

6.5 BALLISTIC SHRAPNEL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe's hand is hit! If he is holding an item, it must immediately check for breakage. +3H	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -10 penalty. +3H - 2×	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -20 penalty. +4H - 2×	Foe's hand is hit! If he is holding an item, it must immediately check for breakage with a -30 penalty. +8H - 4 - 3 - (-20)	Foe's hand is hit! If he is holding an item, it automatically breaks. +15H - 5 - (-50)
06-10	Forearm strike burns! You gain the initiative next round. +5H	Strike to foe's lower arm starts to bleed. His grip may slip! You gain the initiative next round. +7H - 3 - 2	Forearm wound tears muscle and tendons. If foe is holding an item, it must check for breakage with a -20 penalty. +8H - 3 - 3 - (-15)	Forearm shot tears muscles and tendons. Foe drops any held items and they check for breakage. +10H - 4 - 2 - 4 - (-25)	Incredible blast to foe's arm completely rips off his hand and lower arm! Foe faints and is out for 10 rounds. +15H - 7 - 8 - (-50)
11-15	Lots of hot air over foe's arm. +3H - ×	Deep scratches on foe's biceps cause minor muscle damage. +7H - 3 - (-5)	Serious gash on upper arm causes major muscle damage. +15H - 4 - 2 - 4 - (-20)	Foe's elbow takes the brunt of the blast. Broken bone and torn tendons are the price. His arm is useless. +10H - 4 - 2 - 2 - (-20)	Only dangling flesh is left on foe's arm. It is completely useless. +25H - 7 - 4 - (-40)
16-20	An incredible shot leaves only minor scratches. +4H - 2×	Upper arm strike leaves foe with minor muscle damage. +7H - 2 - (-10)	Foe's triceps take the blast. He will need a doctor for that major muscle damage. +12H - 3 - 3 - (-25)	Right on the elbow! Blast breaks bone and tears tendons. Arm useless. +12H - 4 - 2 - 3 - (-20)	Boned foe's arm just like a chicken. Arm is useless. +30H - 6 - 5 - (-60)
21-30	Shrapnel grazes foe's shoulder. That will leave a mark. +5H - 2×	Shoulder hit. Minor muscle damage. The strips on his uniform are ripped off. +8H - 3 - (-10)	Shrapnel goes through foe's shoulder, tearing muscle and tendons. He will feel that one for a while. +16H - 4 - 2 - (-15)	Shrapnel tears muscles tendons on its way through foe's shoulder. Nicks a major artery. +18H - 5 - 6 - (-25)	Foe really didn't need that arm anyway. Foe is unconscious for six hours. +25H - 10 - (-50)
31-40	Shrapnel grazes foe's shoulder, spinning him around. +5H - 2×	Shrapnel glances off clavicle. Foe looks surprised to still have a head. +7H - 2 - (-10)	Shrapnel breaks collar bone. He will never wear a tie again! +12H - 3 - (-15)	Shrapnel lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +20H - 3 - (-25)	Shrapnel breaks clavicle and destroys shoulder joint. His arm will hang limp until healed. +30H - 6 - 3 - (-40)
41-50	Graze foe's thigh. Now those nice pants are ripped. +3H - ×	Thigh wound tears muscle and leaves foe with a minor limp. +6H - 2 - (-10)	Shrapnel lodged in thigh. Running very painful. -25 to Moving Maneuvers until Shrapnel is removed. +8H - 3 - 3 - (-15)	Shrapnel tears muscle and tendons in the thigh. Foe is knocked backward 5 feet from the blast. +16H - 3 - (-25)	foe's leg severed at the thigh. Foe falls. Hope he has a belt handy. +40H - 4 - 4 - (-40)
51-55	Shrapnel grazes foe's calf and causes him to stagger. +4H - ×	Several wide cuts on foe's calf, but none are deep. Unfortunately, the muscles have minor damage. +8H - 2 - 2 - (-10)	Shrapnel goes clean through the back of foe's lower leg. He is knocked over and now has muscle and tendon damage. +15H - 3 - 3 - (-15)	Shrapnel strikes calf. Broken bones have ripped through the flesh of the leg. +25H - 4 - 3 - (-25)	Foe blown back 15'. When he rises, he realizes that he now has a ragged stump below his knee (and he can't stand up). +35H - 6 - 10 - (-75)
56-60	Blast near foe's feet causes him to dance. +4H - ×	Lucky shot on foe's foot takes off all of his toes! Now his shoe won't fit. +7H - 2 - (-10)	Solid blast to foe's foot. The sound of breaking bone is very clear. The Several toes have been lost. +25H - 4 - (-25)	Ouch! Right on the ankle. Bones break and tendons torn. Foe falls and will have trouble standing. +24H - 4 - (-30)	Foot bone ain't connected to the leg bone no mo'. Blast rips the foot off at the ankle. +35H - 6 - 4 - (-50)
61-65	Close shot at foe's hip. Maybe it is time to start that diet. +7H - 2×	Blast strikes solidly on foe's hip. Luckily his bones are strong and it is only a minor fracture. +10H - 2 - (-5)	Shrapnel goes deep into foe's hip (lodging against the bone). Walking proves massively painful. +25H - 4 - (-20)	Strong blast to foe's hip fractures his pelvis. He now has a funny walk. +30H - 5 - 4 - (-25)	Blast completely shatters foe's hip. Foe is thrown back 15'. +34H - 7 - 5 - (-50)
66	Shrapnel imbedded in foe's buttocks. He will need a special pillow just to sit down. +20H - (-15)	Blast to foe's head! Amazingly, foe's head is mostly intact. He will just be in a coma for three days. +20H - (-40) - (+25)	Foe forget to duck. He takes shrapnel in the eyes. Foe spins head over heels backwards and will die in 10 rounds if not tended to by a doctor. +10H - 5 - 3 - (-30) - (+25)	Abdominal blast knocks foe through the nearest wall. Major internal damage to all kinds of organs. Hope a doctor is on hand. +50H - 8 - 15 - (-75)	Surprise shot to foe's groin. Foe no longer needs his 'little black book'. You are stunned for 3 rounds in sympathy. He collapses and won't get up until tomorrow. +50H - 15 - 15 - (-75)
67-70	Foe's knee is peppered with shrapnel. Amazingly, no permanent damage. +3H - ×	Knee strike fractures bone. Very impressive. +7H - - (-10)	Great shot to foe's leg causes him to drop. +20H - 3 - 3 - (-20)	Blast to foe's leg shatters his knee cap. He will have a bad limp until the major tendon damage is healed. +25H - 5 - 4 - (-30)	Blast annihilates foe's leg below the knee. Wow! +35H - 6 - 8 - (-50)
71-75	Blast in the gut throws foe backwards 10'. +5H - ×	Shot in the stomach does minor muscle damage. But the scar looks like a turnip... +7H - 2 - (-10)	Abdominal hit causes muscle and organ damage. Foe flies off his feet. +12H - 3 - 5 - (-20)	Lower abdominal shot causes much internal damage to internal organs. +12H - 4 - 7 - (-20)	Blast rips out foe's kidney. Who needs a surgeon. +35H - 6 - 10 - (-40)
76-80	Blast in foe's side leaves a mass of flesh dangling. Surprising, it only leaves a small scar. +8H - 3 - - (-10)	Shrapnel finds a home in foe's side, breaking a few ribs in the process. +12H - 3 - (-10)	Solid shot to foe's ribs is followed by the sound of breaking bone. There is also major muscle and tendon damage. +20H - 4 - (-20)	Shrapnel breaks ribs and lodges inside foe. The bleeding just won't seem to stop! Get a medic. +35H - 4 - 7 - (-20)	Gut shot rips out several organs. Find a donor, quickly. +35H - 6 - 15 - (-40)
81-85	Impressive shot right in the abdomen knocks foe backwards. +10H - 3 - 2 - 2 - (-10)	Blast rips into foe's gut and causes major damage to everything it finds there. +15H - 4 - 5 - (-20)	Upper abdominal hit damages internal organs and muscles. +14H - 3 - 6 - (-20)	Blast in the gut leaves a gaping hole. Amazing, foe is still standing! +25H - 6 - 9 - (-30)	Shrapnel passes clean through foe's abdomen and lodges in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 penalty to all maneuvers. +35H - 6 - (-40)
86-90	Chest strike rips all of foe's buttons off his shirt. +12H - 3 - 3 - (-10)	Blast in the chest breaks ribs and tears muscles and tendons. Get a new shirt. +15H - 3 - - 3 - (-15)	Foe is wheezing as blast perforates a lung. +25H - 4 - 6 - (-25)	Shrapnel lodges near foe's heart. Sternum is shattered. +25H - 4 - 8 - (-30)	Blast through foe's chest and destroy his heart. Foe flies 20' and everyone is stunned for two rounds. (+20)
91-95	Blast to foe's head rips off one ear. Foe hears at -30. +8H - 3 - 2 - (-10)	Shrapnel strikes foe's head. Luckily he has a mighty skull and only loses his hair. +8H - 3 - - (-5)	Shrapnel to side of foe's head. He can no longer hear or see from that side of the head. +15H - 4 - 6 - (-20)	Blast cracks foe's skull. He is in a coma for 3 weeks then awakens with amnesia (and a headache). +40H - 10	Blast tears off the top of foe's head. Death is instantaneous. (+20)
96-99	Shrapnel peppers foe's jaw and leaves several holes. Foe has trouble talking because of damage to the tongue. +12H - 4 - (-15)	Blast shatters foe's jaw. He cannot talk until healed. He suffers a -10 to his temporary Appearance and -5 to his potential Appearance. +11H - 3 - 3 - (-15)	Blast rips through foe's throat. He is now a mute. +20H - 4 - 6 - (-25)	Shrapnel destroys foe's neck (and wind pipe). He will probably die before he suffocates. +25H - 5 - 12 - (-20)	Foe is left with nothing on top of his neck. Anyone got a mop? (+20)
100	Shrapnel passes through the ear and into the brain. Foe is very dead. (+20)	Foe's face is ripped off; right before he dies from shrapnel in the brain. (+20)	Foe's head is opened from the blast. He is quite dead. You have half a round left to act. (+20)	Strong blast to foe's head cracks his skull. He is in coma for next two years. (+20)	Don't loose your head! Oops. Too late... (+25)

Key: Bτ=must parry B rounds; B[]=no parry for B rounds; BΣ=stunned for B rounds; Bf=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.