

Close Combat Weapons

- 11 In a particularly impressive manoeuvre you manage to bring the business end of your weapon crashing down into your own leg (roll D10: 1-5 left, 6-0 right). Ouch! Use the result of your Opposed Melee test to calculate damage and apply it to yourself. Needless to say your opponent automatically wins the Opposed Melee Test.
- 22 Your mighty blow misses your opponent and carries on straight into the ground. Your weapon shatters with a bright, crisp crack, and your arm is only marginally better off. You suffer a *Minor Torn Muscle Injury* (p179) in your weapon-arm. This counts as a Critical Wound. Your weapon counts as an Improvised Weapon until it is repaired (p296). If you were wielding an Improvised Weapon to begin with, it is damaged beyond repair. Your opponent automatically wins the Opposed Melee Test.
- 33 You overreach yourself and almost stumble, twisting your ankle in the effort to recover (roll D10: 1-5 left, 6-0 right). You suffer a *Minor Torn Muscle Injury* (p179). This counts as a Critical Wound. Additionally, you lose D10 Advantage as your opponent exploits your injury.
- 44 Your weapon savagely clashes with that of your opponent, absorbing some of the impact. Your weapon takes 1 Damage (p296).
- 55 Your weapon whistles through the air as you swing it. Unfortunately it leaves your hand and flies D10/2 yards in a random direction (Roll D8: 1 forward, 2 forward right, 3 right, 4 back right, 5 back, 6 back left, 7 left, 8 forward left). If there is a creature in the path of your weapon, roll to hit again but this time on half you Ballistic Skill (you weren't actively targeting it after all). Treat your weapon as an Improvised Throwing Weapon in this case.
- 66 An overambitious blow misses, and you leave yourself open for a counterattack. Your opponent can add your negative SL as bonus SL to their Melee Test.
- 77 Your attack is awkward and your weapon twists in your hand. You will have to spend 1 Advantage to re-affirm your grip. If you have no Advantage, your opponent gains 1 (extra) Advantage.
- 88 An overambitious attack finds you stretching just that little bit too far to keep your balance. You stumble, falling to the ground. Take a *Prone Condition* (p169). Unless you pass a Challenging (+0%) Dexterity Test you'll drop whatever you were holding on your trip to the floor.
- 99 Your attack is unbalanced, leaving you in an awkward position. Lose 1 Advantage. If you have no Advantage, follow the rules of result 88 above.
- 00 Your attack goes wild! Roll a D10 (re-rolling results of 0) and multiply it by 11 to find out just how badly your swing turned out to be.

Non-Gunpowder Missile Weapons

- 11 As you are preparing to loose your missile, your hand slips and the missile neatly skewers your foot (roll D10: 1-5 left, 6-0 right). Ouch! Use the result of your Ranged test to calculate damage and apply it to yourself. If you were using a bow or crossbow, you may only move in very small circles until you receive an Challenging (+0%) Heal Test to remove the missile.
- 22 While pulling back the string (or building up momentum with your sling) your weapon cracks. If you are using a bow or crossbow, the tension of the string brings a piece of wood lashing back into your face. Unless you are wearing a closed helmet you take 1 Wound ignoring Toughness Bonus.
In case of a sling your shot goes wild (Roll D8: 1 forward, 2 forward right, 3 right, 4 back right, 5 back, 6 back left, 7 left, 8 forward left). If there is a creature in the path of your weapon, roll to hit again but this time on half you Ranged skill (you weren't actively targeting it after all).
The weapon is useless until repaired (p296).
- 33 While pulling back the string (or building up momentum with your sling) you overstretch your shoulder muscle. You suffer a *Minor Torn Muscle Injury* (p179). This counts as a Critical Wound.
- 44 While pulling back the string (or building up momentum with your sling), the strain causes a small crack to appear in the weapon. Your weapon takes 1 Damage (p296).
- 55 Your shot goes off target (roll D10: 1-5 one square/two yards left, 6-0 one square/two yards right) and goes the full distance of its normal range. Roll to hit again if there is any creature in danger of being hit.
- 66 You totally mishandle your shot and your weapon slips from your hands and falls to the floor. You'll need to pick it up (or draw another weapon) before you can attack again. Additionally, you lose D10 Advantage.
- 77 Your attack is awkward and your weapon twists in your hand. You will have to spend 1 Advantage to re-affirm your grip. If you have no Advantage, you drop your weapon at your feet.
- 88 While drawing another missile your drop all your ammunition.
Unless you use your next Action picking it all up, your weapon gains the *Reload(1)* quality (p299). If it already had the *Reload* quality to begin with, increase the value with 1.
- 99 You fail to load properly. The missile falls to the ground and breaks, becoming unusable. You'll need to reload before you can fire again.
- 00 Your attack goes wild! Roll a D10 (re-rolling results of 0) and multiply it by 11 to find out just how badly your shot turned out to be.

Parrying Weapons and Shields

- 11 Your parry fails miserably and you lean right into the incoming blow. Needless to say your opponent automatically wins the Opposed Melee Test. Additionally your opponent gains any Advantage you had. If you had no Advantage, your opponent gains D10 extra Advantage.
- 22 You parry your opponent's feint and walk right into a haymaker. Your opponent automatically wins the Opposed Melee Test, and gains 1 additional SL on his Melee Test.
- 33 You overreach yourself and almost stumble, twisting your ankle in the effort to recover (roll D10: 1-5 left, 6-0 right). You suffer a *Minor Torn Muscle Injury* (p179). This counts as a Critical Wound. Additionally, you lose D10 Advantage as your opponent exploits your injury.
- 44 Your opponent's blow smashes through your parry, breaking your parrying weapon and cutting into the arm carrying it for a normal hit. The parrying weapon takes some of the force of the blow. Treat the location you were hit as having 1 additional Armour point against this particular blow. Your weapon counts as an Improvised Weapon until it is repaired (p296). If you were wielding an Improvised Weapon to begin with, it is damaged beyond repair.
- 55 You underestimated your opponent's strength and the powerful attack knocks the parrying weapon from your hand, flinging it D10/2 feet away. In case you were using a shield the straps are torn and it falls off your arm to land at your feet. The shield requires repairing before it can be properly held again (p296).
- 66 Your overenthusiastic parry fails, and you leave yourself open for a counterattack. Your opponent can add your negative SL as bonus SL to their Melee Test.
- 77 Your opponent's blow almost knocks your parrying weapon (or shield) from your grasp. You will have to spend 1 Advantage to re-affirm your grip. If you have no Advantage, your opponent gains 1 (extra) Advantage.
- 88 Sweeping past your parry, your opponent's blow knocks you off your feet. Take a *Prone* Condition (p169). Unless you pass a Challenging (+0%) Dexterity Test you'll drop whatever you were holding on your trip to the floor.
- 99 Your parry is unbalanced, leaving you in an awkward position. Lose 1 Advantage. If you have no Advantage, follow the rules of result 88 above.
- 00 Your parry goes wild! Roll a D10 (re-rolling results of 0) and multiply it by 11 to find out just how badly your attempt turned out to be.

Throwing Weapons

- 11 You prepare to hurl your weapon with savage force, but during your throw something goes *snap* in your shoulder. You suffer a *Major Torn Muscle Injury* (p180) and can do nothing but whimper until someone performs a successful Challenging (+0%) Heal Test on you. This counts as a Critical Wound.
- 22 While throwing your weapon you pull a muscle in your upper back. You suffer a *Minor Torn Muscle Injury* (p179). This counts as a Critical Wound.
- 33 As you throw your weapon, you overreach yourself and almost stumble, twisting your ankle in the effort to recover (roll D10: 1-5 left, 6-0 right). You suffer a *Minor Torn Muscle Injury* (p179). This counts as a Critical Wound.
- 44 You hurl your weapon and fall flat on your face in a single smooth motion. Take a *Prone Condition* (p169). Unless you pass a Challenging (+0%) Dexterity Test you'll drop whatever you were holding on your trip to the floor.
- 55 As you throw your weapon you stumble, finding it hard to right yourself. You will have to spend 1 Advantage to find your footing. If you have no Advantage, follow the rules of result 44 above.
- 66 Your throw goes off target (roll D10: 1-5 one square/two yards left, 6-0 one square/two yards right) and goes the full distance of its normal range. Make a new Ranged test if there is any creature in danger of being hit.
- 77 As your arm swings backwards for the throw, your weapon slips from your hand. It flies half the distance straight backwards. Make a new Ranged test if there is any creature in danger of being hit.
- 88 While drawing another throwing weapon you drop them all. Unless you use your next Action picking them all up, your weapon gains the *Reload(1)* quality (p299). If it already had the *Reload* quality to begin with, increase the value with 1.
- 99 As prepare to throw your weapon it twists in your hand, messing up your attack. You will have to spend 1 Advantage to re-affirm your grip. If you have no Advantage you drop your weapon at your feet.
- 00 Your attack goes wild! Roll a D10 (re-rolling results of 0) and multiply it by 11 to find out just how badly your throw turned out to be.

Fists and Natural Weapons

- 11 With a loud and painful crunch, the bones of your hand/jaw/whatever break on your opponent's armour. You suffer a *Minor Broken Bones Injury* (p179) to the body part you attacked with. This counts as a Critical Wound. Needless to say your opponent automatically wins the Opposed Melee Test.
- 22 Your mighty blow causes you to overstretch. Pain flares as you feel your muscles tear. You suffer a *Minor Torn Muscle Injury* (p179) to the body part you attacked with. This counts as a Critical Wound. Additionally, your opponent automatically wins the Opposed Melee Test.
- 33 Your blow clashes painfully with your opponent's guard. Lose 1 Wound, ignoring Toughness Bonus or Armour points.
- 44 You overreach yourself and almost stumble, twisting your ankle in the effort to recover (roll D10: 1-5 left, 6-0 right). You suffer a *Minor Torn Muscle Injury* (p179). This counts as a Critical Wound. Additionally, you lose D10 Advantage as your opponent exploits your injury.
- 55 Your poorly timed attack is mercilessly abused by your opponent to trip you. You stumble, falling to the ground. Take a *Prone Condition* (p169). Unless you pass a Challenging (+0%) Dexterity Test you'll drop whatever you were holding on your trip to the floor. Additionally, unless you pass a Challenging (+0%) Agility Test, you also take a *Stunned Condition* (p169) as you bump your head hitting the ground.
- 66 An overambitious blow misses, and you leave yourself open for a counterattack. Your opponent can add your negative SL as bonus SL to their Melee Test.
- 77 You stumble, finding it hard to right yourself. You will have to spend 1 Advantage to find your footing. If you have no Advantage, your opponent gains 1 (extra) Advantage.
- 88 An overambitious attack finds you stretching just that little bit too far to keep your balance. You stumble, falling to the ground. Take a *Prone Condition* (p169). Unless you pass a Challenging (+0%) Dexterity Test you'll drop whatever you were holding on your trip to the floor.
- 99 Your attack is unbalanced, leaving you in an awkward position. Lose 1 Advantage. If you have no Advantage, follow the rules of result 88 above.
- 00 Your attack goes wild! Roll a D10 (re-rolling results of 0) and multiply it by 11 to find out just how badly your swing turned out to be.

Blackpowder Missile Weapons

- 11 Your weapon explodes with a deafening crack, sending hot lead and shrapnel in all directions. You take a hit with the *Penetrating* quality (p298) equal to the Damage value of your weapon. Double the Damage value in case of a weapon with the *Dangerous* flaw. The weapon is destroyed. Take a *Deafened* Condition (p168).
- 22 As the powder ignites, the mechanism jams, causing your weapon to become glowing hot. Unless you are wearing gloves you take 1 Wound ignoring Toughness Bonus. The weapon cannot be fired again until a succesful Trade (Gunsmith) is performed on it.
- 33 As you fire, a small crack to appears in your weapon. Your weapon takes 1 Damage (p296).
- 44 You loaded your weapon with too much blackpowder, giving it a mighty kickback upon firing. Your shot misses entirely due to this miscalculation and you stumble backwards and fall to the ground. Unless you pass a Challenging (+0%) Dexterity Test you'll drop whatever you were holding on your trip to the floor.
- 55 Due to an imperfection in the bullet or the barrel, or just plain bad aim, your shot goes off target (roll D10: 1-5 one square/two yards left, 6-0 one square/two yards right). It goes the full distance of its normal range. Make a new Ranged test if there is any creature in danger of being hit.
- 66 Due to a mild misfire in the barrel, the bullet isn't fired but the powder ignites with an incredibly bright flash. Take a *Blinded* Condition (p168) and lose 1 Advantage due to the surprise. You'll need to reload before you can fire again.
- 77 Your weapon accidentally goes off while you're still reloading, narrowly missing your head and firing straight up in the air. Take a *Deafened* Condition (p168) and lose 1 Advantage due to the surprise. You'll need to reload before you can fire again.
- 88 The charge fails to ignite. You'll need to reprime the charge (which takes your next Action, but no extra shot) before you can fire again.
- 99 While reloading you drop your blackpowder pouch, losing D3 amounts of shot.
- 00 Your attack goes wild! Roll a D10 (re-rolling results of 0) and multiply it by 11 to find out just how badly your shot turned out to be.