

Critical Hits – Unarmed Combat Damage

ARM

1. You manage to momentarily grab your opponent's arm, making him lose one attack or free parry during his next turn before slipping out of your grasp.
2. You slam a fist into your opponent's shoulder, shocking his arm, causing him to suffer a penalty of -10% to his WS until the end of his next turn.
3. You bruise your opponent's upper arm, causing him to flinch. He may not perform any attack actions on his next turn.
4. You manage to grab whatever your opponent is holding in that hand. Make an opposed S test, your opponent gaining a +20% bonus to his S if he is holding a shield or a two-handed weapon. If you beat him you have snatched it away and are now in possession of it. Weapons that are mostly blade, such as swords or knives, are much harder to grab, requiring a successful Hard (-20%) Ag test first. If you fail, or if your opponent is holding nothing in that hand, the result is as per #1 above.
5. You slam an elbow, fist or booted foot into your opponent's biceps, bruising the muscle, causing a penalty of -10% to his WS and S for any tests or blows using that arm for the duration of the combat.
6. You manage to grab and badly twist your opponent's wrist, making him drop whatever he is holding in that hand. If he is holding nothing, then he is unable to use that hand for attacking and may not attempt to grapple for the next two turns.
7. You smack your opponent in the elbow, hitting a nerve, sending a shock of sharp pain down the arm, making him drop anything held in that hand. He'll have to pass a Challenging (-10%) WP test or be stunned until the end of his next turn. The arm is paralysed and useless for d10/2 turns.
8. You get hold of one of your opponent's fingers, bending it backward savagely until the bone snaps. Your opponent counts as stunned until the end of his next turn and must pass a WP test each time he wants to perform any action with that hand for the duration of the battle. Setting the finger straight again and tying it to a small splint or a neighbouring finger is painful but easy, but your opponent will still suffer a penalty of -10% to any tasks, attacks or parries due to pain and swelling until the bone has started to heal properly in two weeks.
9. You hit your opponent's hand, fracturing a couple of the metacarpals, the bones between wrist and fingers, a classical "boxer's fracture" usually caused by punching something hard. The hand is useless until the bones have started healing properly in two weeks.
10. You slam your opponent in the junction between neck and shoulder with a vicious chop, breaking the collarbone. Your opponent is stunned until the end of his next turn and then suffers a penalty of -20% to any tests made with that arm until the fracture has healed in three weeks.
11. You smash your opponent with a mighty blow, dislocating the shoulder from its socket. Your opponent is stunned until he can pass a Challenging (-10%) WP test, getting one attempt at the beginning of each of his turns. The whole arm is useless until popped back into place with a successful Heal test, afterward suffering a penalty of -20% to all tests performed with that arm until it has started to heal in one week, halving the penalty for another week before being restored to full function.
12. You snap your opponent's wrist, making the hand stand out at an odd angle. He must pass a Challenging (-10%) WP test or be stunned for d10/2 turns. The hand is useless until the bones have healed in three weeks. Unless the wrist has been properly set with a successful Heal test within the first week,

he will then suffer a penalty of -10% to WS tests or tests requiring fine manipulation performed with that hand afterward due to improperly set bones. Magical healing will automatically do this, as well as speeding up the healing process, ignoring the month required.

13. You lock your opponent's arm in a strong grip and then either twist it forcefully or bring up a knee to slam into the elbow joint, snapping the elbow with a loud crack. Your opponent is stunned for d10/2 turns and the arm useless until the fracture has healed in four weeks.
14. You grab your opponent's arm and twist around, throwing him across your hip. He lands heavily, knocked down and stunned for d10 turns. His shoulder is also dislocated as per #11 above.
15. As your opponent swings at you, you grab his arm and use his momentum to drag him toward you, and then roll backward as you put a foot in his stomach, hurling him over your head. He must pass a Hard (-20%) Ag test or break his neck as he lands, killing him. If he passes he is still knocked unconscious. If the GM judges that such a throw is completely unlikely, such as if he very considerably outweighs you, or has a very low centre of gravity (think Dwarf in plate!), or your legs are crippled, then you instead manage to get him so off balance that he is still hurled to the ground and knocked unconscious, perhaps tripping him up as he stumbles past you.

BODY

1. Your opponent staggers backward and may not perform any attack actions during his next turn.
2. A blow to the ribs just underneath the armpit staggers your opponent, causing him to suffer a penalty of -10% to his WS until the end of his next turn.
3. You viciously chop at your opponent's collarbone, failing to break it but causing him enough pain to suffer a penalty of -20% to his WS until the end of his next turn.
4. You slam your opponent to the floor, knocking him down.
5. A solid punch to the solar plexus slams the breath from your opponent's body, stunning him until the end of his next turn.
6. The sound of ribs creaking accompanies the whoosh of your opponent's forcefully expelled breath as you knock him to the ground, stunned until the end of his next turn.
7. You break a rib in your opponent's side, causing him a penalty of -10% to all tests for the duration of the battle. The blow will also have caused a minor bleeding in the kidney of that side, badly scaring your opponent the next time he needs to relieve his bladder, as the urine takes on a deep red tinge.
8. You go straight for your opponent's groin in a manner most unfitting for a gentleman, stunning him for d10 turns as he gasps in agony. If your opponent is female or wearing a Plate Breastplate with reasonable groin protection (GM's call but usually included, at least if part of a full suit of plate), halve the number of turns.
9. A powerful blow to the chest stuns your opponent until the end of his next turn and makes his heart start beating irregularly. At the beginning of his next turn after that he'll have to pass a Routine (+10%) T test to regain his normal rhythm or fall unconscious, in which case he'll wake up again in d10 minutes as his heartbeat stabilizes. If successful, he'll suffer no further ill effects.
10. You savagely slam your fist or knee repeatedly against your opponent's side over and over again, breaking several of his ribs and contusing the lung. He falls to the ground, spitting blood, helpless until the end of his next turn, all breath driven from his body. He then suffers a penalty of -20% to all actions for the duration of the combat. After the battle he'll suffer a penalty of -10% to his WS, BS, Ag and S from

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- the pain of fractured ribs grinding against each other, until his W characteristic is fully restored as his ribs slowly heal.
11. You fracture several of the lower ribs on your opponent's right side, the sharp fragments driving into his body and lacerating his liver. He is stunned for d10/2 turns and then suffers a penalty of -15% to all actions for the duration of the combat. He'll also have to pass a Challenging (-10%) T test or suffer serious internal bleeding. If successful, he'll only suffer a penalty of -10% to WS, BS, Ag and S from the pain of fractured ribs grinding against each other, until his W characteristic is fully restored as his ribs slowly heal. Otherwise he'll also suffer an additional cumulative penalty of an extra -5% per hour after the battle, falling unconscious when any of those characteristics reaches zero. Fortunately, the bleeding will stop spontaneously thereafter and he'll regain his characteristics at a rate of 10% per day (not counting the -10% penalty from the pain of the broken ribs) as his body replenishes the lost blood.
 12. A vicious blow to your opponent's left side stuns him until the end of his next turn and ruptures his spleen. The longer-term results are as for Blunt Damage to Body #6.
 13. You pick your opponent up bodily and slam him into the ground. He'll have to pass a Hard (-20%) T test or be knocked unconscious. If successful, he'll count as knocked down and stunned for d10/2 turns. If the GM judges that this result is unlikely, even with the extra strength brought on by a surge of adrenaline, such as if your opponent is an Ogre or otherwise severely outweighs you, your opponent nevertheless still is thrown badly off balance and ends up on the floor, knocked down and counting as stunned for d10/2 turns.
 14. You slam either your fist or the heel of your foot into the upper part of your opponent's solar plexus, snapping the lower part of his breastbone. The fragment drives into his chest, lacerating the diaphragm muscles that he breathes with. He falls helplessly to his knees, gasping and helpless for d10 turns until he keels over unconscious. He'll have to pass a Hard (-20%) T test or die in another 2d10 turns, otherwise suffering a permanent reduction of -15% to S and T due to reduced breathing capacity. If your opponent is wearing a breastplate he is instead hurled backwards, hitting his head as he lands, laying him out cold but otherwise very much alive and unhurt.
 15. You grab you opponent and with irresistible force slam him down on his back across your knee, breaking his spine. He must pass an immediate Very Hard (-30%) T test or die on the spot, otherwise becoming permanently paralysed from the waist down and counting as helpless from shock for the duration of the combat. If your opponent is wearing a Plate Breastplate with a backplate (GM's call but usually included, especially if part of a full suit of plate), then you would not be so foolish as to attempt this stunt and end up with a broken knee; count the result as #13 instead.
 5. You slam a blow against your opponent's ear, stunning him until the end of his next turn and reducing by half any hearing-related Perception tests for the rest of the day.
 6. You badly rip one of your opponent's ears, almost tearing it off. The pain forces him to pass an Average WP test or be stunned until the end of his next turn. The dangling ear distracts him so badly he suffers a penalty of -5% to his WS for the duration of the battle. It might heal a bit crooked but not badly enough to cause any permanent reduction of Fel.
 7. A blow to the mouth fractures several teeth. Your opponent is stunned until the end of his next turn and must then pass an Average WP test to recover, beginning to roll at the start of his next turn after that. Unless he already has missing or unsightly teeth (GM's call), his Fel is permanently reduced by -5%.
 8. You punch your opponent in the throat, momentarily cutting off his airways as the windpipe spasms. He suffers a penalty of -15% to all tests until the end of his next turn, reducing the penalty to -10% the turn after that, finally reducing it to -5% for one final turn before fully recovering.
 9. A powerful punch mashes one side of your opponent's face, giving him a magnificent black eye and fracturing the cheekbone. He must pass a Routine (+10%) T test or be knocked unconscious. If he is wearing a helmet with decent face protection (GM's call) the test counts as Easy (+20%) instead. If successful, he is instead knocked to the ground. Regardless, his Fel is reduced by -5% until the swelling and bruising has gone away in two weeks.
 10. You headbutt your opponent, mashing his nose. He is stunned for d10/2 turns as he sees stars and flashes. He'll develop two lovely shiners, reducing his Fel by -10% until the swelling and bruising has gone away in two weeks. If you are wearing a helmet and your opponent is not, add +1 turn to his stunning. If he is wearing a helmet and you are not, halve the number of turns.
 11. A powerful blow to your opponent's chin breaks the jaw in several places. He must pass a Challenging (-10%) T test or be knocked unconscious. If successful, he is stunned for d10/2 turns and then suffers a penalty of -10% to all actions for the duration of the battle. The jaw will have to be wired or tightly bandaged to heal, forcing your opponent to eat through a straw, also suffering a penalty of -15% to his Fel in any situation where it is important that he is heard clearly, for three weeks.
 12. You gouge one of your opponent's eyes. He must pass a Challenging (-10%) T test or lose the eye permanently, reducing by half all BS and sight-related Perception tests, including any bonus from Talents such as Excellent Vision or Sharpshooter. Regardless, he is helpless with pain for d10 turns and then suffers a penalty of -15% to all tests for the duration of the combat.
 13. You badly pummel your opponent's head, fracturing his skull and causing bleeding inside his brain. He falls immediately unconscious and remains in a coma for d10 days. Afterward he must pass a Challenging (-10%) T test or die, otherwise waking up with a penalty of -30% to WS, BS, Ag and Int, reducing the penalty by 10% per week until it stands at -10%, which is sadly permanent due to brain-damage.

HEAD

1. A glancing punch to the face causes your opponent to stumble backward. He may not perform any attack actions on his next turn.
2. A blow to the side of your opponent's head momentarily disorients him, causing a penalty of -10% to his WS until the end of his next turn.
3. A vicious punch crumples your opponent's cheekbone, causing a penalty of -20% to his WS until the end of his next turn.
4. You jam a finger up your opponent's nostril, tearing the sensitive flesh as you savagely rip the finger out, stunning your opponent until the end of his next turn.
14. You crush your opponent's windpipe, crumpling the cartilage of his larynx. He is stunned for TB turns before falling unconscious for lack of air, dying within another d10 turns unless saved by magical healing.
15. You break your opponent's neck, either with a mighty blow snapping his head back or by grabbing him by chin and the back of his head, violently twisting until a loud crack is heard. Death is instantaneous.

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LEG

1. A glancing blow hits your opponent's shin, the pain causing a penalty of -10% to his WS until the end of his next turn.
2. You strike your opponent on the inside of his thigh, barely missing his groin. He is knocked off balance and may not perform any attack actions on his next turn.
3. A vicious blow against your opponent's hip fails to break anything but causes him enough pain to reduce his WS by -20% until the end of his next turn.
4. You stomp down hard on your opponent's toes. He counts as stunned until the end of his next turn as he jumps up and down, wailing and cursing.
5. You sweep your opponent's leg, knocking him to the ground unless he can pass a Hard (-20%) Ag test. If successful, he may not perform any attack actions on his next turn.
6. A powerful blow slams into your opponent's hip, spinning him around and knocking him to the ground, dazed and stunned until the end of his next turn.
7. You badly bruise your opponent's thigh. He suffers a penalty of -1 to his M and counts all Dodge Blow tests as Challenging (-10%) for the duration of the battle.
8. You strike a telling blow to your opponent's knee. He must pass a Challenging (-10%) WP test or count as stunned for d10/2 turns. If successful, his M is halved and he counts all Dodge Blow tests as Hard (-20%) for an equal amount of time.
9. You slam your heel down hard on your opponent's foot, breaking some of the metatarsals, the bones between the ankle and the toes. Your opponent is stunned until he can pass a Challenging (-10%) WP test, getting his first attempt at the beginning of his next turn, re-rolling each turn until he succeeds. The pain from the broken bones halves his M and makes all Dodge Blow tests count as Hard (-20%) until the bones have healed in three weeks. Unless properly set with a successful Heal test during the first week, the bones will heal badly, causing a permanent penalty of -1 to M and making all future Dodge Blow tests count as Challenging (-10%). Magical healing will correct this, as well as ignore the time required to heal the bones.
10. You break your opponent's ankle, knocking him to the ground. He is stunned for d10/2 turns and cannot use the leg until the fracture has healed in three weeks. If the ankle is not correctly set with a successful Heal test within the first week, it will heal crookedly and permanently reduce your opponent's M by -1.
11. Your blow pops your opponent's kneecap, making it stand out like a bump underneath the skin to one side of the knee. This is extremely painful and effectively locks the joint. Your opponent falls to the ground and is stunned for d10 turns, afterward being unable to use the leg and suffering a penalty of -20% to all tests until the kneecap is popped back into place. This requires a successful Heal test, and probably a couple of strong helpers to hold the screaming patient down as the healer performs this very painful manoeuvre. (If your opponent is wearing Plate Leggings, this is an unlikely result and the hit instead counts as #8 above.)
12. You slam a powerful blow into the side of your opponent's knee, bending the knee inwards in a most painful and unnatural manner, popping something inside the joint. Ligaments inside the knee have snapped, making the joint unstable. Your opponent is stunned for d10/2 turns and then suffers a penalty -10% to all tests for the duration of the combat, as well as suffering a permanent penalty of -2 to M and counting all Dodge Blow tests as Hard (-20%) from now on. Only magical healing can restore full function to the leg.
13. A brutal kick to your opponent's groin doubles him over, retching and helpless with pain for d10 turns. In addition, he'll suffer a penalty of -10% to all tests for the duration of the battle and will have to pass a Challenging (-10%) T test or have his testicles ruptured, making him permanently sterile. If your opponent is female or wearing a Plate Breastplate with reasonable groin protection (GM's call but usually included, at least if part of a full suit of plate), ignore this and simply count your opponent as stunned for d10 turns.
14. You manage to dislocate your opponent's hip and break off a fragment of the part of the pelvic bone forming the "cup" holding the head of the thighbone in place against the pelvis, leaving him screaming in agony on the ground. He'll have to pass an Average T test or fall unconscious from the pain. If successful, he suffers a penalty of -30% to all tests for the duration of the battle, the penalty reduced by one third per week of rest. Regardless, the leg is useless and will probably never heal properly. M is permanently reduced to 1 and all Dodge Blow tests count as Very Hard (-30%) from now on. Proper healing will require either two months in traction, lying in bed with the leg held up and stretched by weights, under supervision of someone with the Surgery Talent, or magical healing, the latter counting as a Hard (-20%) spell test due to damage to nerves and small blood vessels supplying the joint.
15. You shatter your opponent's shinbone, fragments spearing through the skin. Your opponent falls to the ground, helpless and blind with pain for d10 turns, then suffering a penalty of -20% to all tests for the remainder of the battle. Such an open fracture is very serious, almost always resulting in gangrene and infection. He'll have to pass a Hard (-20%) T test or suffer infection within d10 days, causing death in another d10 days unless amputation is performed. A successful Shallyan Cure Disease spell will save his life but the leg will remain useless unless magically healed, which will require a Hard (-20%) spell test due to the mess of bone shards, damaged nerves and blood vessels inside the leg. (If your opponent is wearing Plate Leggings, this result is very unlikely and the hit instead counts as #12 above.)