

LORD OF THE RINGS – Critical Strike Table

	Head/Neck Critical (Random Roll 2, 12 or +6 TN) (Stun attacks require a Called Shot to the head, p.232)			Foot Critical (Random Roll 3 or +4 TN) (1d6: left foot on 1 to 3, right foot on 4 to 6)			Hand Critical (Random Roll 4 or +4 TN) (TN to hit the shield hand is +7 or RR of 6 with 1d6)			
2d6	Light (+5 up TN)	Medium (+8 up TN)	Severe (+11 up TN)	Light (+5 up TN)	Medium (+8 up TN)	Severe (+11 up TN)	Light (+5 up TN)	Medium (+8 up TN)	Severe (+11 up TN)	2d6
2	Weak strike combs foe's parting.	Your concern for foe is heart warming (+1 wound).	Your attack is weak (+2 wounds).	You throw up some dust.	Nothing graceful about this attack.	Your attempt is poorly planned.	Get it right the next time!	Feeble strike falls clear of target.	How did you botch this beautiful strike?	2
3	Blow to foe's chin knocks him out 1d6 minutes if he fails a TN 10 Stamina test. If successful, he is numb and can't parry 2 rounds.	Unkind blow to foe's throat temporarily mutes him. He has trouble breathing and is numb for 3 rounds.	You partially blind foe by destroying his left eye. He permanently suffers a -5 test modifier to Ranged Combat (+4 wounds).	Your strike to foe's foot proves to be ineffective, merely resulting in a bruise.	Your weapon slips off foe's leg and causes a light graze on his foot.	Blow to foe's foot earns him a painful bruise (+1 wound).	Your strike results in no additional damage besides a light bruise on foe's hand.	Your weapon gently fondles foe's hand. The graze isn't pretty, though.	A blunt strike to foe's hand leaves behind a bad bruise (+1 wound).	3
4	Foe gets a rosy cheek from your gentle strike (+2 wounds).	You sever foe's ear. Foe bleeds surprisingly slow, losing only 2 wounds/rnd. Foe is numb for 1 round.	You crush foe's temple, but he gets away with it. Do maximum damage. Foe is numb for 1 minute.	Instead of severing foe's foot, you polish his shoe.	Foe's shoe takes most of the damage. Foe loses his shoe, and sustains +1 wound from a light bruise.	Your strike to foe's instep results in a graze, inflicted rather by his own shoe than your strike (+2 wounds).	Scratch foe's hand. He spoils his tidy clothes with his own blood.	Tear of one foe's fingernails (+1 wound).	Foe tries to parry your tremendous strike, but his equipment* brakes. Foe takes normal damage.	4
5	Foe loses several teeth and the lovely shape of his nose in your assault. His distraction gives you +4 to Defence (until end).	You cut away foe's eyebrow as if you wanted to shave him. He bleeds for 1 wnd/rnd and automatically loses initiative.	Strike to foe's ear makes him look awkward. Foe bleeds for 1 wound/round. You gain a +4 bonus to hit foe until the end of combat.	A faint smell of foe's foot is all you get from slicing his shoe.	You slice foe's shoe-lace rather than his foot. (Roll 1d6: the result indicates on which action foe stumbles if a TN 10 Nim test fails).	Your blow to foe's foot leaves him with a light contusion. You gain a +2 bonus to hit foe for the rest of the combat.	You fracture foe's small finger. he sustains +1 wound.	Your attempt to disarm foe fails. Instead, you give him a free manicure and cut off two fingertips. Looks funny, but is painful (+3 wds).	Hammer foe's wrist. Foe must succeed on a TN 10 Stamina test or drop any equipment in this hand.	5
6	You almost cleave foe's head, but in the very last moment he escapes your strike and his doom. A hit to the back of his head does +5 wounds.	Strike to foe's temple causes a host of trouble. Foe is numb and unable to parry for 2 rounds (+5 wounds).	Strong blow to face cracks jawbone. Ow! Jaw is stuck open and foe appears permanently surprised about something. Foe is numb for 5 rounds (+6 wounds).	Shot to foe's ankle results in a harmless contusion (+1 wound).	Blunt strike to foe's foot does no serious damage. Foe sustains +2 wounds due to a light bruise.	You hear cracking bones as your strike lands on foe's foot. You fracture two toes. Foe is numb for 2 rounds and takes +3 wounds.	Your blow results in a painful contusion of one of foe's finger-joints (+2 wounds).	Your blast on foe's equipment strains a tendon. Foe must succeed on a TN 8 Stamina test or drop any equipment in this hand.	Reach long and catch foe's hand. Hand is broken, but foe may still use any equipment with it at TN +6 (+3 wounds).	6
7	Your mean blow eases foe's tooth pain, but he doesn't enjoy to swallow his own blood. Foe is numb and unable to parry for 1 round (+4 wounds).	Blunt strike to foe's forehead makes him see stars. He must succeed on a TN 15 Stamina test or full unconscious for 1d6 minutes. On a success, he's stunned.	Face strike is so hard that foe's cheekbone is shattered. The shards mortally wound foe. He dies after 10 rounds of agony.	You miss the chance to deliver your blow because you step on foe's heel. You both must make a Nimbleness test or stumble. Foe's TN is 12, yours 9.	Jumping back, foe evades your strike almost entirely. But at least you hit his toes and fracture the small one. Foe yells out and takes +1 wound.	Your weapons solid impact on foe's instep fractures it. This painful injury slows foe's movement by 25% and his initiative by -3 (+3 wounds).	Nice shot to the side of foe's hand damages his palm as well. Foe must succeed on a TN 6 Stamina test or drop any equipment in this hand.	Your surprising feint hits foe's hand and leaves him numb and unable to parry for 1 action. You receive a +3 bonus to your next attack.	Your weapon makes contact well enough with foe's hand. If applicable, you disarm him. Foe is numb for 1 round (+2 wounds).	7
8	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. Foe bleeds for 1 wnd/rd and is numb for 3 rds.	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity.	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly.	Foe yells out as you fracture his big toe. He seems to get angry, but his movement is decreased by 20% (+1 wound).	You are a bad dancer, aren't you? You fracture two of foe's toes as you step on his foot (+3 wounds).	You manage to drive your weapon through foe's boots and sever one toe. He bleeds for 1 wound/rd and is numb for 1 round.	You hit that vulnerable point on the back of foe's hand. He screams like a child and is numb for 1 action.	Hopefully not a sneak attack. Foe's ring finger brakes with a loud noise. Everyone looks at you. Foe is numb for 1 rd (+2 wds).	Fracture foe's knuckles and several finger bones. The TN for any action with that hand is modified by +9 (+3 wounds).	8
9	Solid chin blow forces foe to close his mouth. Unfortunately, he bites off a piece of his tongue and bleeds for 2 wounds/rd.	Strike to foe's head breaks skull and causes massive brain damage. Foe drops, and dies in 10 rounds.	Crush what once was foe's head. If foe has a helm, it is also destroy-ed. You are spackled with blood.	An awkward move of both combatants gives you the opportunity to slice foe's sole. He prefers to stand on one foot (+3 wounds).	Foe's grimace tells you that you have just severed one of his little toes. He bleeds for 1 wound/rd and is numb for 1 action.	Foe's boots slowly fill with blood as you severed two toes with your strike. He bleeds for 2 wounds/round and is numb for 1 round.	Somehow, you manage to dislocate foe's wrist. He is busy to fix it, and thus numb for 1 round.	Catch foe in mid-swing and disarm him (if applicable). His weapon tumbles behind you (+2 wounds).	You brake foe's hand and any equipment* he holds in it. Hand is useless, and foe takes +4 wounds.	9
10	Head strike brakes foe's nose. Bearing is penalised by -1 for 1d6 days due to black eyes. You do maximum damage.	Mighty strike crashes into foe's head. If he has a helmet, he is unconscious for 1d6 days. Otherwise, skull collapses and brain is dead.	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap - immediately.	Foe avoids the worst effects of your blow, but pulls a tendon in his foot in this attempt. Movement -20%, initiative -2.	Rip one of foe's less important tendons. Nevertheless, his movement and initiative are decreased by 25% and -3, respectively.	You slash foe's Achilles tendon. He stumbles and is numb, unable to parry for 1 round (+2 wounds). Movement -33%, Initiative -4.	The tip of your blade blasts into foe's hand. If applicable, he is disarmed. The quicker of you will reach his weapon (+3 wounds).	As your weapon clashes on foe's hand, you pull one of foe's tendons. TNs for any action with this hand is modified by +6 (+4 wnds).	Pitiless you sever all of foe's fingers. He bleeds for 4 wounds/round. Hand is useless.	10
11	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony.	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 5 rounds.	Your strike is frightening. Foe's head snaps to one side. Foe cannot breathe. He looks upon the world one last time and then dies. You are horrified.	Almost losing your balance, you recover by propping yourself on your weapon. This dreadful device itself fractures foe's heel (+4 wounds).	A firm shot to the foot fractures foe's metatarsal. His movement rate is decreased by 25%, and his initiative is reduced by -3 until the injury is healed.	Your almost sadistic assault on foe's foot fractures his ankle. His movement rate is decreased by 50%, his initiative by -6 until healed (+2 wounds).	Cut off one foe's index finger. The TN for any action with that hand is modified by +3, and foe bleeds for 1 wound/round.	Your weapon tears off two of foe's fingers. He bleeds for 2 wounds/round. Foe must succeed on a TN 12 Stamina test or drop any equipment in this hand.	Sever opponent's hand. Shock. Foe is down and in shack for 2 minutes, then dies.	11
12	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain and dies in an embarrassing position.	Strike to foe's forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. Finish him with one strike.	Crush foe's windpipe and tear the head from his body. You are mighty.	A bad contusion of all five toes sends foe on a walk through the vale of tears. But walking is hard, and foe's initiative is modified by -4 (+3 wounds).	What did you want to do? Stop your foe? Bad attempt. You sever foe's foot, he falls and dies after 2 minutes. Walk away in a puddle of blood.	You fracture almost every bone in foe's foot. Losing his balance, foe stumbles, falls into his own weapon and unwillingly commits suicide.	Sever foe's thumb as you try to disarm him. It's a bleeder. Foe bleeds for 2 wounds/round and is unable to hold any equipment with this hand.	You cut through foe's hand, wrist and arm, up to the elbow. He may attack one last time, then drops and expires in 2 minutes.	Shatter opponent's hand and weapon*/shield*. Upset foe blindly tries to strangle you with his other hand and runs into your weapon. Bad luck!	12

LORD OF THE RINGS – Critical Strike Table

	Leg Critical (Random Roll 5, 6 or +2 TN) (Random Roll 5: “far” leg, RR 6: “near” leg)			Torso Critical (Random Roll 7, 8, 10 or +0 TN)			Arm Critical (Random Roll 9, 11 or +3/+4 TN) (Roll 9: weapon arm +3 TN, Roll 11: shield arm +4 TN)			
2d6	Light (+5 up TN)	Medium (+8 up TN)	Severe (+11 up TN)	Light (+5 up TN)	Medium (+8 up TN)	Severe (+11 up TN)	Light (+5 up TN)	Medium (+8 up TN)	Severe (+11 up TN)	2d6
2	Practice this one.	Foe dances clear off the worst.	Strike lands flat (+1 wound).	Not very impressive.	Strike blunted by clothing.	Destroy one of foe’s silly decorations. (+1 wound)	Foe avoids the most of the attack.	Glancing blow. Nothing extra.	Strike bounces off (+1 wound).	2
3	Your attack earns you nothing but a bruise on foe’s thigh (+1 wound).	Foe goes airborne to evade your strike. Landing poorly, his cartilage is lightly damaged (+2 wounds).	Foe evades frantically. You receive a +4 test modifier to hit foe for the next two rounds.	Good form, but it disappoints. (+1 wound)	Strike foe with more force than edge. (+2 wounds)	Tremendous blow to foe’s chest destroys his armour*. If foe has no armour, he bleeds for 3 wounds/round and is numb for 2 rounds.	Foe makes his dodge too slowly. You gladly slash his arm. Foe bleeds for 1 wound/rd and is numb and unable to parry for 1 rnd.	You come in high and fast. Slash muscle and tendons in foe’s arm. Foe’s arm is useless. Foe is numb for 3 rounds (+3 wounds).	Foe mistakenly brings his arm across your blade. Sever tendons. Foe’s arm is limp and useless. Foe is numb for 4 rds (+4 wnds).	3
4	Foe is concerned with his own preservation and steps back 2 yards. He is numb for 1 round.	Miss foe’s arm and strike his thigh. He stumbles and drops something (Narrator’s discretion). Foe sustains +3 wounds.	Blow to foe’s waist sends him spinning sideways. Foe takes maximum damage.	Strike lands on foe’s chest, but it fails to bite deep. He recoils. (+1 wound)	Hard impact on foe’s chest drives the air out of his lungs. Foe is numb for 1 round. (+2 wounds)	That hurts! You hit foe in his groin. If he his male, he must succeed in a TN 15 Stamina test or get stunned for 5 rounds (-9 penalty).	Minor forearm wound numbs foe’s grip. His attacks are modified by -1 for the rest of combat, and he takes +1 wound.	Precise strike to foe’s shoulder frightens the poor lad. You receive a +2 bonus to hit foe for the rest of the combat.	Shoulder strike shakes foe up. Foe attempts a recovery, but you receive a +4 test modifier to hit foe for the rest of the combat.	4
5	Catch foe in lower leg. You gain initiative over him on the next action (or inflict +1 wound, if you have initiative anyway).	Light swing to foe’s leg. Foe’s calf is bruised. You have the initiative over him for the next 2 rounds.	With a loud noise your strike lands on foe’s shins. If he has plates*, they are destroyed. Otherwise, he takes maximum damage.	Foe’s evasion puts him out of an aggressive posture, but he is numb for one action.	Distracting strike into foe’s stomach grants you a +2 test modifier to hit foe for the rest of the combat.	Glancing strike to lower back. Foe turns away to avoid the damage and uses his weapon for balance. You get +4 to hit foe for the rest of the combat.	Shot to foe’s armpit is not as effective as you hoped it would be. He is numb for 1 action.	Strike to foe’s shield arm. [ignore the random location roll]. If foe has a shield, your weapon is stuck in it for 1 round. Foe is numb for 1 rd (+1 wnd).	Your blunt strike causes bad bruises on foe’s upper arm. Gain +2 Defence against foe for the rest of the combat.	5
6	Bust foe’s shin. If he has no plates, he suffers 2 wounds.	Disorient foe with a tricky blow to his hip. He is at a loss of words (but besides that he only sustains +3 wounds).	Strike grazes across left thigh and lands on right. He is slowed down. Gain +4 Defence against him for the rest of the combat.	Blow to foe’s back. Foe attempts to ward you off with a wild swing (+2 wounds).	Blow to foe’s ribs. It hurts him to raise his arms. His motions slowed down, you gain initiative over him for the next 2 rounds.	Solid shot breaks foe’s ribs. For the rest of the battle, you gain initiative over him. (+2 wounds)	Strike foe in upper arm. You tear his pretty clothes, but spare his armour (+2 wounds).	Foe evades the worst effects of your strike to his arm, but you gain initiative over him for the next 2 rounds.	Strike down foe’s defences with a blow to both arms. For the rest of the combat, you gain initiative over him (+2 wounds).	6
7	You recover from your initial swing and scratch foe’s thigh. He bleeds at 1 wound/round (+1 wound).	Strike to foe’s Achilles tendon. Oh that hurts, ya know! Foe is numb for 1 round (+2 wounds).	Blow to upper leg. Minor fracture. For the rest of the combat, you have initiative over him (+3 wounds).	Classical blow to foe’s stomach makes concentration hard. Foe is numb for 1 action (+3 wounds).	Your assault catches foe in side and forces him back two yards. Foe is numb for 1 round. (+3 wounds)	Tear open foe’s side in a graphic display of violence. Foe takes maximum damage.	You are lucky to strike foe’s forearm while recovering from a lunge (+2 wounds).	Catch part of foe’s forearm. You make a long slice in foe’s arm. Foe bleeds for 1 wound/rd (+2 wnds).	Nick foe in his forearm. Wound bleeds surprisingly strongly for 1 wound/rd. Foe is numb for 1 round.	7
8	Blow to foe’s thigh causes his right leg to falter for a moment. Foe is numb for 1 action (+3 wounds).	Strike twists foe’s knee. He is numb for 1 round and unable to parry (+4 wounds).	Slash muscle and tendons in foe’s lower leg. Foe stumbles towards you with his guard down. Gain +4 to hit foe for rest of combat.	Foe goes low, but you still catch his side. It’s a bleeder. He bleeds at 1 wound/round and is numb for 1 round.	Fierce chest strike leaves bruises and blood. Foe now hesitates when attacking you, giving you +2 to Defence for rest of combat.	Your impressive performance demoralises foe. Gain +4 Defence against him for rest of combat.	You crack foe’s ulna. It’s not broken, but it hurts! Foe takes +2 wounds and is numb for 1 action.	Catch foe’s forearm. The wound opens up nicely. Foe is in pain. He is numb for 1 round and takes +3 wounds.	Blow to foe’s upper arm. A metal armguard* is bent and the arm is useless until the armor is removed.	8
9	Shot takes foe’s lower leg. He fails to jump over it. He is numb and unable to parry for 1 round (+2 wounds).	Your swing falls short when foe leaps back. You shatter foe’s knee. Foe is knocked down. Movement is halved, initiative -6.	Blow to foe’s hip bone breaks it. Help! Foe has fallen and cannot get up! Combat is over for him (go to “Incapacitated” level).	Heavy punch to foe’s kidney makes him sick. He must succeed in a TN 15 Stamina test or get stunned for 1 minute (-9 penalty).	Blow to foe’s back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. (1 wound/rd.)	Strike plunges into doomed foe’s chest and emerges on the other side. Foe drops and dies in 10 rounds.	You fracture foe’s radius. He must succeed on a TN 12 Stamina test to still use his arm (+3 wounds).	Your weapon’s impact on foe’s arm damages the elbow joint. Foe suffers a -5 penalty to all actions with this arm (+3 wounds).	Drive elbow backwards and break it. Foe drops any equipment, leans way over, and vomits. You inflict maximum damage.	9
10	Foe steps right into your swing. You make a large wound. He takes maximum damage.	Destructive strike to lower leg. If foe has leg armor, it is torn free. Foe takes maximum damage, and armour doesn’t help him this time.	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 2 minutes.	Your strike lands on foe’s shoulder and breaks his collarbone. Roll 1d6: 1 to 5 is a hit to shield side (he loses shield benefits), on a 6 he drops his weapon.	You plunge your weapon into foe’s stomach. Foe is instantly pale from blood loss. Foe bleeds for 4 wounds/round and is numb for 2 rounds.	Strike through foe’s side spills his guts on the floor. Foe fights on normally for 3 rounds, then dies.	Strike through muscle in foe’s arm. If foe has any equipment in his hand (including a shield), he drops it. He bleeds for 1 wnd/rd and is numb 2 rds.	Foe reaches out to block your blow. You sever two fingers and break his arm, making it useless. Foe is numb and unable to parry for 1 round (+4 wounds).	Blow to foe’s armpit. Crush ribs and destroy organs. Foe dies in 5 rounds.	10
11	Blow lands with a crack. Leg bone is broken. Major cartilage damage. Movement is halved, initiative at -6 (+5 wounds).	Your mighty blow to the thigh forces the foe on his knees. His face a wry, you can kill him with one more strike.	An amazing strike from the groin down to the ankle leaves foe without intact tendons, but with a nasty wound. He dies after 5 rounds in agony.	Your weapon bites half its width into foe. Open up a terrible wound. Blood goes everywhere. Foe bleeds for 3 wounds per round and is numb for 2 actions.	Strike drives bone into foe’s kidneys and liver. Foe drops and dies in 6 rounds. What a pity!	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies after 6 rounds in agony.	Foe blocks your attack with his arm. Shoulder is broken and arm is useless. Foe is numb for 2 rounds (+6 wounds).	You cleave shield* (or armour*) and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 2 minutes and then dies.	Your weapon passes through the arm and sticks out the other side. Foe goes mad from pain and dies in 6 rounds.	11
12	Clean cut through opponent’s knee. He tries to keep upright, but fails and dies from the loss of blood after 2 minutes.	Chop the top of foe’s thigh. Sever foe’s leg. Foe drops immediately and dies in 10 rounds due to shock and blood loss.	Meat chopping strike severs foe’s leg. Foe drops and lapses in unconsciousness. Foe dies in 10 rounds.	Blast foe’s chest. Send ribcage into heart. Foe drops, and dies in 10 rounds. He should have stayed in bed!	Crush foe’s chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds.	Blast to foe’s heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay.	Block foe’s weapon arm away and then sever it. Foe drops immediately and expires in 2 minutes. Good shot!	Strike comes down on foe’s shoulder. Arm shatters. Foe dies from shock and blood loss in 15 rounds.	Sever foe’s arm and bury your weapon into foe’s side. Foe falls prone. Foe is in shock for 2 minutes, then dies.	12