

Serious Injuries v1.2 - by Anthony Case, based on material by Rick Priestley. All images are copyright of Games Workshop.

Unless noted otherwise, duplicate rolls of 21, 25-32 and 64-65 are treated as Full Recovery results (e.g. if an eye is blinded for a second time or a leg is wounded for a third time). Models that have made a roll on the Serious Injuries table or have missed the game due to an injury cannot make a post game action (e.g. a fighter suffering from an Infected Wound cannot work a territory).

Serious Injuries

[11-14] Dead: The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. Strike the fighter and his equipment from the gang roster.

[15] Retired: The fighter suffers a career ending injury. Strike the fighter from the roster and move his equipment to the gang's stash.

[16] Multiple Wounds: The fighter survives but has suffered numerous injuries. Roll a further D3+1 times on this table and apply each result. Any Dead, Retired, Multiple Wounds or Full Recovery results are re-rolled. Any duplicate Captured, Bitter Enmity, Impressive Scars and Horrible Scars results are re-rolled.

[21] Blinded: The fighter loses the sight in a random eye. An eye that becomes blinded inflicts a -1 Ballistic Skill penalty. If the fighter is blinded in both eyes then treat it as a Retired result.

[22] Chest Wound: The fighter has been badly wounded in the chest. Each Chest Wound inflicts a -1 Toughness penalty for the fighter. If a fighter's Toughness is reduced to 0 then treat it as a Retired result.

[23] Organ Failure: The fighter survives but suffers extensive system shock. Fighters who end the game down go out of action on a roll 4+, however, each Organ Failure confers a +1 modifier to this roll. If the fighter suffers Organ Failure for a third time, treat it as a Retired result.

[24] Shell Shock: The fighter survives but is extremely nervous and jumpy as a result of his traumatic injuries. Each Shell Shock inflicts a -1 Initiative penalty for the fighter. If a fighter's Initiative is reduced to 0 then treat it as a Retired result.

[25] Arm Wound: A random arm is smashed. An arm that becomes injured inflicts a -1 Strength penalty when using that arm. If an arm is injured for a second time then it cannot hold or use a weapon. If both arms can no longer use a weapon then treat it as a Retired result.

[26] Hand Wound: A random hand is smashed. A hand that becomes injured inflicts a -1 Weapon Skill penalty. If a hand is injured for a second time then it cannot hold or use a weapon. If both hands can no longer use a weapon then treat it as a Retired result.

[31] Leg Wound: A random leg is smashed. A leg that is injured for the first and second time each inflict a -1 Movement penalty. If both legs suffer two Leg Wounds then treat it as a Retired result.

[32] Partially Deafened: A random ear is deafened. An ear that becomes partially deafened inflicts a -1 Leadership penalty. An ear that suffers a second injury becomes deaf inflicting a further -1 Ld penalty. If both ears become deaf then treat it as a Retired result.

[33] Head Wound: A serious head injury leaves the fighter unhinged. During part 2 of the pre-battle sequence, roll a D6 for each Head Wound the fighter has suffered. If any of the dice rolled score a 1 then the fighter is affected by the rules for *stupidity* for the duration of the game.

[34] Old Battle Wound: The fighter survives but his old wound can sometimes affect his health. During part 2 of the pre-battle sequence, roll a D6 for each Old Battle Wound the fighter has suffered. If any of the dice rolled score a 1 then the old wound flares up and the fighter is unable to participate in the game.

[35] Amnesia: The fighter survives but part of his past memories have been lost. A randomly determined Skill can no longer be used. Make a note of the forgotten skill in case of healing. If the fighter does not have any Skills then treat this roll as a Head Wound result instead.

[36] Infected Wound: The fighter eventually recovers but the wound takes many agonising days to fully heal. The fighter cannot participate in the next D2 games.

[41-55] Full Recovery: The fighter has been knocked unconscious or has suffered a mildly incapacitating wound from which he makes a full recovery.

[56] Bitter Enmity: The fighter survives but remains psychologically scarred. The fighter is subject to the rules for *hatred* against the enemy gang member responsible for the injury. If you cannot remember who inflicted the injury then a random enemy gang member is selected instead.

[61-63] Captured: The fighter is captured by the opposing gang. Captives can be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed captive price, it is a matter for the players to decide for themselves. Fighters who are not ransomed or rescued can be sold to the slave traders earning D6x5 credits, which is added to the income from the gang's territories. You can keep the equipment of any captives who are sold as slaves.

[64] Horrible Scars: The fighter survives but is left horribly disfigured. His scarred and distorted features mean the fighter now causes *fear*.

[65] Impressive Scars: The fighter survives and is left with impressive scars as a memento. The fighter receives a +1 Leadership bonus, which is also added to his maximum characteristic profile.

[66] Survives Against The Odds: The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home and recovers fully. His uncanny survival also earns him an additional D6 Experience points.