

4.7 PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H – ∞	Foe is fearful of your skill and steps back from your mighty onslaught. +3H – ∞
16-20	Foe steps back defensively. +1H-∞	For steps back and avoids the worst. +2H – (∞-10)	Blow to foe's side. If foe has a belt it is severed. +3H – (∞-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ★ – (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H – ∞ (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H – 2×	Strike crosses foe's head. If he has a helm it is knocked off and dented. ★ – ♠	You wound foe in hip. Strike strips equipment from right side of waist. ★ – 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H – 2♠ – (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H – ∞ w/o leg greaves: +2H – ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H – ★ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H – ∞ w/o leg armor: +2H – 3♠
46-50	Foe's evasion exposes his back to your strike. +2H – (∞-30)	Blow to back damages any equipment worn there. ★ – ♠	Lower back strike sends foe reeling. His guard is still up. 2★ – ♠	Light strike pins foe's weapon arm to his side. +6H – ★⊗	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H – ★ – ♠ w/o abdomen armor: +4H – ★⊗ – 4♠
51-55	Strike to foe's chest and he looks impressed. (∞-25) – 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H – 2♠ – 2×	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H – 2★ – 2♠	Solid chest strike leaves bruises and blood. +5H – ∞ – 3♠ – (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H – ★⊗ – (-10)
56-60	Minor thigh wound. It could have been better. +2H – ★ – 2♠	Thigh wound does some damage. +3H – ★⊗ – 2♠	Strike to foe's thigh. with leg armor: +8H – ★⊗ – ♠ w/o leg armor: +5H – 2★ – 2♠ – (-10)	Strike foe in abdomen. with abdomen armor: +5H – 2⊗ w/o abdomen armor: +3H – ★⊗ – 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H – ★⊗ – 5♠
61-65	Minor forearm wound numbs foe's grip. +2H – 2♠ – (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H – ★ – 2♠ – (-10)	Solid strike to foe's right forearm. with arm greaves: +5H – 2★⊗ w/o arm greaves: +3H – 2★ – 2♠ – (-10)	Blow to foe's weapon arm. Arm is numb. +3H – 2★ – 3♠ – (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H – 2★ – 3♠ – (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3★ – (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H – 4★ – 2×	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2★⊗ – (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H – 3★ – ∞	Strike to foe's neck. It's not enough for a kill. 2★ – 3♠ – (-5)	Strike along foe's neck. Foe is frantic to evade death. 4★ – 2⊗ – (+15)	Strike down foe's defenses with a blow to both arms. +3H – 2★⊗ – (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6★ – 3♠
71-75	Strike to lower leg. with leg greave: +5H – 3× – (-10) w/o leg greave: +3H – ★⊗ – (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H – 2★⊗ – (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H – 2★⊗ – (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H – 2★⊗ – (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3★⊗ – (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H – 2★ – 3♠ – (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3★ – 3♠ – (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6★ – 3♠ – (-25)	Strike to foe's shield arm. Arm is useless. +12H – 6★ – 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H – 3★⊗
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6★ – 5♠ – (+20)	Tear open foe's side in a graphic display of violence. +6H – 3★⊗ – 5♠ – (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H – 3★⊗ – (-25) – 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H – 3★⊗ – 6♠ – (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2★⊗ – 2♠ – (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H – 2★⊗	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H – 2★⊗	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H – 4★ – ∞ w/o helmet: +3H – 2♠ – 2★⊗	Strike to foe's hip. with waist armor: +7H – ★ – (-10) w/o waist armor: +5H – ★ – 3♠ – (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12★
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3★⊗ – 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)