

SHRAPNEL & SHOT - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Buzz!</i> Shrapnel and shot go whistling and thrumming through the air around your head. You flinch like a wuss!	Pass a Challenging (+0) Cool Test or suffer a penalty of -10 to your next rolled Test.
11-20	04-06	1	<i>You Blinked!</i> A small projectile removes several eyelashes and nicks one eyebrow.	You gain <i>Blinded (1)</i> .
21-25	07-09	1	<i>Where's My Hat?</i> You duck as small fragments pepper your face and scalp, a larger piece going so close that any headgear you are wearing gets caught.	A Hat, Leather Skullcap or Open Helm goes flying 1d10 yards. A Mail Coif robs you of one extra Wound as mail links dig into your scalp. An enclosed Helm gains you <i>Deafened (2)</i> as the sound of a fistful of leadshot thrown into a metal bucket assaults your ears! If you are bareheaded you lose a single point of Fel due to minor facial scarring. If you're wearing Flexible layered armor only the outermost piece counts.
26-30	10-15	1	<i>Torn Ear.</i> A chunk of your ear goes spinning through the air.	Gain <i>Deafened (2)</i> . Pass an Easy (+40) Cool Test to avoid dropping anything held in your primary hand to clap it to your wounded ear. You can take an Action normally after that. Roll 1d10-5; if the result is positive that is the penalty to your Fel whenever your mangled ear is obvious.
31-35	16-20	2	<i>Facial Wound.</i> Your head snaps back, blood flying as your cheek is sliced to the bone, barely missing your eye.	Gain <i>Blinded (1)</i> and <i>Bleeding (1)</i> . The resulting scar will be impressive without being disfiguring, gaining you +1 SL on any Intimidate Test against a target likely to be frightened by such things. You can only gain this benefit once.
36-40	21-25	2	<i>Neck Wound.</i> A swirling fragment opens up a good-sized hole in the side of your neck. Anyone curious enough for a closer look can actually see one of the major blood vessels beating in there!	Although now exposed to the public, both your jugular and carotid survived this close call. Smaller vessels still gain you <i>Bleeding (2)</i> .
41-45	26-30	2	<i>Grazed Forehead.</i> Your forehead takes a gash, causing blood to run into your eyes.	Gain <i>Bleeding (1)</i> . You also gain <i>Blinded (2)</i> which cannot be removed until the Bleeding Condition has been removed.
46-50	31-35	2	<i>Eat This!</i> You literally eat a faceful of shrapnel. You spit blood, tooth fragments and shot!	Gain <i>Stunned (2)</i> and lose 1d10/2 teeth – Amputation (Average) .
51-55	36-40	3	<i>Scalp Flap.</i> A hail of shrapnel glances off your skull, lightly	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Each turn for the rest of the encounter there

			concussing you and leaving a palm-sized piece of scalp dangling.	is a 20% risk the flap will get in your eyes, gaining you <i>Blinded (1)</i> as well. After the encounter you need to pass an Easy (+40) Toughness Test or gain a prominent bald spot as the lacerated scalp fails to heal in an esthetic manner.
56-60	41-45	3	<i>Broken Jaw.</i> A projectile smashes into your chin, breaking your jaw.	Pass an Average (+20) Endurance Test or go <i>Prone</i> . Gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) .
61-65	46-50	3	<i>Mangled Face.</i> A blast of shrapnel removes chunks from one side of your face, including one ear and quite a bit of cheek, leaving white jawbone visible through the rents.	Gain <i>Stunned (3)</i> . Lose one ear – Amputation (Average) . Also, the extensive scarring gains you a penalty of -5 to your Fel in any situation where a handsome exterior is imperative.
66-70	51-55	3	<i>Jammed Jaw.</i> A piece of shot or shrapnel jams itself into the hinge that is the temporomandibular joint, connecting your lower jaw to your skull. You find yourself unable to close your mouth or even to open it much further without severe pain.	Gain <i>Stunned (2)</i> . You suffer a Broken Bone (Minor) , except the bone can't begin to mend until the projectile is removed. Until that happens you'll also constantly have <i>Fatigued (1)</i> due to the agonizing pain of having the fragment keeping your mouth jammed open. Removal requires a Hard (-20) Heal Test and a steady hand.
71-75	56-60	4	<i>Damaged Jugular.</i> Your jugular vein eats a fragment, causing a cascade of dark blood to pour down your side.	Gain <i>Bleeding (3)</i> .
76-80	61-65	4	<i>Eye Injury.</i> You take a hail of fragments to the face. One nicks the edge of your orbital cavity, ripping its way through one of the rectus muscles controlling eye movements, finally lodging somewhere behind the eye near the optic nerve. Your other eye gets away with a subconjunctival hemorrhage, which looks nasty with the redness and all, but is quite harmless.	Gain <i>Stunned (2)</i> and <i>Blinded (3)</i> . You'll need Surgery within a week or you'll lose the eye (see under Amputated Parts) and gain a Festering Wound as the fragment lacerates both eye and optic nerve. The surgery will require you to be either unconscious or have nerves of steel as the surgeon will have to get his instruments hooked around the eyeball and push it aside to locate and extract the fragment by feel. Anyone watching the procedure will have to pass a Difficult (-10) Cool Test or be violently sick. Even a successful operation will leave you with a lazy eye due to the damaged eye muscles.
81-85	66-75	4	<i>Lost Nose.</i> An errant fragments departs along with a significant portion of your nose. Left side, right side, upper part or lower part; it matters not as the result is an unsightly hole in the middle	Gain <i>Stunned (2)</i> and <i>Blinded (2)</i> as pain radiates from the fractured and torn remains of your dearly departed nose. Also, you lose the nose – Amputation (Average) .

			of your face. The impact also leaves you with two black eyes, which unlike your nose is only a temporary inconvenience.	
86-90	76-80	4	<i>Lost Eye.</i> A piece of shrapnel or shot pulps one eye, causing a small rivulet of clear gel mixed with blood to run slowly down your cheek.	Gain <i>Stunned (3)</i> . Lose the eye – Amputation (Difficult) .
91-93	81-85	5	<i>Destroyed Face!</i> You roll around on the ground, both hands clasped to the ruin of your face.	Gain <i>Prone</i> and <i>Broken</i> . You suffer a Broken Bone (Major) and also lose various parts – Amputation (Hard) . Roll three times and ignore but don't reroll any multiples of an already rolled result: 1-2 – Left ear 3-4 - Right ear 5-6 – Nose 7 – 1d10 teeth 8 – Another 1d10 teeth 9 – One eye 10 – Both eyes
94-96	86-94	5	<i>Brain Damage.</i> The blast sends a piece of your skull flying, fragments of shot or bone penetrating into your brain. You now have a hole in your head! Enough intact scalp remains for the opening to close, but you'll have a soft indentation over the missing piece of skull forever more...	Pass a Challenging (+0) Endurance Test or go <i>Unconscious</i> ; otherwise gain <i>Stunned (3)</i> . Regardless, once recovered from either Condition you instead gain <i>Fatigued (1)</i> that will remain for a full week before you stop feeling dizzy. Roll 1d10 for long-term effects: 1-5 <i>Frontal Lobe Damage</i> – Roll once on the Mental Corruption Table . This does not lose you any Corruption Points nor does it count towards your Corruption Limit. 6-7 <i>Temporal Lobe Damage</i> – You become very forgetful and your Int is reduced by -10. 8-9 <i>Parietal Lobe Damage</i> – You suffer what is called expressive aphasia, effectively losing spoken speech (see under Amputated Parts - Tongue). 0 <i>Occipital Lobe Damage</i> – You gain <i>Blinded (1)</i> except the Condition is permanent as your ability to perceive visual input is impaired.
97-99	95-99	5	<i>Torn Throat.</i> Multiple fragments tear through your neck, ripping apart windpipe and muscle, nicking a carotid artery and damaging your lower jaw. You start choking on blood and torn	Gain <i>Prone</i> and <i>Bleeding (3)</i> , the latter of which can only be removed through Surgery . Should you fail to bleed to death you'll still suffer extensive damage to your voice apparatus, effectively losing use of your tongue

			flesh as even more crimson gushes out in rhythmic spurts through the ragged wounds.	(see under Amputated Parts).
00	100+	D	<i>Brain Spill!</i> The blast takes off the top of your skull, sending brain matter, hair and bone shards flying. Whatever remains of your poor brain sloshes out of the opened brainpan to spill on the ground as you collapse, limp like a boned fish.	Head all hollowed out, it's pretty certain you're dead as a doorknob.

SHRAPNEL & SHOT – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Graze.</i> A fragment slices the skin on the back of your hand, stinging something fierce!	You suffer a penalty of -10 to your next rolled Test using that arm.
11-20	11-20	1	<i>Jarred Hand.</i> One of your knuckles is skinned as a shot ricochets off it, causing your fingers to spasm.	Pass an Average (+20) Endurance Test to avoid dropping anything held in that hand. If the item was held in both hands you may reroll once.
21-25	21-25	1	<i>Hot-Hot-Hot!</i> A hot fragment embeds itself in your arm. A smell of burnt pork starts spreading as you wave your arm furiously to dislodge the offending metal.	Until you have removed the fragment you suffer a penalty of -20 to any Tests using that arm. Removal requires nothing more than the use of your other hand and a single Action to yank it out, no roll required.
26-30	26-40	1	<i>Slashed Arm.</i> Like a small deadly Frisbee, a sharp shard slices into your upper arm, severing muscle fibers aplenty before spinning away.	You suffer a Torn Muscle (Minor) .
31-35	41-45	2	<i>Bleeding Wound.</i> Fragments pepper the inside of your elbow, damaging a blood vessel, sending strands of crimson flying any time you take a new swing.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) .
36-40	46-50	2	<i>Pierced Hand.</i> A fiery piece of shrapnel slams into your hand, lodging in the palm between a couple of the metacarpal bones. Your hand won't work properly and the fragment is uncomfortably hot!	Your hand is useless (see under Amputated Parts) until the fragment has been removed, which requires an Average (+20) Heal Test and the point of a dagger or some other suitable implement to dig it out. Afterwards, one of your fingers may be a little stiff but will work just fine if helpfully strapped to a functional neighboring digit.
41-45	51-55	2	<i>Forearm Wound.</i> Your forearm is badly torn by a hail of fragments or shot, leaving tendons, bone and twitching muscle visible.	You suffer a Torn Muscle (Major) .
46-50	56-60	2	<i>Lost Finger.</i> Whatever you held in that hand is punched right out of your grip. When you look down at your hand one of your fingers is dangling by a small scrap of tissue.	Whatever you held in that hand goes flying 1d10/3 yards in a random direction. If the object was fragile it breaks rather than flies. You also lose one finger – Amputation (Easy) .

51-55	61-75	3	<i>Severed Biceps.</i> A whirling piece of hot metal severs most of the top of your biceps, leaving the greater part of this big muscle flopping down like a big useless lump under the skin by your elbow.	You suffer a Torn Muscle (Major) as well as a penalty of -2 to your Strength Bonus for any attacks or actions using that arm. Unless you receive Surgery to stitch the ends together within one week a penalty to your Strength Bonus of -1 will be permanent even after the Torn Muscle has healed.
56-60	76-80	3	<i>Smashed Wrist.</i> A piece of shot smashes the head of the long radius bone by the wrist. Your hand is now bent at an odd angle and throbbing with pain.	You suffer a Broken Bone (Minor) .
61-65	81-85	3	<i>Shredded Hand.</i> Your hand takes the full brunt of the blast, taking on the aspect of Morr's own hand. Tendons are sturdy things but skin and flesh is shredded from bone! Although robbed of most sensation due to no longer having skin to feel with, you are still very surprised to see your fingers curl and flex at your command, tendons visibly stretching and pulling.	Drop anything held in that hand and suffer a Torn Muscle (Major) . Although strictly speaking still able to flex and extend your torn fingers, until at least partially healed you'll first have to pass a Difficult (-10) Cool or Endurance Test (pick the worst) any time you wish to pick something up or perform an Action using that hand, to be able to ignore the pain and surreal sensation of gripping with bare bone and twitching tendons!
66-70	86-90	3	<i>Torn Artery.</i> A swarm of projectiles slices into the inside of your upper arm, nicking the brachial artery and ripping up the triceps muscle. A discomfoting amount of blood starts pouring from the tear in your arm.	Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) .
71-75	91-95	4	<i>Busted Humerus Bone.</i> Two different heavy projectiles smash into your upper arm, one cracking off the greater tubercle muscle attachment point near the shoulder, the other snapping the long body of the shaft halfway to the elbow. With your upper arm bone essentially in three pieces your poor upper extremity is in very poor shape!	You suffer a Broken Bone (Major) .
76-80	96-109	4	<i>Did A Mole Just Hit Me?</i> An enterprising projectile burrows through your upper arm the long way, entering near the elbow and taking a few twists and turns before exiting near	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Your arm is useless for 1d10 days (see under Amputated Parts) after which your stunned brachial nerve recovers and you'll instead have a Torn Muscle (Major) .

			your armpit. Along the way, it makes a royal mess of various soft tissues and also dings your brachial nerve.	
81-85	110-115	4	<i>Jammed Elbow.</i> A fragment wedges itself good inside your elbow joint. Your arm is jammed in a painful position, half flexed and half extended. Every movement results in bolts of excruciating pain flashing up your arm.	Gain <i>Stunned (3)</i> . You also suffer a Broken Bone (Minor) , except it can't begin to heal until the fragment has been removed. Removal will require Surgery (Challenging) .
86-90	116-120	4	<i>Wrecked Hand.</i> Fingers are sent flying as your hand explodes from the impact of a tight grouping of multiple projectiles. You stare in horror at the mangled mess at the end of your arm.	Roll 1d10/5 plus one for the number of fingers lost – Amputation (Average) . Gain <i>Stunned (3)</i> and <i>Bleeding (1)</i> . You also suffer a Broken Bone (Minor) .
91-93	121-125	5	<i>Nerve Damage.</i> Multiple fragments tear into your shoulder, one of them detouring up through the meat of your neck, shredding the brachial plexus. Your arm is instantly and irreversibly paralyzed from the shoulder down!	Gain <i>Stunned (3)</i> . Your arm is useless – Amputation (Challenging) .
94-96	126-130	5	<i>Amputation Case!</i> A hail of shot turns your arm into a grisly minced mass of meat and fragmented bone. The lower part hangs from the upper by shreds of tendon and muscle, leaving no choice but speedy amputation!	Gain <i>Stunned (3)</i> and <i>Bleeding (2)</i> . The arm is destroyed – Amputation (Hard) , and you'll need Surgery to amputate the remains within one week or you'll contract Blood Rot as gangrene sets in.
97-99	131-135	5	<i>Severed Subclavian Artery.</i> A piece of metal smashes in between the collarbone and upper ribs, ricocheting against the inner surface of the shoulder blade before severing the large subclavian artery branching off from the aorta to the arm. A pumping spray of bright red blood rises up from the wound in your shoulder near the neck!	Gain <i>Stunned (2)</i> and <i>Bleeding (3)</i> , the latter of which can only be removed through Surgery . Should you fail to bleed to death you'll have a Broken Bone (Minor) . Unless the shrapnel is removed you'll be unable to recover one of your lost Wounds . Removal will require Surgery (Challenging) .
00	136+	D	<i>Blunderbuss Do Your Thing!</i> The blast almost tears your shoulder off. Metal and bone fragments	You're quite perforated and very much a goner.

		<p>continue on to rip through your chest cavity, shredding your lungs and the large blood vessels connecting them to your heart.</p>	
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SHRAPNEL & SHOT – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Shredded Clothes.</i> Your jacket/vest/tabard/whatever is turned into a right shredded mess. You'll find pieces of shot in your pockets, underwear and shoes for weeks!	Pass an Average (+20) Cool Test or be very annoyed, taking a penalty of -10 to your next rolled Test. If, for some odd reason, you went into battle naked, you'll lose one additional Wound as you take some cuts from spent fragments.
11-20	11-20	1	<i>Peppered!</i> You feel like you've ended up at the centre of a swarm of angry bees as fragments and shot whistle past you. You flinch as one piece makes a small cut near your neck and other spent fragments pelt your chest.	You gain <i>Blinded (1)</i> as you duck your head and raise an arm, shield or other object to protect your face. You feel like a wuss!
21-25	21-25	1	<i>Raked Ribs.</i> A piece of shot tears across your chest, making a gash across a couple of ribs.	You take a penalty of -20 to your next rolled Test.
26-30	26-30	1	<i>BBQ Time!</i> A fiery hot fragment digs into your flank. There is extreme discomfort as it lodges there, smoking and possibly also sizzling a bit!	Until you've removed the fragment you'll suffer a penalty of -20 to all Tests taken. Removal requires one Action , a free hand to expose the wound and some object held in the other hand to dig it out. A small sharp object like a dagger or a utensil would be perfect, but bulkier stuff like a Hand Weapon requires an Average (+20) Dexterity Test . If you're running out of hands you need to take one Action each for exposing and digging, respectively.
31-35	31-35	1	<i>Heroic Rib!</i> A projectile that would have punched through to lacerate your kidney instead ricochets off a floating rib, which pays for its heroism by snapping in two.	You gain <i>Fatigued (1)</i> for the rest of the encounter, after which you can bind your chest tightly to function almost normally despite the discomfort.
36-40	36-40	2	<i>Stunt Man Dive!</i> Your shield, cuirass, pauldron or simply a good-sized belt buckle takes the brunt of the hit, spinning you around to take a dramatic looking fall.	Gain <i>Prone</i> . A credulous foe may believe you dead, should you encourage such gullible thinking. An Opposed Test of Perform versus Perception may be in order...
41-45	41-45	2	<i>Abdominal Pain.</i> Several fragments rip into your glorious heroic six-pack. You double over and then find the experience of	For the rest of the encounter you'll have to pass a Challenging (+0) Endurance Test at the beginning of each of your turns or suffer a penalty of -20 to all

			trying to straighten up a very painful one, as each such movement feels like you're tearing your belly apart!	physical Actions and Tests as well as halved M for the rest of that turn.
46-50	46-50	2	<i>What the..?! Whatever your opponent had in his nasty filthy little pocket (piece of string, a half-eaten fig, a clipped brass penny, the One Ring...), he clearly stuffed down the barrel before pulling the trigger!</i>	Gain <i>Stunned (1)</i> . Also, whatever just dug into your torso will have to be extracted within 48 hours or you'll contract a Festering Wound . This'll require Surgery (Easy) and will reveal whatever horror the GM or the other players can come up with that could conceivably fit into a Blunderbuss barrel or Bomb.
51-55	51-55	2	<i>Horrific Chest Injury.</i> A blast of shrapnel tears skin and flesh from your upper body, exposing ribs and chest muscles. You're a frightful sight, but luckily the wounds are of shallow depth and there was no penetration to your thoracic cavity.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Pass an Average (+20) Athletics Test or also gain <i>Prone</i> . If the GM is enforcing the Infection rules you'll have to pass an Easy (+40) Endurance Test or contract a Minor Infection due to the major loss of skin to act as an antibacterial barrier.
56-60	56-60	3	<i>Shredded Shoulder.</i> You twist around to dodge the hail of fragments, which still catches you on the back of the shoulder. Multiple pellets strip the flesh from your shoulder blade, spattering the side of your face with shreds of flesh and spent fragments!	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Roll randomly for side, right or left – the arm on that side suffers a Torn Muscle (Minor) .
61-65	61-65	3	<i>Gored Glutes.</i> Shrapnel tear across the soft tissues just below the iliac crest in the back, ripping the upper part of your gluteus medius muscle, weakening the function of the hip.	Your gait becomes a bit odd and lopsided; gaining you a Torn Muscle (Major) with the effect is halving your M (round up) and a penalty of -20 to your Ag , with partial healing reducing the penalty to -1 to your M and -10 to Ag .
66-70	66-70	3	<i>Groin Gash.</i> You sink to your knees as you press one hand to your groin where a sharp fragment just went in, causing plentiful bleeding.	Drop whatever you held in one of your hands. Gain <i>Prone</i> and <i>Bleeding (2)</i> . Pass a Challenging (+0) Endurance Test or also gain <i>Stunned (2)</i> . You may use the hand normally on your next Turn.
71-75	71-75	3	<i>Busted Ribcage.</i> Several pieces of shot bust two or three of your ribs and tear up the cartilage attaching others to your breastbone. With your ribcage so badly broken every movement and breath turns into sheer agony!	Suffer a Broken Bone (Minor) . Pass a Challenging (+0) Endurance Test or go <i>Prone</i> .
76-80	76-80	4	<i>Pierced Lung.</i> Projectiles hammer your chest, one of them piercing	Gain <i>Fatigued (3)</i> . For healing purposes, count as Torn Muscle (Major) , with

			your chest wall and damaging one lung, which starts to partially collapse as blood starts filling the pleural space. You find yourself with a severely diminished respiratory capacity!	partial healing reducing your Condition from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> , which will be removed once fully healed.
81-85	81-85	4	<i>Internal Organ Grievance.</i> You take a burst of shot to the solar plexus. One of the pellets penetrate further than its compatriots, holing something you'd rather keep intact... stomach content, gall, fecal matter or some other foulness start leaking into your abdominal cavity. Next stop peritonitis!	Gain <i>Stunned (3)</i> . You also contract Blood Rot . Unless you receive Surgery you won't be able to recover two of your lost Wounds . If you're singularly unlucky you'll encounter a surgeon who will insist on testing his theories of digestion through the hole in your stomach before (maybe) sewing you up. (<i>Note to GM: Look up the story of Canadian trapper Alexis St Martin for inspiration.</i>)
86-90	86-90	4	<i>Not As Wide As A Temple Door, Nor As Deep As A Well... But It Will Do.</i> A fragment punches in just beneath a floating rib, penetrating deeply and lacerating something with a good blood supply, like the liver, spleen or a minor branch of the abdominal aorta. You start bleeding out, leaving just enough time for a memorable quote or two.	Gain <i>Bleeding (1)</i> which can only be removed through Surgery . "A plague on both your houses!" -Tilean Duelist Mercutio, expressing great disappointment that someone brought a Blunderbuss to a swordfight...
91-93	91-95	5	<i>Double Pneumothorax.</i> You take the full blast to your chest, shrapnel and shot puncturing both lungs! You cough blood and gasp for air as your respiratory apparatus collapses. With the pleural spaces filling with air and blood there's no room for your lungs to expand to draw in that life-sustaining oxygen!	Gain <i>Prone</i> and <i>Broken</i> . Also gain <i>Fatigued (4)</i> , which for healing purposes will be treated as a Torn Muscle (Major) with partial healing reducing your Conditions from <i>Fatigued (4)</i> to <i>Fatigued (2)</i> . However, even when fully healed you'll still have <i>Fatigued (1)</i> which will be permanent.
94-96	96-110	5	<i>Disembowelment.</i> Merciless metal carves open your stomach to spill your guts! Loops of intestine start dribbling out the ghastly hole in your abdomen. Your foe appears to be equal parts thrilled and nauseated at the display!	You must use one hand to try to hold your escape-prone intestines inside for the rest of the encounter. This is regardless of any medical attention gained; you won't trust just a flimsy bandage to hold your guts in place! You also gain <i>Bleeding (2)</i> , <i>Broken</i> and contract Blood Rot . Your injury requires Surgery to heal properly; 3 of your lost Wounds cannot be recovered unless healed by a surgeon and until that

				happens any Critical Hit to your Body will have a 25% risk of causing you to contract Blood Rot again.
97-99	111-115	5	<i>Catastrophic Bleeding.</i> Numerous pieces of metal violate your body, one of them finding its way to some structure with an awful lot of blood passing through; like a kidney, a pulmonary artery or some equally vital anatomical detail. Loss of blood is next best thing to explosive!	Gain <i>Bleeding (3)</i> , which can only be removed through magical healing. Ordinary Surgery is no good, as the surgeon would have to dig into you in a way that would only speed your passing.
00	116+	D	<i>Kablooie!</i> A burst of shrapnel blasts open your ribcage, ripping heart and lungs to pieces, killing you instantly in an explosion of gore.	Being able to see your spine through your chest cavity should convince anyone that you're very much dead.

SHRAPNEL & SHOT – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Dance, Tenderfoot!</i> Shrapnel whine and ricochet around your feet, forcing you to jump!	You take your next Action last in the Turn.
11-20	11-20	T	<i>Too Close For Comfort!</i> You realize that the draft you're feeling is due to a new set of holes in your garments somewhere in the vicinity of your crotch.	Pass an Easy (+40) Cool Test or suffer a penalty of -20 to your next rolled Test as you try to push the thought of what have happened to the back of your mind.
21-25	21-25	1	<i>Shin Whack.</i> A pellet or fragment whacks your shin, procuring a yelp and some minor stumbling.	You suffer a penalty of -10 to any Ag Tests for the next 1d10 turns.
26-30	26-40	1	<i>Perforated Thigh.</i> Several projectiles embed themselves in the muscle of your thigh. Although individually minor injuries, together they're enough to provide you with a proper limp.	You suffer a Torn Muscle (Minor) . The small projectiles do not need extraction and will become encapsulated in fibrous tissue over time.
31-35	41-45	1	<i>Pierced Patella.</i> A fragment sticks out like a bent nail from your kneecap. Any breeches, skirt or thigh-high boots you were wearing are now nailed to your knee!	Gain <i>Stunned (1)</i> and <i>Prone</i> . You need to take a full Action to dislodge the annoying fragment before you can get upright again.
36-40	46-50	1	<i>Calf Wound.</i> A spinning piece of metal whacks into the side of your calf, carving up a deep bleeding wound.	Gain <i>Bleeding (1)</i> and suffer a penalty of -1 to your M for the rest of the encounter.
41-45	51-55	2	<i>Did That One Just Come Out Of My..?!</i> A projectile slams into the side of your thigh, high up near the hip. It burrows through the meat and then exits at the back just above the gluteal sulcus (the crease separating thigh from buttock) in a spray of blood.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . For the next 1d10 days you also suffer a penalty of -1 to your M and will have problems sitting down. You now also have a hole in your pants.
46-50	56-60	2	<i>Bleeding Wound.</i> Clipping you high up near the back of your knee, a piece of shot barely misses your vital popliteal artery but still severs the great saphenous vein. Your footwear quickly starts filling up with dark blood!	Gain <i>Bleeding (2)</i> . Should you attempt any Athletics Test requiring steady footing before you've had a chance to empty out your boot you'll suffer a penalty of -10 to the Test.
51-55	61-65	2	<i>Torn Lower Leg.</i> Shrapnel pierces your lower leg, leaving a couple of good-sized exit wounds as they slice their way out through your calf. A virtual Latin library of	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) . You also need to pass an Average (+20) Athletics Test or go <i>Prone</i> .

			muscles (gastrocnemius, peroneus longus, soleus) find themselves with a lot fewer working fibers.	
56-60	66-70	2	<i>Lost Toe.</i> Dust and debris swirl around you as a hail of shrapnel pelt the ground around your feet. You have just congratulated yourself on a good dodge when your attention is drawn to one bit of debris in particular flying past your face... it's suspiciously toe-shaped?	Lose one toe – Amputation (Easy) .
61-65	71-75	3	<i>Fractured Fibula.</i> A chunk of metal sails through your fibula, splintering it. This is a non-weight-bearing bone of the lower leg, but you'll still hobble your way through life for a while!	Gain <i>Stunned (2)</i> . Your M will be reduced to 1 and you'll suffer a penalty of -30 to your Ag until you've had the leg properly and tightly bound up after the encounter, after which it'll count as a Torn Muscle (Major) .
66-70	76-80	3	<i>Major Thigh Wound.</i> The blast almost separates the large quadriceps muscles at the front of your thigh from their attachments to bone and tendons. The whole bleeding mass of muscle looks disturbingly wobbly and loose.	Gain <i>Stunned (2)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . You suffer a Torn Muscle (Major) , except the leg will be useless (see under Amputated Parts) until at least partially healed.
71-75	81-85	3	<i>Knee Injury.</i> A fragment lodges inside your knee joint, ripping the meniscus and tearing cruciform ligaments. The offending fragment will continue making a nuisance of itself until removed. You'll never dance in the top tier again!	Gain <i>Stunned (2)</i> and <i>Prone</i> . You also suffer a Broken Bone (Major) , except you'll automatically fail any Tests for long-term penalties. Unless you receive Surgery to remove the fragment that penalty will be increased to halving your M (round up) and -20 to Ag Tests as the fragment keeps jamming the joint.
76-80	86-90	4	<i>Crippled Foot.</i> A well-placed blast makes a mess of your foot, fracturing tarsal and metatarsal bones, sending toes flying! What remains bears a closer resemblance to a puzzle than a foot!	Gain <i>Stunned (3)</i> , <i>Bleeding (1)</i> and <i>Prone</i> . Lose 1d10/5 toes – Amputation (Average) , and suffer a Broken Bone (Major) , except you'll automatically fail all Tests for long-term penalties. Also, you'll need to pass an Average (+20) Endurance Test or gain a Festering Wound .
81-85	91-95	4	<i>Fractured Tibia.</i> A piece of shrapnel takes a large fragment off your tibia, the long weight-bearing bone of your lower leg. The new structural weakness quickly makes itself felt as your weight causes the tibia to snap, a broken-off jagged end tearing out through the skin,	Gain <i>Stunned (3)</i> and <i>Prone</i> . The leg is useless (see under Amputated Parts), and will remain so unless you receive Surgery within a week. If you do it'll count as a Broken Bone (Major) , except any Test for long-term penalties automatically fail. Regardless, you also contract a

			sending you crashing to the ground howling with pain.	Festering Wound due to the open fracture.
86-90	96-105	4	<i>Femoral Artery Severed.</i> Projectiles savage the inside of your thigh, clipping your femoral artery. Bright arterial blood starts spraying in rhythmic spurts! You start feeling faint as your blood pressure drops rapidly.	Gain <i>Bleeding (4)</i> and suffer a Torn Muscle (Minor) .
91-93	106-115	4	<i>Blown-Off Foot.</i> The blast hits you in the ankle, neatly severing your foot from its attachments to the rest of the leg. Depending on the grouping of the projectiles hitting you, enough tissue may remain for the foot to dangle from the torn lower leg but that's a purely temporary state of things as the foot is quite deceased and will either fall off on its own or part from you courtesy of a sharp blade (a pair of scissors would do the trick nicely).	Gain <i>Stunned (2)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . Also, lose the foot – Amputation (Challenging) .
94-96	116-120	5	<i>Destroyed Knee.</i> In the grand tradition of organized crime everywhere, a blast to the kneecap tends to settle even the fiercest argument. Whether your foe is a member of any such association matters little, as you find yourself all out of arguments regardless.	Gain <i>Stunned (3)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . The leg is useless – Amputation (Hard) , and will have to come off within a week (requiring Surgery) or you'll also contract Blood Rot as gangrene sets in.
97-99	121-125	5	<i>Severed Leg.</i> Either a very large and sharp piece of shrapnel or a very nice and tight grouping of shot completely severs your leg above the knee. The gory stump immediately starts spurting blood everywhere.	Gain <i>Stunned (1)</i> , <i>Bleeding (4)</i> and <i>Prone</i> . You lose the leg – Amputation (Hard) , which will land 1d10/2 yards away in a random direction.
00	126+	D	<i>Destroyed Pelvis.</i> The burst of projectiles practically explodes your pelvis, turning the bones into a storm of fragments that tear up multiple internal organs, nerves and major blood vessels, including the bladder, hypogastric plexus and both iliac arteries. You expire quickly from the sheer shock.	After such a severe violation of bodily integrity, you are very much dead and departed!