

Critical Hits – Leg Damage for Quadrupeds

1. A near miss causes a minor scratch and makes the creature shy away. It may not make any attack actions on its next turn.
2. A glancing blow makes the creature stagger, suffering a penalty of -10% to all tests until the end of its next turn. Any rider must pass a Routine (+10%) Ride test or suffer the same.
3. As #2 except the penalty is -20% and the Ride test Challenging (-10%).
4. A painful wound makes the creature rear up, missing a half-action on its next turn. Any rider must pass a Ride test or be thrown. *
5. The creature's shoulder is lacerated, making it count as stunned until the end of its next turn.
6. A muscle of the upper leg is torn, reducing the creature's M by ¼ and making any Dodge Blow tests (if the creature possesses this skill) count as Challenging (-10%) until it is healed back to Lightly Wounded.
7. A painful hit to the lower leg makes the creature limp badly, suffering a reduction of M by half, counting any Dodge Blow tests (if the creature possesses this skill) as Challenging (-10%) for the duration of the battle. Any rider will be badly distracted by the limping gait of his mount, requiring a successful Ride test to remain unaffected, otherwise suffering a penalty of -10% to his WS while he remains mounted.
8. The blow knocks the creature to the ground. Any rider will have to pass a Challenging (-10%) Ride test or be thrown. * The creature will have to pass a Challenging (-10%) Ag test or be stunned until the end of its next turn by the rough fall.
9. A blow to the lower leg makes the creature stagger badly. It counts as stunned until the end of its next turn and suffers a reduction of its M by half as well as counting any Dodge Blow tests (if the creature possesses this skill) as Hard (-20%). Any rider will be badly distracted by the limping gait of his mount, suffering a penalty of -10% to his WS while he remains mounted. The penalty remains until the creature's W characteristic is fully restored.
10. The attack badly injures the creature's leg, making it stumble. Any rider will have to make a Challenging (-10%) Ride test to remain mounted. * The creature is stunned for d10/2 turns and can only limp along on three legs at ¼ M, counting any Dodge Blow tests (if the creature possesses this skill) as Very Hard (-30%). Any rider will be badly distracted by the limping gait of his mount, suffering a penalty of -10% to his WS while he remains mounted. The creature will need medical attention to properly heal, requiring either a successful Challenging (-10%) Heal test or a Hard (-20%) Animal Care test (representing rough veterinary-style care). In that case it will regain its M at a rate of ¼ per two weeks (reducing the Dodge Blow penalty at a rate of one level per two weeks as well), otherwise the penalty will be permanent.
11. The strike severely damages the creature's leg, knocking it violently to the ground, stunned for d10/2 turns. Any rider will have to pass a Hard (-20%) Ride test or be thrown badly, taking a Damage 2 hit. The injury will require magical healing or be permanent, reducing M to ¼ as the creature limps along on three legs, counting any Dodge Blow tests (if the creature possesses this skill) as Very Hard (-30%). Any rider will be badly distracted by the limping gait of his mount, suffering a penalty of -10% to his WS while he remains mounted.
12. The blow severs the creature's leg at the knee, sending it crashing to the ground with results as per #11 above except that no healing is possible to restore the leg. In addition, there is a 20% chance each turn the creature will fall unconscious from loss of blood.
13. The hit bites deeply into the creature's leg at the thigh, making blood spurt from a severed artery. The creature staggers, stunned until the end of its next turn. It will suffer a cumulative penalty of -10% to WS, BS (if it has a BS of more than 0, otherwise ignoring any penalty to that characteristic), Ag and S, falling unconscious when any of those characteristics reaches zero. Unless bleeding is stopped with magical healing or a successful Heal test, it will then die within another d10 turns from loss of blood. The Heal test will require two turns, as well as a successful Animal Care test to first calm the creature unless it is sentient and cooperative. If magically healed, function is restored; otherwise the useless remains of the leg will have to be amputated.
14. The strike practically severs the creature's leg at the hip, causing it to fall unconscious immediately. It will die inevitably in a spreading pool of blood within d10 turns. Any rider will have to pass a Challenging (-10%) Ride test to dismount cleanly or be thrown violently, suffering a Damage 3 hit.
15. The blow drives deeply into the hip and on into the creature's body, severing major blood vessels and damaging internal organs. Death is almost instantaneous from shock and bleeding. Any rider will have to pass a Challenging (-10%) Ride test to dismount cleanly or be thrown violently, suffering a Damage 3 hit.

* If the mount is a Light Warhorse or Destrier (or equivalent mount of war), it is assumed any saddle is a war-saddle specially made to seat a rider safely. Such a saddle gains the rider a bonus of +20% to any Ride tests to stay in the saddle.