

## Piercing Weapons Critical Damage Table

Roll 1 die for each 6 you hit with on your attack. Subtract one die for each 6 your opponent rolled defending your critical.

**C Weapons +1 die. D Weapons +2 dice.** Roll and total all dice, then add any weapon Critical Damage Bonus.

Roll	Description	Damage
1 - 3	Low throw/thrust to opponent's thigh causes him to wince and stuns him (all critical hits cause a stun).	5/Stun
4	Your weapon stabs into your opponent on his hip.	5/Stun
5	Piercing throw/thrust to side slips between his ribs and he lets out a piercing 'EEEE' sound	5/Stun
6	Your attack gets through and hits him in the chest as he tries to turn away from it.	5/Stun
7	Throw/Thrust to leg pierces his knee cap. Opponent spins sideways, reeling in pain.	5/Stun
8	Your attack skipped off, or rather went through your opponent's forearm. Not the traditional parry technique most fighters use.	5/Stun
9	You hit him right on the side of his face. You spin his neck with the force.	5/Stun
10	Your hit your opponent in the shoulder and it stuck into the bone. (if not thrown: You had to yank it out.)	6/Stun
11	Your throw/thrust impaled your opponent right through his leg, and puts him down on one knee for a moment.	6/Stun
12	Your weapon strikes squarely into your opponent's side. The rib you fragmented probably saved his life.	6/Stun
13	Your strike penetrated a few inches below your opponent's heart, cutting the muscle below the ribs.	7/Stun
14	Your weapon grazed your opponent's neck and removed a ditch of flesh. You saw a flash of fatal fear lock into his eyes and stun him completely. <u>Opponent is severely stunned and may not attempt to focus (this turn only).</u>	7/Stun*
15	<b>Permanent Scar - Write it down. Roll another die:</b> 1. You caught him flat-footed. Now he is duck-footed. Your perfectly aimed shot, <u>removes one your opponent's toes completely (random toe).</u> 2. Your opponent tried to turn away and scream. <u>Now he has a hole through his face.</u> If he did not scream, he would also have no teeth. 3. A bigger, faster, heavier, toothpick right into your opponent's grimace. <u>All of opponent's front teeth are destroyed (random Top/Bottom).</u> 4. His elbow proves to be a weak substitute for a shield. The piercing wound turns into <u>a permanent baseball sized knob (random L/R elbow).</u> 5. In desperation, his hand protected his face. The results: <u>penetrated hand, pierced face and loss of a random finger.</u> 6. A full-speed, full-contact missile like attack blasts into your opponent's forehead. The weapon's shaft bends and vibrates from the rebound, <u>leaving a question mark shaped scar on a (random L/R side) of his forehead.</u> "BAAHWAWAHAAWA"	8/Stun
16	Not a whiff, a Whackk. Direct forehead 'whackk' causes <u>permanent purple bullseye wound in opponent's forehead.</u>	8/Stun
17	Your off-center shot/thrust to your opponent's neck goes right through it! Opponent is stunned. Go for the win!	9/Stun
18	Your brilliant shot found the mark. The wound is deep. Life bleeds out.	10/Stun*
19	The force behind the weapon drives it home <u>just below your opponent's stomach.</u> (if thrown: it remains there for the remainder of the battle).	11/Stun
20*	With lightning speed your attack proves skill at marksmanship. Your weapon penetrates the shoulder. <u>Opponent's shield is dropped.</u> It can be retrieved as if it were a weapon.	12/Stun
21	Defining the term 'attack with accuracy', you skewer your opponents calf, and cripple him. <u>Opponent defends with -2 PARRY/DODGE dice (if he is rolling any) for the remainder of the battle.</u>	13/Stun
22*	Your attack penetrates his wrist. Opponent's weapon is knocked from his hands. <u>Whichever weapon he last attacked with is dropped..</u>	14/Stun
23	Your throw/thrust drives into your opponent between the neck and shoulder and drops him to one knee for a moment.	15/Stun
24*	Your attack was a mighty blast directly to your opponent's chest. Your weapon damaged one of his lungs.	16/Stun
25*	<b>Permanent Scar - Write it down. Roll another die:</b> 1. Your attack strikes the side of his head, and your opponent loses a random ear, <u>leaving a purple scar surrounding the ear hole.</u> 2. Your weapon goes completely through your opponent's foot and momentarily pins him. <u>Hole through random foot and lose a random toe on the foot.</u> 3. Your weapon went <u>under his chin and up through the floor of his mouth and then through his tongue</u> to jab the roof of his mouth causing him to try to scream. 4. Speed and precision cause a direct hit to the abdomen. <u>Your opponent's belly button is obliterated and now is a gross looking scar.</u> 5. Your weapon spears through one of your opponent's hands. <u>Hole through a random hand and lose a random finger on the same hand.</u> 6. Perfectly aimed attack to the neck, stabs into your opponent's windpipe starting a circus of blood, and giving him <u>a permanent tracheotomy.</u>	17/Stun
26*	Your weapon buries itself so deep into your opponent's chest cavity, you consider letting him keep it. Blood spills out of the wound.	18/Stun
27	The throw/thrust got your opponent in the side, under his arm causing great pain. <u>He attacks with -1 dice for the remainder or the battle.</u>	20/Stun
28*	The throw/thrust didn't quite remove his shoulder, but it certainly dislocated it. <u>Opponent can not use a shield or a 2 handed weapon for the remainder of the battle.</u>	22/Stun
29	You cut your opponent deeply, and also cut off his armor. <u>Any armor that your opponent is wearing is destroyed (until the end of the battle).</u>	24/Stun
30*	You 'rang your opponent's bell' <u>He drops his weapon. But he is focused and can not be stunned for the remainder of the battle.</u>	27/Awake
31*	Your shot got your opponent in his pelvis and broke it. His leg spasms and jerks and your opponent dances about involuntarily.	30/Stun
32*	The missile like attack goes right through your opponent's closed eye and into his brain. <u>Lose a random eye. Stunned for 2 rounds. Focus will not work on the first round.</u>	33/Stun
33*	Deep penetration into chest damages multiple organs. <u>Internal bleeding will cause opponent to die slowly and painfully after the battle unless he is able to win.</u> Credit your gladiator with a kill if you win the battle.	37/Stun
34*	Your attack went right through your opponent's lung and lodged into his spinal chord. <u>Opponent will die at the end of the fight unless he is able to win.</u> Credit your gladiator with a kill if you win the battle.	40/Stun
35 +	The Whisper. Massive blow penetrates deep into opponent's brain. It is said that all the victim hears is the whisper of life blowing a sweet goodbye kiss. If you rolled higher than 35, add an additional 5 points of damage for each number higher.	45/Stun