

Critical Hits – Bullet Damage

ARM:

1. Your bullet grazes your target's hand, forcing him to pass a WP test or drop anything he is holding in that hand.
2. Your bullet nicks the wrist of your target, causing a small but vicious wound. Due to the pain, he suffers a penalty of -10% to his WS until the end of his next turn.
3. Your bullet glances off your target's elbow, sending an electric shock of pain down his arm, making him drop anything he is holding in that hand. The arm is numb and useless for d10/2 turns.
4. Your bullet takes a chunk of your target's biceps muscle with it. He suffers a penalty of -20% to his WS until the end of his next turn.
5. Your bullet pierces your target's deltoid muscle of the shoulder, lodging just underneath the skin. Your target drops anything held in that hand and suffers a penalty of -20% to his WS until the end of his next turn. Additionally, until the bullet is removed you can't fully recover your full W characteristic, effectively having one less W than normal. Removal requires two full turns, a sharp knife and a successful Easy (+20%) Heal test.
6. Your bullet makes a hole through your target's hand, smashing some of the bones between the wrist and the fingers and severing the tendons to one digit, either the middle or ring finger as the GM deems fit. Anything held in that hand is dropped and the hand is useless until the end of the battle. Afterwards your target will suffer a permanent penalty of -5% to any tests requiring fine manipulation performed with that hand due to reduced manual dexterity, probably simply binding the limp finger to its neighbour to keep it from interfering with any tasks.
7. Your bullet removes one finger on your target's hand. Roll 1d10: 1-2 thumb, 3-4 index finger, 5-6 middle finger, 7-8 ring finger, 9-10 pinkie. Your target is stunned until the end of his next turn. If the thumb is lost, grip will be very poor, reducing WS, Ag and S by a penalty of -20% for any tests or blows made with that hand. Loss of a pinkie is mostly cosmetic in effect and the target can count himself lucky. Loss of any other finger will result in penalties as for #6 above.
8. Your bullet shatters your target's wrist, smashing the many small wrist-bones and severely damaging nerves and tendons. Anything held in that hand is dropped. Your target counts as stunned and must pass a Hard (-20%) WP test to avoid dropping anything held in the opposite hand to grab his injury. At the end of his next turn he must pass a WP test to recover from the stunning, rolling again next turn if he fails. The hand is useless until the target's W characteristic is fully restored. He must then pass a Hard (-20%) T test. Failure means the hand remains next to useless, stiff and with hardly any function left in the fingers. If successful, he'll suffer a permanent penalty of -20% to WS, Ag and S tests (as well as any tests requiring fine manipulation) made with that hand due to stiffness and reduced manual dexterity. Magical healing will heal the injury completely if provided with d10/2 days.
9. Your bullet lodges in the target's elbow, jamming the joint. Your target is stunned by blinding pain for d10/2 turns and the arm is useless until the bullet is removed. This requires a successful Heal test with the Surgery talent. If this is not provided within d10 days the target must pass a Challenging (-10%) T test or suffer an infection that will render the joint, and the arm, permanently useless. In addition, he must pass a second test or the infection will spread, killing him within another d10 days unless amputation is performed. A successful Shallyan Cure Disease spell will heal the infection but not remove the bullet or restore function in the arm.
10. Your bullet smashes your target's collarbone. He is stunned for d10 turns and suffers a penalty of -30% to all tests performed with that arm, including for calculating SB, until his W characteristic is fully recovered.
11. Your bullet shatters the bone of your target's upper arm. The target is stunned by blinding pain for d10 turns and

the arm is useless. Such an injury requires magical healing within d10 days or it will develop gangrene and need amputation.

12. Your bullet pierces the meaty part of the target's shoulder near the neck, severing the brachial plexus, the bundle of nerves supplying the arm, and stunning him for d10/2 turns. He must pass a Hard (-20%) WP test to avoid dropping whatever he is holding in the other hand to grasp the injured shoulder. Unless magically healed within one day, which will count as a Hard (-20%) spell test, the paralysis will be permanent, rendering the arm limp and useless. Also, the lodged bullet will permanently reduce his W by -1.
13. Your bullet shatters your target's shoulder-blade and severs the large artery branching off from the aorta to the arm. The victim of your lethal accuracy will suffer a 30% risk of dying from loss of blood each turn, unless magically healed which will require a Hard (-20%) spell test. Until his W characteristic is fully restored, the pain of his shattered shoulder-blade will make all tests connected with any physical activity count as Very hard (-30%). Also, the lodged bullet will permanently reduce his W by -1 if he survives.
14. Your bullet almost tears your target's arm off at the shoulder, severing major blood vessels. He immediately falls unconscious and will inevitably die in a spreading pool of blood within d10/2 turns.
15. Your bullet enters through your target's armpit, tearing its way through both lungs and damaging the heart. Your target coughs up a spray of blood before collapsing and dying within one turn.

BODY:

1. Your bullet grazes your target's side, causing him to flinch and suffer a penalty of -10% to his WS until the end of his next turn.
2. Your bullet tears a furrow along one rib, causing a penalty of -20% to your target's WS until the end of his next turn.
3. Your bullet pierces your target's flank at a sharp angle, lodging underneath the skin. He suffers a penalty of -30% to his WS until the end of his next turn. In addition, the bullet also brought with it a small piece of wadding or the target's clothing into the wound, causing an infection that will delay his healing process, meaning he'll recover one less W the next time he should have restored some of his W characteristic.
4. Your bullet clips your target's shoulder, spinning him almost completely around and knocking him to the ground, stunned until the end of his next turn. Apart from that dramatic effect, the wound is comparatively minor.
5. Your bullet lodges under a rib, causing your target intense pain every time he moves, making him suffer a -10% penalty to his WS until the bullet is removed. This requires a successful Heal test with the Surgery Talent. Failure will result in infection as per #3 above.
6. Your bullet smashes into your target's back at a sharp angle and clips a vertebra in the spine of the small of the back, causing temporary paralysis from the shock of impact. Your target falls to the ground, unable to use his legs for d10 turns, before recovering completely.
7. Your bullet hits your target's shoulder-blade at a sharp angle, shattering itself on impact. The fragments tear away a massive amount of flesh from the surface of the shoulder-blade, white bone showing clearly through the ragged hole they leave as they exit. Your target is stunned for d10 turns and suffers a penalty of -20% to all tests from pain and ruined muscle tissue until the end of the battle. The penalty is then reduced to -10% until his W characteristic is fully restored.
8. Your bullet punches into your target's belly, penetrating the abdominal cavity and damaging the intestines. Results are as for Cutting Damage to Body #7.
9. Your bullet punches into your target's chest, knocking him sprawling and fracturing a rib, the jagged ends puncturing

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one lung, causing it to collapse. He suffers a cumulative penalty of –5% to WS, BS, Ag and S each turn, falling unconscious when any of those characteristics reaches zero. He is then left lying on the ground, blood running from his mouth and a bubbling noise emanating from the hole in his chest. He'll die in 2d10 turns unless magical healing is provided. If he survives he'll suffer a penalty of –30% to all tests for one week, reducing the penalty by 10% for each subsequent week, before recovering when the lung has inflated itself again.

10. Your bullet slams into your target's belly, knocking him sprawling, stunned until the end of his next turn. The liver has been penetrated and he'll suffer a cumulative penalty of –10% to WS, BS, Ag and S each turn due to internal bleeding, falling unconscious when any of those characteristics reaches zero. He'll die in another d10 turns unless magical healing is provided.
11. Your bullet smashes a lower rib and ruins one kidney. Your target is knocked sprawling, helpless until the end of his next turn. He'll suffer a cumulative penalty of –15% to WS, BS, Ag and S each turn due to massive internal bleeding, falling unconscious when any of those characteristics reaches zero. He'll die in d10 turns unless magical healing is provided, and even that will count as a Hard (-20%) spell test.
12. Your bullet smashes your target's breastbone, shattering it and driving fragments deeper into the chest. Your target will have to pass a Challenging (-10%) T test or die on the spot, his heart pierced. If he survives he'll count as helpless for d10 turns, then suffer a penalty of –30% to all tests until his W characteristic is fully restored, due to problems breathing, practically every rib disconnected from his shattered breastbone. After one day he'll have to pass a Hard (-20%) T test or contract pneumonia due to not being able to cough up phlegm properly, dying within d10/2 days unless a Shallyan Cure Disease spell saves him.
13. Your bullet punches clear through your target's belly, exiting from his back in a spray of blood and tissue. He'll count as helpless from pain and shock until he expires in great agony d10 hours later, unless both a successful Shallyan Cure Disease spell and a successful magical Very Hard (-30%) healing spell test saves him.
14. Your bullet smashes into your target's chest, tearing through one lung and major blood vessels. A trickle of blood runs from your target's mouth as he slumps to the ground and expires inevitably d10/2 turns later.
15. Your bullet makes a perfect bull's eye hit on your target's heart, sending him flying backwards in a most dramatic manner, dead before he hits the ground.

HEAD:

1. Your bullet nicks your target's ear, causing a –10% penalty to his WS until the end of his next turn.
2. Your bullet grazes your target's cheek, leaving an open wound that bleeds far more freely than expected. He'll lose one attack or free parry on his next turn as he clasps one hand to his face.
3. Your bullet grazes your target's neck, causing him to flinch and suffer a penalty of –20% to his WS until the end of his next turn.
4. Your bullet tears away most of your target's outer ear. He counts as stunned until the end of his next turn.
5. Your bullet grazes your target's scalp, causing blood to flow into his eyes, as per Cutting Damage to Head #4.
6. Your bullet tears a furrow along your target's jaw, exposing white bone and teeth. He is stunned until he can pass a WP or T test, starting to roll on the turn after his next. The scarring will be unattractive but will not reduce his Fel by any significant margin.
7. Your bullet enters through your target's cheek, knocks out a couple of teeth, lacerates the tongue and exits through the opposite cheek. Your target is stunned until the end of his next turn and will spit blood and teeth, suffering a

penalty of –10% to his WS for the duration of the battle due to pain and the blood trickling down his throat. The tongue and the holes in the cheeks will heal naturally although he'll be at –20% to any Fel tests requiring speech until his W characteristic is fully restored.

8. Your bullet tears out a large part of your target's larynx, the upper part of the windpipe, opening a gaping hole at the front of his neck. He is stunned for d10 turns and will be rendered permanently mute, his Fel reduced by a penalty of –20% due to the unsightly neck-hole through which he now does most of his breathing.
9. Your bullet smashes into your target's temple, fracturing his skull. He must make an immediate Hard (-20%) T test or be knocked unconscious, otherwise being stunned for d10 turns and suffering a penalty of –10% to all tests for the duration of the battle due to dizziness and nausea.
10. Your bullet goes in through your target's mouth, knocking out a couple of front teeth and damaging the tongue before exiting through the angle of the lower jaw, fracturing it and causing his jaw to hang loosely on that side. He'll be stunned for d10/2 turns and suffers a penalty of –20% to all tests for the duration of the battle due to pain and the blood and gore filling his mouth. He'll be unable to speak or eat solid food until his W characteristic is fully restored. Afterward, due to a misaligned lower jaw and damage to the tongue slurring his speech, he'll suffer a permanent penalty of –10% to his Fel.
11. Your bullet punctures one of your target's eyeballs, lodging in the bony orbit and causing a clear gelatinous substance to run down his face. The target is stunned until the end of the battle. No amount of mundane or magical healing can restore the eye and he suffers reduction of any BS or sight-based Perception test by half, including any bonus from Talents such as Excellent Vision or Sharpshooter.
12. Your bullet fractures your target's skull, lodging between the bone and brain, knocking him unconscious. He'll have to pass a Hard (-20%) T test or die within d10/2 hours due to intracerebral haemorrhaging, blood filling his skull and compressing the brain. If successful he'll wake up d10/2 days later with a new random Insanity due to brain damage.
13. Your bullet enters through one eye, penetrating into the brain and knocking your target unconscious. Death ensues within d10/2 turns unless magical healing is provided, counting as a Very Hard (-30%) spell test. Survival will mean your target will suffer a reduction of –20% to WS, BS, Ag, Int and Fel for the rest of his life due to brain damage.
14. Your bullet exits through the back of your target's neck in a spray of blood. There is 50% chance it entered through the lower part of his face, making him a gruesome sight indeed and severing the spinal cord on its way out, otherwise having entered through his throat and torn out a carotid artery in the process. Either way, your target drops to the ground and gurgles for d10/2 turns before expiring in a widening pool of blood.
15. Your bullet enters through your target's forehead, making a coin-sized entry hole, emerging from the back of his head in a massive spray of blood and brain tissue as it makes a fist-sized exit hole. Your target could not possibly be any deadier.

LEG:

1. Your bullet grazes your target's foot, causing a small but painful wound. He suffers a penalty of –10% to WS until the end of his next turn.
2. Your bullet grazes your target's ankle, causing him to stumble, losing one attack or free parry on his next turn as he flails his arms.
3. Your shot glances off your target's shin. For the next d10/2 turns his M is halved and he may take no attack actions as he limps and gasps from the pain.

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4. Your bullet clips your target's kneecap. The target is stunned until the end of his next turn and must pass a Challenging (-10%) WP test or drop his weapon to clasp his knee.
5. Your bullet tears a shallow furrow along your target's hip. Distracted by the pain and forced to guard his injured side, your target suffers a penalty of -10% to all tests for d10 turns.
6. Your bullet smashes into your target's foot, fracturing several bones and lodging inside. The target is stunned until the end of his next turn. Until the fracture has healed after four weeks, all Dodge Blow tests count as Hard (-20%) and M is reduced by -2. This will only reduce the penalties to a -1 to M until the bullet is removed, requiring a successful Heal test with the Surgery Talent.
7. Your bullet smacks into your target's thigh, tearing through muscle and lodging next to the thighbone. Your target is stunned until the end of his next turn and must pass a Challenging WP (-10%) test to recover from the stunning. His M is reduced by -2 and all Dodge Blow tests count as Hard (-20%) until the muscles have healed when your target's W characteristic is fully restored. Unfortunately, the bullet will have carried a small piece of wadding or a piece of the target's pants into the wound, causing an infection that will slow the healing process, meaning he'll recover one less W the next time he should have restored some of his W characteristic. The bullet will then be encapsulated by fibrous tissue and not cause any further problems.
8. Your bullet goes cleanly through your target's calf, fracturing the outer of the two bones in the lower leg and tearing out a sizeable chunk of flesh. Your target is stunned until the end of his next turn. His M is reduced by -2 and all Dodge Blow tests count as Hard (-20%) until the muscles and bone have healed when your target's W characteristic is fully restored. In addition, the huge gaping wound will cause a cumulative penalty of -5% to the target's WS, BS, Ag and S each turn. He'll fall unconscious when any of those characteristics reaches zero, although the spurting blood vessels will then contract and prevent him from bleeding out entirely.
9. Your bullet shatters your target's kneecap, dropping him to the ground in a howling heap, helpless with pain for d10 turns. Unless magical healing is provided, M is permanently halved and all Dodge Blow tests count as Hard (-20%) from now on, due to extensive damage to the joint.
10. Your bullet shatters your target's shinbone, knocking him to the ground writhing in pain. He counts as helpless for d10/2 turns and is unable to support himself on that leg until the fracture has healed in six weeks. Hopping on one leg counts as having a Move of 1 and all WS and Dodge Blow tests count as Very Hard (-30%). One crutch reduces the difficulty of the tests to Hard (-20%) but requires the use of one hand. Two crutches enables you to limp along at a Move of 2 but requires both hands and Dodge Blow tests still count as Hard (-20%).
11. Your bullet smashes into your target's hip, lodging in the smashed joint. The hipbone is badly fractured and the pelvis chipped, dropping the target to the ground, helpless with pain for d10/2 turns. The leg is useless until the fracture has healed in six weeks. If the leg was set with a successful Heal test with the Surgery Talent, limited mobility is returned although M is reduced by -2 and all Dodge Blow tests will count as Challenging (-10%). Otherwise the hip will heal in a bad position, making the joint very stiff and painful, reducing M to 1 and making all Dodge Blow tests count as Hard (-20%).
12. Your bullet shatters your target's thighbone into several fragments, knocking him to the ground, clasp his leg in agony, counting as helpless for d10 turns, then suffering a penalty of -20% to all tests for the duration of the battle due to the agonizing pain. Such an injury requires magical healing within d10 days or it will develop gangrene and need amputation.
13. Your bullet rips through the target's groin where the leg joins the hip, severing the femoral artery. Bleeding excessively, the target falls to the ground, suffering a cumulative penalty of -10% to WS, BS, Ag and S each turn, falling unconscious when any of those characteristics reaches zero. He'll then die from loss of blood in another d10/2 turns unless magical healing is provided.
14. Your bullet smashes into your target's hip, ricocheting from the pelvis into the abdominal cavity, deforming and ripping through guts and internal organs. Your target falls to the ground, helpless with pain, expiring in great agony within d10 turns.
15. Your bullet slams into your target's pelvis, shattering bone and lacerating nerves and major blood vessels. Your target falls to the ground and dies inevitably in d10/2 turns from shock and massive loss of blood.