

## **Critical Hits - Explosion & Shrapnel Damage**

### **ARM:**

1. A jagged piece of shrapnel grazes your target's hand, forcing him to pass a Challenging (-10%) WS test or drop anything held in that hand.
2. Small fragments of shrapnel pepper your target's upper arm and shoulder. None of the fragments penetrate deeper than the skin, but give him a penalty of -10% to WP until the end of his next turn.
3. A large shard of shrapnel lodges in the flesh of your target's forearm, causing him to miss one attack or free parry on his next turn as he waves his arm frantically to dislodge the hot piece of metal
4. A piece of shrapnel nicks your target's wrist, cutting to the bone. No tendons or large blood vessels are damaged but your target drops whatever he is holding in that hand and suffers a penalty of -20% to his WS until the end of his next turn.
5. Shards of hot metal slash into your target's biceps muscle, tearing the flesh. He suffers a penalty of -20% to WS and -2 to SB for any attacks or parries made with that arm for the duration of the battle. Until the pieces of shrapnel are removed from the arm with a successful Heal test a penalty of -10% and -1, respectively, will remain.
6. Shrapnel tears away d10/2 fingers. Effects are as for Cutting Damage to Arm #10, except that only fingers are lost regardless of the result, never the entire hand.
7. Shrapnel deeply embeds itself into your target's upper arm, one large fragment lodging in the shoulder muscle next to the bone near the shoulder joint. Until removed it will cause a penalty of -30% to WS and -2 to SB for any attacks or parries made with that arm. Removal will require a successful Heal test with the Surgery Talent. A Heal test without that Talent will count as Hard (-20%). Failure will leave the fragment in the arm, which will eventually heal after d10/2 weeks, embedding the fragment in fibrous tissue, but due to the resulting stiffness a penalty of -15% and -1, respectively, will remain.
8. A large fragment rips through the inside of your target's elbow, severing blood vessels and damaging tendons. The target is stunned until the end of his next round and must then pass a Hard (-20%) WP test or drop everything to clap his other hand around the spurting wound. If he fails he may attempt further tests on subsequent turns to let go. Otherwise he'll clench his arm tightly to close the wound and continue to fight, unable to use that arm and suffering a penalty of -10% to his WS due to being unbalanced by the clenched arm held to his side. The arm will need to be tightly bandaged, requiring three full turns, to stop the bleeding. The arm will be useless until his W characteristic is fully recovered. Some stiffness will remain, causing a penalty of -10% to any WS tests made with that arm, unless magically healed. Alternatively, the magical healing can be replaced with a successful Heal test with the Surgery Talent, halving the penalty.
9. Fragments smash into your target's shoulder, fracturing the collarbone and tearing up some chest muscles. Your target will be stunned for d10/2 turns and suffer a penalty of -20% to both WS and S for any tests or blows made with that arm until the fracture has healed in d10/2 weeks.
10. A large piece of shrapnel severs the top end of your target's biceps from the shoulder, leaving the muscle flopping like a big firm lump inside the skin of the arm near his elbow. Unless the muscle is successfully stitched back together within d10 days, requiring either magical healing or a successful Challenging (-10%) Heal test with the Surgery Talent plus four weeks of rest, he'll suffer a permanent penalty of -20% to WS and S for any tasks performed with that arm in the future due to not being able to flex the arm well.
11. Shrapnel rips through your target's upper arm, nicking a large artery. The spurts of blood cause a cumulative penalty of -5% to your target's WS, BS, Ag and S each turn until it has been tightly bandaged, requiring two full turns. A successful Hard (-20%) Ag test is also required if

he does it himself, using one hand and his teeth. Otherwise he'll fall unconscious from loss of blood when any of those characteristics reaches zero. The wound will clot before he expires, however.

12. A blast of fragments rips the flesh from your target's forearm and fractures one of the long bones, stunning him for d10 turns with pain and shock at such a ghastly sight. Only a Very Hard (-30%) magical healing spell test will save the arm, otherwise requiring amputation.
13. A piece of shrapnel tears through the shoulder, ricocheting from bone into the chest and lacerating the large bundle of nerves supplying the arm. The arm will be permanently paralysed and useless. Your target will have to pass an immediate Hard (-20%) T test or fall unconscious from shock.
14. A large chunk of shrapnel smashes through the collarbone and upper ribs, bouncing against the back of the shoulder-blade before severing the large artery branching off from the aorta to the arm. A pumping spray of blood rises up from the wound in your target's shoulder near the neck, sending him into unconsciousness to die inevitably in a spreading pool of blood within d10/2 turns.
15. A burst of shrapnel practically tears the target's arm from its socket. Blood gushes out in huge spurts. Massive shock and loss of blood causes instant unconsciousness and a mercifully quick death within two turns.

### **BODY:**

1. Shrapnel grazes your target's side, ripping his clothes, making him flinch and causing a penalty of -10% to his WS until the end of his next turn.
2. A jagged piece of shrapnel slices a furrow along your target's lower ribs, soaking his clothes with blood and causing a penalty of -20% to his WS until the end of his next turn.
3. A hot sliver of metal lodges in your target's flank. He yelps and beats furiously at the offending piece of shrapnel, trying to dislodge it, losing one attack or free parry on his next turn.
4. A big piece of metal clips your target's shoulder, knocking him to the ground but otherwise leaving him unharmed.
5. A chunk of shrapnel slams into your target's chest and breaks a rib. He must make a Hard (-20%) T test or count as stunned until the end of his next turn as he gasps for breath. For the rest of this battle he will suffer a penalty of -5% to any parries due to the pain from the damaged chest muscles connecting to his shoulder and upper arm.
6. A small fragment or pellet pierces your target's right side just below the ribs, nicking the liver and causing internal bleeding. He must pass a Hard (-20%) T test or be stunned for d10/2 turns. In addition, after the battle, he'll develop a tenderness of the abdomen, which soon becomes rigidly hard and painfully tender as your target develops peritonitis, a serious inflammation of the membranes covering the inside of the abdomen, forcing him to stay bedridden and helpless with pain for d10 days, at the end having to pass a T test or die from infection as bacteria festers in the clotted blood in his abdomen. A successful Shallyan Cure Disease spell will save him from the infection.
7. A jagged fragment sinks deep into your target's shoulder beneath the collarbone, knocking him to the ground, stunning him until the end of his next turn and causing a penalty of -20% to his WS for another d10/2 turns. Unless the fragment is removed or a successful Shallyan Cure Disease spell is provided he'll develop an infection due to pieces of his own clothing dragged deeply into the wound and festering inside the shoulder, making him delirious and helpless after d10/2 days, bringing death within another d10 days. Unfortunately, the fragment is well lodged deep underneath the collarbone near the top of the lung, so removal requires a successful Heal test with the Surgery Talent. Failure will mean the fragment remains until a new test can be attempted the next day, but due to

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further contamination of the wound, each failure reduces the time until death from infection by one day.

8. Shrapnel slice into your target's groin, stunning him for d10 turns (d10/2 if female). Afterward, the pain will cause a penalty of -10% to all tests for the remainder of the battle. In addition there is a 50% chance he will be rendered permanently sterile from the injury (10% if female).
9. Pellets and pieces of shrapnel tear through your target's belly, damaging the small intestine and spilling faecal matter into the abdominal cavity. He crumples to his knees, hands pressed against his wound, helpless for d10 turns, subsequently suffering a penalty of -20% to all tests due to the awful pain. In addition, he must make a Very Hard (-30%) T test or die from infection in d10 days (becoming delirious and helpless within one day) unless successful magical healing, the Shallyan Cure Disease spell or a Very Hard (-30%) Heal test with the Surgery Talent is made within half that time. The latter involves a very risky surgical procedure, digging deep into the abdomen, stitching up the holes and cleaning out any foul substances visible.
10. Shrapnel punctures your target's lung, making it rapidly collapse, causing a cumulative penalty of -5% to his WS, BS, Ag and S each turn. He'll fall unconscious when any of those characteristics reaches zero, dying within another 2d10 turns unless magical healing is provided.
11. A blast of shrapnel tears large chunks of flesh from your target's chest, exposing ribs and muscle tissue. He'll suffer a penalty of -20% to all tests due to pain and breathing difficulties until the injury has healed in four weeks. In addition, afterward he'll have a permanent reduction of -15% to his S due to major injury to the chest muscles connecting to his shoulders and upper arms.
12. A blast of shrapnel rips into your target's flank, tearing away muscle and flesh, some of the fragments piercing one kidney. He is stunned for d10 turns, staring at the huge hole in his body, then faints dead away. Internal and external bleeding will empty the poor guy out within 2d10 turns unless magical healing is provided, counting as a Hard (-20%) spell test.
13. Multiple pieces of shrapnel rips into your opponent's chest, several of them penetrating into both lungs. The results will be as for #10 above, only with a penalty of -15% each turn, and death will occur after d10 turns.
14. A blast of shrapnel rips into your target's abdomen, practically disembowelling him and spilling red ruin at his feet. He is helpless to do anything but vainly try to gather up his spilled intestines and stuff then back into his ruined belly, before slumping over and dying within d10 turns.
15. A burst of shrapnel blasts open your target's ribcage, ripping his heart and lungs to pieces, killing him instantly in an explosion of gore.
5. Shrapnel lacerates your target's brow and scalp, causing blood to flow into his eyes, as per Cutting Damage to Head #4.
6. A jagged piece of shrapnel tears a furrow along your target's jaw, exposing white bone and teeth. He is stunned until he can pass a WP 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, the hole closing nicely.
7. Sharp shards slice away a piece of your target's nose and upper lip. He is stunned as per #6 above, but will also have his Fel permanently reduced by -15% due to the hideous facial scars. However, he'll gain a +10% bonus to Intimidation tests.
8. A large piece of metal tears into your target's neck, barely missing any large blood vessel but slamming forcefully into the spine of his neck, knocking a piece of vertebra into the spinal cord and causing a very brief paralysis of his entire body. Your target falls to the ground like a limp sack with a very surprised look on his still fully functioning face, helpless until the end of his next turn. He'll continue to lie there helpless until he passes a Routine (+10%) T test and can start to get up. The piece of metal is easily visible through the gaping wound on the neck and can easily be picked out and saved as a trophy if he survives the battle.
9. A blast of shrapnel glances off your target's head, lightly concussing him and removing a palm-sized flap of his scalp, leaving it hanging by a shred. He is stunned for d10 turns, suffering a penalty of -10% to all tests for the remainder of the battle, due to dizziness. He will also have a large bald spot once the skin grows back over the wound, reducing his Fel by 1d10.
10. A piece of shrapnel pierces one eye, with results as for Piercing Damage to Head #11.
11. A blast of shrapnel lacerates one whole side of your target's face, leaving him shrieking and helpless for d10 turns, rolling on the ground with both hands clasped to his face. Afterward he'll suffer a penalty of -20% to all tests for the remainder of the battle. If he survives, he'll have his Fel reduced permanently by -20%, due to massive scarring such as large fibrous masses covering the cheek, one eye unable to close properly, missing lips, etc. Consult any episode of "Jonah Hex" for inspiration, dear GM!
12. A piece of the target's skull flips away, carved out by a piece of shrapnel, leaving the brain visible through the hole. Your target must pass a Challenging (-10%) T test or be knocked unconscious. After the battle he must make a Hard (-20%) T test or suffer a lethal infection, killing him in d10/2 days unless saved by a successful Shallyan Cure Disease spell. Should he survive, the skin will grow back over the hole but he will have a funny depression with a soft and sort of squishy centre on his head for the rest of his life. If he can find a willing surgeon he might have a metal plate put there later.
13. Shrapnel tears into your target's throat, damaging the windpipe and nicking a carotid artery. The target falls to the ground, gurgling and spitting blood, hands clasped to his throat. He counts as helpless and will die in 2d10 turns unless magical healing is provided. If he survives, his voice will be distorted, weak and hoarse for the rest of his life, reducing his Fel by -10% in any situation where clear speech is important.
14. A blast of shrapnel tears away most of your unlucky target's face, knocking him helpless to the ground to die, gurgling and moaning, in d10 turns, leaving a distinctly un-prettY corpse.
15. A large piece of shrapnel carries away the top of your target's head. He is dead almost before hitting the ground, and most definitely when he does, as most of his brain sloshes out of his brainpan.

#### **HEAD:**

1. A jagged piece of shrapnel gashes your target's cheek. He suffers a penalty of -10% to his WS until the end of his next turn.
2. Small fragments pepper your target's face but miss his eyes completely. He'll suffer a penalty of -20% to his WS until the end of his next turn. Unless someone spends several turns removing tiny fragments from under the skin of his face, they'll become stuck there, small black dots marring his face like the gunpowder flecks of a professional gunner who might mistake the poor fellow for a colleague.
3. A chunk of your target's ear is removed by a piece of shrapnel, making him lose one attack or free parry on his next turn as he clasps one hand to the wound.
4. A piece of shrapnel barely misses your target's eye, slicing open his cheek just underneath the lower eyelid. He is stunned until the end of his next turn.

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### LEG:

1. Shrapnel or pellets graze your target's foot, causing a penalty of -10% to his WS until the end of his next turn.
2. Fragments pierce your target's calf, causing any Dodge Blow tests to count as Challenging (-10%) for the rest of the battle.
3. Chunks of shrapnel strike your target's thigh, bruising but not penetrating, forcing him to pass a Challenging (-10%) Ag test or be knocked to the ground.
4. A piece of shrapnel painfully lodges in 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. Pieces of shrapnel tear several long, shallow furrows along your target's hip. Distracted by the pain and forced to guard his injured side, your target is at -10% to all tests for d10 turns.
6. A pellet lodges inside your target's knee, forcing him to make a Hard (-20%) Ag test or fall down. He'll suffer a penalty of -2 to his M and -20% to all Dodge Blow tests until it is removed, either by magical healing or a successful Hard (-20%) Heal test with the Surgery Talent. If the latter is used, the target must pass a Challenging (-10%) T test or suffer an infection that will force amputation unless a successful Shallyan Cure Disease spell is performed. If the infection goes untreated and the leg remains attached, gangrene and sepsis will occur within d10/2 days, causing death within another TB days.
7. A sharp fragment lacerates your target's inner thigh near the groin, stunning him for d10/2 turns. If male, he must also pass an Average T test or be emasculated for the rest of his life.
8. A blast of shrapnel tears away chunks of flesh from your target's calf, causing gaping wounds and fracturing the fibula, the outer of the two long bones in the lower leg, forcing him to pass a Hard (-20%) Ag test or fall to the ground. Your target's M will be reduced to 1 as he hobbles along, counting any Dodge Blow tests as Very Hard (-30%) until the end of the battle. A combination of infection, severed blood vessels and just plain, massive loss of tissue means the leg will never heal properly, giving a permanent penalty of -2 to M and -20% to any Dodge Blow tests.
9. Shrapnel shreds your target's knee, utterly destroying the kneecap and penetrating into the joint, shredding bone and ligaments as it goes along. He falls to the ground, screaming and stunned for d10 turns. Unless magical healing is provided within d10 days, the leg will have to be amputated. Otherwise it'll still be stiff and unbending, causing permanent penalties as per #8 above.
10. A large piece of shrapnel pierces your target's thigh, tearing out of the back of the leg in a spray of blood, leaving a huge flap of muscle gruesomely flapping. The blast knocks him to the ground, unable to get up. Loss of blood will cause a cumulative -5% to WS, BS, Ag and S each turn, the target falling unconscious when any of those characteristics reaches zero. Unless the leg is tightly bandaged, requiring someone else's help and three full turns, death will occur within another 2d10 turns.
11. Fragments tear into the hip joint, causing nerve damage that leaves the whole leg limp and useless, totally paralysed. Your target falls to the ground, stunned for d10 turns and unable to get up. Two crutches will be necessary to get around properly in the future, unless he wants to hop around on one leg.
12. An utterly hideous storm of fragments tears across your target's upper thigh near the hip joint, ripping apart his genitals and laying the thigh open to the bone. The target is helpless with pain and shock for d10 turns, gaining one extra IP as a result of the view of his mangled leg and groin, should he survive. Loss of blood will mean he loses unconsciousness after an additional d10 turns, and will suffer a penalty of -30% to all tests until he does. Only very limited function will remain to the leg afterward, reducing M to 1 and causing all Dodge Blow tests to count as Very Hard (-30%), although he can use crutches as per Bullet Damage to Leg #10.
13. A jagged piece of metal lays open your target's inner thigh, severing the femoral artery. The huge spurts of bright, red blood will cause a cumulative penalty of -10% to WS, BS, Ag and S each turn, the target falling unconscious when any of those characteristics reaches zero. Unless magically healed or rapidly aided by a pressure bandage, requiring a Very Hard (-30%) Heal test and two full turns, death will occur within another d10 turns.
14. A blast of shrapnel blows the leg off at the knee, leaving it hanging by a shred. Your target falls to the ground, helpless and with blood spurting from the stump. Death occurs from loss of blood within d10 turns unless magical healing or a tourniquet, requiring two full turns and someone else's help, is provided, neither of which will save the leg.
15. A blast of shrapnel nearly tears the leg out of its socket, leaving a gaping hole with the thighbone and spurting arteries clearly visible. Your target falls immediately unconscious from shock, dying inevitably in d10/2 turns.