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DARK HERESY

INDEX TERRIBILIS



Recite the opening prayer to calm the machine spirit before entering access code

Enter Code: 20080803

IDEA & GRAPHIC DESIGN

Bo Hasle Buur

PROOF READERS

Stuart McKay and Andreas Blicher

SPECIAL THANKS

Fantasy Flight Games, Games Workshop, Stuart McKay, Oliver Wolff, Andreas Blicher, Rasmus Bartholdy Jensen, Cristel Vivi Hansen and Anne Hasle Buur

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NOTES

I had the idea for the Index Terribilis after playing Edge of Darkness while using the Dark Heresy rulebook. I thought it was a bit difficult finding the tables I needed and the book is very nice but a bit unhandy. I didn't start right away, thinking that the Game Master's kit would have a booklet with the most used tables. Well, it didn't. The GM screen is fantastic, but I just missed the easy access to the most needed tables. I just had to make the Index Terribilis myself.

It might interest you to know that I took a picture of my Dark Heresy Collectors Edition no. 149 and used that for the black leather when I created the cover for Index Terribilis in Photoshop. Oh by the way, Index Terribilis is Latin and means Frightful Tables.

I hope this booklet will improve your enjoyment of the Dark Heresy game.

DHRB = DARK HERESY RULEBOOK

TABLE 8-7: THE CORRUPTION TRACK

CP points	Degree of Corruption	Malignancy Test	Mutation
01-30	Tainted	+0	—
31-60	Soiled	-10	First Test
61-90	Debased	-20	Second Test
91-99	Profane	-30	Third Test
100	Damned – Character removed from play (I'm not a mu... Aaaaargh...)		

TABLE 8-8: MALIGNANCIES

Roll	Effect
01-10	Palsy: The character suffers from numerous minor tics, shakes and tremors with no medical cause. Reduce his Agility by 1d10.
11-15	Dark-hearted: The character grows increasingly cruel, callous and vindictive. Reduce his Fellowship by 1d10.
16-20	Ill-fortuned: Whenever the character uses a Fate Point roll a d 10. On a score of 7, 8, 9 or 10 it has no effect but it is lost anyway.
21-22	Skin Afflictions: The character is plagued by boils, scabs, weeping sores and the like. He takes a -20 penalty to all Charm Tests.
23-25	Night Eyes: Light pains the character, and unless he shields his eyes, he suffers a -10 penalty on all Tests when in an area of bright light.
26-30	Morbid: The character finds it hard to concentrate as his mind is filled with macabre visions and tortured, gloom-filled trains of thought. The character's Intelligence is reduced by 1d10.
31-33	Witch-mark: The character develops some minor physical deformity or easily concealable mutation. It is small, but perhaps enough to consign him to the stake if found out by a fanatical witch hunter. He must hide it well!
34-45	Fell Obsession: This is the same as the Obsession Disorder (see DHRB page 237). However, in this case the character is obsessed by a sinister or malign focus, such as collecting finger-bone trophies, ritual scarification, carrying out meaningless vivisections, etc.
46-50	Hatred: The character develops an implacable hatred of a single group, individual or social class. The character will never side with or aid them without explicit orders or other vital cause, and even then only grudgingly.
51-55	Irrational Nausea: The character feels sick at the sight or sound of some otherwise innocuous thing such as prayer books and holy items, bare flesh, human laughter, fresh food, shellfish, etc. When he encounters the object of his revulsion, he must Test Toughness or suffer a -10 penalty to all Tests as long as he remains in its presence.
56-60	Wasted Frame: The character's pallor becomes corpse-like and his muscles waste away. The character's Strength is reduced by 1d10.
61-63	Night Terrors: The character is plagued by Daemonic visions in his sleep. (See Horrific Nightmares, DHRB page 237 for details).
64-70	Poor Health: The character constantly suffers petty illnesses and phantom pains, and his wounds never seem to heal fully. The character's Toughness is reduced by 1d10.
71-75	Distrustful: The character cannot conceal the distrust and antipathy he has for others. He must take a -10 penalty to Fellowship Tests when dealing with strangers.
76-80	Malign Sight: The world seems to darken, tarnish and rot if the character looks too long at anything. The character's Perception is reduced by 1d10.
81-83	Ashen Taste: Food and drink hold disgusting tastes and little sustenance for the character, and he can barely stomach eating. The character doubles the negative effects for levels of Fatigue.
84-90	Bloodlust: Murderous rage is never far from the character's mind. After being wounded in combat, he must Test Willpower to incapacitate or allow his enemies to flee, rather than kill them outright, even if his intent is otherwise.
91-93	Blackouts: The character suffers from inexplicable blackouts. When they occur and what happens during them is up to the GM.
94-100	Strange Addiction: The character is addicted to some bizarre and unnatural substance, such as eating rose petals, drinking blood, the taste of widows' tears etc. This acts like a Minor Compulsion (see Disorders, DHRB page 237), but is freakish enough to cause serious suspicion if found out.

TABLE 8-5: THE INSANITY TRACK

Insanity Points	Degree of Madness	Trauma Modifier	Disorder
0-9	Stable	n/a	None
10-19	Unsettled	+10	-
20-29	Unsettled	+10	-
30-39	Unsettled	+10	-
40-49	Disturbed	+0	1st–Minor
50-59	Disturbed	+0	-
60-69	Unhinged	-10	2nd–Severe
70-79	Unhinged	-10	-
80-89	Deranged	-20	3rd–Acute
90-99	Deranged	-20	-
100	Terminally Insane – Character retires from play (I’m not insane, but all of you are ha ha haargh...)		

TABLE 8-6: MENTAL TRAUMAS

Roll 1d100 and add +10 for every degree of failure.

01-40	The character becomes withdrawn and quiet. The character is at -10 to all Fellowship-based Tests. This lasts for 3d10 hours.
41-70	The character must compulsively perform an action such as fevered praying, frantically cleaning a weapon, reciting verse, and so on, and pays little attention to anything else. All Tests that are based on Intelligence, Fellowship or Perception suffer a -10 penalty. This effect lasts for 3d10 hours.
71-100	The character is constantly fearful, seeing danger everywhere and extremely jumpy. The character gains a +10 bonus to all Perception-based Tests and is at -10 penalty to his Willpower for the next 1d5 days.
101-120	The character suffers from a temporary severe phobia (see Disorders , DHRB page 235). This effect lasts for 1d5 days.
121-130	The character reacts to the slightest stress or pressure by becoming extremely agitated. When performing any task that involves a Test, the character must first pass a Willpower Test or suffer a -10 modifier to the Test. If the character gets into combat, all Tests during combat automatically suffer a -10 modifier. This effect lasts for 1d5 days.
131-140	The character suffers vivid and extreme nightmares whenever they try to sleep. The next day and for the next 1d10 days the character will be exhausted by lack of sleep and gains a level of Fatigue. This effect lasts for 1d5 days.
141-150	The character is struck dumb and is unable to speak. This lasts for 1d5 days.
151-160	Extremely distressed and unfocused, the character refuses to eat or drink and looks in a terrible state. The character takes a -10 penalty to all Characteristics (no Characteristic can be reduced below 1) for 1d10 days.
161-170	The character temporarily becomes hysterically blind or deaf. This effect lasts for 1d10 days.
171+	The character becomes completely traumatised and virtually unresponsive. He can’t initiate actions but may be gently led. This effect lasts for 1d10 days.

TABLE 8-6-1: DISORDER SEVERITY

Disorder	Overcome Modifier	Manifest
Minor	+10	The effect of the disorder manifest rarely or are experienced only to a small degree
Severe	+0	The effect of the disorder are stronger and may occur regulary
Acute	-10	The effect of the disorder are very strong and occur at the slightest stimulation

TABLE 8-3: FEAR TEST DIFFICULTIES

Severity of Fear	Test Mod	Example Adversaries
Fear (1) Disturbing	(0)	Nightwing, Revenant Synofian Bore Worm
Fear (2) Frightening	(-10)	Carnosaur, Dusk Stalker, Murder Gholam
Fear (3) Horrifying	(-20)	Incarnate Daemon, Astral Spectre, Psychneuein
Fear (4) Terrifying	(-30)	The King in Rags and Tatters

FAILING THE FEAR TEST

If in a combat situation a character fails a Fear Test, he must immediately roll on **Table 8-4: The Shock Table**, adding +10 to the result for each degree of failure. The effects listed are applied immediately to the character.

If in a non-combat situation the character fails a Fear Test, the character becomes unnerved and suffers a -10 penalty to any Skill or Test that requires concentration on his part. This penalty lasts while the character remains in the vicinity of the object of his Fear (simply leaving and coming back again doesn’t stop this!). In addition, if a non-combat Fear Test is failed by 30 or more, the character also gains 1d5 Insanity Points.

SHOCK AND SNAPPING OUT OF IT

Characters may be able to shake off some of the effects of Fear after the initial shock has worn off. Where specified on **Table 8-4: The Shock Table** that a character may “snap out of it”, a character can make a Willpower Test when it is his next Turn. If this succeeds then he regains his senses, shrugs off the effects and may act normally from then on. If he fails this Test, the effect continues and he may try again when it is his next Turn.

TABLE 8-4: THE SHOCK TABLE

Roll a 1d100 and add 10 for every degree of failure.

01-20	The character is badly startled. He may only take a single Half Action when in his next Turn, but afterwards he may act normally.
21-40	Fear grips the character and he begins to shake and tremble. He is at a -10 penalty on all Tests for the rest of the encounter unless he can recover his wits (see Shock and Snapping out of it , DHRB page 232).
41-60	Reeling with shock, the character backs away from the thing that confronts him. The character cannot willingly approach the object of his fear, but may otherwise act normally, with a -10 penalty on all Tests until the end of the encounter. The character gains 1 Insanity Point.
61-80	The character is frozen by terror. The character may make no Actions until he snaps out of it. After snapping out of it, the character will make all Tests with a -10 penalty for the rest of the encounter. The character gains 1d5 Insanity Points.
81-100	Panic grips the character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so he may only take Half Actions and is at a -20 penalty to all Tests. The character gains 1d5 Insanity Points. Once away from the danger he must successfully snap out of it to regain control.
101-120	Fainting dead away, the character keels over and remains unconscious for 1d5 Rounds. Once he regain consciousness he is still shaken and takes all Tests with a -10 penalty until the end of the encounter. The character gains 1d5 Insanity Points.
121-130	Totally overcome, the character screams and vomits uncontrollably for 1d5 Rounds. During this time he is helpless, may do nothing and drops anything he is holding. Afterwards, until the end of the encounter, the character may only take a single Half Action each Turn until he can rest. The character gains 1d5 Insanity Points.
131-140	The character laughs hysterically and randomly attacks anything near him in a manic frenzy, firing wildly or using whatever weapon he has to hand. This effect lasts until the character snaps out of it, or until he is knocked unconscious. The character gains 1d5 Insanity Points.
141-160	The character crumples to the ground for 1d5+1 Rounds sobbing, babbling and tearing at his own flesh, and may do nothing. Even after he returns to his senses, he is a complete mess and at a -20 penalty on all Tests until the end of the encounter. The character gains 1d5+1 Insanity Points.
161-170	The character’s mind snaps and he becomes catatonic for 1d5 hours and may not be roused. The character gains 1d10 Insanity Points.
171+	The character is so affected that he begins to see strange and terrible visions as his hold on reality shatters. The character suffers the effects of “acute hallucinations” (see Disorders , DHRB page 234) for 2d10 Rounds. After the hallucinations fade, the character will make all Tests with a -20 penalty while the encounter lasts. The character gains 2d10 Insanity Points and takes 1d10 points of permanent Willpower damage.

TABLE 7-11: ENERGY CRITICAL EFFECTS - HEAD

Critical Damage	Effect
1	A grazing blow to the head frazzles the target's senses, imposing a -10 penalty to all Tests (except Toughness) for 1 Round.
2	The blast of energy dazzles the target, leaving him blinded for 1 Round.
3	The attack cooks off the target's ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.
4	The energy attack burns away all of the hairs on the target's head as well as leaving him reeling from the injury. The attack deals 2 levels of Fatigue and the target is blinded for 1d5 Rounds.
5	A blast of energy envelopes the target's head, burning his face and hair, and causing him to scream like a stuck Grox. In addition to losing his hair, he is blinded for 1d10 Rounds and takes 3 levels of Fatigue.
6	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for the next 1d10 hours and permanently reduces his Fellowship characteristic by 1d10 points. The target also takes 1d5 levels of Fatigue.
7	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. The target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the target's new Fellowship, unless his Fellowship is already 10 or less, in which case nobody really notices the difference.
8	The target's head is destroyed in a convocation of fiery death. He does not survive.
9	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The target is no more.
10+	As above, except the target's entire body catches fire and runs off headless 2d10 metres in a random direction (use the Scatter Diagram on DHRB page 196). Anything flammable it passes, including characters, must make an Agility Test or catch fire (see Special Damage on DHRB page 210).

TABLE 7-12: ENERGY CRITICAL EFFECTS - ARM

Critical Damage	Effect
1	A blast to the arm leaves it all numb and tingly. Tests made involving the arm are at -30 for 1 Round.
2	The attack smashes the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the character takes 1 level of Fatigue.
3	The attack burns the target's arm leaving him Stunned for 1 Round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 Rounds.
4	The shock of the attack makes the target vomit. He is Stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d10 Rounds.
5	The arm suffers superficial burns inflicting no small amount of pain on the target. The target's WS and BS are halved (round down) for 1 Round and the target takes 1d5 levels of Fatigue.
6	The attack wreathes the arm in flame, scorching clothing and armour, and temporarily fusing together the target's fingers. The target halves WS and BS for 1d10 Rounds, takes 1d5 levels of Fatigue, and must successfully Test Toughness or lose the use of the hand permanently.
7	With a terrible snapping sound, the heat of the attack boils the marrow in the target's arm, causing it to shatter. The target's arm is broken and until it is repaired the target counts as only having one arm. The target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.
8	Energy sears through the arm at the shoulder, causing the limb to be severed from the body. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target takes 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one arm.
9	Fire consumes the target's arm, burning the flesh to a crisp right down to the bone. The target must make an immediate Toughness Test or die from shock. If he survives, however, the target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The target now only has one arm.
10+	The attack reduces the arm to a cloud of ash and sends the target crumbling to the ground where they immediately die from shock, clutching their smoking stump.

TABLE 7-5: COMBAT ACTIONS

Action	Type	Description
All Out Attack	Full	+20 to WS, cannot Dodge or Parry.
Charge	Full	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Enemies -20 WS, you cannot attack.
Feint	Half	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Full Auto Burst	Full	+20 to BS, additional hit for every degree of success.
Grapple	Full	Make a Grapple attack (see DHRB page 197).
Guarded Attack	Full	-10 WS, +10 Parry and Dodges.
Knock-Down	Half	Try and knock an opponent to the ground (see DHRB page 190).
Multiple Attacks	Full	Use Swift Attack or Lightning Attack talents to make multiple attacks.
Overwatch	Varies	Shoot targets coming into set kill zone, targets suffer -20 to Pinning Test (see DHRB page 190).
Semi-Auto Burst	Full	+10 to BS, additional hit for every two degrees of success.
Standard Attack	Half	Make one melee or ranged attack.
Stun	Full	Try and Stun an opponent.
Suppressing Fire	Full	Force opponents to take cover, -20 to BS (see DHRB page 191).
Move Actions		
Disengage	Full	Break off from melee and make Half move.
Manoeuvre	Half	Opposed WS Test, if you win move enemy 1 metre.
Move	Half/Full	Move up to your movement as a Half Action or twice your Movement as a Full Action.
Run	Full	Triple Movement, enemies -20 BS and +20 WS.
Stand/Mount	Half	Stand up or mount a riding animal.
Tactical Advance	Full	Move from cover to cover, gaining Benefit of cover throughout.
Miscellaneous Actions		
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
Delay	Half	Before your next turn take any Half Action.
Dodge	Reaction	Test Dodge to negate a hit.
Focus Power	Varies	Use a Psychic Power.
Jump/Leap	Full	Leap or Jump (see DHRB page 214).
Parry	Reaction	Test WS to negate a hit.
Ready	Half	Ready a weapon or item.
Reload	Varies	Reload a ranged weapon.
Use Skill	Varies	You may use a Skill.

TABLE 12-4: MAJOR MUTATIONS CONTINUED

Roll 1d100	Effect
86-90	Worm: The mutant's lower limbs have fused together to form a worm or snake-like tail. They gain the Crawler trait, +5 Wounds and the Disturbing trait.
91-92	Nightmarish: So warped and horrific is the mutant's appearance, it can cause enemies to flee in fear. It gains the Frightening trait.
93-94	Malleable: The mutant possesses a sickeningly liquid flexibility and is able to distend and flatten its body. Apply +10 Agility and +20 to Climb Tests, and Grappling attacks. They may also fit through spaces only one-quarter its usual body dimensions.
95-96	Winged: The mutant's body has warped to accommodate a pair of leathery wings or the like. They gain the Flyer trait.
97-98	Corpulent: The mutant's huge and Bloated frame gives them +5 Wounds and the Unnatural Toughness (x2) trait. This mutation means that the mutant may not run.
99	Corrosive Bile: The mutant may vomit burning bile, flesh-eating grubs or some other horrific substance instead of attacking normally in close combat. The attack uses the mutant's BS, is a Full Action and can be Dodged but not Parried. This attack inflicts 1d10+5 R (or E) Tearing Damage.
100	Hellspawn: Saturated with the energies of the warp, the mutant is imbued with Daemonic energies and gains the From Beyond, Frightening and Daemonic Aura traits and a Psy Rating of 2.

TABLE 12-3: MINOR MUTATIONS

Roll 1d100	Effect
01-20	Grotesque: The mutant is either badly deformed, scarred or bestial, marking it as accursed and impure. Fellowship Tests with 'normals' are made at -20, but the mutant has a +10 bonus to Intimidate Tests.
21-30	Tough Hide: The mutant has 1 AP worth of Natural Armour thanks to dense skin and scar tissue.
31-40	Misshapen: The mutant's spine and/or limbs are horribly twisted, giving it a penalty of -1d10 to its Agility.
41-50	Feels No Pain: The mutant cares little for injury or harm and gains +1 Wound.
51-60	Brute: The mutant is physically powerful with deformed masses of muscle. Apply +10 Strength, +10 Toughness and -10 Agility.
61-70	Nightsider: The mutant gains the Dark Sight trait, but suffers a -10 penalty to all Actions in bright light or daylight conditions unless its eyes are shielded.
71-80	Big Eyes: The mutant's eyes are virtually lidless and watery. Apply +10 Perception and -10 Fellowship.
81-85	Malformed Hands: Apply -10 to WS and BS and the mutant suffers a -20 penalty to all tasks involving fine physical manipulation.
68-89	Tox Blood: The mutant's system is saturated with toxic pollutants and poisonous chemicals. As a result it has a +10 resistance to toxins and poisons, however it suffers a -10 penalty to its Intelligence and Fellowship.
90-99	Wyrdling: The mutant has Minor Psychic Powers that it has so far been able to conceal. The mutant has Psy Rating of 1. (See Chapter VI: Psychic Powers in DHRB page 157-180).
100	Roll on Table 12-4: Major Mutations .

TABLE 12-4: MAJOR MUTATIONS

Roll 1d100	Effect
01-25	Vile Deformity: The mutant is marked by some terrible deformity that shows the touch of the warp and should not exist in a rational universe. There is no end to the dire forms this might take such as writhing tentacles in place of arms, skinless glistening flesh, re-arranged facial features or thousands of restless eyes studding the body, to name but a few. The mutant gains the Disturbing trait.
26-35	Aberration: The mutant has become a weird hybrid of man and animal (or reptile, insect, etc) Apply +10 Strength, +10 Agility, -1d10 Intelligence, -10 Fellowship and the Sprint talent.
36-40	Degenerate Mind: The mutant's mind is warped and inhuman. Apply -1d10 Intelligence, +10 Fellowship, roll 1d10 and apply, the following Talents or Trait: 1-3: Frenzy, 4-7: Fearless, 8-0: From Beyond.
41-50	Ravaged Body: The mutant's body has been entirely re-made by the warp. Roll 1d5 times on Table 12-3: Minor Mutations , re-rolling duplicate rolls. Such mutations, regardless of their nature, still show the obvious taint of Chaos.
51-60	Clawed/Fanged: The mutant gains razor claws, a fanged maw, barbed flesh or some other form of Natural Weapon that inflicts 1d10 R or I damage in close combat.
61-65	Necrophage: The mutant gains + 10 Toughness and the Regeneration trait, but must sustain itself on copious quantities of raw meat or starve.
66-70	Corrupted Flesh: Beneath the mutant's skin a blasphemous transformation has taken place, exchanging living organs for writhing creatures and blood for ichorous, maggot-ridden filth. If the mutant suffers Critical Damage, those witnessing it must take a Fear Test at -10.
71-75	Vile Alacrity: The mutant is constantly juddering and shaking unnaturally and can move almost faster than sight. They gain the Unnatural Agility (x2) trait and the Sprint talent, with a Penalty of -10 to WS and BS.
76-80	Hideos Strength: The mutant gains the Unnatural Strength (x2) trait.
81-85	Multiple Appendages: The mutant has sprouted additional functioning limbs in the shape of arms, tentacles or a prehensile tail (or tails). Gain the Ambidextrous and Two-Weapon Wielder talents and +10 bonus on Climb Tests and Grapple attacks.

TABLE 7-13: ENERGY CRITICAL EFFECTS - BODY

Critical Damage	Effect
1	A blow to the target's body steals the breath from his lungs. The target can take only a Half Action on his next Turn.
2	The blast punches the air from the target's body, inflicting 1 level of Fatigue upon him.
3	The attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the target Stunned for 1 Round.
4	The energy ripples all over the character, scorching his body and inflicting 1d10 levels of Fatigue.
5	The fury of the attack forces the target to the ground, helplessly covering his face and keening in agony. The target is knocked to the ground and must make an Agility Test or catch fire (see Special Damage on DHRB page 210). The target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.
6	Struck by the full force of the attack, the target is sent reeling to the ground, smoke spiralling out of the wound. The target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue. In addition, he must make an Agility Test or catch fire (see Special Damage on DHRB page 210).
7	The intense power of the energy attack cooks the target's organs, burning his lungs and heart with intense heat. The target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down).
8	As the attack washes over the target, his skin turns black and peels off while body fat seeps out of his clothing and armour. The target is Stunned for 2d10 Rounds and the attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the target's Fellowship characteristic.
9	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
10+	As above, except in addition, if the target is carrying any ammunition, there is a 50% chance it explodes. Unless they can make a successful Dodge Test, all creatures within 1d5 metres take 1d10+5 Explosive Damage. If the target carried any grenades or missiles, one round after the Damage was dealt they detonate where the target's body lies with the normal effects.

TABLE 7-14: ENERGY CRITICAL EFFECTS - LEG

Critical Damage	Effect
1	A blow to the leg leaves the target gasping for air. The target gains 1 level of Fatigue.
2	A grazing strike against the leg slows the target for a bit. The target halves all movement for 1 Round.
3	The blast breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.
4	A solid blow to the leg sends electric currents of agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	The target's leg endures horrific burn damage, fusing clothing and armour with flesh and bone. The target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.
6	The attack burns the target's foot, charring the flesh and emitting a foul aroma. The target must successfully Test Toughness or lose the foot. On a success, the target's movement rates are halved until he receives medical attention. In addition, the target takes 2 levels of Fatigue.
7	The energy attack fries the leg, leaving it a mess of blackened flesh. The leg is broken and until repaired, the target counts as having lost the leg. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d5 levels of Fatigue. The target now only has one leg.
8	Energy sears through the bone, causing the leg to be severed. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one leg.
9	The force of the attack reduces the leg to little more than a chunk of sizzling gristle. The target must Test Toughness or die from shock. The leg is utterly lost.
10+	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonising seconds

TABLE 7-15: IMPACT CRITICAL EFFECTS - HEAD

Critical Damage	Effect
1	The impact fills the target's head with a terrible ringing noise. The target must Test Toughness or take 1 level of Fatigue.
2	The attack causes the target to see stars. The target takes 1 level of Fatigue and takes a -10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round.
3	The target's nose explodes in a torrent of blood, blinding him for 1 Round and dealing 2 levels of Fatigue.
4	The concussive strike staggers the target, dealing 1d5 levels of Fatigue.
5	The force of the blow sends the target reeling in pain. The target is Stunned for 1 Round.
6	The target's head is snapped back by the attack leaving him staggering around trying to control mind-numbing pain. The target is Stunned for 1d5 Rounds and takes 2 levels of Fatigue.
7	The attack slams into the target's head, fracturing his skull and opening a long tear in his scalp. The target is Stunned for 1d10 Rounds and halves all movement for 1d10 hours.
8	Blood pours from the target's nose, mouth, ears and eyes as the attack pulverises his brain. He does not survive the experience.
9	The target's head bursts like an overripe fruit and sprays blood, bone and brains in all directions. Anyone within 4 metres of the target must make an Agility Test or suffer a -10 penalty to their WS and BS on their next Turn as gore gets in their eyes or on their visors.
10+	As above, except that the attack was so powerful that it passes through the target and may hit another target nearby. If the hit was from a melee weapon, the attacker may immediately make another attack (with the same weapon) against any other target they can reach without moving. If the hit was from a ranged weapon they may immediately make another attack (with the same weapon) against any target standing directly behind the original target and still within range of their weapon.

TABLE 7-16: IMPACT CRITICAL EFFECTS -ARM

Critical Damage	Effect
1	The attack numbs the target's limb causing him to drop anything held in that hand.
2	The strike leaves a deep bruise. The target takes 1 level of Fatigue.
3	The impact inflicts crushing pain and the target takes 1 level of Fatigue and drops whatever was held in that hand.
4	The impact leaves the target reeling from pain. The target is Stunned for 1 Round. The limb is useless for 1d5 Rounds and the target takes 1 level of Fatigue.
5	Muscle and bone take a pounding as the attack rips into the arm. The target's WS and BS are both halved (round down) for 1d10 Rounds. In addition, the target takes 1 level of Fatigue and must make an Agility Test or drop anything held in that hand.
6	The attack pulverises the target's hand, crushing and breaking 1d5 fingers (for the purposes of this Critical, a thumb counts a finger). The target takes 1 level of Fatigue and must immediately make a Toughness Test or lose the use of his hand.
7	With a loud snap, the arm bone is shattered and left hanging limply at the target's side, dribbling blood onto the ground. The arm is broken and, until repaired, the target counts as having only one arm and takes 2 levels of Fatigue.
8	The force of the attack takes the arm off just below the shoulder, showering blood and gore across the ground. The target must immediately make a Toughness Test or die from shock. If he passes the Test, he is still Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and is suffers from Blood Loss. He now only has one arm.
9	In a rain of blood, gore and meat, the target's arm is removed from his body. Screaming incoherently, he twists about in agony for a few seconds before collapsing to the ground and dying.
10+	As above, except as the arm is removed it is smashed apart by the force of the attack, and bone, clothing and armour fragments fly about like shrapnel. Anyone within 2 metres of the target takes 1d10-8 Impact Damage.

TABLE 7-25: RENDING CRITICAL EFFECTS - BODY

Critical Damage	Effect
1	If the target is not wearing armour on this location, he takes 1 level of Fatigue from a painful laceration. If he is wearing armour, there is no effect. Phew!
2	The attack Damages the target's armour, reducing its Armour Points by 1. In addition, the target takes 1 level of Fatigue. If not armoured, the target is also Stunned for 1 Round.
3	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is Stunned for 1 Round and takes 2 levels of Fatigue.
4	A torrent of blood spills from the deep cuts, making the ground slick with gore. All characters attempting to move through this pool of blood must succeed on an Agility Test or fall Prone. The target takes 1d5 levels of Fatigue.
5	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target takes 1d5 levels of Fatigue.
6	The mighty attack takes a sizeable chunk out of the target and knocks him to the ground as he clutches the oozing wound, shrieking in pain. The target is Prone and takes 1d10 levels of Fatigue.
7	The attack cuts open the target's abdomen, causing considerable Blood Loss and exposing some of his innards. The target can either choose to use one arm to hold his guts in (until a medic can bind them in place with a successful Medicae Test), or fight on regardless and risk a 20% chance each turn that his middle splits open, spilling his intestines all over the ground, causing an additional 2d10 Damage. In either case, the target takes 1d5 levels of Fatigue and is now suffering Blood Loss.
8	With a vile tearing noise, the skin on the target's chest comes away revealing a red ruin of muscle. The target must make a Toughness Test or die. If he passes, he permanently loses 1d10 from his Toughness, takes 1d10 levels of Fatigue, and now suffers Blood Loss.
9	The powerful blow cleaves the target from gullet to groin, revealing his internal organs and spilling them on to the ground before him. The target is now quite dead.
10+	As above, except that the area and the target are awash with gore. For the rest of the fight, anyone moving within four metres of the target's corpse must make an Agility Test or fall over.

TABLE 7-26: RENDING CRITICAL EFFECTS - LEG

Critical Damage	Effect
1	The attack knocks the limb backwards, painfully jerking it away from the body. The target takes 1 level of Fatigue.
2	The target's kneecap splits open. He must Test Agility or fall to the ground. Regardless, he takes 1 level of Fatigue.
3	The attack rips a length of flesh from the leg, causing blood to gush from the wound. The target takes 1 level of Fatigue and suffers Blood Loss.
4	The attack rips the kneecap free from the target's leg, causing it to collapse out from under him. The target moves at half speed until medical attention is received. In addition, he takes 2 levels of Fatigue.
5	In a spray of blood, the target's leg is opened up, exposing bone, sinew and muscle. The target takes 1d5 levels of Fatigue and halves his movement for 1d10 hours.
6	The blow slices a couple of centimetres off the end of the target's foot. The target must make an immediate Toughness Test or permanently lose the use of his foot. On a success, movement is halved until he receives medical attention. In either case, the target takes 1d5 levels of Fatigue.
7	The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the level of maiming is such that the target is now suffering from Blood Loss. He also takes 1d10 levels of Fatigue.
8	In a single bloody hack the leg is lopped off the target, spurting its vital fluids across the ground. The target must immediately make a Toughness Test or die from shock. On a success, the target is Stunned for 1d10 Rounds, takes 1d10 Fatigue and suffers Blood Loss. He now has only one leg.
9	With a meaty chop, the leg comes away at the hip. The target pitches to the ground howling in agony, before dying moments later.
10+	As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the target this Turn, must make an Agility Test or fall over.

TABLE 7-23: RENDING CRITICAL EFFECTS - HEAD

Critical Damage	Effect
1	The attack tears skin from the target's face dealing 1 level of Fatigue. If the target is wearing a helmet there is no effect.
2	The attack slices open the target's scalp which immediately begins to bleed profusely. Due to blood pouring into the target's eyes, he suffers a -10 penalty to both Weapon Skill and Ballistic Skill for the next 1d10 Turns. The target takes 1 level of Fatigue.
3	The attack tears the target's helmet from his head. If wearing no helmet, the target loses an ear instead and takes 2 levels of Fatigue.
4	The attack scoops out one of the target's eyes, inflicting 1d5 levels of Fatigue and leaving the target Stunned for 1 Round.
5	The attack opens up the target's face, leaving him Stunned for 1d5 Rounds and inflicting 1d5 levels of Fatigue. If the target is wearing a helmet, the helmet comes off.
6	As the blow rips violently across the target's face - it takes with it an important feature. Roll 1d10 to see what the target has lost. 1-3: Eye (see Permanent Effects on DHRB page 201), 4-7: Nose (permanently halve Fellowship), 8-10: Ear (permanently reduce Fellowship by 1d10; you can always hide the wound with your hair.) In addition the target is now suffering Blood Loss and takes 1d5 levels of Fatigue.
7	In a splatter of skin and teeth, the attack removes most of the target's face. He is permanently blinded and has his Fellowship permanently reduced to 1d10, and also now has trouble speaking without slurring his words. In addition, the target is suffering from Blood Loss and takes 1d10 levels of Fatigue.
8	The blow slices into the side of the target's head causing his eyes to pop out and his brain to ooze down his cheek like spilled jelly. He's dead before he hits the ground.
9	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 metres away with a soggy thud. The target is instantly slain.
10+	As above, except the target's neck spews blood in a torrent, drenching all those nearby and forcing them to take an Agility Test. Anyone who fails the Test, suffers a -10 penalty to his Weapon Skill and Ballistic Skill Tests for 1 Round as gore fills his eyes or fouls his visor.

TABLE 7-24: RENDING CRITICAL EFFECTS - ARM

Critical Damage	Effect
1	The slashing attack tears anything free that was held in this arm.
2	Deep cuts cause the target to drop whatever was held and inflict 1 level of Fatigue.
3	The shredding attack sends the target screaming in pain. He takes 2 levels of Fatigue and drops what ever was held in that hand.
4	The attack flays the skin from the limb, filling the air with blood and the sounds of his screaming. The target falls prone from the agony and takes 2 levels of Fatigue. The limb is useless for 1d10 Rounds.
5	A bloody and very painful looking, furrow is opened up in the target's arm. The target takes 1d5 levels of Fatigue and vomits all over the place in agony. He drops whatever was held and the limb is useless until medical attention is received. The target also suffers Blood Loss.
6	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process (the roll of a 5 means that the thumb has been sheared off). The target takes 3 levels of Fatigue and must immediately make a Toughness Test or lose the use of his hand.
7	The attack rips apart skin, muscle, bone and sinew with ease turning the target's arm into a dangling ruin, inflicting 1d5 levels of Fatigue. The arm is broken and, until repaired, the target counts as having only one arm. In addition, numerous veins have been severed and the target is now suffering from Blood Loss.
8	With an assortment of unnatural, wet ripping sounds, the arm flies free of the body trailing blood behind it in a crimson arc. The target must immediately make a Toughness Test or die from shock. If he passes the Test, he is Stunned for 1d10 Turns and suffers Blood Loss. He also takes 1d10 levels of Fatigue and now has only one arm.
9	The attack slices clean through the arm and into the torso, drenching the ground in blood and gore and killing the target instantly.
10+	As above. However, as the arm falls to the ground its fingers spasm uncontrollably, pumping the trigger of any held weapon. If the target was carrying a ranged weapon there is a 5% chance that a single randomly determined target within 2d10 metres will be hit by these shots, in which case resolve a single hit from the target's weapon as normal.

TABLE 7-17: IMPACT CRITICAL EFFECTS - BODY

Critical Damage	Effect
1	A blow to the target's body steals the breath from his lungs. The target can take only a Half Action on his next Turn.
2	The impact punches the air from the target's body, inflicting 1 level of Fatigue.
3	The attack breaks a rib and inflicts 2 levels of Fatigue. The target is also Stunned for 1 Round.
4	The blow batters the target, shattering ribs. The target takes 1d5 levels of Fatigue and is Stunned for 1 Round.
5	A solid blow to the chest winds the target and he momentary doubles over in pain, clutching himself and crying in agony. The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
6	The attack knocks the target sprawling on the ground. The target flies 1d5 metres away from the attacker and falls prone (if the target strikes a wall of other solid object, he stops). The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
7	With an audible crack, 1d5 of the target's ribs break. The target can either lay down and stay still awaiting medical attention (a successful Medicae Test sets the ribs) or continue to take Actions, though each Round there is a 20% chance that a jagged rib pierces a vital organ and kills the character instantly. The target takes 1d5 levels of Fatigue.
8	The force of the attack ruptures several of the target's organs and knocks him down, gasping in wretched pain. The target suffers Blood Loss and takes 1d10 levels of Fatigue.
9	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
10+	As above, except the target is thrown 1d10 metres away from the attack. Anyone in the target's path must successfully Test Agility or be Knocked Down.

TABLE 7-18: IMPACT CRITICAL EFFECTS - LEG

Critical Damage	Effect
1	A light blow to the leg leaves the target gasping for air. The target takes 1 level of Fatigue.
2	A grazing strike against the leg slows the target. The target halves all movement for 1 Round and takes 1 level of Fatigue.
3	The blow breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	A solid blow to the leg sends lightning agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	A powerful impact causes micro fractures in the target's bones, inflicting considerable agony. The target's Agility is reduced by -20 for 1d10 Rounds and he takes 1d5 levels of Fatigue.
6	Several of the tiny bones in the target's foot snap like twigs with cracking noises. The target must make an immediate Toughness Test or permanently lose the use of his foot. On a success, halve all movement until medical attention is received. The target takes 2 levels of Fatigue.
7	With a nasty crunch, the leg is broken and the target is knocked down mewling in pain. The target falls to the ground with a broken leg and, until it is repaired, he counts as only having one leg. The target takes 2 levels of Fatigue.
8	The force of the attack rips the lower half of the leg away in a stream of blood. The target must immediately make a Toughness Test or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and suffers Blood Loss. He now only has one leg.
9	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the target tries futilely to stop the sudden flood of vital fluid, he falls to ground and dies in a spreading pool of gore. As above, but such is the agony of the target's death that his piteous screams drowns out all conversation within 2d10 metres for the rest of the Round.
10+	As above, except as the arm is removed it is smashed apart by the force of the attack, and bone, clothing and armour fragments fly about like shrapnel. Anyone within 2 metres of the target takes 1d10-8 Impact Damage.

TABLE 7-19: EXPLOSIVE CRITICAL EFFECTS - HEAD

Critical Damage	Effect
1	The explosion leaves the target confused. He can take only a Half Action on his next Turn and takes 1 level of Fatigue.
2	The flash and noise leaves the target blind and deaf for 1 Round. The target takes 2 levels of Fatigue.
3	The detonation leaves the target's face a bloody ruin from scores of small cuts. The target takes 2 levels of Fatigue.
4	The force of the burst knocks the target to the ground and Stuns him for 1 Round. The target takes 2 levels of Fatigue.
5	The explosion flays the flesh from the target's face and bursts his eardrums with its force. The target is Stunned for 1d10 Rounds and is permanently deafened. The target takes 1d5 levels of Fatigue and can only take Half Actions for 1d5 hours. Finally, the target's Fellowship drops by 1d10 due to hideous scarring.
6	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. Needless to say this is instantly fatal.
7	Both head and body are blown into a mangled mess, instantly killing the target. In addition, if the target is carrying any ammunition it explodes dealing 1d10+5 Energy Damage to any creatures within 1d5 metres. If the target was carrying grenades or missiles, these too explode on the target's person.
8	In a series of unpleasant explosions the target's head and torso peel apart leaving a gory mess on the ground. For the rest of the fight, anyone moving over this spot must make an Agility Test or fall over.
9	The target ceases to exist in any tangible way, entirely turning into a kind of crimson mist. You don't get much deader than this, except...
10+	As above, except such is the unspeakably appalling manner in which the target was killed, that any of the target's who are within two metres of where the target stood, must make an immediate Willpower Test or spend their next Turn fleeing from the attacker.

TABLE 7-20: EXPLOSIVE CRITICAL EFFECTS -ARM

Critical Damage	Effect
1	The attack throws the limb backwards, painfully jerking it away from the body, inflicting 1 level of Fatigue.
2	The attack sends a fracture through the limb. The target drops anything held in the hand and takes 2 levels of Fatigue.
3	The explosion takes 1d5 fingers from the target's hand. The target takes 3 levels of Fatigue and anything carried in the hand is destroyed. If this is an explosive, it goes off. Messy.
4	The blast causes the target to howl in agony. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and the limb is useless until medical attention is received.
5	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle alike. He must immediately Test Toughness or lose the hand. Even on a success, the hand is useless until medical attention is received, target takes 1d5 levels of Fatigue.
6	The explosive attack shatters the bone and mangles the flesh turning the target's arm into a red ruin, inflicting 1d5 levels of Fatigue. The target's arm is broken and, until repaired, the target counts as having only one arm. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	In a violent hail of flesh, the arm is blown apart. The target must immediately make a Toughness Test or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d10 levels of Fatigue, and suffers Blood Loss. He now only has one arm.
8	The arm disintegrates under the force of the explosion taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, where he dies in a pool of his own blood and organs.
9	With a mighty bang the arm is blasted from the target's body, killing the target instantly in a rain of blood droplets. In addition, if the target was carrying a weapon with a power source in his hand (such as a power sword or chainsword) then it explodes, dealing 1d10+5 Damage to anyone within two metres.
10+	As above, except if the target is carrying any ammunition it explodes dealing 1d10+5 Damage to anyone within 1d10 metres (this is in addition to Damage caused by exploding power weapons noted above). If the target is carrying any grenades or missiles, these too detonate on his person.

TABLE 7-21: EXPLOSIVE CRITICAL EFFECTS - BODY

Critical Damage	Effect
1	The target is blown backwards 1d5 metres and takes 1 level of Fatigue per metre travelled. He is Prone when he lands.
2	The target is blown backwards 1d10 metres, taking 1 level of Fatigue per metre travelled. If he strikes a solid object, he takes 1d5 additional levels of Fatigue.
3	The explosion destroys whatever armour protected the body. If the target wore none, the target is blown backwards 1d10 metres, as above but the target takes 2 levels of Fatigue for every metre travelled.
4	The explosion sends the target sprawling to the ground. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and must spend a Full Action to regain his feet.
5	Concussion from the explosion knocks the target to the ground and tenderises his innards. The target falls down Stunned for 1 Round and takes 1d10 levels of Fatigue.
6	Chunks of the target's flesh are ripped free by the force of the attack leaving large, weeping wounds. The target is Stunned for 1 Round, takes 1d10 levels of Fatigue and is now suffering Blood Loss.
7	The explosive force of the attack ruptures the target's flesh and scrambles his nervous system, knocking him to the ground. The target falls down, is Stunned for 1d10 Rounds and takes 1d10 levels of Fatigue. In addition, he now suffers Blood Loss and can only take Half Actions for the next 1d10 hours as he tries to regain control of his body.
8	The target's chest explodes outward, disgorging a river of partially cooked organs onto the ground, killing him instantly.
9	Pieces of the target's body fly in all directions as he is torn into bloody gobbets by the attack. In addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.
10+	As above, except anyone within 1d10 metres of the target is drenched in gore and must make an Agility Test or take a -10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round as blood fouls their sight.

TABLE 7-22: EXPLOSIVE CRITICAL EFFECTS -LEG

Critical Damage	Effect
1	A glancing blast sends the character backwards one metre.
2	The force of the explosion takes the target's feet out from under him. He lands Prone and takes 1 level of Fatigue.
3	The concussion cracks the target's leg, leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	The explosion sends the target spinning through the air. The target travels 1d5 metres away from the explosion and takes 1 level of Fatigue per metre travelled. It takes the target a Full Action to regain his feet and he halves all movement for 1d10 Rounds.
5	Explosive force removes part of the target's foot and scatters it over a wide area. The target must make an immediate Toughness Test or permanently loses the use of his foot, inflicting 1d5 levels of Fatigue. On a success, the target takes 1d5 levels of Fatigue and halves his movement until he receives medical attention.
6	The concussive force of the blast, shatters the target's leg bones and splits apart his flesh, inflicting 1d10 levels of Fatigue. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	The explosion reduces the target's leg into a hunk of smoking meat. The target must immediately make a Toughness Test or die from shock. On a successful Test, the target is still Stunned for 1d10 Rounds, takes 1d10 levels of Fatigue and suffers Blood Loss. He now has only one leg.
8	The blast tears the leg from the body in a geyser of gore, sending him crashing to the ground, blood pumping from the ragged stump: instantly fatal.
9	The leg explodes in an eruption of blood, killing the target immediately and sending tiny fragments of bone, clothing, and armour hurtling off in all directions. Anyone within two metres of the target takes a 1d10+2 Impact Damage.
10+	As above, except in addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.