

Winds of CHAOS

Critical Hit Chart

01-15	Head
16-35	Right Arm
36-55	Left Arm
56-80	Body
81-90	Right Leg
91-00	Left Leg

#	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
01-07	1	1	1	2	3	4	5	6	7	8
08-14	1	1	2	3	4	5	6	7	8	9
15-21	1	2	3	4	5	6	7	8	9	10
22-28	2	3	4	5	6	7	8	9	10	11
29-35	3	4	5	6	7	8	9	10	11	12
36-42	4	5	6	7	8	9	10	11	12	13
43-49	5	6	7	8	9	10	11	12	13	14
50-56	6	7	8	9	10	11	12	13	14	15
57-63	7	8	9	10	11	12	13	14	15	14
64-70	8	9	10	11	12	13	14	15	14	15
71-76	9	10	11	12	13	14	15	14	15	14
77-82	10	11	12	13	14	15	14	15	14	15
83-88	11	12	13	14	15	14	15	14	15	14
89-94	12	13	14	15	14	15	14	15	14	15
95-00	13	14	15	14	15	14	15	14	15	14

Sudden Death Results

- No Effect:** victim suffers no penalties and may resume combat as normal
- Flee:** victim disengages combat and flees for his life; opponent is granted one free attack
- Dead:** victim is dead

Optional Rules for Combat against Magic-users

- Replace **Weapon Skill** penalties with **Will Power**
- Replace combat characteristics (**WS, BS, S, T**) penalties with magic characteristics (**WP, Int, S, T**)
- Any Critical Hit inflicted upon a magic-user causes a **-1 penalty** to his **Mag** score. This reflects how the seriousness of the wound interferes with the caster's ability to manipulate the Winds of Magic
- As an alternative to the above, each Critical Hit inflicted upon a magic-user causes one additional **Chaos Die** to be added to any spell-casting roll
- Any Critical Hit that affects the voice (ie, Blunt Head Effect #10) prevents a magic user from casting spells for the duration of the effect