

Critical Hits:

An attacker has always the option of attacking different body locations on a target. These rules gives some detail to this, but are still true to the CODA-system.

To activate a Critical Hit, you need to inflict damage equal to the target's Health. The target then rolls a Stamina test, TN 10. If it succeeds, no critical is inflicted. If it fails the effect depends on the degree of the failure and where the attack is aimed (usually to the torso if nothing else is specified).

Location Attacked	Modifier to Attack	Armor Cover	Degree of Failure (Stamina TN 10)		
			Failure	Complete	Disastrous
Torso	None	Corslet	Staggered	Knocked Down	Knocked Out
Head	+12 TN	Helmet*	Knocked Down	Knocked Out	Killed
Arms	+6 TN	Hauberk	Disarmed	Broken	Lost
Legs	+4 TN	Hauberk	Knocked Down	Broken	Lost
Weak point	+3 TN or more	Various	-----Special-----		

Armor Cover: This is what type of armor-part that is needed to protect the various body locations. If the target is clad in that type of armor, the damage will be reduced by the armor's full protection.

Vital Area: Most armor have weak points, usually around the neck and limbs. Experienced warriors can often hit these areas and bypass some or all of the armor. The TN is increased by +3 for each point of armor the attack will bypass. If the attack misses, it misses completely, inflicting no damage. This modifier is added to all other modifiers, so if a warrior wants to strike through 3 points of armor in the on the arm of an enemy, the TN is increased by 15.

Staggered: The target loses his remaining actions this round, and all actions next round.

Knocked Down: The target is falls to the ground, landing 1 (pluss Strength modifier) yard away from the attacker.

Knocked Out: Same as above, but the target is also Stunned for 3d6x3 rounds.

Broken: The limb is broken, and the target suffer a Crippling Wound (as the Flaw).

Lost: The limb is lost, either severed from the body, or in some other way destroyed or maimed beyond use and repair.

Disarmed: Any items held in that hand are dropped.

Killed: The target is killed outright.

*Helmets: A helmet protects against critical hits to the head. A helmet costs 2 sp and weighs one lb. per point of protection.

Helmet give a bonus to Stamina checks to avoid stun effects equal to their protection.