-Handed Weapon; 1HS = One-Handed Edged Weapon; 1HC = One-Handed Concussion Weapon; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt.: Weight of weapon in pounds. **Len:** Length of weapon in feet. **Special:** Varies for each weapon.

F: Fumble range (a fumble occurs if unmodified attack roll is less than or equal to this number). **BF:** Breakage Factor (see Section 2.0).

STR: Strength (see Section 2.0) – a "w" indicates a wooden shaft (-15 to STR versus slashing weapons) – a "s" indicates a "soft" weapon (-30 to STR versus slashing weapons).

RANGE MOD: Modifications apply to targets at ranges less than or equal to the given distance (only one modifier applies, "-" means not allowed.)

Table Used: The *AL&CL* attack table used to resolve attack. **ARMOR MODIFICATIONS:** Modifications to the attack roll based upon the armor of the defender.

ANIMAL STATISTICS CHART

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Alligator (Crocidile)	L	120	7(0)	MD/MD	2	60LBi100	–	–	DB = +20, OB = +20 if in water.
Baboon	M	50	3(10)	MD/FA	3	40MGr70	60MBi «	40MBi30	Usually in tribal groups.
Barracuda	M	40	1(40)	VF/VF	2	45MBi100	–	–	–
Bat	S	4	1(60)	VF/VF	1	20SBi100	–	–	–
Bear (Grappling)	L	170	8(10)	MF/MF	5	70LGr100	60LCl «	20MBi «	Attack mode is based on situation.
(Charging)						60LBa100	–	–	–
Bees	T	1	1(40)	MD/VF	1	-10Ti100	Swarm-20SSt	–	Poison does hit 1 hit/bee.
Bird (small)	T	5	1(70)	VF/FA	1	0Ti100	6 or more-0SCl	–	Sparrows, doves, etc.
(large)	S	8	1(50)	FA/FA	1	0SPi100	3 or more-20MCl	–	Gull, ravens, etc.
Boa Constrictor (15')	M	50	3(0)	SL/SL	2	60MGr100	75LGr √	–	–
Boar	M	120	4(30)	FA/MD	3	40LHo100	30MBa «	20MTs «	Unpredictable, ill-tempered.
Bull	L	150	4(10)	MF/MF	3	35MHo80	40LBa20	30LTs «	–
Cat (leopard, etc.)	M	100	3(40)	VF/VF	3	40MCl40	60MBa60	60MBi √	Good stalkers, and ambushers.
Cheetah	M	70	3(50)	BF/VF	3	45MCl80	65MBi «	45MBi20	Little endurance.
Condor	L	90	1(30)	VF/MF	4	50LCl100	45MPi √	–	–
Crab	T	8	2(10)	VS/MD	1	0Ti100	6 or more-35SPi	–	–
Deer (Stag, etc.)	M	70	3(40)	VF/FA	2	20MHo90	20MTs10	–	Males only.
Dolphin	M	80	1(40)	VF/FA	8	50MBa100	–	–	Intelligent.
Eagle	M	30	1(30)	FA/FA	3	45MCl100	35SPi√	–	–
Elephant (male)	L*	450	12(10)	FA/FA	7	90HHo70	80HBa30	75HTs «	Could grapple if trained.
(female)	L*	450	12(10)	FA/FA	7	80HBa100	75HTs «	–	Could grapple if trained.
Elk (male)	L	200	8(10)	FA/FA	3	100HHo100	90LBa «	60LTs «	Loner except during mating season.
Falcon	S	25	1(60)	VF/BF	2	30MCl100	20SPi √	–	–
Gorilla	L	120	3(0)	MD/FA	4	45LGr80	70MBi «	50MBi20	–
Hawk	S	25	1(60)	VF/VF	2	40MCl100	25SPi √	–	–
Horse (charging)	L	150	3(20)	FA/FA	3	50LBa100	35LTs «	–	Medium-sized warhorse, bonuses vary
(rearing)						50MCr70	45LTs √	30MBi30	for heavier or lighter horses.
Housecat	S	10	1(40)	FA/FA	1	10Ti60	0Ti20	Both20	–
Hyenas (Jackals, etc.)	M	70	3(40)	VF/FA	2	45MBi100	–	–	Large packs, cunning.
Killer Whale	L*	600	8(20)	VF/VF	8	120HBi80	150HGr «	100HGr20	Intelligent, voracious.
Kraken (squid-like)	L*	200	8(0)	MF/VF	8	100HGr100	70HPi √	–	Pi attack due to beak.
Lion	L	150	4(20)	FA/MF	5	85LCl100	85LBi «	120LCl √	3rd attack as long as crits obtained.
Lizard (general class)	T	8	1(80)	BF/VF	1	0Ti100	6 or more-10SPi	–	–
(large)	S	16	1(50)	FA/MF	1	10SPi100	3 or more-40SPi	–	If poisonous, 1st attack is 50%.
Lobster	S	10	12(10)	VS/MD	1	20SPi100	–	–	–
Manta Ray	M	35	1(40)	VF/VF	3	30SBa100	–	–	–
Mongoose	S	35	3(70)	FA/BF	2	50SBi100	–	–	DB unusually large due to AQ.
Moose	L	120	4(20)	FA/MF	3	30LHo100	40LBa «	60LTs √	Males only.
Moray Eel	M	75	3(0)	SL/MF	2	100LBi100	–	–	Ambush attacks on sea floor.
Octopus (large)	M	40	1(30)	FA/FA	2	60MGr100	40SPi «	–	–
Owl	M	35	1(30)	FA/FA	1	40MCl100	40SPi √	–	Primarily nocturnal.
Pike	M	45	1(40)	VF/VF	2	30SBi100	–	–	–
Piranha	T	4	1(70)	VF/VF	1	25Ti100	6 or more-25SBi	–	+20 when water bloody.
Rats	S	5	1(30)	MD/MF	1	0SBi100	3 or more-30SBi	–	–
Rhinoceros	L	240	12(0)	MD/MF	7	130HHo100	110HBa «	110HTs √	Blind charge, poor eyesight.
Sabertooth Tiger	L	250	8(30)	VF/VF	5	110LBi70	70LCl20	Both10	–
Scorpion	T	2	1(40)	MD/VF	1	10SSt100	6 or more-50SSt	–	Very poisonous, 1-50 hits.
Shark	L	250	4(20)	FA/FA	5	100LBi100	–	–	+30 when water bloody.
Snake (non-constr.)	S	10	1(50)	FA/VF	1	25Ti100	6 or more-0SBi	–	–
(large, non-constr.)	M	20	1(30)	FA/VF	1	10SBi100	3 or more-25SBi	–	–
Spider (Ants, etc.)	T	1	1(10)	CR/FA	1	-50Ti100	Swarm-0Ti	–	Innocuous, possibly poisonous.
Squid (large)	S	20	1(50)	FA/FA	1	50SGr100	0SPi √	–	–
Tiger	L	150	4(30)	VF/VF	5	75LCl40	90LBa60	110LBi √	Rushes from short range.
Turtle (large)	M	80	12(30)	CR/SL	3	20LPi100	–	–	–
(large sea)	L	120	12(40)	FA/MD	3	40MPi100	–	–	If not in water, as above.
Weasel	S	35	1(50)	FA/VF	1	50MBi100	–	–	Vicious.
Whale (Sperm Whale)	L*	700	8(50)	MF/MF	8	60SGr50	75HBa50	–	'E' Gr crit means target is swallowed.
Wildcat (many types)	S	60	3(60)	VF/VF	3	30MCl30	20SBi30	Both40	Loners, ambushers.
Wolf	M	110	3(30)	FA/FA	3	65MBi100	–	–	Pack hunter, intelligent.
Wolverine	S	45	3(50)	FA/VF	2	50LBi40	45MCl10	Both50	Extremely vicious and bellicose.

Codes: Most of these statistics are standard combat statistics: Hits, AT = Armor Type, DB = Defensive Bonus, level.

Size: T = Tiny, S = Small, M = Medium, L = Large, H = Huge; L* = Any criticals against this creature are resolved using the Large Creatures rules; H* = Any criticals against this creature are resolved using the Super Large Creature rules.

Speed: MS = Movement Speed, the rate at which the animal is capable of travelling; AQ = Attack Quickness (speed of animal's attack).

Attacks: The attacks are given in the following form: *OB Attack Size Attack Type Additional Information.*

OB: The standard Offensive Bonus for this attack.

Attack Size: Maximum result allowed on attack table: S = Small, M = Medium, L = Large, H = Huge, no code for Tiny attacks).

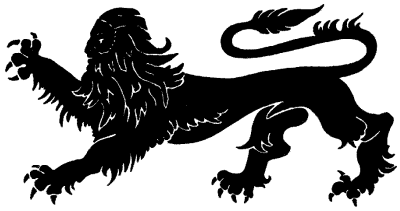
Attack Type: Ba = Ram/Butt/**Ba**sh/Knockdown; Bi = **Bi**te; Cl = **Cl**aw/Talon; Cr = Fall/**Cr**ush; Gr = **Gr**apple/Grasp/Envelop/Swallow; Ho = **Ho**rn/Tusk; Pi = Beak/**Pi**ncher; St = **St**inger; Ti = **Ti**ny Animals; Ts = **Tr**ample/Stomp; Wp = **Wea**pons.

Additional Information: # = the % chance of this attack being used; **«** = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round; **√** = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round; **opt** = The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

* – Defensive Bonuses (DB) so marked are obtained from the normal process with an extra bonus for especially tough hides, quickness, stature, and general factors concerning the fearsomeness of the creature.

MONSTER STATISTICS CHART

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Ant (Giant)	S	25	17(30)	MD/MF	1	15SPi100	–	–	Assumes Ant is 1 to 2 feet long.
(Giant Warrior)	S	40	19(40)	MF/FA	2	35MPi100	–	–	Assumes Ant is 2 to 3 feet long.
Ape (Giant)	L	120	8(10)	MF/FA	5	55MCl100	70LGr «	60Wp √	Can use simple hand weapons.
Basilisk	L	110	12(10*)	MD/MD	6	60LHo100	–	–	Has special abilities.
Beetle (Giant)	M	50	16(10)	MF/FA	2	60LPi100	–	–	Assumes Beetle is 3 feet long.
Centaur	L	80	4(30)	VF/VF	5	50LBa100	40LTs «	50Wp opt	Intelligent Centaurs may use weapons.
Chimera	L	180	4(30*)	FA/FA	10	90LBi50	90LCl30	40MHo20	Has unusual abilities.
Cockatrice	S	30	3(50)	VF/MF	5	50MPi100	–	–	Has unusual abilities.
Crab (Giant)	M	60	16(20)	MF/MF	3	75LPi100	–	–	Assumes Crab is 4 feet wide.
Demon (Pale I)	M	35	1(20)	MF/FA	2	20MBa100	50MCr √	30Wp opt	Types as given in *SL*. Demons from
(Pale II)	M	60	3(30)	FA/FA	4	40LBa100	80LCr √	50Wp opt	other systems may be placed
(Pale III)	M	90	4(50*)	VF/FA	8	70LBa100	105LCr √	70Wp opt	into these classes.
(Pale IV)	M	120	4(60*)	BF/FA	13	100LBa100	130LCr √	90Wp opt	–
(Pale V)	L*	180	8(50*)	VF/FA	18	125LBa100	150HCr √	120Wp opt	2x damage with weapon.
(Pale VI)	L*	250	12(60*)	VF/FA	30	150HBa100	170HCr √	165Wp opt	2x damage with weapon.
Doppleganger	M	80	4(40)	VF/BF	8	70MCl70	40MBi30	60Wp opt	If in proper form, it can use weapons.
Dragon (typical adult)	H*	450	16(50*)	VF/FA	25	200HBi60	170HCl30	120HBa10	Diff. Dragons have unusual abilities.
Eagle (Giant)	L	150	3(40*)	VF/VF	8	80LCl100	60LPi √	–	Trained rider could also attack.
Efreet	M	110	1(70)	VF/VF	8	80LBa50	70LGr «	60Wp50	Ba criticals are Heat.
Elemental (weak-AIR)	M	80	1(40)	VF/FA	10	40LBa100	40LGr √	–	Ba criticals are Impact if *SL* is used.
(weak-EARTH)	M	80	1(40)	VF/FA	10	70LBa100	50MGr √	–	–
(weak-FIRE)	M	80	1(40)	VF/FA	10	50LBa100	50MGr √	–	Ba criticals are Heat.
(weak-WATER)	M	80	1(40)	VF/FA	10	60LBa100	60MGr √	–	Ba criticals are Impact if *SL* is used.
(powerful-AIR)	L*	120	1(30)	VF/FA	20	70HBa100	60LGr √	–	Ba criticals are Impact if *SL* is used.
(powerful-EARTH)	L*	120	1(30)	VF/FA	20	120HBa100	80LGr √	–	–
(powerful-FIRE)	L*	120	1(30)	VF/FA	20	90HBa100	70LGr √	–	Ba criticals are Heat.
(powerful-WATER)	L*	120	1(30)	VF/FA	20	100HBa100	75LGr √	–	Ba criticals are Impact if *SL* is used.
Gargoyle	M	80	16(30*)	MF/FA	5	60LCl60	40MBi «	Both10	If intelligent, can use weapons.
Genie	M	90	1(40)	VF/VF	6	75MBa30	65MGr «	70Wp70	Has unusual abilities.
Giant (small)	L*	150	4(20)	FA/FA	6	35LBa100	50LCr √	60Wp opt	2x damage with weapon.
(medium)	L*	250	8(20*)	FA/MF	12	65HBa100	90HCr √	80Wp opt	3x damage with weapon.
(large)	H*	350	12(30*)	FA/MF	20	75HBa100	100HCr √	120Wp opt	4x damage with weapon.
Goblin	M	15	1(10)	MD/MF	1	20Ti100	25Wp opt	–	Wears armor, wp OB varies with lvl.
Golem (Flesh)	L	100	1(15*)	MD/MD	10	100MBa100	50LCr «	–	Usually have little intelligence.
(Clay)	L*	120	1(20*)	MD/MD	10	110LBa100	60LCr «	–	The sizes for the golems need
(Stone)	L*	170	16(20*)	MD/MD	10	130LBa100	70LCr «	–	not be L and H; the L* and H* are
(Iron)	H*	200	20(30*)	MD/MD	10	150HBa100	80LCr «	–	given to indicate the critical charts
(Mithril)	H*	250	20(50*)	MD/MD	10	200HBa100	100HCr «	–	used when Golems are attacked.
Gorgon	L	110	9(20*)	MF/VF	6	40MHo100	60LBa «	50LTs √	Has unusual abilities.
Griffin	L	130	7(30)	VF/VF	8	70LCl40	60LBi40	Both20	Has unusual abilities.
Harpy	M	50	2(10)	MD/MD	6	30MCl100	30Wp opt	–	Has unusual abilities.
Hippogriff	L	160	8(10)	MF/FA	9	90LCl35	75LPi30	Both35	Has unusual abilities.
Hobgoblin	M	25	1(10)	MD/FA	2	30Ti100	35Wp opt	–	Wears armor, wp OB varies with lvl.
Hydra	L*	150	16(20*)	MD/FA	10	60MBi100	–	–	4-7 heads, each head gets an attack.
Lich	M	150	1(75*)	BF/BF	20	70Wp100	–	–	Has very unusual abilities, good luck.
Medusa	M	60	1(20)	MF/VF	5	30Wp100	–	–	Has unusual abilities.
Ogre (small)	M	90	1(20)	MF/FA	4	75MBa90	40MCl «	30Wp10	Wp capability rises with intelligence.
(large)	L*	140	1(10)	MF/FA	8	120LBa85	80LCl «	60Wp15	Wp capability rises with intelligence.
Orc (non-combatant)	M	15	1(10)	MD/MF	1	15Wp60	20Ti40	–	Women, children and non-fighters.
(fighter)	M	45	1(10)	MD/MF	3	35Wp85	25Ti15	–	Uses weapons and armor.
(leader)	M	75	1(10)	MD/MF	6	60Wp95	30Ti05	–	Leads squads of fighters.
(commander)	M	110	1(10)	MD/MF	10	90Wp99	35Ti01	–	Rules large clans or groups of Orcs.
Pegasus	L	75	3(30)	VF/FA	6	35MCr70	35MTs «	30MBi30	Has unusual abilities.
Roc (huge bird)	L	200	4(30*)	VF/FA	10	90HCl100	80LPi √	–	Trained rider could also attack.
Sphinx	H*	250	8(30*)	VF/VF	12	170HCl50	150HBi25	Both25	Extremely vicious physical fighter.
Titan	H*	250	8(20)	VF/VF	15	110HBa100	200HCr «	120Wp opt	4x damage with weapons, use at will.
Troll (classical, small)	L	110	11(20*)	MF/FA	5	100LBa70	80LCl30	40MBi «	Semi-intelligent.
(classical, large)	L*	170	11(20*)	MF/FA	10	160HBa70	110HCl30	65LBi «	Semi-intelligent.
(civilized, small)	L	100	11(20*)	MF/FA	5	100Wp opt	50MBa70	40MCl30	Uses wps and armor (unless disarmed).
(civilized, large)	L*	165	11(20*)	MF/FA	10	140Wp opt	80LBa70	60LCl30	Uses wps and armor (unless disarmed).
Undead (Class I)	M	25	1(10)	MD/FA	1	25SBa90	15Wp10	–	Classes as in *SL*: Undead from
(Class II)	M	50	1(20)	MF/FA	3	40MBa60	45Wp40	–	other systems may be placed into
(Class III)	M	100	1(30)	FA/FA	7	60MBa50	50Wp50	–	these classes. Sizes for Classes V
(Class IV)	M	135	1(40*)	VF/VF	10	95Wp60	70LBa40	–	and VI need not be L and H; L* and
(Class V)	L	165	1(40*)	VF/BF	15	110Wp70	90LBa30	–	H* are given to indicate crit charts
(Class VI)	H*	200	1(40*)	VF/BF	20	180Wp80	90HBa20	–	used when the Undead are attacked.
Unicorn	L	90	4(40)	BF/VF	10	100LHo100	30MBa «	50MTs «	Has unusual abilities.
Werewolf	M	130	4(50*)	VF/VF	7	65LBi35	50LCl30	Both35	Has unusual abilities.
Werebear	L	190	8(40*)	FA/VF	8	85LGr100	70LCl «	70LBi «	Has unusual abilities.
Wyvern	L	150	16(35*)	VF/FA	10	90LPi60	60LCl20	60LBa20	Has unusual abilities.



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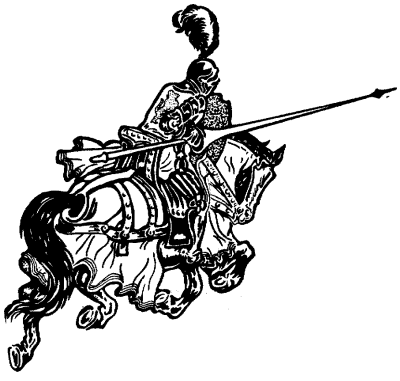

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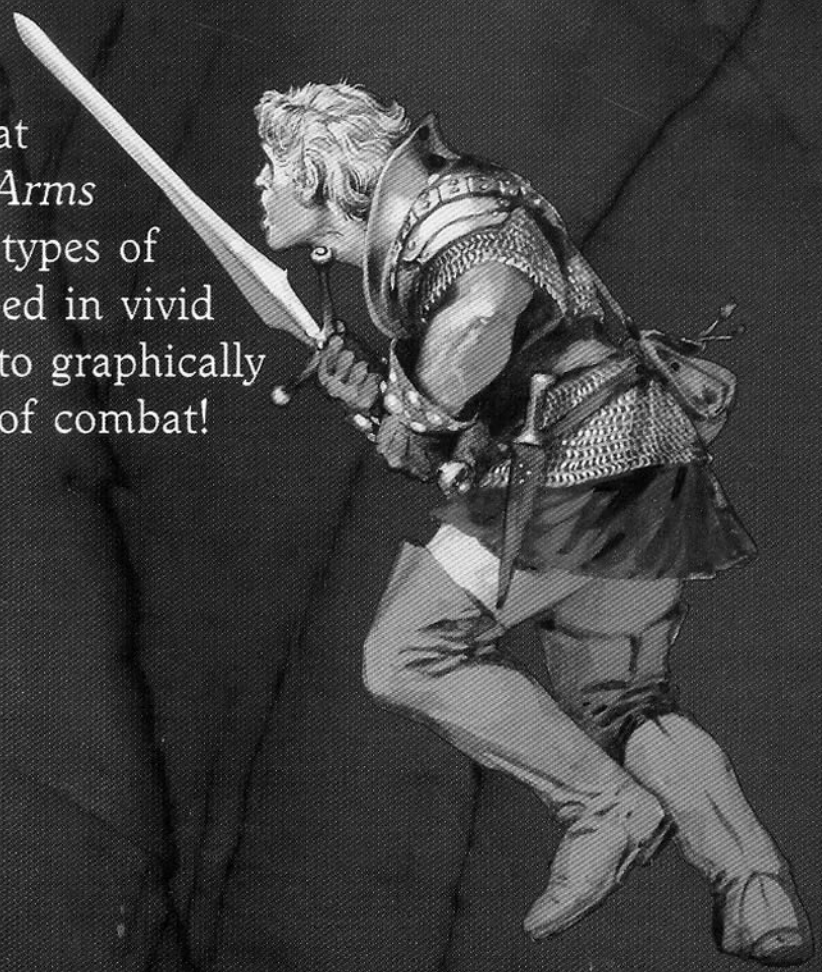

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