

Bludgeoning 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
3	Low swing to opponent's knee sprains leg.	5/Stun
4	Low blow connects solidly with shins.	5/Stun
5	Crunching blow to side cracks several ribs and forces a ghastly grunt from opponent's lungs	5/Stun
6	Blow to center of chest snaps sternum free from opponent's rib cage.	5/Stun
7	Glancing blow to leg dislocates knee cap. Opponent staggers sideways and reels in pain.	5/Stun
8	Full force blow to opponent's chest knocks the wind from is lungs. Opponent gasps for air.	5/Stun
9	Blow to chin twists neck violently. Unthinkable pain registers on opponent's features.	5/Stun
10	Massive sideswing connects with opponent's side. His ribs audibly crack and blood appears on his lips.	6/Stun
11	Roundhouse blow to shoulder shudders opponent's body and knocks him sideways.	6/Stun
12	Shovel blow to opponent's groin brings tears to his eyes.	6/Stun
13	Blow to ribs crushes chest cavity. Shattered rib punctures lung.	7/Stun
14	Sledgehammer blow to top of head audibly cracks vertebrae in opponent's neck and drops him to his knees. Opponent is severely stunned and may not attempt to focus (this turn only).	7/Stun*
15	Permanent Scar – Write it down. Roll another die: 1. Blow to hand crushes opponent's finger, which sticks flattened to your weapon for the remainder of the battle. <u>Lose a random finger.</u> 2. <u>Ugly scar on random cheek</u> 3. <u>shatters all of opponent's teeth</u> 4. Solid blow to hip tears and bruises flesh and cracks pelvic bone. <u>Opponent develops a permanent limp.</u> 5. Blow to arm rips flesh from forearm. exposing bone and tendon. <u>Long jagged scar on random arm.</u> 6. Glancing blow to head. Opponent's ear rips and dangles by a thin string of flesh.. <u>Lose a random ear.</u>	8/Stun
16	Furious blow bludgeons face. Nose explodes sending blood into eyes blinding opponent. <u>Opponent attacks and defends with - 1 dice (armor exempt) until he forgoes an attack to clear his eyes .</u>	8/Stun
17	Blow directly to opponent's stomach causes chunks of vomit and strands of blood to spew from his mouth and nose.	9/Stun
18	crushing hit to shoulder blade twists body involuntarily exposing opponent for another blow. <u>Opponent may not attempt to focus (this turn only).</u>	10/Stun*
19	Rib cracking blow to chest sends opponent to the ground several feet away.	11/Stun
20*	Bruising smash to opponent's shield arm. <u>Opponent's shield is dropped.</u> It can be retrieved as if it were a weapon.	12/Stun
21	Solid blow connects full force cracking opponent's pelvis twisting one leg sideways and dragging limp. Opponent defends with -2 dice (armor exempt) for the remainder of the battle.	13/Stun
22*	Opponent's weapon is knocked from his hands. <u>Whichever weapon he last attacked with is dropped..</u>	14/Stun
23	Your blow crushes your opponent between the neck and shoulder and drives him into the ground.	15/Stun
24*	A strong jabbing blow directly to your opponent's face knocks his head nearly off his shoulders. You know he saw it coming!	16/Stun
25*	Permanent Scar – Write it down. Roll another die: 1. Your weapon hits so hard, it leaves a <u>permanent deep weapon shaped dent in your opponent's forehead.</u> 2. Glancing blow rips nose from opponent's face <u>leaving a ghastly beak of fleshless cartilage..</u> Blood sprays from holes in exposed skull whenever opponent exhales. 3. Gouging blow to side of face sends cheek flesh frisbeeing across arena. <u>Side of opponent's face is now jagged hole of flesh framing the stumps of his black and broken teeth.</u> 4. Cracking blow to opponent's side, causes <u>the end of a gory broken rib to protrude through his back.</u> The doctor can't fix it or remove it. 5. Blow catches opponent in the side of his jaw spinning his head ¾ of the way around and causing an eye to pop from its socket and flail about on the end of the optic nerve, as a waterfall of blood showers it from the ghastly eye socket. <u>Opponent loses a random eye.</u> 6. Bone-crushing blow to jaw <u>severs opponent's tongue permanently.</u> Opponent can no longer pronounce the letters C, D, G, J, L, N, S, T, X or Z.	17/Stun
26*	Your blow caught him coming in and knocked him backwards. You don't know exactly what broke inside him, but it was something.	18/Stun
27	You smash your opponent on the shoulder-blade, ripping and tearing tendon and muscle. Opponent attacks with -1 Attack Dice for the remainder of the battle.	20/Stun
28*	Overhead swing shatters bones and tears tendons dislocating shoulder. Shield arm drops lifelessly to opponent's side. <u>Opponent can not use a shield or a 2 handed weapon for the remainder of the battle.</u>	22/Stun
29	Massive blow resounds loudly and causes internal damage. <u>Any armor that your opponent is wearing is destroyed (until end of 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*	Opponent saw your attack coming and only had time to cry or pray for a split second before it hit him. What was it that he said? ('Mommy!', 'Oh No!') - You decide. He's got to say it. Be nice.	30/Stun
32*	Massive blow to lower back wracks opponent' with multiple convulsions. <u>Stunned for 2 rounds. Focus will not work on the first round.</u>	33/Stun
33*	Massive blow to 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*	Tomahawk blow to top of head causes massive brain hemorrhage <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

