

Spacemaster 2nd Edition Rulebook

Charts & Tables for Weapons/Fumbles

Spacemaster (and also Rolemaster) is pretty infamous for its pages of charts and tables for all sorts of things.

These pages were initially included in the single book version of Spacemaster 2nd Edition to be torn out and used as quick reference. They were removed from the Spacemaster 2nd Edition Rulebook pdf because they were exact duplicates, without page numbers or reference in the index.

But in the interest of making them useful, I have simply compiled them here for quick printing and subsequent reference.

15.1 SMALL PROJECTILE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-39
40-42	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	2	2	2	0	0	0	0	0	0	2	0	0	0	0	0	0	0	43-45
46-48	0	0	1	2	2	2	2	0	0	0	0	0	3	2	0	0	0	0	0	0	46-48
49-51	0	1	2	2	2	2	2	2	0	0	0	2	3	3	2	0	0	0	2	0	49-51
52-54	1	1	2	2	2	2	2	2	0	0	1	2	4	3	3	2	0	0	3	2	52-54
55-57	1	1	2	2	2	2	2	2	0	1	2	2	4	4	3	2	0	1	4	3	55-57
58-60	1	2	2	3	2	2	2	3	1	1	2	3	4	4	4	3	1	1	5A	4	58-60
61-63	1	2	3	3	2	2	3	3	1	2	3	3	5	5	4	4	1	2	5A	5	61-63
64-66	1	2	3	3	2	3	3	3	2	2	3	3	5	5	5	5	2	2	6A	6A	64-66
67-69	1	3	4	3	3	3	3	4	2	3	4	3	5	6	5	5A	2	2	6A	6A	67-69
70-72	2	3	4	4	3	3	4	4	2	3	4	4A	6	6	6	6A	2	3	6B	6A	70-72
73-75	2	4	4	4A	3	4	4	5A	3	4	4	4A	6	6	6A	6A	2	3	6B	7A	73-75
76-78	2	4	4	5A	4	4	5	5A	3	4	4A	5A	6	7	6A	7A	3	4A	7B	7B	76-78
79-81	2	4	5A	5A	4	5	5A	6A	3	4	5A	5A	6	7	7A	7A	3	5A	7B	7B	79-81
82-84	2	4	5A	5B	5	5	6A	6B	4	4	5A	6B	7	7A	7A	7B	4A	6A	8C	8B	82-84
85-87	3	5	5A	6B	5	6	6A	7B	4	5A	6B	6B	7	7A	7B	7B	5A	6B	9C	8C	85-87
88-90	3	5A	6A	6B	5	6	7A	7B	4	6A	6B	7B	7	8A	8B	8B	6B	7B	10C	8C	88-90
Maximum Result for MARK 1 Weapon																					
91-93	3	6A	6A	7B	6	7A	7A	8B	5	6A	7B	8B	8B	8B	8B	9B	7B	8B	12C	9C	91-93
94-96	4	6A	7A	7B	6	7A	8A	8B	5	6A	7B	8B	8B	9B	9B	10B	8B	9C	13C	11C	94-96
97-99	4	7A	7A	8B	7A	8A	8A	9B	6	7A	8B	9B	9B	9B	10B	11B	9C	10C	15D	13D	97-99
100-102	4	7A	8A	8B	7A	8A	9A	10B	6	7A	8B	9B	9B	10B	11B	12B	10C	12C	17D	15D	100-102
103-105	5	8A	8A	9B	8A	9A	9A	11B	7A	8A	9B	10B	10A	11B	12B	13C	11C	14C	19D	17D	103-105
Maximum Result for MARK 2 Weapon																					
106-108	5	8A	9A	9B	8A	9A	10A	12B	7A	8A	9B	10B	11B	12B	13C	14C	12C	16D	21D	19E	106-108
109-111	6	9A	9A	10B	9A	10A	11A	13B	8A	9A	10B	11B	12B	13C	15C	16D	14D	18D	22E	21E	109-111
112-114	6	9A	10A	11B	9A	10A	12B	14B	8A	9A	10B	11C	13C	14C	17D	18D	16D	20D	23E	23E	112-114
115-117	7	10A	10A	12B	10A	11A	13B	16C	9A	10B	11B	12C	14C	16D	19D	20D	18D	22D	24E	25E	115-117
118-120	7A	10A	11A	13B	10A	12A	14B	18C	10A	11B	12B	13C	15D	18D	21D	22E	20D	24D	25E	27E	118-120
Maximum Result for MARK 3 Weapon (Mark 1 vs. RM AT's 5-20)																					
121-123	8A	11A	11B	14B	11A	13B	15B	20C	11B	12B	13C	14C	16D	20D	23E	24E	22D	26E	27E	29E	121-123
124-126	8A	11A	12B	15C	11A	14B	16C	22C	12B	13C	15C	16D	18D	22E	25E	26E	24E	28E	29E	31E	124-126
127-129	9A	12A	12B	16C	12B	15B	17C	24C	13C	14C	17D	18D	20E	24E	27E	28E	26E	30E	31E	33F	127-129
130-132	9A	12B	13B	17C	13B	16C	19C	26C	14C	15D	19D	20D	22E	26E	29E	30E	28E	32E	33F	35F	130-132
133-135	10A	13B	14B	18C	14B	18C	21C	28D	15C	16D	21D	22E	24E	28E	31E	32F	30E	34F	35F	37G	133-135
Maximum Result for MARK 4 Weapon (Mark 2 vs. RM AT's 5-20)																					
136-138	11B	13B	16C	20D	16C	20C	23D	30D	16D	17D	23E	24E	26E	30E	33F	34F	32F	36F	37G	39G	136-138
139-141	12B	14C	18C	22D	18C	22D	25D	32E	17D	19E	25E	26E	28E	32F	35F	36G	34F	38G	39G	41H	139-141
142-144	13B	15C	20D	24D	20D	24D	27E	34E	18E	21E	27E	28F	30F	34F	37G	38G	36G	40G	41H	43H	142-144
145-147	14C	17D	22D	26E	22D	26E	29E	36E	19E	23E	29F	30F	32F	36G	39G	40G	38G	42H	43H	45H	145-147
148-150	15C	19D	24D	28E	24E	28E	31E	38E	20E	25F	31F	32F	34G	38G	41G	42G	40H	44H	45H	47H	148-150
Maximum Result for MARK 5 Weapon (Mark 3 vs. RM AT's 5-20)																					
151-153	17D	21D	26E	30E	26E	30E	33E	39G	22F	27F	33F	34G	35G	39G	42G	43G	41H	45H	46H	48H	151-153
154-156	19D	23E	28E	32E	28E	32E	35G	40G	24F	29F	35G	36G	36G	40G	43G	44H	42H	46H	47H	49H	154-156
157-159	21D	25E	30E	34F	30E	34G	37G	41G	26F	31G	37G	38G	37G	41G	44H	45H	43H	47H	48H	50H	157-159
160-162	23E	27E	32F	36F	32G	36G	39G	42G	28G	33G	39G	40H	38G	42H	45H	46H	44H	48H	49H	51H	160-162
163-165	25E	29F	34F	38G	34G	38G	40G	43H	30G	35G	41H	42H	39H	43H	46H	47H	45H	49H	50H	52H	163-165
Maximum Result for MARK 4 Weapon vs. RM AT's 5-20																					
166-168	27E	31F	36G	40G	36G	39G	41H	44H	32G	37H	42H	43H	40H	44H	47H	48H	46H	50H	51H	53H	166-168
169-171	29F	33G	38G	41G	38G	40H	42H	45H	34H	39H	43H	44H	41H	45H	48H	49H	47H	51H	52H	54H	169-171
172-174	31F	35G	39G	42H	39H	41H	43H	46H	36H	40H	44H	45H	42H	46H	49H	50H	48H	52H	53H	55H	172-174
175-177	33G	37G	40H	43H	40H	42H	44H	47H	38H	41H	45H	46H	43H	47H	50H	51H	49H	53H	54H	56H	175-177
178-180	35G	39H	41H	44H	41H	43H	45H	48H	40H	42H	46H	47H	44H	48H	51H	52H	50H	54H	55H	57H	178-180
Maximum Result for MARK 5 Weapon vs. RM AT's 5-20																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: All Criticals are Puncture.

Note: For Autofire/Burst fire against 1 target all Puncture crits become Shrapnel crits, and concussion hits are increased by 50% (round up).

01-0X = Failure (Consult *Master Weapons Chart*, pp65-67, for actual failure range). If Failure is rolled, roll 1D10: 01-05: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 6-10: weapon fumble, roll on *Weapon Fumble Table* (pg 95-96)

F = 'E' Puncture Critical + 'A' Impact Critical

G = 'E' Puncture Critical + 'B' Impact Critical

H = 'E' Puncture Critical + 'C' Impact Critical

15.2 SHOTGUN ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2	1	34-36
37-39	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	1	2	2	37-39
40-42	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	2	3	40-42
43-45	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	2	0	2	3	3	43-45
46-48	0	0	0	1	0	0	0	2	0	0	0	1	0	0	1	3	1	2	3	4	46-48
49-51	0	0	0	2	0	0	1	3	0	0	0	2	0	0	1	3	1	2	4	4	49-51
52-54	0	0	1	2	0	0	1	4	0	0	1	2	0	0	2	4	2	3	4a	5	52-54
55-57	0	0	1	2	0	0	2	4	0	0	1	2	0	0	3	4	2	3	5a	5a	55-57
58-60	0	0	2	3	0	0	3	5	0	0	2	3	0	0	3	5	2	4	5a	6a	58-60
61-63	0	0	2	3	0	0	4	5	0	0	2	3	0	1	4	5	3	4	6a	6a	61-63
64-66	0	0	2	3a	0	1	4	6a	0	0	2	3a	0	2	4	6a	3	5	6a	7a	64-66
67-69	0	1	3	4a	0	2	5	6a	0	1	3	4a	0	3	5	6a	4	5a	7a	7a	67-69
70-72	0	2	3	4a	0	3	5	7a	0	2	3	4a	0	3	5	7a	4	6a	7a	8a	70-72
73-75	0	2	3a	5a	0	3	6a	7a	0	2	3a	5a	1	4	6a	7a	5	6a	8b	9a	73-75
76-78	0	2	4a	5a	1	4	6a	8a	0	2	4a	5a	2	4	6a	8a	5	7a	9b	10b	76-78
79-81	0	3	4a	6b	2	4	7a	8b	0	3	4a	6b	3	5	7a	9b	6a	7a	10b	11b	79-81
82-84	0	3a	5a	6b	3	5a	7a	9b	0	3a	5a	6b	4	6a	8a	10b	6a	8b	11b	12b	82-84
85-87	0	4a	5b	7b	4	6a	8b	10b	0	4a	5b	7b	5	7a	9b	11b	7a	9b	12b	13b	85-87
88-90	0	4a	6b	8b	5	7a	9b	11b	0	4a	6b	8b	6	8a	10b	12b	8a	10b	13b	14b	88-90
Maximum Result for Long Range																					
91-93	1	5a	6b	9b	6	8a	10b	12b	1	5a	6b	9b	7	9a	11b	13b	10a	12b	15b	16b	91-93
94-96	1	5a	7b	10b	7	9a	11b	13b	1	5a	7b	10b	8	10a	12b	14b	12b	14b	17b	18b	94-96
97-99	2	6b	7b	11b	8	10b	12b	14b	2	6b	7b	11b	9	11b	13b	15b	14b	16b	19b	21b	97-99
100-102	2	6b	8b	12b	9	11b	13b	15b	2	6b	8b	12b	10	12b	14b	16b	16b	18b	21b	24b	100-102
103-105	3	7b	8b	13b	10	12b	14b	16b	3	7b	8b	13b	11	13b	16b	18b	18b	20b	23b	27b	103-105
Maximum Result for Medium Range (Long Range vs. RM AT's 5-20)																					
106-108	3	7b	9b	14b	11	13b	16b	18b	3	7b	9b	14b	12	14b	18b	20b	20b	23A	25A	30A	106-108
109-111	4	8b	10b	15b	12	14b	18b	20b	4	8b	10b	15b	13	15b	20b	22b	22b	26A	27A	33B	109-111
112-114	4	8b	11b	16b	13	15b	20b	22b	4	8b	11b	16b	14	16b	22b	24b	24A	29A	30B	36B	112-114
115-117	5	9b	12b	17A	14	16b	22b	24A	5	9b	12b	17A	15	17b	24b	26A	27A	32B	33B	39B	115-117
118-120	5	9b	13A	18A	15	17b	24A	26A	5	9b	13A	18A	16	18b	26A	28A	30B	35B	36B	42B	118-120
Maximum Result for Short Range (Medium Range vs. RM AT's 5-20)																					
121-123	6a	10b	15A	20A	16a	19b	26A	28A	6a	10b	16A	21A	17a	20b	28A	30A	32B	37B	39B	45C	121-123
124-126	7a	11b	17A	22A	17b	21b	28A	30A	7a	12b	19A	24A	18b	22A	30A	32B	34B	39B	42C	48C	124-126
127-129	8a	12b	19A	24A	18b	23A	30A	32B	8b	14b	22A	27A	19b	24A	32B	34B	36B	41C	45C	50D	127-129
130-132	9b	13b	21A	26A	19b	25A	32B	34B	9b	16A	25A	30B	20A	26A	34B	36B	38C	43C	48D	53D	130-132
133-135	10A	14A	23A	28B	20A	27A	34B	36B	10A	18A	28B	33B	21A	28A	36B	38B	40D	45D	51D	56D	133-135
Maximum Result for Point Blank Range (Short Range vs. RM AT's 5-20)																					
136-138	11A	16A	25A	30B	21A	29A	36B	38B	12A	21A	31B	36B	23A	31B	38B	41C	42D	47D	53D	58D	136-138
139-141	12A	18A	27A	32B	22A	31B	38B	42C	14A	24A	34B	39B	25B	34B	42B	44C	44D	49D	55D	60E	139-141
142-144	13A	20A	29B	34B	23B	33B	40C	44C	16A	28B	37B	42C	27B	37B	44C	47D	46D	51D	57E	62E	142-144
145-147	14A	22B	31B	36B	24B	35C	43C	47D	18B	31B	40C	45C	30C	40C	47D	50D	48D	53E	59E	64E	145-147
148-150	15A	24B	33B	38B	25C	37C	46D	50D	20B	34C	43C	48C	33D	43D	50D	53D	50E	55E	61E	66E	148-150
Maximum Result for Point Blank Range with Special Ammo * (Point Blank Range vs. RM AT's 5-20)																					
151-153	18A	27B	36B	41C	28C	39D	48D	52D	23C	37C	45C	50D	36D	45D	52D	55D	NA	NA	NA	NA	151-153
154-156	21B	30B	39C	44C	31D	42D	50D	54D	26C	40C	47D	52D	39D	47D	54D	57E	NA	NA	NA	NA	154-156
157-159	24B	33C	42C	47D	34D	45D	52D	56E	29C	43D	49D	54D	42D	49D	56E	59E	NA	NA	NA	NA	157-159
160-162	27B	36C	45D	50D	37D	48D	54E	58E	32D	46D	51D	56E	45D	51E	58E	61E	NA	NA	NA	NA	160-162
163-165	30C	39D	48D	53E	40D	51E	56E	60E	35D	49D	53E	58E	48E	53E	60E	63E	NA	NA	NA	NA	163-165
Maximum Result for Point Blank Range with Special Ammo * vs. RM AT's 5-20																					

01-0X = Failure (Consult *Master Weapons Chart*, pp65-67, for actual failure range). If Failure is rolled, roll 1D10: 01-05: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 6-10: weapon fumble, roll on *Weapon Fumble Table* (pp 95-96).

NA = not applicable

a = 'A' Puncture or Slash Critical Strike (type depends on ammo used).

b = 'B' Puncture or Slash Critical Strike (type depends on ammo used).

A, B, C, D, E = Shrapnel Critical Strikes.

* — Special Ammo with these Maximum Result levels include: Super-teflon coated shot versus ATs 5-8 and Irulon coated shot versus ATs 9-20. The GM may also wish to include other special ammo (e.g., "high-powered" shell, armored piercing shot, etc.).

15.3 GRENADE / EXPLOSIVE WARHEAD ATTACK TABLE

	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	1	37-39
40-42	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	1	0	1	1	2	40-42
43-45	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	1	2	43-45
46-48	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	2	0	1	2	2A	46-48
49-51	0	0	0	1	0	0	1	1	0	0	1	1	0	0	1	2	1	1	2	3A	49-51
52-54	0	0	0	1	0	0	1	1	0	0	1	1	0	0	1	2	1	2	2	3A	52-54
55-57	0	0	1	2	0	0	1	2	0	0	1	2	0	0	1	3A	1	2	3	3A	55-57
58-60	0	0	1	2	0	0	1	2	0	0	1	2	0	0	2	3A	1	2	3A	4A	58-60
61-63	0	0	1	2	0	0	1	2	0	0	1	2	0	0	2	3A	1	2A	3A	4A	61-63
64-66	0	0	1	2	0	0	2	3	0	0	1	3	0	1	2	4A	1	3A	4A	4A	64-66
67-69	0	0	1	2	0	1	2	3	0	0	2	3	0	1	3	4A	2	3A	4A	5A	67-69
70-72	0	1	1	3	0	1	2	3	0	1	2	3A	0	1	3	5A	2A	3A	4A	5A	70-72
73-75	0	1	1	3A	1	1	2	4	0	1	2	4A	1	2	4	5A	2A	4A	5A	5A	73-75
76-78	0	1	2	3A	1	1	3	4	0	1	3	4A	1	2	4	5A	2A	4A	5A	6A	76-78
79-81	0	1	2	3A	1	1	3	4A	0	1	3	5A	1	2	5	5A	2A	4A	5A	6A	79-81
82-84	0	1	2	3A	1	2	3	4A	1	1	4	5A	1	3	5A	6A	3A	5A	6A	6A	82-84
85-87	0	1	2	3A	1	2	3	4A	1	1	4A	5A	2	3	6A	6A	3A	5A	6A	7A	85-87
88-90	0	1	3A	3A	1	2	4	4A	1	2	4A	6A	2	3A	6A	6A	3A	5B	6B	7B	88-90
Maximum Results For 5th Blast Radius																					
91-93	1	1	3A	3A	2	2	4	4A	1	2	5A	6A	3A	4A	6A	7A	4B	6B	7B	7B	91-93
94-96	1	2	3A	4A	2	2	4A	5A	1	2	5A	6B	3A	4A	7A	7B	4B	6B	7B	8B	94-96
97-99	1	2	3A	4A	2	3	4A	5A	1	2A	5A	7B	3A	4A	7B	7B	4B	7B	7B	8B	97-99
100-102	1	2	3A	4B	2	3	4A	5B	2	3A	6B	7B	3A	4A	7B	8B	5B	7B	8B	8B	100-102
103-105	1	2	4A	4B	3	3A	5A	5B	2A	3A	6B	7B	4B	5B	8B	8B	5B	8C	8C	9C	103-105
Maximum Results For 4th Blast Radius																					
106-108	1	3	4B	5B	3	3A	5A	6B	2A	3A	6B	8B	4B	5B	8B	9B	6C	8C	9C	9C	106-108
109-111	2	3	4B	5B	3	3A	5B	5B	2A	3A	7B	8B	4B	5B	9B	9C	6C	9C	9C	10C	109-111
112-114	2	3	4B	5B	3A	4A	5B	6B	2A	4B	7B	9C	5B	6B	9C	10C	7C	9C	10C	10C	112-114
115-117	2	3A	5B	6B	3A	4A	6B	6C	3A	4B	8C	9C	5B	6B	10C	10C	7C	10C	10C	11C	115-117
118-120	2	4A	5B	6B	3A	4B	6B	6C	3A	4B	8C	10C	5C	7C	10C	11C	8C	10D	11D	11D	118-120
Maximum Results For 3rd Blast Radius																					
121-123	2	4A	6B	6C	3A	5B	6B	6C	3B	4B	4C	10C	6C	7C	11C	11C	8D	11D	11D	12D	121-123
124-126	3	4A	6B	6C	3A	5B	6C	7C	3B	5B	9C	11D	6C	8C	11C	12D	9D	11D	12D	12D	124-126
127-129	3A	4A	6C	7C	4A	5B	7C	8D	4B	5C	10C	11D	6C	8C	12D	12D	9D	12D	12D	13D	127-129
130-132	4A	5A	7C	7C	4B	6C	7C	9D	4C	6C	10D	12D	7C	9D	12D	13D	10D	12D	13D	14D	130-132
133-135	5A	5B	7C	8D	5B	6C	8C	10D	5C	7C	11D	12D	8D	9D	13D	14D	11D	13E	13E	15E	133-135
Maximum Results For 2nd Blast Radius																					
136-138	6B	6B	7C	9D	6C	7C	9C	11D	6C	8C	11D	13D	9D	10D	13D	15D	12E	14E	14E	16E	136-138
139-141	7B	7C	8D	10D	7C	8D	10D	12D	7C	9D	12D	14D	10D	11D	14D	16E	13E	15E	14E	17E	139-141
142-144	8C	8C	9D	11D	8D	9D	11D	13E	8D	10D	12D	15E	11D	12D	14E	17E	14E	16E	15E	18E	142-144
145-147	9D	9D	10D	12E	9D	10E	12E	14E	9D	11E	13E	16E	12E	13E	15E	18E	15E	17E	15E	19E	145-147
148-150	10E	10E	11E	13E	10E	11E	13E	15E	10E	12E	14E	17E	13E	14E	16E	18E	16E	18E	16E	20E	148-150
Maximum Results For Ground Zero																					
151-153	10E	11E	12E	13E	11E	11E	13E	15E	11E	12E	14E	17E	13E	14E	16E	18E	16E	18E	16E	20E	151-153
154-156	11E	12E	13E	13E	12E	12E	13E	15E	12E	13E	14E	12E	13E	14E	16E	18E	16E	18E	16E	20E	154-156
157-159	12E	13E	14E	14E	13E	13E	14E	15E	13E	14E	15E	17E	14E	15E	16E	18E	16E	18E	16E	20E	157-159
160-162	13E	14E	15E	15E	14E	14E	15E	16E	14E	15E	16E	17E	15E	16E	17E	18E	16E	18E	16E	20E	160-162
163-165	14E	15E	16E	16E	15E	15E	16E	17E	15E	16E	17E	18E	16E	17E	18E	19E	16E	18E	16E	20E	163-165
Maximum Results For Ground Zero vs. RM AT's																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: Hits shown on chart are multiplied x the Mk number of the grenade. Critical type is determined by the type of Grenade (see pg 12).

01-02 = Failure. If Failure is rolled, roll 1D10:
01-05: Grenade malfunction, rolled on *Weapon Malfunction Chart* (pg 63); 6-10: fumble, rol on *Weapon Fumble Table* (pp 95-96).

MODIFIERS:

- +5: per Mk# of explosive
- +40: ground zero
- +30: 2nd blast radii
- +20: 3rd blast radii
- +10: 4th blast radii
- +35: if "touching" target when it explodes
- x: Defender's cover bonus
- y: Defender's armor quality bonus
- z: Defender's applicable miscellaneous bonuses
- Shield Projectile DB vs Shrapnel & General Purpose Grenades
- Shield Energy DB vs Concussion & Plasma Grenades

15.4 LASER ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	52-54
55-57	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	3A	2	55-57
58-60	0	0	1	2	0	0	1	2	0	0	1	2	0	0	1	2	0	1	3A	3	58-60
61-63	0	0	2	2	0	0	2	2	0	0	2	2	0	0	2	2	1	1	3A	3A	61-63
64-66	0	0	2	3A	0	0	2	3A	0	0	2	3A	0	0	2	3A	1	2	4A	3A	64-66
67-69	0	0	3A	3A	0	0	3A	3A	0	0	3A	3A	0	1	3A	3A	1	2	4A	3A	67-69
70-72	0	0	3A	3A	0	1	3A	3A	0	0	3A	3A	0	2	3A	3A	2	3	4B	4A	70-72
73-75	0	0	3A	4A	0	2	3A	4A	0	1	3A	4A	0	3A	3A	4A	2	3A	5B	4B	73-75
76-78	0	0	4A	4A	0	3A	4A	4A	0	2	4A	4A	2	3A	4A	4B	2	4A	5B	5B	76-78
79-81	0	1	4A	4A	2	3A	4A	5A	0	3A	4A	4A	3A	4A	4B	5B	3	4A	6B	5B	79-81
82-84	0	2	4A	5A	3A	4A	4A	5B	0	3A	4A	5A	3A	4A	5B	5B	3A	5A	6B	6C	82-84
85-87	0	3A	5A	5B	3A	4A	5B	5B	2	4A	5A	5B	4A	5B	5B	6C	4A	5B	6C	6C	85-87
88-90	0	3A	5B	5B	4A	5A	5B	6B	3A	4A	5B	5B	4B	5B	6C	6C	5A	6B	7C	7C	88-90
Maximum Result for MARK 1 Weapon																					
91-93	0	3A	5B	5B	4A	5B	6B	6B	3A	4A	5B	6B	5B	5C	6C	7C	5B	6C	7C	7C	91-93
94-96	0	4A	5B	6B	4A	5B	6B	7C	3A	4A	6B	6B	5B	6C	7C	7D	6B	7C	7C	8D	94-96
97-99	3A	4A	6B	6B	5B	6B	7C	7C	4A	5A	6B	6B	5C	6C	7D	8D	6C	7C	8D	8D	97-99
100-102	3A	4A	6B	6B	5B	6B	7C	8C	4A	5B	6B	7B	6C	7C	8D	8D	7C	8C	8D	9D	100-102
103-105	3A	5A	6B	7B	5B	6B	8C	8C	4A	5B	7B	7B	6C	7C	8D	9D	7C	8D	9D	10D	103-105
Maximum Result for MARK 2 Weapon (Mark 1 vs. RM AT's 5-20)																					
106-108	4A	5B	7B	7C	6B	7C	8C	9C	5A	5B	7B	8C	7C	8D	9D	10D	8D	9D	10D	11E	106-108
109-111	4A	5B	7B	8C	6C	7C	9C	10D	5B	6B	8C	9C	7D	8D	10D	11E	8D	9D	11D	12E	109-111
112-114	4A	6B	7C	8C	7C	8C	10D	11D	5B	6B	9C	10C	8D	9D	11E	12E	9D	10D	12E	13E	112-114
115-117	5A	6B	8C	9C	7C	8D	11D	12E	6B	7C	10C	11C	8D	10E	12E	13E	9D	11E	13E	14F	115-117
118-120	5A	6B	8C	9C	8D	9D	12E	13E	6B	7C	11C	12D	9E	11E	13E	14F	10E	12E	14F	15F	118-120
Maximum Result for MARK 3 Weapon (Mark 2 vs. RM AT's 5-20)																					
121-123	5A	7B	9C	11D	8D	10E	13E	14E	7B	8C	12C	13D	10E	12E	14F	15F	11E	13E	15F	16F	121-123
124-126	6A	7C	10C	12D	9D	11E	14E	15E	7C	9C	13D	14D	11E	13F	15F	16F	12E	14F	16F	17F	124-126
127-129	6B	8C	11D	13D	10E	12E	15E	16F	8C	10C	14D	15E	12F	14F	16F	17G	13F	15F	17F	18G	127-129
130-132	7B	8C	12D	14D	11E	13E	16F	17F	9C	11D	15E	16E	13F	15G	17G	18G	14F	16F	18G	19G	130-132
133-135	7B	9C	13D	15E	12E	14F	17F	18G	10C	12D	16E	17F	14G	16G	18G	19G	15F	17F	19G	20G	133-135
Maximum Result for MARK 4 Weapon (Mark 3 vs. RM AT's 5-20)																					
136-138	8C	10C	14E	16E	13F	15F	18G	19G	11D	13E	17F	18F	15G	17G	19G	20H	16F	18G	20G	21H	136-138
139-141	8C	11D	15E	17F	14F	16G	19G	20H	12D	14E	18F	19G	16G	18G	20H	21H	17G	19G	21H	22H	139-141
142-144	9C	12D	16E	18F	15G	17G	20H	21H	13E	15F	19G	20G	17G	19H	21H	22H	18G	20H	22H	23H	142-144
145-147	9D	13E	17F	19F	16G	18H	21H	22H	14E	16F	20G	21H	18H	20H	22H	23H	19H	21H	23H	24H	145-147
148-150	10D	14E	18F	20G	17H	19H	22H	23H	15F	17G	21H	22H	19H	21H	23H	24H	20H	22H	24H	25H	148-150
Maximum Result for MARK 5 Weapon (Mark 4 vs. RM AT's 5-20)																					
151-153	11E	15F	19G	21G	18H	20H	23H	24H	16F	18G	22H	23H	20H	22H	24H	25H	21H	23H	25H	26H	151-153
154-156	12E	16F	20G	22H	19H	21H	24H	25H	17G	19H	23H	24H	21H	23H	25H	26H	22H	24H	26H	27H	154-156
157-159	13F	17G	21H	23H	20H	22H	25H	26H	18G	20H	24H	25H	22H	24H	26H	27H	23H	25H	27H	28H	157-159
160-162	14F	18G	22H	24H	21H	23H	26H	27H	19H	21H	25H	26H	23H	25H	27H	28H	24H	26H	28H	29H	160-162
163-165	15G	19H	23H	25H	22H	24H	27H	28H	20H	22H	26H	27H	24H	26H	28H	29H	25H	27H	29H	30H	163-165
Maximum Result for MARK 5 Weapon vs. RM AT's 5-20																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: All Criticals are Heat.

01-0X = Failure (Consult *Master Weapons Chart*, pp 65-67 for actual failure range). If Failure is rolled, roll 1D10: 01-06: charge depleted; 07-09: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 10: weapon fumble, roll on *Weapon Fumble Table* (pg 95-96).

F = 'E' Heat Critical + 'A' Puncture Critical

G = 'E' Heat Critical + 'B' Puncture Critical

H = 'E' Heat Critical + 'C' Puncture Critical

15.5 BLASTER ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-60
61-63	0	0	0	0	1	2	3	3	0	0	0	0	2	3	4	4	1	2	3	4	61-63
64-66	0	0	0	0	1	2	3	3	0	0	0	0	2	3	4	4	2	3	4	5	64-66
67-69	0	0	0	0	2A	3A	3A	4A	0	0	0	1	3A	4A	5A	5A	3A	4A	5A	6A	67-69
70-72	0	0	0	1	2A	3A	4A	4A	0	0	1	2	3A	4A	5A	6A	4A	5A	6A	7A	70-72
73-75	0	0	1	2	3A	4A	4A	5A	0	1	2	3	4A	5A	6A	7A	5A	6A	7A	8A	73-75
76-78	0	1	2	3	3B	4B	5B	6B	1	2	3	4A	4B	5B	6B	8B	6B	7B	8B	9B	76-78
79-81	1	2	3	4	4A	5A	5A	7A	2	3	4A	5A	5A	6A	7A	9A	7A	8A	9A	10A	79-81
82-84	2	3	4	5A	4B	5B	6B	8B	3	4	5A	6A	6B	7B	8B	10B	8B	9B	10B	11B	82-84
85-87	3	4	5	6A	5A	6A	7A	9A	4	5A	6A	7B	7A	8A	9A	11A	9A	10A	11A	12A	85-87
88-90	4	5	6A	7A	6C	7C	8C	10C	5	6A	7B	8B	8C	9C	10C	12C	10C	11C	13C	14C	88-90
Maximum Result for MARK 1 Weapon																					
91-93	5	6	7A	8B	7C	8C	9C	11C	6	7A	8B	9B	9C	11C	12C	14C	12C	13C	15C	16C	91-93
94-96	6	7	8A	9A	8A	10A	11A	13A	7A	8A	9A	10A	11A	13A	14A	16A	14A	15A	17A	18A	94-96
97-99	7	8A	9A	10B	9D	12D	13D	15D	8A	9A	10B	11C	13D	15D	16D	18D	16D	17D	19D	20D	97-99
100-102	8A	9A	10A	11A	11B	14B	15B	17B	9A	10A	11A	13B	15B	17B	18B	20B	18B	19B	21B	22B	100-102
103-105	9A	10A	11B	12B	13D	16D	17D	19D	10A	11B	12B	15C	17D	19D	20D	22D	20D	21D	23D	24D	103-105
Maximum Result for MARK 2 Weapon (Mark 1 vs. RM AT's 9-12 & 17-20)																					
106-108	10A	11A	12A	13C	15C	18E	19C	21E	11A	12B	14A	17D	19C	21E	22C	24E	22C	23E	25C	26E	106-108
109-111	11A	12A	13B	14A	17E	20C	21E	23C	12A	14A	16C	19C	21E	23C	24E	26C	24E	25C	27E	28C	109-111
112-114	12A	13B	14C	16C	19E	22E	23E	25E	13B	16C	18C	21D	23E	25E	26E	28E	26E	27E	29E	30E	112-114
115-117	13A	14A	15B	18B	21D	24D	25D	27D	14A	18B	20B	23B	25D	27D	28D	30D	28D	29D	31D	33D	115-117

Note: All Criticals are *Heat*.

01-0X = Failure (Consult *Master Weapons Chart*, pp 65-67 for actual failure range). If Failure is rolled, roll 1D10: 01-06: charge depleted; 07-09: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 10: weapon fumble, roll on *Weapon Fumble Table* (pp 95-96).

F = 'E' Heat Critical + 'A' Radiation Critical

G = 'E' Heat Critical + 'B' Radiation Critical

H = 'E' Heat Critical + 'C' Radiation Critical

15.6 FLAMER ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4	1	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4A	2	49-51
52-54	0	0	0	1	0	0	0	1	0	0	0	1	0	0	1	1	1	2	5A	3	52-54
55-57	0	0	0	2	0	0	0	2	0	0	0	2	0	0	1	2	2	3	5A	4A	55-57
58-60	0	0	1	3A	0	0	1	3A	0	0	1	3A	0	1	2	3A	3	4A	6A	5A	58-60
61-63	0	0	2	4A	0	0	2	4A	0	0	2	4A	0	1	2	4A	4A	4A	6A	5A	61-63
64-66	0	1	2A	4A	0	1	3A	4A	0	1	2A	4A	0	2	3A	4A	4A	5A	7A	6A	64-66
67-69	0	2	2A	5A	0	2	3A	5A	0	2	3A	5A	1	2	3A	5A	5A	5A	7A	6A	67-69
70-72	0	2A	3A	5A	1	2A	4A	5A	0	2A	3A	5A	1	3A	4A	5A	5A	6A	8A	7A	70-72
73-75	0	2A	3A	6A	1	3A	4A	6A	1	2A	4A	6A	2	3A	4A	6A	6A	6A	8A	7A	73-75
76-78	1	2A	4A	6A	2	3A	5A	6A	1	3A	4A	6A	2	4A	5A	6A	6A	7A	9B	8A	76-78
79-81	1	3A	4A	7A	2	4A	5A	7A	2	3A	5A	7A	3	4A	5A	7A	7A	7A	9B	8A	79-81
82-84	2	3A	5A	7A	3	4A	6A	7A	2	4A	5A	7A	3	5A	6A	7A	7A	8A	10B	9B	82-84
85-87	2	4A	5A	8B	3	5A	6A	8A	3	4A	6A	8A	4	5A	6A	8A	8A	8B	10B	9B	85-87
88-90	3A	4A	6B	8B	4A	5A	7A	8A	3A	5A	6A	8A	4A	6A	7A	8A	8B	9B	11B	10B	88-90
Maximum Result for MARK 1 Weapon																					
91-93	3A	5A	6A	9B	4A	6A	8A	9B	4A	5A	7A	9B	5A	7A	8A	9B	9B	10B	13C	11B	91-93
94-96	4A	5A	7A	10B	5A	7A	9A	10B	4A	6A	8A	10B	6A	8A	9A	10B	10B	11B	15C	12C	94-96
97-99	4A	6A	7B	11B	5A	8A	10B	11B	5A	6A	9B	11B	7A	9A	10B	11B	11B	12C	17C	13C	97-99
100-102	5A	6A	8B	12B	6A	9A	11B	12B	5A	7A	10B	12B	8A	10A	11B	12B	12C	14C	19C	15C	100-102
103-105	5A	7B	8B	13B	6A	10B	12B	13B	6A	8B	11B	13B	9A	11B	12B	13B	14C	16C	21C	17C	103-105
Maximum Result for MARK 2 Weapon (Mark 1 vs. RM AT's 5-20)																					
106-108	6A	7B	9B	14C	7A	11B	13B	14C	6A	9B	12B	14C	10A	12B	13B	14C	16C	18C	23D	19C	106-108
109-111	6A	8B	10B	15C	7A	12B	14B	15C	7A	10B	13B	15C	11A	13B	14B	15C	18C	20C	25D	21D	109-111
112-114	7A	8B	11C	16C	8A	13B	15C	16C	7A	11B	14C	16C	12A	14B	15C	17C	20C	22D	27D	23D	112-114
115-117	7A	9B	12C	17C	9A	14B	16C	17C	8A	12B	15C	17C	13A	15B	16C	19C	22D	24D	29D	25D	115-117
118-120	8B	9C	13C	18C	10B	15C	17C	18C	8B	13C	16C	18C	14B	16C	17C	21C	24D	26D	31D	27D	118-120
Maximum Result for MARK 3 Weapon (Mark 2 vs. RM AT's 5-20)																					
121-123	8B	10C	14C	19D	11B	16C	18C	19D	9B	14C	17C	19D	15B	17C	18C	23D	26D	28D	33E	29E	121-123
124-126	9B	10C	15C	20D	12B	17C	19C	21D	10B	15C	18C	20D	16B	18C	19C	25D	28D	30D	35E	31E	124-126
127-129	9B	11C	16D	21D	13B	18C	20D	23D	11B	16C	19D	21D	17B	19C	21D	27D	30D	32E	37E	33E	127-129
130-132	10B	12C	17D	22D	14B	19C	21D	25D	12B	17C	20D	22D	18B	21C	23D	29D	32E	34E	39E	35E	130-132
133-135	10C	13D	18D	23D	15C	20D	22D	27D	13C	18D	21D	23D	19C	22D	25D	31D	34E	36E	41E	37E	133-135
Maximum Result for MARK 4 Weapon (Mark 3 vs. RM AT's 5-20)																					
136-138	11C	14D	19D	24E	16C	21D	23D	29E	14C	19D	22D	25E	20C	23D	27D	33E	36E	38E	43E	39E	136-138
139-141	12C	15D	20D	25E	17C	22D	25D	31E	15C	20D	23D	27E	21C	24D	29D	35E	38E	40E	45E	41E	139-141
142-144	13C	16D	21E	26E	18C	23D	27E	33E	16C	21D	24E	29E	22C	25D	31E	37E	40E	42E	47E	43E	142-144
145-147	14C	17D	22E	27E	19C	24D	29E	35E	17C	22D	25E	31E	23C	27D	33E	39E	42E	44E	49E	45E	145-147
148-150	15D	18E	23E	28E	20D	25E	31E	37E	18D	23E	27E	33E	24D	29E	35E	41E	44E	46E	51E	47E	148-150
Maximum Result for MARK 5 Weapon (Mark 4 vs. RM AT's 5-20)																					
151-153	17D	20E	25E	30E	22D	27E	33E	39E	20D	25E	29E	35E	26D	31E	37E	43E	46E	48E	53E	49E	151-153
154-156	19D	22E	27E	32E	24D	29E	35E	41E	22D	27E	31E	37E	28D	33E	39E	45E	48E	50E	55E	51E	154-156
157-159	21D	24E	29E	34E	26D	31E	37E	43E	24D	29E	33E	39E	30D	35E	41E	47E	50E	52E	57E	53E	157-159
160-162	23D	26E	31E	36E	28D	33E	39E	45E	26D	31E	35E	41E	32D	37E	43E	49E	52E	54E	59E	55E	160-162
163-165	25E	28E	33E	38E	30E	35E	41E	47E	28E	33E	37E	43E	34E	39E	45E	51E	54E	56E	61E	57E	163-165
Maximum Result for MARK 5 Weapon vs. RM AT's 5-20																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

01-0X = Failure (Consult *Master Weapons Chart*, pp 65-67 for actual failure range). If Failure is rolled, roll 1D10: 01-07: charge depleted; 07-09: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 10: weapon fumble, roll on *Weapon Fumble Table* (pp 95-96).

A = 'A' Heat critical.

B= 'B' Heat critical the first round struck **and** an 'A' the following round.

C= 'C' Heat critical the first round struck **and** an 'A' the following round.

D= 'D' Heat critical the first round struck **and** a 'B' the following round.

E= 'E' Heat critical the first round struck **and** a 'C' the following round.

15.7 STUNNER / DISRUPTOR ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	37-39
40-42	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	2	3	40-42
43-45	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	2	3	43-45
46-48	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	3	4	46-48
49-51	0	0	0	2	0	0	0	2	0	0	0	2	0	0	0	2	0	2	3A	4	49-51
52-54	0	0	0	2	0	0	1	2	0	0	0	2	0	0	1	2	1	2	4A	5	52-54
55-57	0	0	0	3	0	0	1	3	0	0	1	3	0	0	1	3	1	2	4A	5A	55-57
58-60	0	0	1	3	0	0	2	3	0	0	1	3	0	1	2	3	1	3	5A	6A	58-60
61-63	0	0	1	4	0	1	2	4	0	0	2	4	0	1	2	4A	2	3	5A	6A	61-63
64-66	0	0	2	4	0	1	3	4	0	1	2	4	0	2	3	4A	2	3	6A	7A	64-66
67-69	0	1	2	5	0	2	3	5A	0	1	3	5	1	2	3	5A	2	4A	6A	7A	67-69
70-72	0	1	3	5	1	2	4	5A	0	2	3	5	1	3	4A	5A	3	4A	7A	8A	70-72
73-75	0	2	3	6	1	3	4	6A	1	2	4	6A	2	3	4A	6A	3	4A	7A	8A	73-75
76-78	1	2	4	6	2	3	5A	6A	1	3	4	6A	2	4	5A	6A	3	5A	8A	9B	76-78
79-81	1	3	4	7A	2	4	5A	7A	2	3	5	7A	3	4	5A	7A	4A	5A	8A	9B	79-81
82-84	2	3	5	7A	3	4	6A	7A	2	4	5A	7A	3	5	6A	7B	4A	5A	9B	10B	82-84
85-87	2	4	5A	8A	3	5	6A	8A	3	4	6A	8A	4	5	6A	8B	4A	6A	9B	10B	85-87
88-90	3	4	6A	8A	4	5	7A	8B	3	5	6A	8A	4	6	7A	8B	5A	6A	11B	10B	88-90
Maximum Result for MARK 1 Weapon																					
91-93	3	5	6A	9A	4	6	8A	9B	4	5	7A	9A	5	7A	8B	9B	6A	7A	11B	13C	91-93
94-96	4	5	7A	10A	5	7A	9A	10B	4	6	8A	10A	6	8A	9B	10C	7A	8A	12C	15C	94-96
97-99	4	6	7A	11A	5	8A	10B	11B	5	6	9A	11B	7	9A	10B	11C	8A	9B	13C	17D	97-99
100-102	5	6	8A	12A	6	9A	11B	12C	5	7A	10B	12B	8	10B	11C	12C	9A	10B	15D	19D	100-102
103-105	5	7	8A	13B	6A	10B	12B	13C	6	8A	11B	13B	9A	11B	12C	13D	10B	11B	17D	21D	103-105
Maximum Result for MARK 2 Weapon (Mark 1 vs. RM AT's 5-20)																					
106-108	6	7	9A	14B	7A	11B	13C	14C	6	9A	12B	14B	10A	12B	13C	14D	11B	13B	19D	23D	106-108
109-111	6	8	10A	15B	7A	12B	14C	15D	7A	10A	13B	15C	11A	13B	14C	15D	12B	15B	21D	25D	109-111
112-114	7	8A	11A	16B	8A	13B	15C	16D	7A	11B	14C	16C	12A	14B	15D	17D	13B	17C	23D	27E	112-114
115-117	7	9A	12B	17C	9A	14B	16D	17D	8A	12B	15C	17C	13A	15C	16D	19D	15B	19C	25E	29E	115-117
118-120	8	9A	13B	18C	10A	15C	17D	18D	8A	13B	16C	18C	14B	16C	17D	21D	17C	21C	27E	31E	118-120
Maximum Result for MARK 3 Weapon (Mark 2 vs. RM AT's 5-20)																					
121-123	8	10A	14B	19C	11A	16C	18D	19D	9A	14B	17C	19D	15B	17C	18D	23E	19C	23C	29E	33E	121-123
124-126	9A	10B	15B	20C	12B	17C	19D	21E	10B	15C	18C	20D	16B	18D	19D	25E	21C	25C	31E	35E	124-126
127-129	9A	11B	16B	21D	13B	18D	20D	23E	11B	16C	19D	21D	17C	19D	21E	27E	23C	27D	33E	37E	127-129
130-132	10A	12B	17C	22D	14C	19D	21E	25E	12B	17C	20D	22E	18C	21D	23E	29E	25C	29D	35E	39E	130-132
133-135	10A	13B	18C	23D	15C	20D	22E	27E	13B	18C	21D	23E	19C	22D	25E	31E	27D	31D	37E	41E	133-135
Maximum Result for MARK 4 Weapon (Mark 3 vs. RM AT's 5-20)																					
136-138	11A	14B	19C	24D	16C	21D	23E	29E	14B	19C	22D	25E	20C	23D	27E	33E	29D	33D	39E	43E	136-138
139-141	12B	15C	20C	25E	17C	22D	25E	31E	15C	20D	23E	27E	21C	24E	29E	35E	31D	35E	41E	45E	139-141
142-144	13B	16C	21D	26E	18D	23E	27E	33E	16C	21D	24E	29E	22D	25E	31E	37E	33D	37E	43E	47E	142-144
145-147	14B	17C	22D	27E	19D	24E	29E	35E	17C	22D	25E	31E	23D	27E	33E	39E	35E	39E	45E	49E	145-147
148-150	15B	18C	23D	28E	20D	25E	31E	37E	18C	23D	27E	33E	24D	29E	35E	41E	37E	41E	47E	51E	148-150
Maximum Result for MARK 5 Weapon (Mark 4 vs. RM AT's 5-20)																					
151-153	17C	20D	25D	30E	22D	27E	33E	39E	20D	25E	29E	35E	26D	31E	37E	43E	38E	42E	48E	52E	151-153
154-156	19C	22D	27E	32E	24D	29E	35E	41E	22D	27E	31E	37E	28E	33E	39E	45E	39E	43E	49E	53E	154-156
157-159	21D	24D	29E	34E	26E	31E	37E	43E	24D	29E	33E	39E	30E	35E	41E	47E	40E	44E	50E	54E	157-159
160-162	23D	26E	31E	36E	28E	33E	39E	45E	26E	31E	35E	41E	32E	37E	43E	49E	41E	45E	51E	55E	160-162
163-165	25E	28E	33E	38E	30E	35E	41E	47E	28E	33E	37E	43E	34E	39E	45E	51E	42E	46E	52E	56E	163-165
Maximum Result for MARK 5 Weapon vs. RM AT's 5-20																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: All Criticals are *Stun* for Stunners and *Internal Disruption* for Disruptor

01-0X = Failure (Consult *Master Weapons Chart*, pp 65-67 for actual failure range). If Failure is rolled, roll 1D10: 01-06: charge depleted; 07-09: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 10: weapon fumble, roll on *Weapon Fumble Table* (pp 95-96).

16.1 MELEE WEAPON ATTACK TABLE (against SM ATs)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-18
19-21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	19-21
22-24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	22-24
25-27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3A	2	0	25-27
28-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	4A	2	0	28-30
31-33	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	2	0	0	4A	3A	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2	2A	0	0	5A	4A	34-36
37-39	0	0	0	0	0	0	0	1	0	0	0	2	0	1	2	3A	0	0	5A	4A	37-39
40-42	0	0	0	1	0	0	0	1	0	0	1	2	0	1	3	3A	0	1	6A	5A	40-42
43-45	0	0	0	1	0	0	0	2	0	0	2	3A	0	2	3A	4A	0	2	6B	5A	43-45
46-48	0	0	0	2	0	0	1	2	0	1	2	3A	1	2	4A	4A	0	3A	7B	6B	46-48
49-51	0	0	1	2	0	0	1	3	0	1	3	4A	1	3	4A	5A	1	3A	7B	6B	49-51
52-54	0	0	1	3	0	1	2	3	0	2	3A	4A	2	3A	5A	5A	2	4A	8B	7B	52-54
55-57	0	1	2	3	0	1	2	4	1	2	4A	5A	2	4A	5A	6A	3A	4B	8C	7B	55-57
58-60	0	1	2	4	1	2	3	4A	1	3	4A	5A	3	4A	6A	6B	3A	5B	9C	8C	58-60
61-63	1	2	3	4	1	2	3	5A	2	3	5A	6A	3A	5A	6A	7B	4A	5B	9C	8C	61-63
64-66	1	2	3	5	2	3	4	5A	2	4A	5A	6A	4A	5A	7A	7B	4B	6C	10C	9C	64-66
67-69	2	3	4	5	2	3	4A	6A	3	4A	6A	7A	4A	6A	7B	8B	5B	6C	10D	9C	67-69
70-72	2	3	4	6A	3	4	5A	6A	3A	5A	6A	8A	5A	6A	8B	9C	5B	7C	11D	10D	70-72
73-75	3	4	5	6A	3	4	5A	7B	4A	5A	7A	9B	5A	7B	8B	10C	6C	8C	11D	10D	73-75
76-78	3	4	5	7A	4	5A	6A	8B	4A	6A	7A	10B	6A	7B	9B	11C	6C	9D	12D	11D	76-78
79-81	4	5	6A	7B	4	5A	6B	9B	5A	6A	8B	11B	6A	8B	10C	12C	7C	10D	13E	12D	79-81
82-84	4	5A	6A	8B	5A	6A	7B	10C	6A	7A	9B	12B	7B	8B	11C	14D	8D	11D	14E	13E	82-84
85-87	5A	6A	7B	9B	6A	7B	8B	11C	7A	8A	10B	13B	8B	9C	12C	15D	9D	12E	15E	15E	85-87
88-90	6A	7B	8B	10C	7A	8B	9C	12C	8A	9B	11B	14C	9B	10C	13C	16D	10E	13E	16E	17E	88-90
Maximum Result for MARK 1 Weapon, -50 OB Mod. (Dagger/Knife)																					
91-93	7A	8A	10A	12B	8A	9B	11C	14C	9A	10B	13B	16C	10B	12C	14D	18E	11E	14E	17E	19E	91-93
94-96	8A	9A	12B	14B	9A	10B	13C	16C	10A	12B	15B	18C	12C	14C	16D	20E	12E	15E	18E	21F	94-96
97-99	9A	10B	14B	16B	10B	12B	15C	18C	12B	14B	17C	20C	14C	16C	18E	22F	14E	17E	20F	23F	97-99
100-102	10B	12B	16B	18B	12B	14C	17C	20C	14B	16B	19C	22C	16C	18D	20E	24F	16E	19E	22F	25F	100-102
103-105	11B	14B	18B	20C	14B	16C	19C	22D	16B	18C	21C	24C	18C	20D	22F	26G	18E	21E	24F	27F	103-105
Maximum Result for MARK 2 Weapon, -40 OB Mod. (Short Sword)																					
106-108	12B	16B	20B	22C	16C	18C	21C	24D	18B	20C	23C	26D	20D	22D	24F	28G	20E	23E	26F	29G	106-108
109-111	13B	18B	22C	24C	18C	20C	23D	26D	20C	22C	25D	28D	22D	24E	26G	30G	22E	25E	28G	31G	109-111
112-114	14B	19C	24C	26C	20C	22D	25D	28D	22C	24C	27D	30D	24D	26E	28G	32H	24E	27F	30G	33G	112-114
115-117	15C	20C	26C	28D	22C	24D	27D	30E	24C	26D	29D	32E	26E	28E	30G	34H	26E	29F	32G	35H	115-117
118-120	16C	21C	28D	30D	23D	26D	29E	32E	26C	28D	31E	34E	28E	30E	32G	36H	28E	31F	34H	37H	118-120
Maximum Result for MARK 3 Weapon, -30 OB Mod. (Force Knife / Broadsword)																					
121-123	17D	22D	29D	31D	24D	28E	31E	34E	27D	30D	33E	36E	30E	32E	34G	38H	30E	33F	36H	39H	121-123
124-126	18D	23D	30E	32E	25E	30E	33E	36F	28D	32D	35E	38E	32E	34E	36H	40H	32E	35F	38H	41H	124-126
127-129	19D	24D	31E	33E	26E	31E	35F	38F	29D	34E	37E	40F	33F	36F	38H	42H	34E	37F	41H	44H	127-129
130-132	20D	25E	32E	34E	27E	32F	37F	40F	30E	35E	38F	42F	34F	38F	40H	44H	36E	39F	44H	47I	130-132
133-135	21D	26E	33E	35F	28F	33F	38F	42F	31E	36E	41F	44F	35F	40G	42H	46H	38F	41F	47I	50I	133-135
Maximum Result for MARK 4 Weapon, -15 OB Mod. (2 Handed Sword)																					
136-138	22E	27E	34F	36F	29F	34F	39F	43G	32E	37E	43F	46F	36F	42G	44I	48I	40F	44F	51I	54I	136-138
139-141	23E	28E	35F	37F	30F	35F	40F	44G	33E	38E	45F	48F	37F	44G	47I	51I	42F	47F	55I	58I	139-141
142-144	24E	29F	36F	38F	31F	36F	41G	45G	34E	39F	46F	50F	38G	46G	50I	54I	44F	50G	59I	62I	142-144
145-147	25E	30F	37F	39F	32F	37G	42G	46G	35F	40F	47F	52G	39G	48G	53I	57J	47F	53G	63I	66J	145-147
148-150	26E	31F	38G	40G	33G	38G	43G	47G	36F	41F	48G	54G	40G	50H	56J	60J	50G	56G	67J	70J	148-150
Maximum Result for MARK 5 Weapon (Power Sword)																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

01-0X = Failure/Fumble (Consult *Master Weapons Chart*, pp 65-67 for actual failure/fumble range).

For Power Swords and Force Kinives — If Failure is rolled, roll 1D10: 01-05: charge depleted; 06-08: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 9-10: weapon fumble, roll on *Weapon Fumble Table* (pg 95-96).

For Other Melee Weapons — Weapon fumble, roll on *Weapon Fumble Table* (pg 95-96).

Note: Against *Rolemaster* ATs use the normal *Arms Law* Tables.

Note: Critical type is determined by the type of Weapon (see pg 66).

F = 'E' Slash and 'A' Heat for Power Swords and Force Kinives; 'E' critical for other weapons.
G = 'E' Slash and 'B' Heat for Power Swords and Force Kinives; 'E' critical for other weapons.
H = 'E' Slash and 'C' Heat for Power Swords and Force Kinives; 'E' critical for other weapons.
I = 'E' Slash and 'D' Heat for Power Swords and Force Kinives; 'E' critical for other weapons.
J = 'E' Slash and 'E' Heat for Power Swords and Force Kinives; 'E' critical for other weapons.

16.2 MARTIAL ARTS ATTACK TABLE: STRIKING

	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	1	43-45
46-48	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	1	0	1	2	2	46-48
49-51	0	0	0	0	0	1	1	1	0	0	0	1	0	1	1A	2	1	1	2	3	49-51
52-54	0	0	0	1	0	1	1	2	0	0	1	1	1	1	2A	2	1	2	3	3	52-54
55-57	0	0	1	1	1	1	2	2	0	0	1	2	1	2	2A	3	2	2	4	4A	55-57
58-60	0	0	1	2	1	2	2	3	0	0	2	2	2	2	3A	4A	2	3	4A	5A	58-60
61-63	0	0	1	2	1	2	3	4	0	1	2	3	2	3	4A	4A	3	4	5A	5A	61-63
64-66	0	0	2	3	2	3	3	4	0	1	3	3	3	3A	4A	5A	3	4A	6A	6A	64-66
67-69	0	1	2	3	2	3	4	5	0	1	3	4	3A	4A	5A	6A	4	5A	6A	7A	67-69
70-72	0	1	3	4	3	4	5	5A	1	2	4	4	4A	4A	5A	6A	5A	5A	7A	7A	70-72
73-75	0	1	3	4	3	4	5	6A	1	2	4	5A	4A	5A	6A	7A	5A	6A	8A	8A	73-75
76-78	0	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	7A	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 Rank 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 Rank 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 Rank 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 Rank 4 Attacks																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

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.

01-02 = Failure. Attack lost, no effect.

16.3 MARTIAL ARTS ATTACK TABLE: SWEEPS & THROWS

	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	1A	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	1A	1A	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	1A	1A	1A	1	1A	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	61-63
64-66	1A	1A	1A	1A	1A	1A	1	0	1	1	0	0	1	0	0	0	0	0	0	0	64-66
67-69	1A	1A	1A	1A	1A	1A	1	1	1A	1	0	0	1A	1	0	0	0	0	0	0	67-69
70-72	1A	1A	1A	2A	2A	1A	1A	1	1A	1A	1	0	1A	1	0	0	0	0	0	0	70-72
73-75	1A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1	1	2A	1A	1	0	0	0	0	0	73-75
76-78	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	1A	1	2A	2A	1	1	0	0	0	0	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	2A	1A	2A	2A	1A	2A	2A	1A	1	0	0	0	0	79-81
82-84	2A	2A	2A	3A	3A	2A	2A	2A	1A	2A	2A	2A	3A	2A	2A	1A	0	0	0	0	82-84
85-87	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	2A	2A	3A	3A	2A	2A	0	0	0	0	85-87
88-90	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	3A	3A	3A	3A	3A	2A	1	0	1	0	88-90
91-93	2B	3B	3B	3B	3B	3B	3A	3A	2B	2A	3A	3A	4B	3A	3A	3A	1	1	1A	0	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 Rank 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 Rank 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 Rank 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 Rank 4 Attacks																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: All critical results are rolled on the *Martial Arts Sweeps and Throws 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 *Envelop/Entangle Attack Table* (both with a maximum result of 105).

01-02 = Failure. Attack lost, no effect.

16.4 ENTANGLE / ENVELOP ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	1A	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	1A	1	0	0	1A	1	0	0	1A	1	0	0	1	1	0	0	0	0	0	0	64-66
67-69	1A	1A	1	1	1A	1A	0	0	1A	1	0	0	1	1	0	0	0	0	0	0	67-69
70-72	1A	1A	1	1	1A	1A	1	1	1A	1A	1	1	2A	1A	1	0	0	0	0	0	70-72
73-75	1A	1A	1A	1	2A	1A	1	1	1A	1A	1	1	2A	2A	1	0	0	0	1	0	73-75
76-78	1A	1A	2A	2A	2A	2A	1A	1	1A	1A	1	1	2A	2A	1	1	0	0	1	0	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	2A	1A	2A	1A	2	2A	2A	1	1	0	0	1	0	79-81
82-84	1A	2A	2A	3A	2A	2A	2A	2A	2A	2A	2A	2A	3A	3A	2	1	0	0	2A	1	82-84
85-87	1A	2A	3A	3A	3A	3A	2A	3A	2A	2A	2A	3A	3A	3A	2A	2	0	0	2A	1	85-87
88-90	1A	2A	3A	3A	3A	3A	3A	3A	2A	2A	3A	3A	3A	3A	3A	2	1A	1	3A	2	88-90
Maximum Results For MARK 1 Weapon																					
91-93	2B	2A	3A	4A	3A	3A	3A	4A	2A	3A	3A	4A	4A	4A	3A	3	1A	1	3A	2	91-93
94-96	2B	3A	4A	4A	4A	4A	4A	4A	2A	3A	4A	4A	4A	4A	4A	4	1A	2A	4A	3	94-96
97-99	2B	3A	4A	5A	4A	4A	4A	5A	2A	3A	4A	5A	4A	5A	4A	4A	2A	2A	5A	4	97-99
100-102	2B	3A	4A	5A	4A	4A	4A	5A	3A	3A	4A	5A	5A	5A	5A	5A	2A	3A	5A	4	100-102
103-105	2B	3B	5B	5B	4B	5B	5B	6B	3B	4B	5B	6A	5B	5B	5A	5A	3A	4A	6A	5A	103-105
Maximum Results For MARK 2 Weapon and Small Attacks																					
106-108	2C	4C	5B	6B	5B	5B	5B	6B	3B	4B	5B	6A	6B	6B	6A	6A	3A	4A	6A	6A	106-108
109-111	2C	4B	5B	6B	5B	5B	6B	7B	3B	4B	6B	7A	6B	6B	6A	7A	4A	5A	7A	6A	109-111
112-114	2C	4B	6B	7B	5B	6B	6B	7B	3B	4B	6B	7A	6B	7B	7A	7A	4A	5A	8A	7A	112-114
115-117	2C	4C	6C	7C	5C	6C	6C	7C	4C	5C	7C	8B	7C	7C	7B	8B	5B	6A	8B	8A	115-117
118-120	2C	4C	6C	7C	6C	6C	7C	8C	4C	5C	7C	8B	7C	7C	8B	8B	5B	7B	9B	8A	118-120
Maximum Results For MARK 3 Weapon and Medium Attacks																					
121-123	3D	5C	7C	8C	6C	7C	7C	8C	4C	5C	8C	9B	7C	8C	8B	9B	6B	7B	9B	9A	121-123
124-126	3D	5C	7C	8C	6C	7C	7C	9C	4C	5C	8C	9C	8C	8C	9C	10C	6C	8C	10C	9A	124-126
127-129	3D	5D	7D	9D	7D	7D	8D	9D	4D	6D	8D	10C	8D	9D	9C	10C	7C	8C	10C	10B	127-129
130-132	3D	5D	8D	9D	7D	8D	8D	10D	4D	6D	9D	10C	8D	9D	10C	11C	7C	9C	11C	11B	130-132
133-135	3D	5D	8D	9D	7D	8D	9D	10D	5D	6D	9D	11D	9D	9D	10D	11D	8D	10D	12D	11C	133-135
Maximum Results For MARK 4 Weapon and Large Attacks																					
136-138	3E	6D	8D	10D	7D	8D	9D	11D	5D	6D	10D	11D	9D	10D	11D	11D	8D	10D	12D	12C	136-138
139-141	3E	6E	9E	10E	8E	9E	9E	11E	5E	7E	10E	12E	9E	10E	11D	13D	9D	11D	13D	13D	139-141
142-144	3E	6E	9E	11E	8E	9E	10E	12E	5E	7E	11E	12E	10E	11E	12E	13E	9E	11E	13E	13D	142-144
145-147	3E	6E	9E	11E	8E	9E	10E	12E	5E	7E	11E	13E	10E	11E	12E	14E	10E	12E	14E	14E	145-147
148-150	4E	7E	10E	12F	9E	10E	11E	13F	6E	8E	12E	14F	11E	12E	13E	14F	11E	13E	15F	15F	148-150
Maximum Results For MARK 5 Weapon and Huge Attacks																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: All Criticals are *Grappling*

Note: An F-severity critical result indicates an E critical roll and a C critical roll

01-0X = Failure (Consult *Master Weapons Chart*, pp65-67, for actual failure range). If Failure is rolled, roll 1D10: 01-05: weapon malfunction, roll on *Weapon Malfunction Chart* (pg 63); 6-10: weapon fumble, roll on *Weapon Fumble Table* (pp 95-96).

16.5 FALL / CRUSH ATTACK TABLE

	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1		31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2A		34-36
37-39	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	2A	0	1	3A	3A	37-39
40-42	0	0	0	0	0	0	1	2	0	0	0	1	0	1	2A	3A	1	2	4A	4A	40-42
43-45	0	0	0	1	0	1	2	3	0	0	1	2	1	2A	3A	4A	2	3A	5A	6A	43-45
46-48	0	0	1	1	1	1	3	4	0	0	1	3	1A	3A	4A	5A	3	4A	7A	7A	46-48
49-51	0	0	1	2	1	2	4	5A	0	0	2	4	2A	4A	5A	7A	4A	5A	8A	8A	49-51
52-54	0	0	2	3	2	3	5	6A	0	1	3	5A	3A	5A	6A	8A	5A	6A	9A	9A	52-54
55-57	0	0	3	4	3	4	6A	7A	0	1	4	6A	4A	6A	7A	9A	6A	8A	10A	11A	55-57
58-60	0	1	4	5	4	5A	7A	9A	0	2	5A	7A	5A	7A	8A	10A	7A	9A	11A	12A	58-60
61-63	0	1	5	6A	5A	6A	8A	10A	1	3	6A	8A	6A	8A	10A	11A	8A	10A	13A	13A	61-63
64-66	0	2	6	7A	6A	7A	9A	11A	1	4	7A	9A	7A	9A	11A	13A	9A	11A	14A	14A	64-66
67-69	0	3	6A	8A	7A	8A	10A	12A	2	5A	8A	10A	8A	10A	12A	14A	10A	12A	15A	16A	67-69
70-72	1	4	7A	9A	8A	9A	11A	13A	3	6A	9A	11A	8A	11A	13A	15A	11A	14A	16A	17A	70-72
73-75	1	5A	8A	10A	8A	10A	12A	14A	4	7A	10A	12A	9A	12A	14A	16A	12A	15A	17A	18A	73-75
76-78	2	5A	9A	11A	9A	11A	13A	16A	5A	8A	11A	13A	10A	13A	15A	17B	14A	16A	19B	19B	76-78
79-81	3	6A	10A	12A	10A	12A	14A	17A	6A	9A	12A	14A	11A	14A	16B	19B	15A	17A	20B	21B	79-81
82-84	3A	7A	11A	13A	11A	13A	15A	18B	7A	10A	13A	15B	12A	15B	18B	20B	16B	18B	21B	22B	82-84
85-87	4A	8A	12A	14A	12A	14A	16A	19B	8A	11A	14A	16B	13A	16B	19B	21B	17B	20B	22B	23C	85-87
88-90	5A	9A	12A	15A	13A	15A	17A	20B	9A	12A	15A	17B	14B	17B	20B	22C	18B	21B	23C	24C	88-90
91-93	6A	9A	13A	16A	14A	16A	18B	21B	9A	13A	16B	18C	15B	18B	21C	24C	19B	22B	25C	26C	91-93
94-96	6A	10A	14A	17B	15A	17B	20B	23C	10A	14A	17B	20C	16B	19B	22C	25C	20B	23C	26C	27C	94-96
97-99	7A	11A	15A	18B	16B	17B	21B	24C	11A	15A	17B	21C	16B	20C	23C	26C	21C	24C	27C	28C	97-99
100-102	8A	12A	16B	19B	16B	18B	22B	25C	12A	16A	18B	22C	17B	21C	24C	27C	22C	25C	28C	29C	100-102
103-105	9A	13A	17B	20B	17B	19B	23B	26C	13A	16B	19C	23C	18C	22C	25C	28C	23C	27C	29C	31C	103-105
Maximum Results For Falls of 1'-10' and Small Attacks																					
106-108	9A	13B	18B	21C	18B	20B	24C	27C	14A	17B	20C	24D	18C	23C	27D	30D	24C	28D	31D	32D	106-108
109-111	10A	14B	18B	22C	19B	21B	25C	28D	15A	18B	21C	25D	20C	24C	28D	31D	25C	29D	32D	33D	109-111
112-114	11A	15B	19B	23C	20B	22C	26C	30D	16B	19B	22C	26D	21C	25C	29D	32D	27D	30D	33D	34D	112-114
115-117	11B	16B	20C	24C	21C	23C	27C	31D	17B	20B	23D	27D	22C	26C	30D	33D	28D	31D	34D	36D	115-117
118-120	12B	17B	21C	25D	22C	24C	28C	32D	18B	21B	24D	28D	23D	27D	31D	34D	29D	33D	35D	37D	118-120
Maximum Results For Falls of 11'-50' and Medium Attacks																					
121-123	13B	17C	22C	26D	23C	25C	29C	33D	18B	22C	25D	29D	24D	28D	32D	36D	30D	34D	37D	38E	121-123
124-126	14B	18C	23C	27D	23C	26C	30C	34D	19B	23C	26D	30D	24D	29D	33D	37E	31D	35D	38E	39E	124-126
127-129	14B	19C	24C	28D	24C	27C	31C	35D	20C	24C	27D	31E	25D	30D	35E	38E	32D	36E	39E	41E	127-129
130-132	15C	20C	24C	29D	25C	28D	32D	37E	21C	25C	28D	32E	26D	31D	36E	39E	33E	37E	40E	42E	130-132
133-135	16C	21C	25D	30E	26D	29D	33D	38E	22C	26C	29E	33E	27E	32E	37E	40E	34E	39E	41E	43E	133-135
Maximum Results For Falls of 51'-100' and Large Attacks																					
136-138	17C	21D	26D	31E	27D	30D	34D	39E	23C	27D	30E	34E	28E	33E	38E	42E	35E	40E	43E	44E	136-138
139-141	17D	22D	27D	32E	28D	31D	35D	40E	24D	28D	31E	35E	29E	34E	39E	43E	36E	41E	44E	46E	139-141
142-144	18D	23D	28E	33E	29E	32E	36E	41E	25D	29D	32E	36E	30E	35E	40E	44E	37E	42E	45E	47E	142-144
145-147	19E	24E	29E	34E	30E	33E	37E	42E	26E	30E	33E	37F	31E	36E	41E	45E	38E	43E	46E	48E	145-147
148-150	20F	25F	30F	35F	31F	34F	39F	44F	27F	31F	34F	39F	32F	38F	43F	47F	40F	45F	48F	50F	148-150
Maximum Results For Falls of Over 100' and Huge Attacks																					
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Note: All criticals are *Crush*.

Note: For falls, add 10 to the roll for each 3 meters fallen (other factors may modify this).

Note: An F-severity critical result indicates an E critical roll and a C critical roll.

17.1 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip	Glancing blow. No extra damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Unbalance foe with a nice grazing strike. You gain initiative +5 hits.
11-15	You receive initiative for next round. +1 hit	Glancing low to foe's side. +3 hits. You receive initiative next round.	Blow to foe's side. +5 hits. You receive initiative next round.	+2 hits. Foe must parry for next round.	+3 hits. Foe must parry for next round.
16-20	Foe must parry next round. +1 hit.	Blow to side. +2 hits. Foe must parry next round at -10.	Blow across side. Foe must parry next round at -20. +3 hits.	Minor side wound. Foe fights at -10. You have initiative next rnd.	Stun foe for 1 round. Add +20 to your next attack.
21-35	Foe must parry next round. +2 hits. Add +10 to next attack.	Foe must parry next round at -20. +2 hits.	You wound foe along side of chest. Foe is stunned 1 round and takes 1 hit per round.	You wound foe along side of hip. Foe is stunned 1 round and takes 2 hits per round.	Foe receives minor side wound. +2 hits. Foe is at -10. Foe takes 2 hits per round.
36-45	Minor calf wound. Foe receives 1 hit per round.	Minor calf wound. Foe takes 1 hit per round. +2 hits.	Minor calf wound. Foe takes 2 hits per round.	Minor thigh wound. Foe takes 3 hits per round.	Thigh strike. If foe has leg armor, +3 hits. If foe has no armor, +2 hits and 3 hits per round.
46-50	Strike along foe's back. +2 hits. Foe must now parry next round at -30.	Strike along foe's back. Foe is stunned for 1 round and takes 1 hit per round.	Strike across foe's back stuns foe for 2 rounds. Foe takes 1 hit per round.	Strike to foe's lower back. Foe is stunned and unable to parry next round. +6 hits.	Strike to foe's lower back. Foe takes 3 hits per round. +5 hits. Foe is stunned and unable to parry during next round.
51-55	Strike to foe's chest. Foe must parry next round at -25. Foe takes 2 hits per round.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe must parry for next 2 rnds.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe is stunned for 2 rounds.	Strike to chest. +5 hits. Foe takes 3 hits per round and fights at -15. Foe must parry next round.	Chest wound. Foe takes 4 hits per round. +5 hits. Foe fights at -10. Foe is stunned and unable to parry next round.
56-60	Minor thigh wound. Foe takes 2 hits per round. +2 hits. Foe is stunned next round.	Minor thigh wound. Foe takes 2 hits per round. +3 hits. Foe is stunned and unable to parry next round.	Minor thigh wound. +5 hits. Foe takes 2 hits per round and is at -10. Foe is stunned for 2 rounds.	Strike to thigh. Foe takes 3 hits per round. Foe is stunned and unable to parry for the next round. +3 hits.	Thigh wound. Foe takes 5 hits per round. +6 hits. Foe is stunned and unable to parry next round.
61-65	Minor forearm wound. +2 hits. Foe takes 2 hits per round. Foe is at -10.	Minor forearm wound. Foe is stunned during next round. +2 hits. Foe is at -10 and takes 2 hits per round.	Forearm wound. Foe takes 2 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -15. +5 hits. Foe is stunned for 2 rounds.
66	Strike through foe's non-weapon shoulder. Arm is useless. +10 to your next attack. Foe is stunned for 3 rnds.	Strike shatters elbow in foe's weapon arm. +3 hits. Arm is useless. Foe is stunned 4 rnds and cannot parry for 2 rnds.	Strike shatters foe's knee. Foe is knocked down, is at -90, and stays down for 3 rounds. Foe is unable to parry 2 rounds.	Strike to side of head. Foe is knocked out for 6 hours. +10 hits. If foe has no helmet, you kill him.	Strike through both of foe's lungs. Foe drops and passes out. Foe dies in 6 rounds. Add +10 to your next attack.
67-70	Strike along foe's neck. +5 hits. Foe is stunned for 3 rounds and cannot parry next round.	Strike to foe's neck area. Foe takes 3 hits per round and is at -5. Foe is stunned for 2 rounds.	Strike along foe's neck. Foe is stunned for 4 rounds and cannot parry for 2 rounds. Add +15 to your next attack.	Strike foe in shoulder. +3 hits. Foe is stunned and unable to parry for 2 rounds. Foe is at -20.	Strike foe's shoulder. Sever muscle and tendons. Arm is useless. Foe takes 3 hits per round. Foe is stunned for 6 rounds.
71-75	Strike lower leg. Tear tendons. Foe is at -25. +3 hits. Foe is stunned and unable to parry next round.	Strike to foe's calf. Slash muscle. Foe is at -40. +3 hits. Foe is stunned and unable to parry for 2 rounds.	Strike to lower leg. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -50. Slash muscle and tendons.	Strike to lower leg. Foe is at -50. Slash muscle and cartilage. +6 hits. Foe is stunned and unable to parry for 2 rounds.	Strike through lower leg. Foe is stunned and unable to parry for 3 rounds. Sever muscle. Foe is at -75.
76-80	Strike to foe's upper arm. +3 hits. Foe takes 3 hits per round and is at -25. Foe is stunned for 2 rounds.	Strike through muscle in foe's non-weapon arm. Foe is at -30 and takes 3 hits per round. Foe is stunned for 3 rounds.	Strike foe in shield arm. Tear muscle and tendons. Foe takes 3 hits per round, fights at -25. Foe is stunned 6 rounds.	Strike foe in non-weapon arm. Arm is useless. Foe is stunned for 6 rounds. Foe takes 3 hits per round. +12 hits.	Strike foe in weapon arm, bone is broken. Foe is stunned and unable to parry for 3 rounds. +10 hits.
81-85	Side wound. Foe takes 5 hits per round and is stunned for 6 rounds. Add +20 to your next attack.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Major abdominal wound. Foe takes 6 hits per round. +10 hits. Foe is stunned and unable to parry for 3 rounds. Foe is at -20.	Strike through foe's back severs a vein. Foe is stunned and unable to parry for 12 rounds — then he dies.
86-90	Strike foe in back. Foe is at -20 and takes 3 hits per round. Foe is stunned and unable to parry 2 rounds.	Strike to back of head. If foe has no helmet, he dies. If foe has a helmet, +6 hits and foe is down for 2 rounds.	Strike to back of head. If foe has no helmet, he dies. If foe has a helmet, +6 hits and foe is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony. Sad.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rounds.
91-95	Rip off foe's ear. +3 hits. Foe takes 2 hits per round, hears at -50. Foe is stunned and not able to parry for 2 rounds.	Strike through foe's hip. Foe takes 3 hits per round. +5 hits. Foe is stunned next round. Foe is at -25.	Strike through foe's chest, severs a vein. Foe drops immediately and dies in 9 rounds due to shock and blood loss.	Strike through foe's side destroys a variety of organs. Foe fights normally for 6 rounds then dies.	Sever artery in foe's arm. Foe is stunned for 12 rounds and then dies.
96-99	Strike foe's nose. There is a permanent scar. Foe takes 3 hits/rnd. Foe is stunned and unable to parry 3 rnds.	Strike through foe's cheek. Foe drops and dies after 9 rounds of incapacity. Add +20 to your next attack.	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down — permanently.	Nail sucker in lower back. Internal bleeding and shock kill foe in 6 rounds. Foe is down and out.	Shot through heart sends foe reeling back 10 feet to a spot suitable for dying. Weapon is stuck in reeling foe.
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of a massive heart failure.	Strike through foe's eye. Foe dies instantly. Add +10 to all friendly attacks within 30 feet next round.	Shot through both ears proves effective. Foe dies instantly. Add +20 to your next 6 round. Pretty shot.	Strike through brain makes life difficult for foe. You have a half round left to act. Add +20 to your next attack.	Strike through foe's eye. Foe dies instantly. Add +25 to your next attack. Carry on.

17.2 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip.	Weak strike yields no extra damage. +0	+1 hit	+ 2 hits	+3 hits
06-10	+1 hit.	+2 hits	+3 hits	+4 hits	Unbalance foe. +5 hits. You receive initiative next round.
11-15	You receive initiative next round. +1 hit.	Glancing blow to foe's side. +3 hits. You receive initiative next round.	Blow to foe's side yields +6 hits. You receive initiative next round.	+3 hits. Foe must parry for next round of action.	+4 hits. Foe must parry next round of action.
16-20	Foe must parry next round. +1 hit.	Blow to side. +2 hits. Foe must parry next round at -10.	Blow to side. +4 hits. Foe must parry next round -20.	Minor side wound. Foe fights at -10. +2 hits. You receive initiative next round.	Stun foe for 1 round. Foe may not parry. Add +10 to your next swing.
21-35	Foe must parry next round. +2 hits. Add +10 to next swing.	Foe must parry next round at -20. +2 hits.	You break foe's rib. 3 extra hits. Foe is stunned next round.	Strike to side. Foe is stunned for next round and cannot parry. +3 hits.	Foe receives minor side wound, fights at -10 and takes 1 hit per round. +3 hits.
36-45	Minor calf wound. Foe receives 1 hit per round.	Minor calf wound. Foe takes 1 hit per round. +2 hits.	You slash foe's leg. Foe takes 2 hits per round. +2 hits.	You slash foe's upper leg and deliver 3 extra hits. Foe takes 2 hits a round.	Blow to foe's upper leg. If foe has leg armor +5 hits. If foe has no armor, +3 hits and +3 hits per rnd.
46-50	Blow to foe's back. +2 hits. Foe must parry next round at -30.	Blow to foe's back. Foe must parry next round at -30. +4 hits.	Blow to foe's back stun foe 1 round. Foe may not parry. +3 hits and foe takes 1 hit/rnd.	Strike foe's lower back. Foe may not parry and is out next round. +3 hits. Foe takes 2 hits per round.	Strike to foe's lower back. Foe may not parry and is out next round. +4 hits. Foe takes 3 hits per round.
51-55	Blow to foe's chest. Foe must parry next round -25. Wound gives 1 hit per round. +2 hits.	Minor chest wound. Foe takes 1 hit/rnd and must parry next 2 rnds. +3 hits. Foe fights -5.	Minor chest wound. +4 hits. Foe takes 2 hits per round and fights at -10. Foe must parry next rnd.	Medium chest wound. +5 hits. Foe takes 3 hits per round, fights at -15, and must parry next round.	Chest wound. Foe takes 4 hits per round, is at -10, and is stunned 2 rounds. +6 hits.
56-60	Minor thigh wound. Foe takes 2 hits per round and must parry next round. +3 hits.	Minor thigh wound. Foe takes 2 hits per round. +4 hits. Foe must parry next two rounds.	Minor thigh wound. Foe takes 2 hits per round. +5 hits. Foe is stunned next round.	Medium thigh wound. +6 hits. Foe takes 2 hits per round and is stunned 2 rounds.	Thigh wound. Foe is stunned for 2 rounds. +8 hits. Foe takes 5 hits a round.
61-65	Minor forearm wound. +3 hits. Foe takes 2 hits per round and is at -10.	Minor forearm wound. Foe is stunned next rnd, takes 2 hits per rnd, and is at -10. +4 hits.	Medium forearm wound. +4 hits. Foe takes 3 hits per round, is at -10, and is stunned next rnd.	Medium forearm wound. +4 hits. Foe takes 3 hits per round, is at -10, and is stunned next 2 rounds.	Forearm wound. Foe is stunned for 2 rounds. +6 hits. Foe takes 3 hits per round and is at -15.
66	You shatter shoulder in foe's non-weapon arm. Arm is useless. +10 next swing. Foe is stunned 3 rounds. +9 hits. Your initiative.	Shatter elbow in foe's weapon arm. +8 hits. Foe is stunned 4 rounds and cannot parry during first 2 rounds.	You shatter foe's knee. Foe is knocked down. +6 hits. Foe at -90 and is down for 3 rounds. (and cannot parry).	You knock foe out for 6 hours with a strike to side of head. +15 hits. If foe has no helmet, you kill him instantly.	Sever foe's weapon arm. +12 hits. Foe expires in 12 rounds, drops immediately. Add +10 to your next swing.
67-70	Slash foe's neck. +6 hits. Foe is stunned for 3 rounds and cannot parry during next round.	Blow to foe's neck area. Foe takes 3 hits per round and fights at -5. Stun foe 2 rounds. +7 hits.	Slash foe's neck. Foe is stunned 4 rounds and cannot parry during next 2 rounds. +8 hits. +10 next round.	Slash muscle in foe's shoulder area. +5 hits. Foe is stunned 3 rounds, and is at -20. Add +10 to your next swing.	Slash tendons and crush the bone in foe's shield shoulder. Arm useless and foe takes 2 hits per round. Stun foe 4 rounds.
71-75	Slash tendons in foe's lower leg. Foe at -30 and takes 2 hits per round. +4 hits. Stun foe 2 rounds. Poor sucker.	Slash muscle in foe's calf. Foe is stunned for 3 rounds and cannot parry during next round. +6 hits. Foe at -40.	Slash muscle and tendons in foe's lower leg. Foe is stunned for 2 rounds and cannot parry. +7 hits. Foe at -45.	Slash muscle and sever tendons in foe's lower leg. Foe is stunned for 3 rounds and cannot parry for next 2 rounds. Foe is at -50.	Slash foe's lower leg and sever muscle and tendons. Foe at -70. +8 hits. Stun foe 6 rounds.
76-80	Slash foe's upper arm. +5 hits. Foe takes 3 hits per round and is at -25. Foe is stunned and unable to parry 2 rounds.	Slash muscle in foe's non-weapon arm. Foe is at -30 and takes 3 hits per round. Foe is stunned and unable to parry for 2 rounds. +6 hits.	Slash muscle and tendons in foe's non-weapon arm. +9 hits. Foe takes 4 hits per round and arm is useless. Foe is stunned 6 rounds.	Slash muscle and tendons in foe's weapon arm. Arm is useless and foe is stunned 4 rounds. Foe cannot parry next 2 rounds. +10 hits.	Slash tendons and break bone in foe's non-weapon arm. Arm is useless. +12 hits. Foe is stunned and unable to parry for next 3 rounds.
81-85	Slash foe in side. +6 hits and a major wound. Foe takes 6 hits/rnd, stunned 5 rnds. Add +20 to your next swing.	Slash foe in side. +7 hits and a major wound. Foe takes 6 hits per round. Foe is stunned and cannot parry for next 2 rounds.	Strike to foe's side. +8 hits. Foe takes 4 hits per round and is at -20. Foe is stunned and cannot parry for next 2 rounds.	Major abdominal wound. +10 hits. Foe takes 8 hits per round, is stunned for 4 rnds, and is unable to parry for next 2 rnds. Foe at -10.	Sever opponent's hand. +5 hits. Foe is stunned and unable to parry for next 12 rounds. Foe then dies.
86-90	Slash foe in back. +8 hits. Foe is stunned and cannot parry for 2 rounds. Wound yields 2 hits a round. Foe at -10.	Stricke to back knocks foe down. Foe is stunned and unable to parry for 3 rounds. +10 hits. Foe takes 3 hits a rnd.	Blast to back breaks bone and knocks foe down. +9 hits and foe at -10. Foe is stunned and unable to parry for 4 rounds.	Sever opponent's hand. +6 hits. Foe is stunned for 6 rounds, unable to parry. Foe then drops and dies 6 rounds later.	Sever foe's leg. +15 hits. Foe drops and lapses into unconsciousness. Foe dies in 9 rounds. Add +10 to your next swing.
91-95	Cut off foe's ear. +3 hits. Foe takes 3 hits per round and hears at -50. Foe is stunned 3 rounds and unable to parry next round.	Strike to foe's hip. +7 hits and foe is stunned 3 rounds. Foe cannot parry next round and fights -20. Add +10 to your next swing.	Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20 hits.	Sever foe's weapon arm. Foe is stunned and unable to parry for next 9 rounds. Foe then dies. +15 hits.	Sever foe's spine. +20 hits. Foe collapses in a second, and is paralyzed from the neck down permanently.
96-99	Slash foe's nose. Minor wound. +2 hits and a permanent scar. Foe takes 2 hits a round and is at -30. Foe stunned 6 rounds.	Strike to foe's head and neck breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20 hits.	Sever foe's non-weapon arm. Foe is stunned, unable to parry for next +18 hits.	Slash foe's side. +20 hits. Foe dies in 3 rounds due to massive internal organ damage. Foe is down and unconscious immediately.	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap — immediately.
100	Neck strike severs carotid artery and jugular vein. Foe's neck is broken. Foe dies in 1 round of intense agony.	Disembowel foe, killing him instantly.	Destroy foe's eyes. +5 hits and foe is stunned and unable to parry for next 30 rounds.	Impale adversary in heart. +12 hits. Foe dies instantly. Heart is destroyed.	Strike to foe's groin area. +10 hits. All vitals are destroyed immediately. Foe is stunned and unable to parry for 12 rounds.

17.3 SHRAPNEL / AUTOMATIC CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A grazing shot; no extra hits. Your gun just jammed . . . sorry.	You shoot off a piece of foe's equipment. +0 hits.	Hit foe's weapon, destroying it and breaking one of foe's fingers. +2 hits.	Foe is staggered by your effort. He is stunned next rnd. +6 hits.	Foe urinates in fear. +7 hits.
06-10	Just a nick . . . for +1 hit.	+2 hits.	Foe stunned next rnd. +3 hits.	Foe, impressed with your hail of fire, is stunned for 2 rnds. +7 hits.	You have initiative for the next 3 rnds. +10 hits
11-15	+3 hit.	You have initiative next rnd as foe checks for damage. +4 hits.	Hit foe's side in poorly aimed fire. +9 hits. You have the initiative.	Solid hit to shoulder blade. Foe is stunned for 4 rnds and is unable to parry for 2 rnds. He takes 2 hits/rnd. +9 hits.	Foe fumbles weapon and is unable to parry when he is stunned next rnds. +12 hits.
16-20	Foe may not attack next rnd. +4 hits.	Slash foe's side. He must parry next rnd. +5 hits.	Blows to the sides cause foe to parry for 2 rnds. +9 hits.	Foe takes 3 side strikes. He is stunned for 6 rnds and bleeds, taking 4 hits/rnd. +11 hits. Add 10 to your next action.	Grazing head strikes stun foe for 3 rnds. He takes 2 hits/rnd. +13 hits. Add 25 to next attack.
21-35	You gain initiative next rnd +4 hits.	Foe must parry next rnd at -40 as the metal is too close for comfort. +6 hits.	You shatter one of foe's ribs. Foe is stunned for 2 rnds, takes 2 hits/rnd, and is knocked on his back. +11 hits.	Foe hit in hip and along both sides. He is stunned and unable to parry for 4 rnds, is at -45, and takes 2 hits/rnd. +13 hits.	Several ribs shatter in glancing blows. Foe takes 2 hits/rnd and is stunned for 2 rnds with no parry. +15 hits.
36-45	Blow to foot. Foe receives 1 hit per rnd unless armored. +5 hits.	Strikes to calf and hand give +7 hits. Foe is at -10.	Strike foe's knee and calf. Foe receives 4 hits/rnd and foe is at -40. +12 hits.	Foe doubles over with hits to the shin, thigh, and groin. He receives 5 hits/rnd, is prone for 4 rnds and permanently sterile. +15 hits.	Arm and leg strike. If armored, foe takes +12 hits. If not, he takes +17 hits and is bleeding at 4 hits/rnd, is at -40 and stunned for 10 rnd.
46-50	Glancing shots to back of foe's neck. Foe must parry next rnd at -30. +5 hits.	Strike to the back and upper arm. Foe is stunned and unable to parry for 2 rnds. Foe receives 2 hits/rnd and +8 Hits.	Strike across foe's back and buttocks — ouch. He takes 2 hits/rnd and is stunned for 3 rnds. +13 hits.	Strikes to lower back paralyze foe's legs. He is down (at -80 to all action) and taking 4 hits/rnd.	Multiple back blows send foe flying 10 feet. Unable to parry, foe is stunned for 12 rnds. He takes 6 hits/rnd and is at -70. +19 hits.
51-55	Two strikes to foe's collar area. He is knocked back parrying at -20 next rnd. Foe receives 2 hits/rnd and +6 hits.	Foe hit in side and upper arm. +10 hits. He is stunned for 3 rnds and takes 5 hits/rnd.	Foe staggers and parries for 3 rnds after receiving minor wounds to the chest and groin. Foe receives 3 hits/rnd and +15 hits.	Major wounds to foe's chest. He and is stunned and unable to parry for 3 rnds. He takes 5 hits/rnd. +19 hits.	Foe knocked back with chest strikes. Aorta damage causes 20 hits/rnd. Lung lacerations will suffocate foe in 4 rnds. He is prone, meanwhile. +21 hits.
56-60	Two shots to foe's leg. If armored, +4 hits. If not, +10 hits. Foe is stunned for next 3 rnds.	Two strikes to the thigh and one to the forearm sadden foe. Foe receives 4 hits/rnd and +11 hits. Foe is stunned 3 rnds and unable to parry. He is at -50.	Foe stunned for 5 rnds by strikes to the calf and thigh of both legs. He is down and taking 5 hits/rnd and is at -50. +16 hits.	You lacerate foe's thigh and shatter a hip joint. He is in a week long coma taking 5 hits/rnd. +22 hits.	Both thighs and groin very severely slashed. Foe takes 10 hits/rnd, is down and stunned for 20 rnds. +23 hits. Embarrassing.
61-65	Hit along wrist. Foe receives 2 hits/rnd. Foe is stunned next rnd. +10 hits.	Blows along forearm and opposite shoulder. Arms less than useless. Foe receives 4 hits/rnd and 12 hits.	Foe drops possessions after being struck in the arms. Foe takes +17 hits, stunned 5 rnds, -25 on actions, and bleeds. Receives 6 hits/rnd. Give up.	Foe loses hand, and arm is severely mangled. He is unable to parry for 5 rnds and is stunned for 20 rnds. Receives 6 hits/rnd. +24 hits.	You deliver ugly wounds to foe's arms and shoulders. Limbs are useless. Foe is at -60, stunned, and unable to parry for 5 rnds. +25 hits.
66	Strikes to shoulder/collar area. Foe is stunned for 5 rnds and arm is useless. Activity at -30 and foe receives 4 hits per rnd. +55 hits.	Elbow shattered with forearm left dangling. Foe receives 6 hits/rnd as foe sees this and passes out. +20 hits.	You cut foe down at the knees. Foe is immobilized and at -100. Receives 10 hits/rnd and foe is stunned for 12 rnds.	The side of foe's head springs 3 leaks. Too late to call a plumber; he's dead. Very gory.	You expose foe's chest cavity appropriate for pre med anatomy course. He is dead. +15 to your next action.
67-70	Blow along neck, upper chest and arm. Foe is knocked down stunned for 4 rnds. Foe receives 4 hits/rnd. +17 hits.	Neck and arm strikes cause 6 hits/rnd and +14 hits. Foe at -20 and stunned for 5 rnds.	Multiple strikes along the upper body Foe is stunned for 8 rnds and cannot parry for 4 rnds. Receives 2 hits/rnd and +20 hits.	Shoulder smashed. Foe spins back 10 feet. He is stunned and unable to parry for 7 rnds. Arm is useless. Receives 6 hits/rnd. +26 hits.	Muscles and tendons in foe's arm and leg are torn beyond recognition. He takes 12 hits/rnd and is down for 20 rnds. +28 hits.
71-75	Tendons in both legs are slashed. Foe is at -50 and is taking 4 hits/rnd. He is out for 2 rnds and stunned for 5 more. Too bad	Foe's leg riddled. He is at -50 with 4 hits/rnd and also stunned for 5 rnds. +17 hits.	Leg muscles and tendons slashed by strikes to calf and thigh. Foe stunned and unable to parry for 8 rnds, takes 5 hits/rnd, and is at -75. +25 hits.	Hits in the shin, knee, hip, and side, down foe in a convulsive heap. He is down for 24 rnds and at -90. He takes 8 hits/rnd. +27 hits.	Foe loses both legs to your razing assault. He is in shock, taking 14 hits/rnd, and will die anyway in 6 rnds. +30 hits.
76-80	Foe's left side and arm are perforated. Foe is at -40, stunned and unable to parry for 6 rnds. Foe takes 3 hits/rnd and +18 hits.	Foe's left arm takes multiple lacerations. Receives 3 hits/rnd and operates at -40. Foe is stunned next rnd and cannot parry. +18 hits.	Blows to both arms and chest break several indigenous bones. Foe is stunned for 12 rnds, takes 8 hits/rnd, and is unable to parry. +27 hits.	Strike destroys foe's weapon and neatly separates his arm from his bod. Foe is in shock and prone taking 8 hits/rnd. +30 hits.	Bone splintered from one shoulder to the other. Additional thigh wound. Foe is prone taking 14 hits/rnd and equipment is destroyed. +32 hits.
81-85	Foe pummeled in the side and hip. Immobilized until aided. He takes 6 hits/rnd and +20 hits.	Strikes to the side and leg. Foe experiences 9 hits/rnd for bleeding. Stunned and unable to parry for 5 rnds before passing out from shock. +21 hits.	Several side and back wounds cause foe to parry in a stunned state for the next 13 rnds. Foe takes 9 hits/rnd and +28 hits.	Severe blows to foe's side and abdomen. Foe is stunned and unable to parry for 5 rnds. He is taking 10 hits/rnd and is at -95. +32 hits.	Witless loser charges you as you sever his spine, hand, and lacerate the side of this head. He falls in a heap, quite lifeless.
86-90	Hit foe's back and upper leg. He is bloody and knocked 10 feet away. Foe unable to parry for 5 rnds. 6 hits per rnd, and +18 hits.	Strikes blow away ear and pierce hip. Foe at -30, cannot parry for 2 rnds, stunned for 6 rnds, and takes 8 hits/rnd. +27 hits.	Foe knocked down. Strikes kill an unarmored foe. Otherwise, he is stunned, unable to parry for 12 rnds, receiving 9 hits/rnd. +30 hits.	Sent spinning, foe is struck in the spine, the kidneys, and he loses a hand. This one is history in one rnd. +33 hits.	Disemboweling stream of metal pummels foe's leg, abdomen, and chest. He lapses into unconsciousness before dying in 4 rnds. +35 hits.
91-95	Foe loses one ear, and nose is lacerated. Hearing at -50. Stunned for 10 rnds if armored or out 3 hours if not. Foe receives 5 hits/rnd and +23 hits.	Impacts to middle and upper back, and back of head. If unarmored, foe dies; otherwise, he is stunned for 10 rnds. Takes 8 hits per rnd and +25 hits.	Foe makes an excellent ventilator with holes in the leg, side, and chest. He expires in 1 rnd. +32 hits.	Several strikes take out the liver spleen, and intestines Poor slob fights for one messy rnd then drops. +34 hits.	Spinal shot induces a bizarre twist. Arteries in chest and arm also severed. Foe is paralyzed and dies in 3 rnds. +40 hits.
96-99	Malicious blow to foe's face. He loses nose cheekbone and a part of his skull. Foe is in coma until revived. Receives 4 hits/rnd and +25 hits.	Foe brutalized in strikes to the side, cheek, neck, and brain. Foe dies in 2 prone rnds. Add 10 to your next attack. +35 hits.	Foe knocked back 15 feet without an arm, and with gashes in the neck. He is paralyzed by a broken spine and dies in 8 rnds. +35 hits.	A classic example of unanesthetized surgery. You remove a plethora of vital organs. A bit sloppy. Foe is out and dies in 3 rnds. +35 hits.	A Steady stream nails the sucker in brain, neck, heart, abdomen, and groin. Your allies within 50 feet add +10 to their next attacks. You are out of ammunition.
100	Hip is destroyed. More importantly, the head is messily separated from the shoulders. Bye.	Poor sucker is without the lower half of his body and has a hole where his eye was to boot. It was quick.	Foe takes strikes to the chest, and face. Lungs fill with blood, making breathing difficult. Poor fool expires in 3 messy rnds.	Foe hit in the heart and brain for a prompt demise. Good shot. Add +20 to your next attack	Foe bursts into a bloody pulp. Yuck.

17.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 round. +3 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 round.	Foe is unbalanced. +3 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Blast unbalances foe. +2 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Foe is unbalanced. +6 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +9 hits.
21-35	Foe is unbalanced. +5 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 round.	Foe is unbalanced. +8 hits and foe must parry 1 round.	Foe is unbalanced. +10 hits and foe must parry 1 round.	Foe reels from blast. +15 hits and foe is stunned for 1 round.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +9 hits and foe must parry next round.	Foe is unbalanced. +10 hits and foe is stunned for 1 round	Foe is unbalanced and must parry for 2 rounds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rounds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rounds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next round.	Foe is unbalanced and must parry for 2 rounds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rounds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 round.
51-55	Foe is unbalanced. +10 hits. Foe is stunned for 1 round. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next round.	Foe is knocked back 5 feet and must parry for the next 2 rounds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rounds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rounds and unable to parry next round.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next round.	Foe is spun about. +10 hits and foe is stunned for 2 rounds.	Foe is spun about +12 hits and foe is stunned for 2 rounds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 round.	Foe is knocked down, +20 hits. Foe is out of action for 2 rounds.
61-65	Foe is unbalanced. +12 hits. Foe is stunned during next round.	Foe is staggered. Poor fool is stunned and unable to parry next round. +10 hits.	Foe is stunned and unable to parry next round. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rounds and unable to parry for next round.	Foe is knocked down. +20 hits. Foe is out of action for 3 rounds.
66	Blast breaks foe's non-weapon shoulder. Arm is useless. +20 hits. Foe must parry for 1 round. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned for 1 round.	Blow breaks both of foe's arms. Foe is knocked down, is at -90, and is stunned for 3 rounds.	Blow to foe's head. If foe has no helmet you kill him. If foe has a helmet he is out for 3 hours.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit. Fine punch.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 round. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next round. +12 hits.	Blow to foe's back. Foe is stunned for 2 rounds and unable to parry next round.	Foe is knocked down. +15 hits. Foe is out of action for 2 rounds. Add +5 to your next act.	Blast to foe's non-weapon arm. Foe is stunned 1 round. Foe has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rounds. Strong grazing blast.	Blow stuns foe for 2 rounds. +20 hits. Foe is unable to parry next round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Foe now has a broken non-weapon arm. +10 hits. Foe loses use of arm, is stunned 1 round.	Blast to foe's chest breaks ribs and stuns foe for 6 rounds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rounds. +15 hits. Foe is unable to parry for 1 round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rnds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 round.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 round.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Foe's arms are useless. +25 hits.
81-85	Blow to foe's back +10 hits. Foe has broken ribs and torn cartilage, fights -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rounds and fights at -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rounds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rounds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rounds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rounds an is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rounds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Strike to foe's abdomen. +20 hits. If area not armored, foe dies in 6 rounds due to organ loss. If armored, foe stunned 12 rounds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rounds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry for 3 rounds.	Blow to upper head area. If foe has no helmet, he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rounds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rounds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rounds of intense agony. Sad. +30 hits.
96-99	Blast to foe's head. +20 hits. If foe has no helmet, he is knocked out and in a coma for 1 month. If foe has helmet he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rounds.	Blast to foe's chest. Foe dies immediately after sudden brain shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 round.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
100	Head strike. +25 hits. If foe has helm, it is broken and foe is knocked down an out for 1 day. If no helm, foe dies due to the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies immediately. Add +10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add +25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

17.5 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rnd initiative; if he has no armor, 2 rnds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Foe loses initiative for 2 rnds. Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
36-45	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 round. +10 hits. Foe take 3 more hits per round. If he is wearing a cloak, it is destroyed.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 round. +10 hits. 3 hits/rnd. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rnds. +9 hits. If foe has leg armor, he takes 1 hit per rnd. If not, 3 hits per rnd.	Blast stuns foe 2 rnds. If foe has a helmet, he takes 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rnd. Takes 3 hits per rnd from hot blast. +13 hits.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites; stunned and unable to parry for 1 rnd, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits and one hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rnds and unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits per rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per rnd from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's non-weapon arm. If foe has arm armor, he takes 4 hits/rnd and fights at -15. If no armor, foe takes 5 hits/rnd and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's non-weapon arm. Any organic material in or on his arms is destroyed. He is stunned 6 rnds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is knocked down, takes 6 hits/rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 rnds. Foe takes 2 hits per rnd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's non-weapon arm. He is stunned 6 rnds, loses use of arm, and fights at -50. Any organic material in or on his hands is destroyed.	Foe loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's non-weapon arm. If foe has arm armor, it is destroyed, foe loses his hand, and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes 2 hits/rnd and is at -20. If not, massive tissue damage; foe's leg is useless, and foe is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes 3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helmet, 8 hits/rnd and loses 50% of head hair. Any organic helmet is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is stunned and unable to parry for 6 rounds, takes 4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
100	Searing blast to foe's head. If helm, he is knocked out and takes 7 hits/rnd. If not, he is in a 1 month coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

17.6 STUN CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You might have a chance again next round.	Foe shrugs off attack.	Foe is lucky, this time.	+2 hits.	Foe stunned 1 round.
06-10	No extra damage.	+1 hit.	Foe stunned for 1 round. Big deal.	Foe stunned for 1 round, and is at -20 for 2 rounds thereafter.	Blow leaves foe stunned and unable to parry for 3 rounds. Add +10 to your next attack.
11-15	Weak strike gives +1 hit.	Foe operates at -10 for 3 rounds.	Stun foe 2 rounds and he is at -20 for 4 rounds.	Attack leaves foe stunned for 3 rounds.	Malignant damage stuns foe for 5 rounds and puts him at -10 for 2 days.
16-20	Foe stunned next round.	Foe is stunned and must parry at -20 next round. +1 hit.	Moderately discouraging attack stuns foe 3 rounds.	Foe is stunned 5 rounds and loses the use of an arm for 24 rounds. +4 hits.	Foe loses the use of his legs for 3 days. He is stunned for 8 rounds. +6 hits.
21-35	Foe somewhat dazed. He is stunned next round and is at -10 for 2 rounds.	Weak impact sees foe stunned for the next 2 rounds, but little else.	Forceful impact stuns foe 4 rounds, during which he must parry at -10.	Blast paralyzes foe from waist down for 7 rounds. If standing, he falls over and takes 5 hits.	Foe stunned and loses control of neck muscles for 12 rounds. Head flops about at random.
36-45	Stun foe for 2 rounds.	Foe stunned for 3 rounds and must parry at -20 next round.	Glancing strike spins foe. He is stunned and unable to parry for 5 rounds.	Foe stunned for 8 long rounds. Add +20 to your next two attacks against this opponent.	Foe staggers off in a random direction for 16 rounds, not at all sure of what's going on.
46-50	Mild blow stuns foe for 2 rounds and all maneuvers are at -10 for 4 rounds.	Unspectacular strike stuns foe for 4 rounds.	Foe stunned 6 rounds. Lingering disorientation puts him at -10 for 1 hour. +3 hits.	Attack leaves foe stunned and unable to parry for 9 rounds. +6 hits.	Blast stuns foe for 20 rounds and he is unable to parry for 10. Add +20 to your next attack against this opponent.
51-55	Foe stunned for 2 rounds and must parry at -20.	Foe knocked to his knees and stunned 5 rounds. He is at -30 to maneuvers next round.	Stunning blast causes minor cellular disruption. Foe stunned and at -30 for 7 rounds.	Foe gasps for air. He is stunned 10 rounds while parrying at -20.	Foe dazed for 24 rounds. He is incapable of taking any action. Poor fool.
56-60	Your attack stuns foe for 3 rounds. Add +10 to your next attack.	Foe stunned 6 rounds. +3 hits.	Foe stunned for 8 rounds and is at -20 for 12 rounds.	Foe left incapacitated by attack. He is out for 11 rounds.	Blast knocks foe down. he is out for 28 rounds.
61-65	Foe stunned for 4 rounds. He may not parry next round.	Stunning blast immobilizes foe's arms for 7 rounds. He is stunned next round.	Blast overloads foe's neurons momentarily. He is stunned, blinded and unable to parry for 9 rounds. +5 hits.	Foe drops to the ground and is left writhing in spasms. He is stunned and unable to parry for 12 rounds. +7 hits.	Foe falls on his face. He is stunned and unable to parry for 32 rounds. +10 hits.
66	Lucky strike shocks foe. He is stunned for 10 rounds and is unable to parry for 5. +7 hits.	Impact throws foe back 3 meters. He is stunned and unable to parry for 15 rounds. +10 hits.	Forceful attack drops foe for 20 rounds. He is inert and quite helpless. +13 hits.	Foe snaps rigid and falls over, breaking an arm in the process. He is out for 24 rounds and at -40 for 2 days thereafter. +18 hits.	Foe falls, sending himself into a coma for 20 days. When he comes to, he will be at -30 for an additional 20 days. +25 hits.
67-70	Foe drops weapon. He is stunned for 5 rounds.	Foe dazed. He drops his hand-held equipment and stares glassy-eyed for 8 rounds. No activity.	Scrambling burst leaves foe drooling. He is stunned and unable to parry for 10 rounds. A pathetic sight.	Foe collapses into a jiggling, mushy heap after scattering his equipment. He is out for 13 rounds.	Foe falls on top of his own equipment, causing random malfunctions. He is out for 36 rounds.
71-75	Foe unbalanced by your attack, stunned for 6 rounds and may not maneuver for 3. +1 hit.	Foe knocked over and stunned for 9 rounds. Numb legs prevent him from standing again for 10 rounds. +5 hits.	Blast knocks foe down. He is stunned and parries at -50 for 11 rounds. Add +15 to your next attack.	Strike spins foe. He is stunned and at -40 to orientation attempts for 14 rounds.	Control of arms and legs is lost temporarily. Foe drops prone for 40 rounds.
76-80	Shocking blast spins foe. He is stunned for 7 rounds and orientation rolls are at -30 for 10 rounds.	Muscle lock. Foe may not move for 10 rounds. Unlucky, isn't he.	Foe swallows own tongue. He is stunned 12 rounds and is at -40 for 15 rounds.	Strike leaves neurons misfiring for quite some time. Foe is stunned 15 rounds and is at -50 for 20 hours. Sad, but true.	Foe is stunned for 45 rounds and is at -50 for 2 days.
81-85	Foe knocked down. He is stunned for 8 rounds and may not parry for 3. +2 hits.	Foe stunned for 11 rounds and may not parry for 3. Add +10 to your next action.	Staggering blast. Foe stunned and unable to parry for 3 rounds, then falls prone for an additional 10 rounds. +6 hits.	Blast leaves one side of foe's body paralyzed for 16 rnds. He is at -70.	Disrupting strike causes foe's heart to seize up. He drops. Unless tended to, foe will die in 10 rounds.
86-90	Foe stunned and unable to parry for 9 rounds. Add +15 to your next attack.	Foe knocked onto his back and is immobilized for 12 rounds.	Cruel blow stuns foe 14 rounds. He is at -20 for 5 hours.	Foe drops, motionless, for 17 rounds, though he retains all of his senses. +9 hits.	Foe sent into coma for 30 days, and incapable of subconscious activity. +20 hits.
91-95	Blast disorients foe. He is stunned for 10 rounds and at -25 for one hour.	Impact frazzles foe's brain. He is stunned for 15 rounds and is at -20 for one day.	Confusing blast leaves foe cross-eyed. He is stunned 18 rounds and perceives at -50 for 1 day.	Foe wishes he were somewhere else. He is stunned and unable to parry for 18 brutal rounds.	Motor control sporadic. Foe is stunned and unable to parry for an incredible 25 hours. Very sad.
96-99	Stunning blast knocks foe back 3 meters. He falls and is out for 15 rounds. +4 hits.	Foe rocked by strike. He falls prone for 20 rounds, and takes 1 hit per round.	Foe knocked prone for 24 rounds and then slips into a 10 day coma.	Foe is left a babbling idiot for 3 days after the attack. He is quite incapable of defending himself.	Blow sends foe reeling. He collapses 6 meters away, not to regain consciousness for 30 days.
100	Impact sends foe into spasms. He is stunned for 20 rounds and is at -40 for 3 hours. Foe has whiplash.	Foe knocked out for 24 rounds and is at -50 for 6 hours after he comes around.	Brutal attack leaves foe stunned and unable to parry for 30 rounds. He is then at -40 for 25 hours. +8 hits.	Direct hit leaves foe totally spazed-out. He is stunned and unable to parry for 50 rounds. +15 hits.	Sadly, foe dies next round due to massive nerve failure.

17.7 INTERNAL DISRUPTION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A near miss. No extra damage.	Glancing blow. +0 hits.	+1 hit.	+3 hits.	+4 hits.
06-10	+1 hit.	+3 hits.	+4 hits. Add +10 to your next attack.	You may attack before this opponent in the next Fire Phase. +5 hits.	+6 hits. Foe loses his next attack opportunity.
11-15	You may resolve your fire before this opponent's next round. +2 hits.	Soft strike to foe's side. You may fire before this opponent for the next three rnds. +4 hits.	Minor disruption of foe's side. +7 hits. Foe takes 2 hits per round.	+6 hits. Foe is stunned for 2 rounds.	+8 hits. Foe is stunned for 2 rounds.
16-20	Foe is stunned next round, and must parry for the next two rounds. +3 hits.	Blow to foe's side delivers +5 hits. Foe must parry next round at -30.	Blow stuns foe for 3 rounds. +8 hits.	Minor side wound causes foe to take 3 hits per round. He is stunned next round.	Minor disruption gives foe 1 hit per round. He must parry for 3 rounds.
21-35	Foe must parry next three rounds. +4 hits. Add +5 to your next attack.	Foe stunned for the next three rounds. +5 hits, and foe takes 1 hit per round.	Disrupting strike hits foe along side of chest. Foe stunned and unable to parry for 2 rounds. Foe takes 3 hits per round. +9 hits.	Blast to foe's upper leg. +7 hits. He is stunned and unable to parry for 3 rounds.	Attack disrupts foe's side. +9 hits. Foe takes 3 hits per round and is stunned for 4 rounds.
36-45	Burst muscle in foe's lower leg. Foe stunned for one round and receives 1 hit per round. Move at -50.	Disrupt foe's lower leg. Foe moves at -50 and takes 4 hits per round. +6 hits.	Major wound to lower leg. Foe takes 5 hits per round and is knocked to one knee. He is stunned for 4 rounds.	Wound foe's groin. Shocked, he is stunned for 7 rounds and unable to parry for 4 rounds. +8 hits. Add +10 to your next attack.	Blow to leg shatters several bones and shreds muscle. Foe at -70 and takes 4 hits per round. Add +10 to your next attack.
46-50	Minor flesh wound along foe's back. +5 hits. Foe stunned for two rounds.	Disrupting blast along foe's lower back. He is stunned and may not parry for 4 rounds. +7 hits, takes 1 hit per round.	Blast across foe's back tears skin. Foe takes 3 hits per round and is stunned for 5 rounds.	Disruption of foe's lower back paralyzes him from the waist down. He is down and out for 20 rounds. +10 hits.	Minor disruption to foe's lower back. Foe is stunned and unable to parry for 5 rounds. He takes 4 hits per round. +10 hits.
51-55	Minor disrupting strike to foe's chest. Foe is stunned and unable to parry for three rnds and receives 3 hits per round.	Blow to foe's chest drops him to the ground. Foe takes 4 hits per round and is stunned for 5 rounds. +8 hits.	Disruption in upper chest drops foe for 3 rounds. Foe takes 3 hits per round. +10 hits.	Blast in chest collapses foe's lungs and breaks ribs. Foe operates at -50 for 4 rounds then slips into a coma. He dies 6 rnds thereafter. +12 hits.	Foe's chest ruptured. He takes 6 hits per round. In 3 rounds he drops, and after 3 more, he dies.
56-60	Minor thigh disruption. Foe knocked down and stunned for 2 rounds. +5 hits. Foe takes 3 hits per round.	Energy dissipation shreds foe's thigh muscle. Foe takes 4 hits per round. +9 hits. Foe moves at -50.	Pulverizing blast to foe's upper thigh. +11 hits. Foe falls and is stunned for 5 rounds. He takes 5 hits/rnd and moves at -75.	Blast in upper leg. Foe falls and takes 6 hits per round. He is at -90. Add +10 to your next action.	Major groin injury. Vitals destroyed. Foe stunned for 14 rounds and takes 2 hits per round.
61-65	Blast along forearm. +5 hits. Foe takes 3 hits per round and is at -25.	Blast to foe's forearm. Hand useless. +9 hits. Foe takes 5 hits per round.	Strike rips into foe's forearm. Arm useless. Foe takes 4 hits per rnd and operates at -40. +12 hits.	Forearm destroyed. Foe takes 7 hits per round and is stunned for 5 rounds. He is at -40.	Disrupting strike severs arm above the elbow. Foe takes 5 hits/rnd and is stunned for 8 rnds. He is at -50.
66	Non-weapon shoulder bursts from inside. Arm useless; will fall off if foe takes more than 25% activity; stunned no parry for 6 rnds. +10 hits, 5 hits/rnd.	Elbow in foe's weapon arm disrupted. Joint is destroyed and arm useless. +10 hits. Foe stunned and unable to parry for 10 rounds.	Foe's knee destroyed. He loses lower leg, and takes 5 hits per round. Foe drops and is out for 10 rounds. Afterwards he is at -70. +25 hits.	Blast to the face destroys foe's eyes, ears, nose and throat. He dies after 4 painful rounds.	Burst destroys lungs. Heart explodes. Foe falls and is inactive for 3 agonizing rounds before dying. +20 hits.
67-70	Break foe's collar bone. +6 hits. Foe is stunned for 4 rounds and may not parry for two rounds. Foe at -20.	Blow to foe's neck. Foe stunned for 6 rounds and may not parry for 3 rounds. Foe operates at -10. +10 hits.	Blow to collar area. Foe is stunned for 12 rounds choking. He operates at -80. +13 hits.	Massive cellular disruption in foe's shoulder. +14 hits. Foe stunned for 6 rounds and operates at -60.	Blast inside shoulder sends arm flying. Foe stunned and unable to parry for 12 rnds. +22 hits. 6 hits/rnd. Add +10 to your next attack.
71-75	Disrupt tendons in lower leg. Foe at -50 and knocked to one knee. Foe stunned for 3 rnds and takes 2 hits per rnd.	Muscles burst in foe's calf. Foe at -50 and receives 5 hits per round. +11 hits.	Foe's calf muscle destroyed. Tendons disrupted and bone shattered. Foe is at -50; takes 6 hits/rnd. Add +10 to your next attack.	Blast destroys foe's foot. He is at -50 for 5 rounds before passing out. Foe takes 5 hits per round.	Shuddering blast scraps leg. Bone, muscle and blood vessels burst. Foe knocked down, stunned for 6 rnds. He takes 6 hits/rnd. +24 hits.
76-80	Disrupt foe's bicep. +7 hits, and 3 hits per round. Foe at -30 and stunned for 4 rounds.	Non-weapon arm disrupted. Foe at -40 and takes 6 hits/rnd. He is stunned and unable to parry for 7 rnds. Arm useless.	Non-weapon arm disrupted and useless; muscles destroyed; bone fractured. Stunned for 12 rnds; takes 4 hits/rnd. +14 hits.	Foe's non-weapon arm explodes and is messily removed from his body. Stunned and unable to parry for 18 rnds. 6 hits/rnd. +20 hits.	Foe's weapon arm bursts open. It is destroyed. Foe takes 6 hits per round, and is stunned for 36 rounds. +30 hits.
81-85	Strike foe in the side. Internal bleeding delivers 7 hits per round. Foe stunned 8 rounds. Add +10 to your next attack.	Blow to foe's side. +12 hits. Foe takes 8 hits per round. He is stunned for 12 rounds and operates at -40.	Blow to side of lower abdomen. +15 hits. Internal bleeding causes 6 hits/rnd. Foe fights for 24 rnds then dies due to organ failure.	Variety of foe's abdominal organs explode. He takes 8 hits per round and is at -80 for 4 rounds before expiring. +30 Hits.	Foe's backbone shattered by blast. He falls and dies after 6 quiet rounds due to massive organ failure. +40 hits.
86-90	Disrupting blast along foe's back. Foe takes 4 hits/rnd and is stunned for 5 rnds. +8 hits.	Strike to back of foe's head. The subsequent brain disruption kills foe instantly. +15 hits.	Shot pulps foe's brain. He dies instantly. +25 hits. Add +15 to your next attack.	Shattering blast destroys foe's kidneys and severs spine. +40 hits. Foe drops, then dies next round.	Strike disrupts hip joint. Leg is lost. Foe lapses into unconsciousness, dying in 6 rounds. +30 hits.
91-95	Blow off foe's ear. +9 hits. Foe takes 5 hits per round and hearing is at -50. Foe stunned for 10 rounds.	Blast disrupts hip, destroying the joint. +15 hits, stunned for 10 rnds before passing out. Add +20 to your next attack.	Foe's chest explodes from the inside. Heart destroyed. Foe drops then dies next round. +35 hits.	Disgusting strike guts through opponent. He is disemboweled and dies instantly. Add +20 to your next action.	Foe's arm and side destroyed by disrupting blast. He is stunned and unable to parry for 8 rounds, then dies. +35 hits.
96-99	Disrupting strike to middle of face, stunned and unable to parry for 12 rnds, 5 hits/rnd. Add +5 to your next attack.	Blast blows out side of foe's head. Foe drops and takes 5 hits per round for three rounds before dying.	Blast shatters backbone and exposes upper chest cavity. Foe dies instantly. +45 hits.	Back blow sends foe reeling. Broken in half, foe drops and dies next round.	Internal explosion sends rib fragments flying. Foe drops and dies immediately. Add +20 to all actions for the next 2 rounds.
100	Strike disrupts foe's neck, severing his head from the rest of his body. Foe dies immediately. +20 hits.	Head strike destroys brain. Foe is dead.	Foe's head explodes. He is very dead, permanently.	Head shot destroys brain in a gruesome display. Foe's lifeless, headless body tossed back 3 meters.	Foe's body ripped apart by cruel disrupting blast. He is no more. Good work.

18.1 RADIATION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	What radiation?	They're only sub-atomic particles.	Nothing worse than a day at the beach.	Target looks a little red, but it's nothing serious.	Target was lucky, this time.
06-10	Warm draft.	Fast neutrons stay clear of target. Lucky.	This could have been really bad.	+3 hits.	+5 hits. It must have been those cool sun glasses.
11-15	The experts say it's nothing to worry about.	Target has little to worry about.	A mild headache is the end result.	+4 hits. These may only be healed by anti-radiation treatment.	+8 hits. These may only be healed by anti-radiation treatment.
16-20	Bright flash reduces target's vision by 50% for 3 rounds.	Zip.	Insignificant damage.	Mild irradiation. Target at -10 until treated.	Radiation sickness. Target loses hair, teeth, and nails within a day. He is at -50 for 5 days, after which he dies.
21-35	Afterglow reddens target a shade.	Walking in front of a neon sign would be more dangerous.	+4 hits; may only be healed by anti-radiation treatment.	Rad build-up will produce a cancer in target within the next 5 years.	Severe exposure drops all of target's temporary stats by 1-10. Really bad.
36-45	Microbes on target's skin have a rough time of it.	+2 hits.	Mild radiation sickness. Hair falls out in three days, and target is at -30 until treated.	Target's vision blurs. Perception is at -30 until treated. +5 hits.	Sizzling beams raise blisters on target's red-hot skin. He is at -60 until treated and takes 1 hit per round whenever he moves. +10 hits.
46-50	A few cells spontaneously mutate, but quickly die off.	Target may (50% chance) develop tumour within 5 years.	Target has a 10% chance of fainting each minute. He is out for 1-10 hrs and at -20 for 5 days.	Organ damaged. One of target's internal organs will fail in 1-10 hours.	Severe Radiation sickness. Target will die within a day unless treated, and is at -50 while he waits. +12 hits.
51-55	Target will feel queasy (-10) in an hour. It will last for only 4 hours.	Target will feel ill. -15 to actions for 6 hours, beginning in one hour.	Mild radiation sickness. Hair falls out; sores develop in 1-5 days. Target at -30 until treated. 50% chance of a cancer within a year.	Rays weaken target. His temporary Strength stat is reduced by 15 while the temporary Constitution stat falls by 5.	Deadly rays course through target. In ten minutes, he is struck by severe nausea (operates at -60) lasting 1-10 days. Target then dies.
56-60	Target's vision becomes hazy in 30 minutes (perception at -20). It will last until treated.	Telepathic target loses 1-10 PP's. All targets at -10 until treated.	Rad accumulation will produce a cancer within a year.	Waves give target +20 hits that may only be healed by anti-radiation treatment. Target stunned 6 rnds.	Severe burns. Target at -70 until treated. He is stunned for 6 rounds.
61-65	Some tactile sensation will be lost to the target (operates at -5) until treated. Effect manifests itself after an hour.	Target will have a headache in 10 min which will last for 1-10 hrs during which target will be at -20. It will recur 1 day later.	Telepathic target loses 1-10 PP's and is stunned for 6 rounds. All targets at -15 until treated.	Telepathic target loses Psion casting ability for 1 day. All target's are at -20 until treated.	Telepathic target loses Psion casting ability for 1-10 years. All targets at -50 until treated. +15 Hits.
66	Rays course through body. Target has 50% chance of producing mutated offspring.	Bitter chromosome damage to target's reproductive organs. Offspring have a 75% chance of being mutants.	Hot rays sterilize target. +5 hits. Sad.	Rays sterilize target. Target will die in 10 hours due to organ failure.	Widespread cellular damage gives target +40 hits and sends him into a coma. He will die in 1-10 minutes.
67-70	Minor loss of hand-eye coordination manifested in 2 hours. Static maneuvers at -15. Effect will last for 2 days.	Loss of hand-eye coordination for 5 days. Static maneuvers at -20 during that time.	Target loses hand-eye coordination and is at -40 to all maneuvers until treated.	Beams daze target. He is stunned for 20 rounds and is at -50 for all activities until treated.	Target dazed. He is stunned and unable to parry until treated. +17 hits. These hits may only be healed by anti-radiation treatment.
71-75	A minor skin cancer will develop within a year.	Target has difficulty concentrating. Reduce temporary Reasoning stat by 10 until treated.	Violent electromagnetic radiation raises sores on target's skin. He is at -30 until treated.	Radiation sickness. Hair lost, teeth and fingernails fall out, and sores appear within 1 day. Target at -40; will die in 1-10 days unless treated. Telepaths lose 1-10 PP's. +10 hits.	Target's skin blackened. He takes 4 hits per round and is at -80 until treated. Permanent Quickness and Agility stats are reduced by 2-20 points each.
76-80	Mild burn. Target at -10 for 2 days.	Rays give minor burn. Target takes 4 hits and is at -10 for 2 days.	Lingering radiation sickness. Target at -50 within one day. Hair and teeth begin to fall out. Target will die in 30 days unless treated.	Rad build-up will produce a malignant tumour within 6 months. Target at -40 until treated.	Target blinded and sent into a coma. Severe radiation sickness will kill target within a day unless treated.
81-85	Lingering rad buildup has a 50% chance of producing a cancer within 5 years.	Exposure gives target 7 hits which may only be healed by anti-radiation treatment.	Target receives second degree burns. He is at -30 for 6 days.	Selective rays destroy target's eyes. +15 hits.	Horrible rays reduce all of target's temporary stats by 2-20 and all permanent stats by 1-10. +19 hits.
86-90	Mild burn. Target at -5 for 5 days.	Target irradiated and loses hair in two days. He operates at -20 until treated.	Electromagnetic waves damage a random internal organ. It will cease to function in 1-10 days. Tough.	Severe burns give target 3 hits per round. He is at -30. +17 hits.	A multitude of target's internal organs fail. Target drops and dies in 1-10 rounds. Telepathic targets lose all Psion Power.
91-95	Insidious exposure delivers 4 hits that may only be healed by anti-radiation treatment.	Burns crack target's skin. Target takes 1 hit per round and is at -10 until treated.	Target sees flash. He is blinded for 1-10 days, then at -30 to vision from then on.	Target zapped. He is blinded and stunned for 10 rounds, then operates at -60. He will die in one day unless treated.	Blistering rays fry target. He is sent into a coma and dies in 6 rounds.
96-99	Second degree burn gives target 5 hits.	Bright flash blinds target for 1-10 hours.	Heavy rad dose reduces temporary Constitution stat by 20. Permanent Constitution is lost at the rate of 1 point/hr until treated.	Severe exposure. Target slips into coma and dies in 1-10 hours.	Sizzling burst leaves but a few remains of target's former self. Sad.
100	Flash burns give target 10 hits. Target at -15 for 7 days.	Target at -20 until treated, and will develop a cancer within 6 months.	Target's skin flash-fried. +30 hits. Target knocked out and takes 4 hits per round. He will die in 2-20 hours unless treated.	Target's blood boils. He drops immediately and dies in 6 rounds due to massive internal damage.	Target glows white before vanishing utterly.

18.2 ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round; the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rounds of initiative. If not, foe is stunned but 1 round. +5 hits.
16-20	Foe is spun about and loses 1 round of initiative. +3 hits.	Explosion of light causes foe to lose 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
21-35	Blast unbalances foe. He loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong but glancing blast forces foe to parry next round. +6 hits.	Light burns. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
36-45	Light distracts foe, and he must parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd; takes 1 hit/rnd. +2 hits.	Foe feels the heat and must parry for 2 rounds. +7 hits.	Blast stuns for 1 round. Foe fights at -10 for 2 rounds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
46-50	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Blast forces foe to parry for 2 rounds. +6 hits.	If foe has metal armor, he is stunned 2 rounds. If not, foe is stunned for 1 round. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10 for 2 rounds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rnds. If not, foe is stunned 2 rnds. +13 hits.
51-55	Sizzling but weak blast stuns foe for 1 round. +6 hits.	Foe is spun about and is stunned for 1 round. A minor burn on foe's leg causes 2 hits per round. +7 hits.	Strike to foe's leg. If foe has leg armor, he is stunned 1 rnd. If not, foe is stunned and unable to parry 1 rnd and takes 3 hits per rnd.	Blast stuns foe for 2 rounds and foe is unable to parry for 1 round. +10 hits.	Hot smoke and light stuns foe for 4 rounds. Foe loses initiative for 6 rounds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rounds. +7 hits.	Foe is stunned for 2 rounds. If foe has metal armor, he cannot parry for 1 rnd. +8 hits.	Blast stuns foe for 2 rounds. Foe cannot parry for 1 round, leg hit. +9 hits.	Strike to foe's non-weapon arm. If foe has metal armor, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand. Stunned for 2 rnds. 2 hits per rnd.
61-65	Chest strike. If foe has metal armor, he is stunned for 2 rounds. If foe has no armor, he is stunned 3 rounds.	Upper leg strike. Foe is stunned and unable to parry for 1 round. +9 hits.	Foe is stunned and unable to parry for 2 rounds. +10 hits.	If foe has armor over abdomen, he takes 2 hits/rnd, stunned 2 rnds due to minor burns. If not, burns stun foe 6 rnds, 3 hits/rnd.	Leg strike. Foe is knocked down and stunned for 2 rounds. Foe cannot parry for 1 round. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 round. Foe is knocked down and stunned for 3 rounds.	Chest strike. Foe is stunned and unable to parry for 3 rnds, takes 3 hits per rnd, and fights at -20. +15 hits.	Chest strike. If foe has metal armor on arms and over chest, it becomes fused and he cannot use arms. If not, foe is knocked out for 6 hours and takes +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per round. +20 hits.	Head strike. If foe has a leather helmet, it is destroyed and foe is in a coma for 2 months. If not, foe's brain is fried and he dies instantly. Add +10 to your next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 round. +7 hits.	Back strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Burns force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rounds. Minor shock. Foe fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rounds, foe fights -5 for 6 rounds. +8 hits.	Strike to foe's non-weapon arm. If foe has arm armor, he is stunned for 4 rnds. If not, foe's arm is useless, foe is stunned and not able to parry for 2 rnds.	Strike to foe's non-weapon arm. If foe has a metal arm armor, he is stunned for 6 rnds and takes +12 hits. If not, foe is knocked down, arm is useless, +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle and cartilage damage. Arm is useless, foe is stunned for 6 rounds, and takes 3 hits per round.
76-80	Strike to foe's upper chest stuns foe for 2 rounds. Foe cannot parry for 1 round. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per round due to bleeding. +11 hits.	Chest strike. If foe has chest armor, he is stunned 6 rnds, 2 hits/rnd, fights at -5. If not, foe is knocked out for 3 days (shock).	Chest strike. If foe has metal chest armor, he is knocked out, +25 hits. If not, foe is stunned and unable to parry for 6 rnds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe 3 hits per round. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rounds. Muscle is torn and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per round. Bones breaks and torn cartilage. Foe is stunned for 4 rounds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes 3 hits per round. +15 hits.	Foe becomes a conductor and strike rearranges his entire nervous system. Foe drops and lies in shock for 12 rounds before dying.
86-90	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not, +15 hits and foe is stunned and unable to parry for 2 rounds.	Leg strike. If foe has leg armor, he is stunned and unable to parry for 6 rnds. If not, foe's leg is broken, it has damaged nerves, and foe is stunned for 6 rounds and fights at -50.	Blast shatters foe's knee and destroys a variety of nerves. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rounds and takes 6 hits per round. If not, foe dies of shock and bleeding in 12 rounds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into a multitude of small parts. Foe is knocked out and dies in 12 rounds.
91-95	Hip strike. If foe has hip armor, foe is stunned 6 rnds; +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 weeks, and is stunned for 9 rnds. Foe is at -95 while blind. If no helm, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If abdomen armored, foe is at -75; takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rounds. +25 hits.
96-99	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out; loses ability to speak. +10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 9 rounds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rounds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rounds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20 if it strikes second target).
100	Head strike. Foe's brain falls victim to massive shock and surface burns. Foe drops into unconsciousness, and dies in 6 rounds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add +10 to your next attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add 10 to friendly witnesses' rolls for 3 rounds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all the witnesses with a fine light show. Add +15 to your next roll.	Foe returns to the dust from which he came. Add +20 to your next roll.

18.3 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cool breeze. +0 hits.	Cold breeze. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hit	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. Cold wind. +2 hits.	Foe loses initiative for 1 round. Cold chills. +3 hits.	Foe is slightly unbalanced and loses 1 round of initiative. +4 hits.	Light blast. Foe loses initiative for 1 round. +5 hits.	Cold blast. If foe has armor, he loses 1 rnd of initiative. If not, foe takes +6 hits and loses 2 rnds of initiative.
16-20	Foe loses initiative for 1 rnd. Freezing breeze. +3 hits.	Foe loses initiative for 2 rnds. Freezing wing. +4 hits.	Foe loses initiative for 2 rounds. Mild frosting. +5 hits.	Unbalancing blast. Foe must parry for 1 round. +6 hits.	Moderate blast. Foe must parry for 1 round. +7 hits.
21-35	Mild blast. Foe loses initiative for 2 rounds. +4 hits.	Frost laden blast forces foe to lose 2 rounds of initiative. +5 hits.	Moderate blast. Foe must parry for 1 round. +6 hits.	Chilling blast gives foe a frosty "burn". Foe must parry for 1 rnd at -20, takes 1 hit per rnd. +7 hits.	Parched, cold blast. Foe is unbalanced and must parry for 2 rounds at -15. +8 hits.
36-45	Frosty blast. Foe must parry for 1 round. +5 hits.	Freezing blast. Foe must parry for 1 round and loses 3 rounds of vital initiative. +6 hits.	Blisters give foe 1 hit per round. Foe must parry for 2 rounds. +7 hits.	Blast stuns foe for 1 round. Foe takes 2 hits per round and fights at -5 due to facial shock. +8 hits.	Strong, low blast stuns foe for 1 rnd; destroys foe's foot covering. If feet uncovered, foe is at -20 (frostbite).
46-50	Moderate blast. Foe must parry for 2 rounds. +6 hits.	Mild frostbite. 2 hits per rnd. Must parry for 2 rnds. +7 hits.	Blast stuns foe for 1 round. +8 hits.	Mild frostbite. Foe is at -10. +2 hits per rnd. Stunned 1 round. +9 hits.	Swirling blast spins foe about. +10 hits. Stunned 1 rnd. Drops weapon.
51-55	Unbalancing blast. Foe is stunned for 1 round. +7 hits.	Strong, but off-center blast stuns foe for 1 rnd. Foe takes 3 hits per rnd due to frostbite on shield wrist. +8 hits.	Blast is strong but low. Foe is stunned for 2 rnds. If foe has no leg armor, he takes 5 hits per round due to shock and pain.	Blistering blast to foe's side knocks foe back 5 feet. Foe takes 3 hits per round and is stunned for 2 rounds. +10 hits.	Strong side strike. Foe is stunned and unable to parry for 1 round, and takes 4 hits per round numbing pain. +11 hits.
56-60	Strong, but diffused, blast. Foe is stunned for 2 rounds. +8 hits.	Foe is stunned for 2 rounds, all wood exposed on foe's back is useless and brittle. Foe takes 2 hits per round. +9 hits.	Back blast freeze dries all organic material that is exposed on foe's back. Foe is stunned and unable to parry for 1 round. +9 hits.	Blast to foe's non-weapon arm. Frostbite. Foe is stunned and unable to parry for 1 round, takes 3 hits per round, and fights at -15.	Blast to foe's weapon arm. Foe is stunned and unable to parry 1 round, takes 4 hits per round, and fights -20.
61-65	Foe is stunned and unable to parry for 1 round. +9 hits.	Leg strike. Frostbite. Foe is stunned and unable to parry for 1 round, fights at -5, and takes 3 hits per round. +10 hits.	Leg strike. Frostbite. If foe has leather boots or greaves, they are destroyed. Foe is stunned for 4 rounds. +11 hits.	Strike to foe's non-weapon arm. If foe has arm armor, +20 hits. If not, arm is useless due to nerve and skin damage; foe is stunned 5 rnds.	Blast to foe's weapon arm. Foe drops whatever is in that hand. Foe is stunned and 3 rounds and fights at -30. +13 hits. Frostbite.
66	Blast causes foe to drop whatever he is holding. +10 hits. Foe is stunned and unable to parry for 3 rounds. Chest strike.	Foe is stunned and unable to parry for 4 rounds. If foe wears no armor or protective cloak, he takes 5 hits per round.	Foe is knocked down and stunned for 6 rounds. If foe has wrist armor, he takes 3 hits per round. If not, foe fights at -25 and takes +6 hits per round.	Neck blast. If foe has neck armor, he takes 4 hits per round and is stunned for 6 rounds. If not, foe fights at -50, takes 5 hits per round, is stunned 3 rounds.	Shoulder strike. Foe loses use of shoulder due to nerve and cartilage damage. If foe has not helmet he is knocked out for 1 day and takes 6 hits per round. +15 hits.
67-70	Back blast. Foe is stunned and unable to parry for 1 round. Frostbite. Foe fights at -5. +10 hits.	Back blast. Frostbite. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -10. +11 hits.	Back blast. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -15. Frostbite. +12 hits.	Back blast. Foe is stunned for 3 rounds and cannot parry for 1 round. Foe fights at -20. Frostbite. +13 hits.	Blast to foe's non-weapon arm. If foe has arm armor, he is knocked down and takes 2 hits per rnd. If not, massive frostbite, foe loses use of arm and is stunned 6 rnds.
71-75	Unbalancing blast. Foe is stunned for 2 rounds. Pain and shock cause foe to fight at -10. +11 hits.	Strike to foe's non-weapon side. Pain and shock give foe 3 hits/rnd. Foe is stunned and unable to parry for 2 rnds. +12 hits.	Strike to foe's side. Shock and frostbite. Foe fights at -20, takes 3 hits per round, and is stunned and unable to parry for 2 rounds.	Blast freezes foe's non-weapon shoulder. Arm is useless and foe is stunned for 2 rounds. +14 rounds.	Blast to foe's weapon arm. Frostbite and numbing pain make arm useless and stun foe for 3 rounds. +15 hits.
76-80	Chest strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +12 hits.	Chest strike. Foe takes +3 hits per round, fights at -15, and is stunned for 4 rounds. +13 hits.	Chest strike. Foe takes 4 hits per round. If foe has chest armor, he is stunned for 3 rnds. If not, foe is knocked down, fights at -25.	Chest strike. Foe fights at -25 due to frostbite. Foe is stunned and unable to parry for 3 rounds. +15 hits.	Chest strike. Foe is knocked down and drops all he holds. Foe is stunned for 12 rounds. Shock and nerve damage. Foe fights at -30.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +13 hits.	Back strike. Foe is stunned and unable to parry for 3 rnds and takes 4 hits/rnd. +14 hits.	Thigh strike. Foe has broken bone and frostbite. Fights at -40, takes 5 hits/rnd, stunned 6 rnds.	Blast freezes both of foe's hands and foe loses use of both arms. Stunned 9 rnds, takes 6 hits/rnd.	Blast freezes foe's throat and lungs. Foe drops and dies in 12 rounds. +17 hits.
86-90	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 2 rounds. If not, foe loses use of left foot, fights at -70 (frostbite).	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 3 rounds. If not, foe loses use of foot, and fights at -75 (frostbite).	Lower leg blast destroys foe's foot covering, freezes both foe's feet, and stuns foe for 9 rounds. Foe takes 6 hits per round, fights at -80.	Upper chest blast knocks foe down. If foe has chest armor, he is knocked out. If not, foe dies in 12 rnds due to a cold, cold, heart.	Back blast freezes and shatters foe's backbone. Foe drops and dies in 9 inactive rounds. Broken neck. Massive shock.
91-95	Head strike. Foe is knocked down. If foe has helmet, he is stunned 3 rnds. If not, foe is stunned 6 rnds, fights at -50, and loses both ears.	Hip strike. Foe's hip is shattered. Foe is stunned and unable to parry for 3 rounds and fights at -75. +17 hits.	Abdomen strike. If foe has abdominal armor, he is knocked out and takes +17 hits. If not, foe dies of organ damage in 9 rounds.	Foe's blood is entirely frozen solid. Foe dies in 9 inactive rounds. +18 hits.	Foe's lower body is fully frozen. Foe dies in 6 inactive rounds. +19 hits.
96-99	Neck strike. If foe has neck armor, he is stunned for 9 rounds. If not, foe loses lips, cannot speak for 2 weeks, and is knocked out.	Neck & collar strike. If foe has neck armor, he is knocked out. If not, foe's neck is frozen and shattered, and foe dies in 9 inactive rounds.	Side strike freezes and shatters foe's pelvis. Foe dies in 6 rounds due to shock and nerve damage. +18 hits.	Foe's heart and lungs are suddenly frozen. Foe dies in 6 inactive rounds of shock and suffocation. +19 hits.	Foe is a lifeless, frozen statue - well preserved, but quite dead. Add +10 to your next roll. +20 Hits.
100	Foe is sent into a month long coma and loses nose as a result of severe frostbite and shock. +21 hits.	Blast freeze-dries foe's head. Foe dies in 1 round. Foe's skull and brain are brittle and lifeless. Add 5 to your next roll.	Head strike. Foe's eyes are destroyed, foe is in a coma for 2 weeks and is permanently paralyzed from the neck down.	Massive strike shatters foe's chest and freezes foe's body fluids. Foe dies in 2 rounds. +20 hits.	Foe freezes solid and then shatters into thousands of pieces after falling down 20 feet behind impact point.

18.4 CRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip	Weak grip. No extra damage.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Glancing blow +6 hits. Foe is slightly unbalanced. You have initiative next round.
11-15	Glancing blow. Foe takes +3 hits. You have the initiative next round.	Glancing blow. +3 hits. You have initiative next round.	Blow to foe's side. +7 hits. You receive initiative next round.	+5 hits. Foe must parry next round at -10.	+6 hits. Foe is stunned for 1 round. Add +5 to your next swing.
16-20	+2 hits. Foe must parry next round of action.	Blow to foe's side. +4 hits. Foe must parry next round at -10.	Blow to foe's side. +6 hits. Foe must parry next round at -20.	Minor fracture of ribs. +5 hits. Foe fights at -5. You have initiative next round.	Strong blow. Foe is stunned and unable to parry next round. Add +10 to your next swing.
21-35	Foe must parry next round. +3 hits. Add +5 to your next swing.	Foe must parry next round at -20. +4 hits.	You break foe's rib. +5 hits. Foe is stunned during next round. Hard blow to foe's side.	Strike to foe's side. +4 hits. Foe is stunned and unable to parry during next round.	Strike cracks foe's ribs. +6 hits. Foe is at -10. You have initiative next round.
36-45	Bruise foe's calf. +6 hits. You gain the initiative. Foe fights at -5 for next round.	Bruise foe's calf. +6 hits. You gain the initiative. Foe fights at -20 for next 2 rounds.	Bruise foe's calf. +9 hits. You gain the initiative. Foe fights at -25 for next 2 rounds.	Major calf bruise. +10 hits. Foe fights at -10. You have the initiative next round.	Strike to upper leg. Minor fracture. +12 hits. Foe fights at -10. You have the initiative next round.
46-50	Blow to foe's back. +4 hits. Foe must parry next round at -25. Hard, glancing strike.	Blow to foe's back. +6 hits. Foe must parry next round at -25.	Hard blow to back. +5 hits. Foe is stunned and unable to parry next round. You have the initiative for 2 rounds.	Hard blow to back. +10 hits. Foe is stunned and unable to parry during next round.	Strike to foe's lower back. +15 hits. Foe is stunned and unable to parry during next round.
51-55	Blow to foe's chest. +5 hits. Foe must parry next round at -25. Foe has a bruised rib.	Blow to foe's chest. +6 hits. Foe must parry for next 2 rounds.	Hard blow to chest. +5 hits. Foe fights at -10. Foe is stunned during next round.	Blow to chest. +10 hits. Foe has a pair of broken ribs and must fight at -15.	Blow to chest. +15 hits. Foe is stunned for 2 rounds. Foe fights -15.
56-60	Strike foe's thigh. +5 hits. Foe is forced to parry next round at -25. Glancing blow.	Strike foe's thigh. +6 hits. Foe has a bruise and is forced to parry 1 round. Foe is at -5.	Strike foe's thigh. +6 hits. Foe is at -5. Add +10 to your next swing. Foe must parry next rnd.	Blow to thigh. Foe is stunned next round. +6 hits. Foe is at -10 and is upset.	Blow to thigh. Foe is stunned and unable to parry next round. +10 hits. Foe is at -10.
61-65	Blow to foe's forearm. +5 hits. Foe is stunned during next round. Add +20 to your next swing.	Blow to foe's forearm. Foe is at -10. +9 hits. Foe is stunned during next round.	Disarm foe with a blow to forearm. +8 hits. Foe is stunned during next round.	Blow to forearm. Foe is stunned and unable to parry next round. +10 hits. Foe at -10.	Blow to forearm. Foe drops weapon. Foe is at -15. +10 hits. Foe is stunned for next round.
66	Shatter shoulder in foe's non-weapon arm. Arm is quite useless. Foe is stunned and unable to parry for the next 2 rounds. +8 hits.	Shatter elbow in foe's weapon arm. Arm is useless. Foe drops weapon, and is stunned and unable to parry for 3 rounds.	Shatter foe's knee. +9 hits. Foe is knocked down and is stunned and unable to parry for 3 rounds. Foe at -90.	Blow to side of foe's head. If foe has no helmet, you crush his skull. If foe has helmet, you knock him out for 4 hours. +20 hits.	Blow to back of neck, crushes backbone and severs spine. +15 hits. Foe dies instantly. Add +10 to your next swing.
67-70	Strike upper chest area. +8 hits. Foe is stunned for 3 rounds and unable to parry during next round.	Strike upper chest area. Foe is stunned and unable to parry for 2 rounds +10 hits. Foe is at -10.	Strike upper chest area. Foe is stunned for 3 rounds and unable to parry during next 2 rounds. +10 hits. Foe is at -10.	Blow to foe's shoulder area. Minor fracture. Foe is at -20. Foe is stunned and unable to parry for 2 rounds.	Blow to foe's non-weapon shoulder. If foe has arm armor, it is broken; otherwise, the shoulder is shattered, arm useless.
71-75	Blow to foe's lower leg. Bad bruise. +5 hits. Foe is stunned for 2 rounds and unable to parry next round. Foe at -20.	Blow bruises foe's calf. Foe is at -35. +10 hits. Foe is stunned 2 rounds and unable to parry next round.	Blow bruises foe's knee. Foe is at -40. +10 hits. Foe is stunned and unable to parry for 2 rounds.	Blow breaks bone in leg. Foe is at -50. +12 hits. Foe is stunned and unable to parry for 2 rounds. Major cartilage damage.	Blow breaks foe's hip. Foe is at -75 and is knocked down. +15 hits. Foe is stunned 3 rounds.
76-80	Blow to foe's non-weapon arm. If foe has arm armor, it is broken; otherwise, the arm is badly broken and useless.	Blow to foe's non-weapon arm, shatters wrist. Arm is useless. Foe is stunned for next round. +6 hits.	Blow to foe's weapon arm. Bad bruise. +9 hits. Foe is stunned and unable to parry for next round. Foe is at -50.	Blow breaks foe's weapon arm. Foe is stunned and unable to parry for 1 round. Arm is useless. +8 hits. Tendon damage.	Blow to foe's elbow. +9 hits. Joint is shattered. Arm is useless. Foe is stunned and unable to parry for 2 rounds.
81-85	Blow to foe's side. +10 hits. Foe is stunned and unable to parry for 2 rounds. Foe is at -20.	Blow to foe's side. +12 hits. Foe has broken ribs. Foe is stunned and unable to parry for 2 rounds. Foe is at -25.	Strike to foe's side. Breaks 3 ribs. Foe is at -40. +12 hits. Foe is stunned and unable to parry for 3 rounds.	Strike to foe's side +15 hits. Foe is knocked down. Add +10 to your next swing. Foe is stunned and unable to parry 3 rounds.	Catch foe in armpit. +30 hits. Crush foe's ribs and destroy side. Foe drops and dies of nerve and organ damage in 3 rounds.
86-90	Strike Foe in back. +12 hits. Muscle and cartilage. Foe is stunned and unable to parry for 3 rounds. Foe is at -25.	Strike to back knocks foe down and smashes tendons. Foe is stunned and unable to parry for 4 rounds. Foe is at -30.	Blow to back smashes muscle and breaks bone. +20 hits. Foe is at -50. Foe is knocked down and stunned for 6 rounds.	Blow to foe's neck area breaks backbone and destroys spine. +25 hits. Foe falls and dies in 2 rounds.	Neck strike shatters bone and severs an artery. Foe cannot breathe and is inactive for 12 rounds. The poor fool then expires.
91-95	Break foe's nose. Foe is stunned and unable to parry for 3 rounds. +15 hits. Foe fights at -30 for 2 days. Close.	Upper head hit. If foe has no helmet, he is in a coma for 3 weeks; otherwise, +20 hits and foe is stunned 12 rnds.	Blow shatters thigh. +9 hits and a compound fracture. Bone severs an artery. Foe dies after 12 rnds of inactivity.	Blow shatters non-weapon arm. Bone severs vein and an artery. Foe dies of shock and blood loss after 9 inactive rounds.	Blast to foe's back. +25 hits. Bone is driven into vital organs and foe is down for 6 rounds ...Then dies, sad.
96-99	Blow to foe's head. If foe has no helmet he is dead; otherwise, he is knocked down and stunned 6 rnds. +20 hits.	Blast foe's chest. Send ribcage through heart. Foe drops and dies. Add +20 to your next swing.	Blow to foe's abdomen destroys a variety of organs. The poor fool expires after 6 rnds of inactivity.	Blow to foe's side crushes chest cavity. Foe drops and dies in 3 rounds. Add +25 to your next swing.	Crush foe's skull. +30 hits. Opponent dies immediately. Add +20 to your next swing. You have a half round left to act.
100	Blow to foe's jaw. Drives bone through brain. Foe dies instantly. +50 hits, add +20 to your next swing.	Blow to back of neck paralyzes foe from the shoulders down. +25 hits. Foe is quite stunned.	Strike to forehead. +30 hits. You squash foe's eyes and destroy them. Foe is stunned and is unable to parry 24 rounds.	Blast to foe's chest area. Destroy foe's heart. Foe dies immediately. +25 hits. Fine work.	Crush foe's hip. +35 hits. Opponent is stunned for 2 rounds, active following 4 rounds at -30, then dies of nerve damage.

18.5 GRAPPLING CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak grip. No bonus.	Indecision and an opportunity lost.	+1 hit	+2 hits.	+3 hits
06-10	+1 hit	+2 hits.	+3 hits	+4 hits.	Glancing attack. You have the initiative next round. +5 hits.
11-15	Glancing attack. No extra damage, but you have the initiative next rnd. Practice.	Passing strike. You have the initiative next round. +2 hits.	Grazing side strike. You receive the initiative next round. +4 hits.	Glancing blow. You receive the initiative next round. +6 hits.	Lame attack, but foe must parry next round. +6 hits.
16-20	Foe is free, but you have the initiative next round. +3 hits.	Foe fends off attack. But is forced to parry 1 rnd. +2 hits.	Foe recovers but is forced to parry next round. +4 hits.	Side strike unbalances foe. You have initiative for 2 rnds. +5 hits.	Strong, passing blow. Foe is stunned for 1 round. +3 hits
21-35	Grazing hip strike. You have the initiative next round. +5 hits.	Attack has punch, but nothing more. Foe must parry next round at -20.	Glancing attack. Foe is stunned for 1 round. +2 hits.	Hard but misplaced strike. Foe eludes grip but is stunned for 1 round. +3 hits.	Disjointed attack and a little luck allow foe to escape grasp. Foe is stunned for 1 round. You have initiative 2 rounds.
36-45	Blow to lower back. Foe must parry next round.	Unbalance foe. +4 hits. Foe must parry next round. You have initiative for 2 rounds.	Flailing attack. Foe is stunned for 1 round and must parry the following round.	Strike to foe's shield arm. If foe has shield, +3 hits. If not, arm is caught for 6 rounds (and immobile), and foe stunned 3 rnds.	Attack to upper leg. Foe is spun about and breaks loose, but is stunned and unable to parry 1 round.
46-50	Passing hip strike. Foe must parry next round at -20. +3 hits.	Blow to chest stuns foe for 1 round. +5 hits.	Your attack produces a weak grasp around foe's waist. Foe is at -25 for 3 rounds.	Attack yields weak hold around foe's chest. Foe is at -30 for 3 rounds. You have initiative 4 rnds.	Attack produces a hold around foe's leg. Foe slips away, but is stunned 2 rnds and is unable to parry next rnd.
51-55	Slightly unbalancing blow to chest. Foe must parry next round. You have initiative for 2 rounds.	Blow to back stuns foe for 1 round. +7 hits.	Attack yields slipping grasp around foe's leg. Foe is stunned and unable to parry for 1 round.	Attack results in slipping grip around foe's waist. Foe is at -50 for 3 rounds.	Foe breaks free of hold around shield arm. Foe is stunned for 2 rounds and unable to parry next round. +5 hits.
56-60	Glancing back blow. Foe must parry next round at -25. You have initiative 2 rounds.	Unbalancing strike. Foe spins free but is stunned for 1 rnd and must parry the following rnd.	Foe breaks free of hold around thigh, but is stunned and unable to parry 1 round. +3 hits.	Attack produces hold around leg. Grip is slipping but foe stunned 3 rounds. +6 hits.	Grasp around foe's leg. Foe is stunned and unable to parry 1 round and is at -25 the following 3 rounds.
61-65	Blow to shoulder. Foe is stunned 1 round. +3 hits.	Slipping grasp around foe's waist is weak. Foe is stunned for 2 rounds.	Grasp around foe's chest. Foe is at -50 for 3 rounds. +3 hits.	Grasp around foe's chest. Foe is stunned and unable to parry for 1 round and is at -20 for the following 2 rounds.	Attack to foe's non-weapon arm. If foe has arm armor, +6 hits. If not, foe is stunned and unable to parry for 3 rounds, takes +7 hits.
66	Grasp around weapon arm disarms foe. +2 hits. Foe is stunned for 2 rounds.	Grasp around weapon arm disarms foe and sprains his wrist. Foe is stunned 2 rounds, and fights at -25.	Grasp around both of foe's legs. Foe slips away, but is knocked down and prone for 1 round. +5 hits.	Grasp around leg knocks foe down. Tight grip. Foe is prone and immobile 2 rounds. +6 hits.	Grasp foe around neck and knock him down. Foe has torn neck muscles, is at -20. Foe is prone and immobile for 3 rounds.
67-70	Passing chest strike. Foe eludes entanglement, but must parry next two rounds at -20.	Entangle foe's leg. +4 hits. Foe is stunned and unable to parry for 1 round.	Entangle non-weapon arm. If foe has arm armor, he is at -50 until he removes it. If not, he is at -50.	Entangle leg. Foe is stunned for 2 rounds and unable to parry next round. +7 hits.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rounds, and at -75 round following.
71-75	Attack results in an uneasy hold on foe's midsection. Foe is at -50 for 2 rounds. +5 hits.	Attack yields a weak hold around foe's lower chest. Foe is at -50 for 3 rounds. +4 hits.	Attack results in loose grasp on foe's midsection. Foe is stunned for 2 rounds and is at -50 for the following 3 rounds.	Attack yields loose hold around foe's midsection. Foe is stunned and unable to parry 1 round and is at -70 the following 3 rounds.	Entangle foe's leg. Foe is knocked down, and stunned and unable to parry for 2 rounds. +9 hits.
76-80	Infirm hold on foe's midsection. For the next 3 rounds foe is at -50 and you have the initiative.	Entangle non-weapon arm. If foe has arm armor, he is at -30 until he removes it. If not, he is at -40.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rounds, and is at -50 during the following round.	Entangle foe's weapon arm. Foe hangs onto weapon, but the arm is immobilized. +3 hits.	Grapple weapon arm. Foe is disarmed and is left stunned for 3 rounds. Torn ligaments and pulled muscle leave foe at -40.
81-85	Grasp foe's leg. Foe breaks free but is stunned for 2 rounds. +3 hits. You have initiative 6 rounds.	Infirm grasp on foe's midsection. For the next 6 rounds foe is at -50 and you have the initiative.	Grasp around foe's chest breaks rib and leaves foe stunned and unable to parry for 3 rounds. Foe fights at -5.	Entangle foe's leg. Foe is knocked down, stunned and unable to parry 2 rounds, and is disarmed. Fall breaks non-weapon arm.	Entangle both of foe's arms and pin them to his chest. Foe cannot move his arms and has mobility reduced by -75.
86-90	Attack foe's non-weapon arm. If foe has arm armor, he must parry next round. If not, arm is immobilized; foe is at -50.	Entangle foe's leg. Foe is knocked down and is stunned and unable to parry for 2 rnds. Pulled muscle leaves foe at -10.	Entangle foe's foot. Foe stumbles, falls, and breaks shoulder. +8 hits. Foe is stunned 6 rounds and fights at -30.	Tie up both of foe's arms so they are immobile. Foe is stunned for 9 rounds and cannot fight. +6 hits.	Entangle foe's foot. Foe stumbles, falls, breaks weapon on impact, and is stunned 2 rounds. If no chest armor, roll 'D' crush crit.
91-95	Entangle foe's leg. Foe is knocked down. Stunned and unable to parry for 2 rounds. +3 hits.	Both of foe's legs are tied up. Foe is at -25, downed, disarmed and stunned and unable to parry for 2 rounds. Ankle sprain.	Pin both of foe's arms to chest. Foe is stunned and unable to parry 44 rounds, then fights at -95.	Entangle and completely immobilize foe's legs. Foe falls and is left stunned and unable to parry for 30 rounds. +10 hits.	Wrap up both of foe's legs. Foe tumbles to ground and is knocked out. Foe is at -95 due to 2 broken arms and a broken ankle. +20 hits.
96-99	Tie foe up completely. Foe is entirely immobilized for 12 rounds, and is at -60 for the following 3 rounds. +7 hits.	Attack completely entangles and immobilizes foe. Broken leg leaves foe at -40. The pitiful creature is left prone but conscious.	Entangle and completely immobilize foe's legs. Foe falls, is disarmed, breaks weapon arm, and is knocked out. +20 hits.	Grapple foe's neck. If foe has neck armor, he is left disarmed, and stunned and unable to parry for 3 rounds. If not, he dies in 6 rounds.	Attack results in strangling hold. Foe is unable to break free and dies after 9 rounds of amazingly helpless struggling. Grim.
100	Both of foe's legs are entangled. Foe is downed and knocked out. +9 hits. Add +20 to your next roll.	Attack yields vicious hold around foe's neck. Foe is knocked out. Spained neck leaves foe at -90.	Grapple foe's neck. If he has neck armor, he is at -75 due to a neck sprain and stunned for 3 rnds. If not, he dies of broken neck.	Grapple foe's head. If foe has helmet, he is stunned and unable to parry for 9 rounds. If not, foe falls into coma due to fracture.	Crush foe's windpipe. Foe dies instantly due to massive shock and savage asphyxiation. Add +25 to your next roll.

18.6 VACUUM CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cool breeze delivers no hits.	Refreshing breeze ruffles hair. Boy, does he look cool.	Target's ears pop. +1 hit.	Winds distract target: he loses initiative for 1 round.	+1 hit.
06-10	Chilly breeze delivers 1 hit.	+1 hit.	Target's ears pop audibly; +2 hits.	+2 hits; target forced to parry 1 rnd.	+3 hits; target must parry next round.
11-15	Cold breeze delivers 2 hits.	+2 hits.	Target's ears really pop. +3 hits; permanent minor hearing loss.	+4 hits and target must parry for 1 round.	+5 hits.
16-20	Icy wind delivers 5 hits; target loses a round of initiative.	Target is unbalanced. +3 hits and he must parry one round.	Inner ears pop. Target unbalanced. +5 hits; must parry 1 rnd.	Escaping air stuns target for 1 round; he takes 6 hits.	Airburst stuns target and delivers 7 hits.
21-35	Staggering airburst gives target 3 hits and he loses 2 rounds of initiative.	Blast of air unbalances target. +5 hits and he is forced to parry 1 round.	Pressure change causes equilibrium problems. +6 hits; stunned 1 round.	Fleeing oxygen gives target pause; he is stunned for 2 rounds.	Target stunned no parry 1 round; 9 hits.
36-45	Rushing winds deliver 3 hits; target unbalanced (and stunned 1 round).	Escaping environment buffets target, delivering 8 hits and stunning him for 1 round.	Target is muddled and must parry for 2 rounds. +7 hits.	Roaring winds confuse target. He is stunned 3 rounds and takes 8 hits.	Target stunned 4 rounds by freezing air.
46-50	Target loses 3 rnds of initiative in the rush of air. +2 hits.	Howling winds force target to parry for 2 rounds. +6 hits.	Target stunned for 1 round. +8 hits	Target slashed by debris: +10 hits and 5 per round.	Target struck by debris: +20 hits, 2 per round and stunned 2 rounds.
51-55	Target unbalanced. +6 hits, stun for 1 round.	Whirlwind stuns foe for 1 round. +8 hits.	Debris strikes target in leg; he is stunned 1 round, and takes 2 hits per round.	Target's hand is struck by debris: off-hand wrist is sprained and at -50. +12 hits and stunned for 2 rounds	Target struck in weapon-arm: 50% chance item in hand is dropped (and lost in vacuum). +10 hits and stunned 5 rounds
56-60	Cold and air loss take target's breath away; he is stunned for 3 rounds and takes 15 hits.	Deafening howl of escaping air; +10 hits; renders target stunned and unable to parry for 1 round.	Blast stuns target for 2 rounds; he cannot parry for the first round. Leg hit, +9 hits.	Airburst staggers target, +10 hits; he is stunned and unable to parry for 1 round.	A flurry of sharp metal fragments slash target. +20 hits and 7 per round.
61-65	Fog of rushing air stuns target for 2 rounds. +10 hits.	Target does a forced about face, stunning him for 3 rounds.	Target spun about. +5 hits. Stun 3 rnds, loses initiative for 3 more.	Target spins like a top. +10 hits, and foe is stunned no parry 2 rnds.	Target whirls like a gyroscope. +15 hits; foe is stunned no parry 2 rnds.
66	Blast sends target spinning. +10 hits, left arm is broken and useless, he is stunned for 5 rounds.	Target hears bells; eardrums burst and hearing permanently damaged. Nose bleeds; 2 hits/rnd. +18 hits. -50 to activity for 5 rounds.	Flying debris strikes target in head, +12 hits and he is stunned 6 rounds by impact. If no helmet skull is fractured, target unconscious with concussion.	Target flung outward by winds, but gets a reflexive grip on the edge of the breach. 25 hits, Stunned no parry 5 rnds (but holding on until unconscious).	Wasting no time, target zips out through hull breach. Surrounded by a cloud of frozen oxygen, he explores the final frontier. If he has a spacesuit, fine; if not, he is dead after 6 rounds. Wave good-bye.
67-70	Flying debris strikes target in back; he is stunned for 1 round. +8 hits.	Winds stun target 1 round, deliver 2 hits.	Back strike. Target is stunned and cannot parry for 2 rounds. Target is at -10. +11 hits.	Target thrown 2 meters and slammed against a bulkhead. He is stunned 3 rounds and takes 10 hits.	Lack of air takes target's breath away. He is at -50, stunned 3 rounds, and takes 10 hits.
71-75	Blast of fleeing atmosphere disorients target; he is stunned and unable to parry for 1 rnd.	Fog of escaping gas confuses target and stuns him 3 rounds.	Airborne stuff blinds target, stunning him for 2 rounds and delivering 10 hits.	Whirling debris strikes target in head; +15 hits; a minor concussion; stunned no parry for 2 rnds.	Flying debris strikes target in head. He is stunned no parry 2 rounds, +15 hits.
76-80	Crystallizing atmosphere cloud stuns target for 2 rounds, +15 hits. Foe is unable to parry for one round.	Whirling oxygen crystals blind target, stunning him for 4 rounds.	Now you know why it's called "Hard" vacuum: blast knocks the wind out of target, +15 hits, breaks ribs; stuns him for 3 rnds.	Depressurization damages ears. Inner ear equilibrium upset, stun 3 rnds, +10 hits. Maneuvers at -50 for 2 days. Permanent deafness.	Decompression collapses one lung and destroys hearing. Target at -70; +20 hits and he is stunned 6 rounds.
81-85	Swirling debris delivers 10 hits and breaks two of target's ribs; he is at -25.	Blast sends target careening 2m, impact causing broken leg. Foe is at -50, stunned 3 rnds; +15 hits. (Strapped in target only takes 5 hits).	Brutal wind carries target 3 meters, slamming him against a hard surface. Foe is stunned for 10 rnds; +25 hits. (Strapped-in target only takes 10 hits).	Escaping atmosphere drags target 4m, battering him on the way. Both of his arms are broken; stunned for 4 rnds; +25 hits. Strapped in target: only +15 hits; stunned 2 rnds.	Explosive decompression hurls target 5m, pummeling his poor body. Internal organs are damaged; +50 hits; dies in 12 rnds. Strapped in target: only +25 hits; stunned 8 rnds.
86-90	Target feels his blood simmering. +10 hits and 5 per round while exposed.	Target's boiling blood delivers 15 hits and 7 per round while he is exposed to vacuum.	Target's blood starts to boil: +30 hits and 10 per round while exposed. He is stunned for six rounds.	Target's blood is bubbling: +40 hits and 15 per round while exposed. He is stunned for eight rounds.	Target's circulatory system becomes a balloon: +50 hits; 20 hits/rnd while exposed. Stunned for 3 rnds, then (if exposure continues) unconscious as major organs are seriously damaged. Poor bloated fool dies in 12 rnds.
91-95	Disconcertingly, target bleeds through nose and ears. He is at -30, takes 10 hits, 3 hits per round and is stunned for 5 rounds.	Unpleasantly, target bleeds through eyes, nose, and ears. He is at -50, takes 15 hits, 5 hits per round and is stunned for 7 rounds.	Grossly, target begins to bleed through eyes, nose, ears and under fingernails. He is at -70, takes 20 hits, 7 hits per round and is stunned for 9 rounds.	Disgustingly, target bleeds through all of his bodily orifices. He is at -80, takes 25 hits, 9 hits per round and is stunned for 10 rounds.	In a clear attempt to gross everyone out, target bleeds through all of his pores. He is at -90, +30 hits, 12 hits/rnd and is stunned for 6 rnds before losing consciousness (if not before).
96-99	Target is struck in the head; +20 hits. If foe has a helmet, he is unconscious for 1 day; otherwise he is in a coma for 10 days.	Target's lungs collapse. +20 hits; target is at -80 and dies in 12 agonizing rounds of asphyxiation.	Sudden pressure change causes multiple internal organ malfunctions. Foe is completely incapacitated for 10 rounds, then dies.	Target is slammed by rushing air. +25 hits, bone is driven into target's internal organs, killing him in three helpless, painful rounds.	Target unwittingly attempts to turn inside out. Unsuccessful (sort of), he loses use of all sensory organs as well as lungs; tumbles, unconscious, through deep space. +80 hits.
100	Target is knocked down and is struck on the head. +25 hits. Helmet is crushed and useless, target stunned 5 rounds. If no helmet, skull is fractured, target dies in 3 rounds.	Luckily, target is lodged between conduits within 3 meters of a door to safety, avoiding an unpleasant space walk. Unluckily, his spine is damaged and he is paralyzed from the waist down. +25 hits.	Explosive blast sends target's brain out through ears. He is quite dead.	Lack of air pressure disrupts lungs, eyes and ears. Not a pretty sight. Target dies in 12 messy rounds, blind and deaf.	Rather abrupt decompression. Target explodes into billions and billions of tiny bits of flesh, quite severely dead.

18.7 M.A. 'STRIKES' CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Sorry.	Fine artistry, but no extra damage.	+1 hit	+2 hits	+3 hits
06-10	+1 hits	+2 hits	+3 hits	+4 hits	Glancing strike makes foe respect you a little more. +5 hits.
11-15	Weak strike, but you gain the initiative. +3 hits	Mild blow. You gain the initiative next round. +4 hits.	Mild strike. You have the initiative next round. +5 hits.	Kick to foe's side yields +6 hits. You have the initiative next round.	Moderate strike stuns foe for 1 round. +7 hits.
16-20	Kick to foe's side yields +4 hits and you have the initiative next round.	Side strike. Foe loses initiative next 2 rounds. +5 hits.	Side strike forces foe to parry next round. +6 hits.	Side strike forces foe to parry at -10 next round. +8 hits.	Side strike cracks foe's ribs and stuns foe for 1 round. +5 hits. Foe is at -10.
21-35	Light, but well-placed strike forces foe to parry 1 round. +5 hits.	Strong, but poorly aimed strike forces foe to parry next round. +6 hits.	Kick foe in ribs and stun him for 1 round. +6 hits.	Side strike. Foe is stunned next round and loses initiative for 3 rounds. +2 hits.	Fine side strike cracks 3 ribs. Foe is at -20. +6 hits.
36-45	Mild chest strike forces foe to parry next round at -10. +6 hits.	Chest strike. Foe must parry next round at -20. +7 hits.	Clever fake yields fine but light chest strike. Foe is stunned for 1 round. +8 hits.	Chest strike. Foe is stunned and unable to parry next round. +5 hits.	Back strike stuns foe 1 round. You have a clear shot to foe's rear next round.
46-50	Acrobatic move forces foe to parry next round at -25. +6 hits.	Glancing kick to foe's back. Foe is stunned 1 round. +5 hits.	Strike to foe's back. Foe is stunned and unable to parry for 1 round.	Chest strike. Foe is stunned for 2 rounds. Broken ribs. Foe is at -10. +3 hits.	Chest strike. Foe is stunned for 2 rounds and unable to parry for 1 round. +5 hits.
51-55	Strike to hip stuns foe for 1 round. +3 hits.	Strike to foe's chest. Stuns him for 1 round. +6 hits.	Side strike. Foe is stunned and unable to parry next round. Add +20 next attack.	Upper leg strike causes deep bruise. Foe operates at -25. +6 hits.	Hip strike spins foe. +5 hits. Foe stunned for 3 rounds.
56-60	Strike to foe's lower chest stuns foe for 1 round. +5 hits.	Back strike. Foe is stunned for 2 rounds. +3 hits.	Strong wheel kick sends foe 10 feet in any desired direction. Foe is stunned 2 rounds. +8 hits.	Back strike. Foe is stunned for 3 rounds. +4 hits.	Chest strike. Foe is stunned for 2 rounds, unable to parry next round and operates at -10.
61-65	Blow to top of foe's foot is slightly misplaced but quick. Foe operates at -20 +5 hits.	Strike to back of lower leg. Foe is stunned for 2 rounds. +7 hits.	Upper leg strike. Foe has deep bruise and operates at -25. +5 hits.	Blow to nerve in upper leg. Foe is stunned 2 rounds and operates at -25 for 6 rounds.	Forearm strike cleanly disarms foe. +3 hits.
66	Strike to Achilles tendon. Vicious bruise. Foe is at -50. +7 hits and foe stunned 2 rounds.	Kick to foe's head sprains neck and fractures jaw. Foe is stunned 9 rounds, operates at -50.	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out.	Superb move. Break foe's weapon. Foe is stunned for 3 rounds. Add +20 next roll.	Simultaneous open palm strikes destroy foe's hearing and balance. Foe at -95. He is stunned 24 rounds.
67-70	Weak spear hand stuns foe for 2 rounds. +2 hits.	Spear hand to foe's chest. Foe is stunned 3 rounds.	Strong knife hand to upper portion of foe's non-weapon arm. Arm is broken and useless.	Strike to top of foe's foot. Foe is stunned and unable to parry for 2 rounds.	Combination elbow to solar plexus and back fist to face drops foe. Foe is stunned 3 rounds and unable to parry 2 rounds.
71-75	Knife hand, spear hand combination. Foe must roll on fumble table and is stunned 1 round.	Strike to foe's weapon arm. Deep bruise. Foe is at -20. +6 hits. Foe stunned 2 rounds.	Strike to back of lower leg. Foe is stunned and unable to parry for 2 rounds.	Knife hand strike breaks foe's collarbone. Foe is stunned and unable to parry 2 rounds. acts at -25.	Heel kick breaks bone in foe's foot. Foe is at -50. +5 hits. Foe is stunned for 3 rounds.
76-80	Kick to foe's non-weapon arm. Arm is useless and +6 hits.	Blow to back of foe's knee damages tendons. Foe is stunned 2 rounds and operates at -25.	Kick disarms foe and stuns him for 1 round. Foe fights at -10 due to cartilage damage.	Strike to area behind foe's knee. Tendon and cartilage damage. Foe is at -75.	Front kick to midsection doubles foe over. You follow with knee strike which breaks foe's nose and knocks him out.
81-85	Kick to foe's weapon arm disarms him. +3 hits.	Kick foe's weapon 5 feet away and break 2 fingers. Foe stunned 2 rounds and fights at -20.	Heel kick breaks bone in foe's foot. Foe is at -50; he is also stunned and unable to parry for 2 rounds.	Kick breaks foe's leg. Foe is stunned and unable to parry 2 rounds and operates at -75. +5 hits.	Strike to knee shatters joint. Foe drops and is stunned and unable to parry 6 rounds. Foe is at -80. +6 hits.
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down and stuns him 3 rounds.	Wheel kick knocks foe flat. Smash tendons and tear muscle. Foe is at -30. He is also stunned 9 rounds.	Strike to leg severs Achilles tendon and drops foe. +10 hits. Foe stunned 9 rounds, acts at -80.	Open-handed blow to foe's adam's apple (neck) crushes windpipe. Foe dies in 18 rounds — shock and asphyxiation.	Roundhouse kick hits kidney drops foe. Your follow-up knife hand snaps foe's neck. He is knocked out, dies in 9 rounds.
91-95	Strike to nerve in upper leg. +8 hits. Foe stunned and unable to parry for 2 rnds, and operates at -40 for 6 rnds.	Strike to foe's knee shatters joint. Foe drops, is at -85. He is stunned and unable to parry 4 rounds.	Flying kick to foe's back. You knock foe down, disarm him, and leave him stunned and unable to parry for 12 rounds.	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet to right or left. Sucker is at -100. He is stunned 10 rounds.	Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rounds. Add +10 to your next round.
96-99	A chop deflects foe's attack, and a later strike knocks him down. Foe stunned and unable to parry for 3 rounds.	Roundhouse kick knocks foe out and fractures collarbone. Foe has sprained neck and shoulder.	Kick to solar plexus drops foe and leaves him stunned and unable to parry 30 rounds. +30 hits.	Brutal head kick flips foe over onto his head. Skull fracture is minor but concussion severe. Foe dies of hemorrhage in 9 rounds.	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. Foe drops helplessly and dies in 6 rounds.
100	Gooseneck strike. Foe's inner ear ruptured. (He hears at -50, operates at -75.) Foe is knocked out by follow-up strike.	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks backbone, leaving foe paralyzed from waist down.	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rounds.	Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly.	Kick disarms foe. A follow-up chop snaps his neck and subsequent flip sends foe 5 feet in any desired direction. Foe dies.

18.8 M.A. 'SWEEPS & THROWS' CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Acrobatic, but no extra damage. +0 hits	Shoddy follow through. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+1 hit	+2 hits	+3 hits	Unbalance foe. You have initiative next round. +4 hits.
11-15	You have initiative next round. +1 hit.	Foe takes 3 extra hits and you have the initiative next round.	You have the initiative next round. Add +20 to your next attack. Foe is confused.	Foe must parry next round. +4 hits.	Stun foe with your fine moves. Add +10 to next attack. Foe is stunned 1 round.
16-20	Foe must parry next round. +2 hits.	Dazzle foe. He must parry next round at -10.	Foe unbalanced and must parry next round at -20. +3 hits.	Foe is stunned for 1 round. +4 hits.	Sweep staggers foe. +2 hits. Foe is stunned and unable to parry 1 round.
21-35	Sweep forces foe to parry next round at -10. +2 hits.	Sweep unbalances foe. +3 hits. Foe must parry next round at -20.	Sweep stuns foe for 1 round. +4 hits.	Sweep sends foe to his knees. Foe is stunned and unable to parry for 1 round. +4 hits.	Sweep downs foe. Foe is stunned for 2 rounds.
36-45	Sweep staggers foe. Foe must parry next round at -20. +3 hits.	Sweep bruises foe's leg. Foe operates at -25 for 3 rounds. +4 hits.	Sweep bruises foe's leg. Foe fights at -10. You have the initiative next round.	Sweep bruises foe's calf. Foe operates at -20. +5 hits.	Sweep drops foe and bruises thigh. Foe is stunned 1 round. +5 hits. Foe is at -20.
46-50	Sweep forces foe to parry next round at -25. +4 hits.	Sweep stuns foe for 1 round. +5 hits.	Sweep downs foe. +4 hits. Foe is stunned for 2 rounds while trying to rally.	Sweep drops foe. +5 hits. Foe is stunned and unable to parry for 1 round. +7 hits.	Foe slips to his knees. +7 hits. Foe is stunned for 2 rounds and is unable to parry next round.
51-55	Sweep drives foe back 3 feet. Foe must parry next round at -30. +5 hits.	Throw knocks wind out of foe, and he is stunned for 1 round. +6 hits.	Throw stuns foe for 2 rounds. +6 hits.	Throw breaks 3 of foe's ribs. Foe is stunned for 1 round and operates at -20. +6 hits.	Throw drops foe. +8 hits. Foe is stunned for 3 rounds.
56-60	Throw stuns foe for 1 round. +6 hits.	Throw stuns foe for 1 round and sprains a finger on his weapon hand. Foe is at -10.	Sweep knocks foe back 5 feet. Foe is stunned and unable to parry for 1 round.	Sweep nearly knocks foe down. Foe is stunned and unable to parry for 1 round. +7 hits.	Surprising sweep sends foe reeling. Foe is stunned for 3 rounds. +9 hits.
61-65	Throw downs foe, but there is a good recovery. Foe is stunned for 1 round. +7 hits.	Throw pulls muscle in foe's weapon arm. Foe is stunned for 1 round. +3 hits. Foe is at -20.	Throw disarms foe. +3 hits and foe is stunned for 1 round. If you want to run, the time is now.	Throw disarms foe and leaves him stunned for 2 rounds.	Fine throw. Foe lands on his weapon arm, is disarmed, and is stunned for 3 rounds.
66	Throw dislocates foe's non-weapon shoulder. Foe is stunned and unable to parry 3 rounds, and is -50.	Nifty throw. You have foe pinned, on his face, and in an arm lock. +9 hits. Foe is disarmed and immobilized.	Sweep shatters foe's knee. Foe is stunned and unable to parry 4 rounds, operates -80.	Smooth throw. Foe lands on his head. If foe has helmet, he is knocked out. If not, he is paralyzed from the waist down.	Perfect toss sends foe flying over your shoulder and 10 feet. Foe dies on impact. Add +10 next roll.
67-70	Hard, but unsmooth throw stuns foe for 2 rounds. +7 hits.	Strong throw stuns foe for 2 rounds. You have the initiative for 6 rounds. +8 hits.	Foe is knocked back 5 feet and has a bruised chest muscle. Foe is stunned 2 rounds, is -10.	Throw drops foe on his non-weapon shoulder. Arm and collar bone +5 hits.	Foe lands on non-weapon arm. If foe has rigid arm armor, +10 hits. If not, foe's arm is shattered and useless, +20 hits.
71-75	Fall bruises foe's thigh. Foe is stunned and unable to parry 1 +2 hits. Foe is at -5.	Fall tears ligament in upper leg. Foe is at -10. +5 hits. Foe is stunned and unable to parry for 1 round.	Fall pulls muscle in foe's leg. Foe stunned 2 rounds and unable to parry next round. Foe operates at -25.	Foe falls and breaks leg. Minor fracture, but foe operates at -30. Poor fool stunned for 3 rounds.	Foe falls and breaks his hip. Mild fracture, foe is at -40. He is stunned and unable to parry 2 rounds.
76-80	Foe lands on non-weapon arm. Foe's arm is sprained, he is at -10, and he is stunned for 2 rounds.	Foe breaks fall with his weapon hand and sprains 2 fingers. Foe is at -25 and is stunned for 2 rounds.	Foe falls and dislocates non-weapon shoulder. +6 hits. Foe is at -40 and must parry for 6 rounds.	Throw puts foe on back and breaks shoulder blade. Foe is at -20. +9 hits. Foe stunned and unable to parry 2 rounds.	Throw sends foe down on his elbow. Joint shattered and arm is useless. Foe is stunned 4 rounds.
81-85	Sweep unbalances foe. +3 hits. Foe is stunned for 3 rounds. Add +25 to your actions next round.	Sweep knocks foe 10 feet to side. Foe stunned and unable to parry 2 rounds. +9 hits.	Sweep staggers foe. +7 hits. Foe is stunned and unable to parry 2 rounds. Add +30 to next attack.	Break foe's wrist on weapon arm. Arm is useless. +10 hits. Fine hand throw.	Throw foe 10 feet. Foe is down on his face, disarmed and stunned an unable to parry 6 rounds.
86-90	Foe lands on his back. Muscle and cartilage damage. Foe quickly recovers, but is stunned and unable to parry for 2 rounds. Foe is at -20.	Foe lands on his back and is stunned and unable to parry for 2 rounds. Torn tendon and broken bone, foe is at -25.	Throw drops foe on his back. Vertebrae cracked and foe is at -50. Foe is stunned and unable to parry 3 rounds.	Throw drops foe and you put him into a severely immobilizing arm lock. Foe is stunned and unable to parry for 6 rounds.	Throw sends foe flying into nearest enemy within 10 feet. All involved are stunned and unable to parry 3 rounds, take +9 hits.
91-95	Throw downs foe and breaks his nose. Foe is at -25. +7 hits. Foe is stunned and unable to parry 2 rounds.	Fall breaks ribs, disarms foe, and sends him rolling 10 feet. Foe is at -30 and is stunned and unable to parry for 12 rounds.	Sweep downs foe and you put him in a leg-breaking hold. +9 hits. Foe is pinned; stunned and unable to parry 15 rounds.	Throw bashes foe against nearly hard surface. Foe is knocked out and you can use a killing kick if you so desire.	Sly rolling throw sends foe into the air. Foe is left disarmed and unconscious. You spring to your feet 10 feet away.
96-99	Throw sends foe down on his head. If foe has helmet, he is stunned 9 rounds. If not, foe is knocked out.	Sweep stuns foe; kick disarms him; and another sweep knocks him flat on his back. Foe is unconscious. +20 hits.	Throw cracks foe's skull. If foe has helmet, he is in a coma. If not, he dies of brain damage in 1 round.	Throw sends foe down. He is impaled by broken rib or his own weapon and dies in 6 rounds.	Fall snaps foe's neck, killing him instantly. Add +25 to your next attack.
100	Snazzy throw. Foe is stunned and unable to parry 6 rounds. Foe is prone and you can finish him (if you desire) with a knee to the solar plexus.	Fabulous throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15 feet.	Fall breaks foe's back. +12 hits. Foe paralyzed from the neck down. Add +20 next roll.	Sweeps sends foe twisting backwards 5 feet. Foe's spine is snapped and he is left a quadriplegic.	Using but half the round, you use a rolling throw to send foe against nearest hard surface. Foe dies, you are up, press on.

19.1 ARCHAIC WEAPONS FUMBLE TABLE

	HAND ARMS (1-handed)	HAND ARMS (2-handed)	SPEAR & POLE ARMS	MOUNTED ARMS	THROWN ARMS	BOWS
01-25	Lose your grip and the opportunity to get in an open blow. Maybe you will improve.	Lose your grip. You lose the opportunity to take an open swing.	Lose your grip. You lose the opportunity to take an open swing.	Lose your grip. You lose the opportunity to take an open strike.	Lose your grip. You elect not to attack because of lost control.	Lose your grip. You elect not to attack. Good choice.
26-30	Drop your weapon. It will take 1 round to draw a new one, or 2 rounds to recover old one.	Drop your weapon. It will take 2 rounds to draw new one or 4 rounds to recover old one.	Fumble your delivery. You lose the option to attack but you can still parry.	Fumble your delivery. You lose 2 rounds but can still parry.	You fumble your delivery and hang onto your weapon. Subtract 10 from your next attack.	One's ten thumbs just cannot handle loading. You lose the rounds.
31-40	You slip with grace and lose the opportunity to get in the vital blow.	You slip into fog of mind. You lose 1 round in order to collect your thoughts.	You slip and are stunned for 1 round. All right, you just look clumsy. Try again.	You slip and lose your saddle position. You lose 2 rounds but can still parry.	You slip and lose 2 rounds to fully recover. You hold onto weapon and still parry.	You fumble your ammunition. You lose 2 rounds trying to recover. Real weak, kid.
41-50	Bad follow through. You lose your opportunity and give yourself 1 hit. Real weak.	Stumble over an unseen imaginary deceased turtle. You lose 2 rounds of offensive action but can still parry.	Lose your grip and juggle weapon for 2 rounds. You can still parry. Your next swing is at -10.	Your mount rears and you are quite stunned for 2 rounds during the recovery.	You fumble your weapon after losing your grip. You are stunned for 3 rounds.	Break arrow and lose your cool. You find yourself out of 2 rounds of action.
51-60	You slip without grace and lose 2 rounds worth of opportunities. Good luck Pal.	Bad move. You lose 2 rounds of open swings. Fortunately, you can still parry.	You slip and almost fall. You are stunned and unable to parry for 2 rounds.	You lose your grip and fumble your weapon. You are stunned for 3 rounds.	Poor release. Weapon lands harmlessly 20 feet to the left of target.	Drop your arrow. You lose 2 rounds reloading. Try hand arms next time.
61-70	Lose your grip and juggle your weapon for 2 rounds. You can still parry.	Lose your grip and juggle your weapon for 2 rounds. You can still parry.	Lose your grip and juggle weapon for 3 rounds. Your next swing is at -10.	Your poor mount stumbles and you are stunned and unable to parry for 2 rounds.	Very poor release sends weapon off directly to the right. Reroll if someone lies in the new path.	Drop your bow. You lose 2 rounds while retrieving and reloading it.
71-80	Lose your grip and juggle your weapon for 2 rounds. Unfortunately, you cannot parry.	Very bad move. You are stunned and unable to parry for 2 rounds. Not good.	Fumble your follow-through. You lose 3 rounds. You are stunned for 2 rounds.	You break your weapon and lose 2 rounds while drawing a new one.	You slip and lose 3 rounds to fully recover. You hold onto weapon, but cannot parry.	Bowstring breaks. You lose 6 rounds while restringing bow or 2 rounds while drawing a new weapon.
81-85	You lose your "wind" and realise that you should relax and not swing for 2 rounds.	Lose your grip and juggle your weapon for 3 rounds. You can still parry.	Clumsy move. You are stunned and unable to parry for 3 rounds.	You drop your weapon in one of your lighter moments. Lose 2 rounds drawing a new one.	You drop your weapon. It will take 2 rounds to draw new one or 4 rounds to recover old one.	You fumble your weapon. You are stunned and quite unable to parry for the next 3 rounds.
86-90	Foe's smooth moves leave you stunned for 2 rounds. Hopefully, you will learn.	Incredibly bad move. You are stunned and unable to parry for 3 rounds.	Drop your weapon. It will take 2 rounds to draw new one or 6 rounds to recover old one.	You break your weapon and lose 2 rounds drawing a new one. You take 10 hits.	You fumble your weapon badly but hang onto it. You are stunned and unable to parry for 6 rounds.	You let your arrow fly much too soon. You strike 20 feet short of target. You are out 2 rounds.
91-95	You stumble. The classless display leaves you stunned for 3 rounds. You might still survive.	You stumble and nearly fall down in an apparent attempt to commit suicide. You are stunned 4 rounds.	You trip and fall. It will take 4 rounds to recover. You are unable to parry for 3 rounds.	Your seating is improper and you find yourself stunned and unable to parry for 3 rounds.	You let go of weapon too early and send it off 30 feet behind you.	Slip and fall down. You are stunned for 6 rounds, and unable to parry 2 rounds. Your shot goes astray.
96-99	Swallow tongue in the excitement. You are stunned and unable to parry for 3 rounds.	You trip and fall. It will take 4 rounds to recover. You are unable to parry for 3 rounds.	You injure your shoulder. You are stunned and unable to parry for 3 rounds and fight at -25.	Your body absorbs the impact. You take 20 hits and are stunned and unable to parry for 6 rounds.	You fall down. Your shot goes astray. You are stunned for 12 rounds.	Break your bow. You are stunned and unable to parry for 4 rounds of action. Good luck, pal.
100	Bad taste and poor execution. You attempt to maim yourself. Roll on the "D" critical table (slashes).	Worst move anyone has seen in ages. 50% chance you are out 2 days with a pulled groin. 50% chance opponent out 3 rounds laughing.	You break your weapon and are stunned and unable to parry for 6 rounds.	You fall off of your mount. Roie on the "D" crush critical strike table.	You hit yourself during delivery. Roll on the "D" critical strike table (crushes).	Poor judgement. You let arrow fly and lose an ear. +5 hits. You take 2 hits per round.

19.2 MODERN WEAPONS FUMBLE TABLE

	Mini Weapon	Energy (1-handed)	Energy (2-handed)	Projectile (1-handed)	Projectile (2-handed)	Grenade/ Missile Launcher
01-25	Fumbling with your weapon, you miss an opportunity. No firing 'till the next available phase.	Trigger, trigger, where is the trigger? Forget shooting this fire phase.	Poor grip. Try next Phase.	Mysteriously, you elect not to fire at this time.	A moment's hesitation loses you the opportunity to fire this phase.	Uncertain aim causes you to elect to not fire this phase.
26-30	One's ten (12?) thumbs just cannot locate that elusive trigger. No further activity for you this round.	Stun, disrupt, vaporize or purée? The little dials on your weapon give you pause for a whole round.	Worse grip. Try again next round.	Your clumsy maneuvers prevent an effective shooting opportunity. Try again next fire phase.	Poor grip and nasty kickback conspire to deliver 10 hits (and you miss).	Your slowness with the weapon causes you to delay firing till next phase.
31-40	You discover just before firing that you are holding the thing backwards. Spend the rest of the round to re-orient. Read the manual next time!	The Safety was on. -50 to activity for this round and the next while trying to recover your self-confidence.	Get a grip. You are stunned (for 1 round) by your own incompetence.	Distracted by the Winged Victory of Samothrace, you fail to fire this round.	You empty the clip into the air, then you're stunned for 1 round as you realize your foolishness.	You elect not to fire for a full round.
41-50	Lose your grip. No further activity for the next round.	Oops, that was the cartridge ejection button, not the trigger. Spend 1 round re-inserting your weapon's power supply.	Cleverly, you eject the weapon power pack and watch it bounce a full 3m away. Spend 2 rnds inserting a new power supply, or 3-5 rnds recovering that one.	Get your eyes checked. Momentary double vision convinces you to wait out the rest of this round (you are at -50).	You empty a round/burst into the ground. Your sheer incompetence costs you 2 rounds of stunned amazement.	You tilt the launcher forward and all of its ammunition tumbles out onto the ground. Faulty loading by somebody.
51-60	You mishandle your weapon and are unable to fire for one round.	You really mishandle your weapon and are stunned for the next round.	You fire the weapon into the ground at your feet. ("Just testing the power charge.")	The ammo cartridge is jammed. It will take 2 rnds to draw a new weapon or 1-6 to wrest this one free.	Slight sprain to your non-weapon wrist causes all further 2-handed attacks to be at -20. You take 5 hits.	Confusion and a personal crisis stun you for 2 rounds.
61-70	Random distractions stun you for 1 round.	Trembling hands cause you to rethink your tactics. Take deep breaths for 2 rounds (i.e. you're stunned) to calm yourself.	You really, really mishandle your weapon and are stunned for the next 2 rounds.	Your spastic shooting hits 3 meters short of the target. You are at -30 to activity next round.	Break a finger and take 8 hits. You are stunned 2 rounds, and all weapon attacks using that hand are at -70.	A mental lapse: Did I load fusion missiles or <i>smoke grenades</i> ? gives you pause for 3 rounds of complete inactivity.
71-80	The weapon pops open in your hand, and the energy cell(s) tumble merrily away. Spend 1 round per cell recovering and reinserting them.	A muscle spasm delivers 10 hits and stuns you for 2 rounds.	A painful muscle spasm delivers 12 hits and stuns you for 2 rounds.	Poke yourself in the eye while trying to get fancy. +8 hits, -20 to activity and stunned 2 rounds.	Trigger slips as you take aim. Make an attack with no modifications on the closest opponent.	Premature ejection causes the grenade to fire 30° to the left of intended target.
81-85	Suddenly more slippery than a greased tachyon, the little toy pops out of your hand and hits the floor. Make a Light roll on the <i>Equipment Mishandling Chart</i> .*	As if of its own volition, your weapon leaps out of your hand. Check the <i>Equipment Mishandling Chart</i> .*	Have you ever used one of these before? You drop your precious weapon. Check the <i>Equipment Mishandling Chart</i> .*	Those pistols are a little tough to get a grip on. You unceremoniously drop the thing and it bounces a good 2 meters away. Check the <i>Equipment Mishandling Chart</i> .*	Whirling around for no apparent reason, you bash your weapon against a nonaggressive surface. Check the <i>Equipment Mishandling Chart</i> .*	You manage to hit yourself with the weapon and take 8 hits, stunned 3 rounds.
86-90	Trip over yourself and fire into space. Two rounds of stunned contemplation will return you to your equilibrium.	A cruel flashback from your childhood leaves you stunned 2 rounds.	The weapon separates in your hands for easy storage. 1 round stunned and staring, and 2 rounds frantically putting it back together.	Cartridge drops out of weapon, scattering ammo, on which you slip and fall down in a comic display. You are down and stunned next round (and red-faced).	Horror at your own shooting ineptitude stuns you for 3 rounds.	Improper loading (whose fault is that?) causes the grenade to travel only half of the intended range.
91-95	You drop your weapon then step on it. Real swift, buddy. Make a Very Severe roll on the <i>Equipment Mishandling Chart</i> .*	Your funny bone isn't always so funny, is it? You're stunned 4 rounds of intense agony.	Instead of your original target, you fire at the phantasmal Vagon Bulldozer 30° to the right. (You miss.)	Fingers mysteriously entangled in weapon cause you some consternation and 3 rounds of stunned extrication.	Burn yourself on the hot casing as you fire ineffectively. You take 4 hits and are stunned two rounds.	Your exuberant hefting of the weapon gives you a hernia. +15 hits, and you are at -70 until cured.
96-99	Your clumsy fingers jam the firing mechanism. Spend 3 rounds unjamming it.	You seem to think that your weapon is a baton. It slips, however, and in trying to recover it you drop-kick it 3 meters away. Check the <i>Equipment Mishandling Chart</i> .*	You boldly go... on your face. Fall down, on top of your precious weapon, and make a Severe roll on the <i>Equipment Mishandling Chart</i> .* You are also down and stunned for 1 round.	While daydreaming, you put your hand in front of the barrel while firing. Lose a finger. +10 hits; 5 hits per round and stunned 3 rounds.	Very poor grip causes you to fire wildly. 20% chance you hit someone in a 180° arc in front of you (roll attack w/no skill bonus). Your foolishness stuns you for 4 rounds.	Too late, you realize you are aiming the thing backwards. Your shot fires exactly 180° from the intended direction, roll randomly for range.
100	Poor judgement and worse aim. You pull the trigger, lose an ear and take two hits per round.	Only you could get your finger caught in the trigger. You are stunned for 4 rounds of action. Try surrendering.	That heavy gun slips in your sweaty palms as you fire. You shoot off your toe. Now you're at -50 and take 8 hits, 2 hit per round, and are stunned next rnd.	You artfully spin the weapon in your hand and deal a point-blank burst attack on yourself (no skill bonus). Roll the attack and say your prayers, buddy.	You pull the trigger and empty the gun into your own foot. +20 hits; 8 hits per round. -70 to activity and stunned 3 rounds.	With a puff of smoke and a "foof", the grenade plops out of the launcher and lands at your feet. It will detonate before you can move. Panic.

* Refer to the *Equipment Mishandling Chart* in the *Player Book*, pg 77.