

ARM

- 1 Your weapon nicks your opponent's arm, causing a small stream of blood to run. At the beginning of the next round this becomes very slippery, and your opponent must make a **Challenging (-10%) Weapon Skill Test** or drop whatever is held in that hand.
- 2 Your weapon slices your opponent's fingers. Your opponent must make an immediate **Hard (-20%) Toughness Test** or drop whatever is held in that hand.
- 3 Your weapon slices into your opponent's biceps, barely missing a major artery. Your opponent must make a **Very Hard (-30%) Toughness Test** or drop whatever is held in that hand. For the rest of this combat, parries attempted with this arm suffer a -20% modifier.
- 4 Your weapon drives into the deltoid muscle of your opponent's shoulder, sending an electric shock down the length of the arm and causing whatever is held in that hand to be dropped. For the rest of this combat, your opponent's **Weapon Skill** is reduced by 5% because of distraction from the pain.
- 5 Your weapon fillets the length of the forearm, opening the skin to reveal multi-layered, twitching muscles beneath. Whatever is held in the hand is dropped. In addition, your opponent must make a **Challenging (-10%) Will Power Test** to avoid dropping whatever is held in the other hand to grasp his forearm in an attempt to staunch the pain. For the remainder of this combat, your opponent's **Weapon Skill** is reduced by 10%.
- 6 Your weapon slices deep into the wrist and rebounds off the bones of the forearm. Whatever is held in the hand is dropped, and the hand is numbed and useless for the next 1d10/2 rounds. Until either magical or mundane healing is received, your opponent's **Weapon Skill** is reduced by 20%.
- 7 Your weapon slices deep into the forearm of your opponent, severing muscle and tendon and finally lodging between the bones of the forearm. Your opponent may do nothing for the next round except writhe in pain, and you must make an **Easy (+20%) Strength Test** to dislodge your weapon. Successfully freeing your weapon causes an additional **S2 hit** to your opponent.
- 8 Your weapon enters beneath the biceps and slices through its tendinous attachment onto the bones of the forearm. Whatever is held in the hand is dropped and the entire arm is useless until it is healed through magical or mundane means. In addition, your opponent will continue to lose **1 Wound** per round from blood loss until the gaping wound in his arm is bandaged. **Weapon Skill** is reduced by 30% until magical or surgical healing is received.
- 9 Your weapon cleanly slices a large chunk of flesh from the shoulder, causing blood to pour freely down the length of the arm. Whatever is held in the hand is dropped, and your opponent must make a **Very Hard (-30%) Will Power Test** to remain upright. In addition, your opponent will continue to lose **2 Wounds** per round from blood loss until the wound is bandaged, and suffers a -20% to **Weapon Skill** and **Strength** for the duration of combat.
- 10 Your weapon severs 1d10/2 fingers from your opponent. On a roll of 10, the entire hand is severed at the wrist. Permanently deduct 3% from the **Agility** characteristic for each lost finger. Your opponent must make a **Challenging (-10%) Will Power Test** or flee immediately.
- 11 Your opponent's arm is lopped off at the elbow. Blood pumps in large spurts, draining **3 Wounds** per round until the area is bandaged. Your opponent must make a **Hard (-20%) Will Power Test** or flee immediately. Deduct 15% from the **Agility** characteristic due to the loss of the hand.
- 12 Your weapon drives through your opponent's shoulder and fractures the end of the collarbone. Whatever is held in the hand is dropped, and there is a 50% chance that a bony fragment punctures the lung. A punctured lung requires magical healing within 1d10 rounds, or death is inevitable. Even if the lung is not punctured, **WS, BS, S, and T** are reduced by 20% until magical or mundane healing is obtained.
- 13 Your weapon severs your opponent's shoulder cleanly from the chest. Blood pours in gouts from the ruins, and your opponent falls to the ground unconscious. Only magical healing can prevent death within 1d10/2 rounds, but no amount of magical or mundane healing can restore the arm. Characters surviving the loss of an arm lose half of their **Agility** characteristic because they no longer have anything with which to steady the actions of their opposing hand.
- 14 Your weapon drives through your opponent's shoulder and carries on into the chest cavity. Shocked, your opponent slides slowly off your blade and onto the ground in an ever-widening pool of blood, where he remains, twitching, until inevitable death occurs in 1d10/2 rounds.
- 15 Your weapon crashes into the shoulder of your opponent, describing an arc through the chest cavity before emerging near the hip. Your opponent falls in two pieces, dead before either hits the ground.

HEAD

- 1 The flat of your blade strikes the helm of your opponent, carrying it from his head to land 1d10 feet away. If your opponent is not wearing a helm, he is momentarily stunned and loses initiative next round.
- 2 Your weapon glances off the back of the head, momentarily disorienting your opponent. For the next round, all of your opponent's **Weapon Skill Tests** are **Challenging (-10%)**.
- 3 Your weapon glances off the temple, momentarily disorienting your opponent. For the next round, all of your opponent's **Weapon Skill Tests** are **Hard (-20%)**.
- 4 Your weapon opens a gash that runs the length of the forehead, spilling blood into your opponent's eyes. For the next 1d10/2 rounds, your opponent's **Weapon Skill** tests are **Very Hard (-30%)**.
- 5 The flat of your weapon lands a solid blow to the side of the head, stunning your opponent for 1d10/2 rounds, during which time no actions can be taken.
- 6 Your weapon carves a shallow slice into the neck of your opponent, causing blood to spurt out of the wound. Your opponent loses **1 Wound** per round until the wound is bandaged; if the wound is not bandaged in the amount of rounds equal to your opponent's **TB**, he must make an **Average (+0%) Toughness Test** each round or fall unconscious.
- 7 Your weapon slices off a portion of your opponent's ear. Reduce **Fellowship** by a permanent -5%, but any **Intimidation Tests** are made at +5%.
- 8 Your weapon slices off your opponent's nose as he bends backward in an awkward attempt to dodge the blow. The nose lands 1d10/2 feet away. Blood pours from the wound, causing an additional loss of **2 Wounds** per round until magical or mundane healing is received. In addition, characters surviving the loss of the nose suffer a permanent -10% reduction in **Fellowship** but gain +10% to **Intimidation Tests**.
- 9 Your weapon cuts deep into the scalp of your opponent, lodging in his helm (or skull, if your opponent has no helm). Your opponent is stunned for 1d10 rounds, and you must make a **Routine (+10%) Strength Test** to dislodge your weapon. Successfully freeing your weapon causes an additional **S3 hit** to your opponent.
- 10 Your weapon slices your opponent's (roll 1d10: even=right, odd=left) ear off, which lands 1d10/2 feet away. Your opponent loses 1 additional **Wound** per round from profuse bleeding, and all actions are considered **Hard (-20%)** until healing is obtained. Should your opponent survive, he suffers a permanent -15% to **Fellowship** but gains +10% to **Intimidation** attempts, and all future Listen-based **Perception Tests** from that side are considered **Hard (-20%)**.
- 11 Your weapon opens a gash at the side of the head, causing a significant amount of blood loss. Your opponent's **Weapon Skill** is reduced by a cumulative 5% per round until this wound is bandaged. If the **Weapon Skill** reaches zero, your opponent drops to the ground, unconscious.
- 12 Your weapon opens a large gash from your opponent's forehead to his jaw, destroying his (roll 1d10: even=right, odd=left) eye. Your opponent must make a **Hard (-20%) Toughness Test** or fall unconscious. Should your opponent survive, he permanently loses 20% from **Fellowship** but gains +10% to **Intimidation Tests**. In addition, all sight-based Skills (including **Ballistic Skill**) are reduced by half, as well as any bonuses granted by sight-based Talents, such as **Excellent Vision** or **Sharpshooter**.
- 13 Your weapon slices cleanly through your opponent's lower jaw causing the loss of 1d10 teeth and a portion of the tongue. Blood loss is significant; your opponent will lose an additional **1d10 Wounds** per round until magical or mundane healing is received, and your opponent must make an immediate **Very Hard (-30%) Toughness Test** or fall unconscious. If this blow is survived, your opponent permanently loses 30% from **Fellowship** but gains +20% to **Intimidation Tests**. Because of the partial loss of tongue, henceforth this character's speech must be simulated by wedging the tongue between any two teeth.
- 14 Your weapon carves an arc from your opponent's temple through the jaw and deep into the shoulder, causing you to be showered by a spray of blood. No amount of magical or mundane healing can prevent death in 1d10/2 rounds.
- 15 Your weapon cleanly severs the head of your opponent from his neck. The head lands and rolls 1d10/2 feet away, madly working in a futile attempt to gasp or scream until death occurs 1 round later.

BODY

- 1 Your weapon rends the top layer of your opponent's clothing or armour, reducing **AP** by 1 in this location for any armour except plate. If no armour is worn, the skin is sliced, causing enough pain to distract your opponent for 1 round, during which he loses **1 Attack**.
- 2 Your weapon pierces the side of your opponent but misses any internal organs. Shock from the pain causes all of your opponent's actions next round to be considered **Challenging (-10%)**.
- 3 Your weapon slices through a rib of your opponent, who must make a **Challenging (-10%) Toughness Test** or do nothing except parry during the next round as he gasps for air. If your opponent fails the **Toughness Test**, he must make a **Hard (-20%) Will Power Test** or drop his weapon.
- 4 Your weapon drives into the meat above the collarbone, causing your opponent to make a **Very Hard (-30%) Will Power Test** or drop his weapon.
- 5 Your weapon slices across the chest of your opponent, reducing **AP** by 2 for any armour (except plate, which suffers -1 **AP**) that may be in this location. In addition, your opponent must make a **Hard (-20%) Toughness Test** or be stunned for the next 1d10/2 rounds.
- 6 Your weapon drives into the right upper quadrant of your opponent's abdomen, lacerating the gall bladder and spilling its contents. Your opponent must make a **Hard (-20%) Toughness Test** or spend the next 1d10/2 rounds vomiting. Death from infection will occur if magical or mundane healing is not obtained in 1d10 days.
- 7 Your weapon carves deep into the side of your opponent, lodging in the bony portion of the hip. Your opponent may do nothing for the next round except writhe in pain, and you must make an **Easy (+20%) Strength Test** to dislodge your weapon. Successfully freeing your weapon causes an additional **S2 hit** on your opponent.
- 8 Your weapon drives into the groin, causing your opponent to be stunned for the next 1d10 rounds. In addition, the character must make a **Challenging (-10%) Toughness Test** or be rendered permanently sterile from the wound.
- 9 Your weapon slices into your opponent's belly and groin, puncturing the bladder. With a faint odour of ammonia, urine spills from the wound and onto your blade, and your opponent must make a successful **Challenging (-10%) Will Power Test** or gain an Insanity Point as he realizes what has happened. Magical or surgical healing must be obtained within 48 hours or the wounded character will die in 2d10 days from infection. *GM note:* if surgical healing is obtained, the character must make a **Challenging (-10%) Toughness Test** or fall prey to a random infection; in addition, the character will be prone to leakage and constantly reek of urine, causing a permanent -10% reduction to **Fellowship**. Until healed, all actions are considered **Hard (-20%)**.
- 10 Your weapon drives deep into the belly of your opponent, lacerating the large and small intestines. Your opponent must make an immediate **Challenging (-10%) Toughness Test** or fall unconscious. If the test is passed, all actions for the duration of combat are considered **Hard (-20%)**. Death will occur unless magical or surgical healing is obtained within 24 hours. *GM note:* if surgical healing is obtained, the wounded character must make a **Very Hard (-30%) Toughness Test** to avoid falling prey to infection.
- 11 Your weapon drives deep into the abdominal cavity, lacerating the spleen. In addition to dropping his weapon in pain, your opponent suffers a cumulative loss of 5% per round to all combat characteristics (**WS, BS, S, T**) as well as losing **1 Attack**. When any of the combat characteristics reach zero, your opponent falls unconscious. Magical healing must be obtained within 1d10 hours or death is inevitable.
- 12 Your weapon slices across and opens the abdomen, spilling entrails about your opponent's feet. Death from blood loss will occur in 1d10 rounds unless magical healing is obtained; during this time your opponent may take no other action except a futile attempt to gather and replace the spilt entrails. Characters surviving this horrifying experience gain **1d10/2 Insanity Points**.
- 13 Your weapon slices deep into the side of your opponent, fracturing 1d10/2 ribs and lacerating a kidney before finally lodging in the spine. Your opponent's knees buckle, and he collapses unconscious onto your weapon, losing **1d10 Wounds** per round until magical healing is received. If your opponent survives this blow, he must make a **Hard (-20%) Toughness Test** to avoid permanent limb paralysis (roll 1d10: 1-4 right leg, 5-8 left leg, 9-10 both legs).
- 14 Your weapon drives deep into the chest of your opponent, fracturing ribs, puncturing a lung, and finally severing the heart and aorta, showering both of you in a fountain of blood. Death is unavoidable in 1d10/2 rounds.
- 15 Your weapon describes a clean arc through the chest and belly of your opponent, who falls to the ground in two pieces.

LEG

- 1 The flat of your blade strikes your opponent's shin, forcing your opponent to make a **Challenging (-10%) Will Power Test** or drop his weapon and spend the next round grasping the wounded leg while hopping on the good one.
- 2 Your weapon spears your opponent's calf, forcing him to make a **Hard (-20%) Will Power Test** or drop his weapon in an attempt to remove yours.
- 3 Your weapon strikes the upper leg. Your opponent must make a **Challenging (-10%) Toughness Test** or fall to the ground, losing **1 Attack**.
- 4 Your weapon drives into the meat of the thigh, causing your opponent to make a **Hard (-20%) Toughness Test** or fall to the ground, losing **1 Attack**.
- 5 Your weapon slices deep into the inner thigh near the groin, narrowly missing the femoral artery. Your opponent must make a **Hard (-20%) Toughness Test** or drop his weapon and spend the next 1d10/2 rounds grasping the wound in agony.
- 6 Your weapon carves deep into the muscles of your opponent's thigh before finally lodging in the femur. Your opponent drops to his good knee and may do nothing for the next round other than writhe in pain. You must make an **Easy (+20%) Strength Test** to dislodge your weapon, which causes an additional **S2 hit** to your opponent.
- 7 Your weapon severs your opponent's hamstring, reducing his **Movement** score by 1 until magical or mundane healing is obtained. In addition, your opponent must make a **Challenging (-10%) Toughness Test** or fall to the ground.
- 8 Your weapon slices into your opponent's kneecap, destroying it. Your opponent must make an immediate **Very Hard (-30%) Will Power Test** or spend the next 1d10 rounds grasping at his knee in agony. Passing the **WP Test** simply reduces this time by half.
- 9 Your weapon slices deep into your opponent's knee, severing the cruciate ligaments that anchor the bones of the upper leg to those of the lower leg. Your opponent collapses and may do nothing but parry for the next 1d10 rounds. **Movement** is reduced by half until magical healing can be obtained.
- 10 Your weapon severs the Achilles' Tendon of your opponent, reducing his **Movement** score by 2 until magical or mundane healing is obtained. In addition, your opponent must make a **Hard (-20%) Toughness Test** or fall to the ground. Combat characteristics (**WS, BS, S, T**) are reduced by -10% for 1d10 rounds.
- 11 Your weapon slices off several of your opponent's toes. Roll 1d10: 1-3 two toes, 4-6 three toes, 7-9 four toes, 10 great toe. Loss of the great toe causes a permanent -1 reduction in the **Movement** score. In addition, combat characteristics (**WS, BS, S, T**) are reduced by -10% for 1d10 rounds.
- 12 Your weapon slices your opponent's foot from the ankle. Your opponent loses 1 Wound per round from blood loss until the wound is bandaged, and characters surviving this blow permanently reduce their **Movement** score by half. In addition, combat characteristics (**WS, BS, S, T**) are reduced by -20% for 1d10 rounds. A prosthetic foot may increase the **Movement** score by +1.
- 13 Your weapon cleanly severs your opponent's leg at the knee. Death from blood loss will occur in 1d10 rounds unless magical healing is obtained, but no amount of healing will restore the lost limb. In addition, combat characteristics (**WS, BS, S, T**) are reduced by -30% for 1d10 rounds. Characters surviving this blow permanently reduce their **Movement** score to 1. A prosthetic leg may increase the **Movement** score by +1.
- 14 Your weapon drives into the inner thigh of your opponent, lacerating the femoral artery. Your opponent collapses unconscious in a spray of blood, which continues to spurt rhythmically until death occurs in 1d10/2 rounds.
- 15 Your weapon carves deeply into your opponent's hip and pelvis, severing the near leg from the body before burying itself into the far leg. Your opponent slides off your weapon slowly, dead before his body strikes the ground.