

Linear Weapon Critical Wounds

Normal Roll	Assassin Roll	Damage Mult	Results
01	01	1x	Catastrophic failure, failure based on weapon
02-03		--	Weapon malfunction, requires repair, no hit
04-06	02-03	1x	Weapon malfunction, requires repair, hit
07-10	04-05	1x	Weapon mishandled, lose 1 round, hit
11-30	06-10	2x	Double damage
31-50	11-16	3x	Triple damage
51-60	17-25	4x	Quadruple damage
61-64	26-31	2x	Shoulder/Wing hit ²
65-69	32-38	2x	Leg/Tail hit ²
70-73	39-45	2x	Arm/Wing hit ²
74-76	46-52	3x	Knee hit, leg unusable ^{1 2}
77-78	52-58	3x	Elbow hit, arm unusable ^{1 2}
79-80	59-60	2x	Ear removed ¹
81-82	61-62	3x	Nose removed ¹
83-87	63-72	3x	Stomach hit ^{1 2}
88-89	73-76	4x	Groin hit, incapacitated until healed ¹
90-93	77-83	4x	Chest hit, death in HEA rounds ³
94-95	84-90	5x	Throat hit, death in HEA rounds ³
96-97	91-95	6x	Head hit, death in HEA/2 rounds ³
98-99	96-98	15x	Chest Destroyed, INSTANT DEATH
00	99-00	15x	Head Destroyed, INSTANT DEATH

1 - Bleeding, lose 1 DP/round until wounds are bound

2 - Pain, actions involving damaged appendage require 4d6 vs WIL

3 - Mortal Wound, death is imminent unless healed within the time limit

Failures by Weapon (for Catastrophic Failures)

 Modern Firearm - Freak ricochet, roll weapon damage on self

Muzzle Loader - Weapon explodes, roll weapon damage on self

Plasma Weapon - Weapon overheats and bursts upon firing, no hit

"Laser" Gun - Reverse discharge or freak ricochet, roll damage on self