Several articles in this issue of the *Digest* focus on wounds and injuries. Some examples are illustrated here, clockwise from the lower right: a filter wheel for examining wounds at different wavelengths; a full body torso for measuring the effect of a head-supported mass on crash-induced neck injuries; a representation of a human eye for studying laser damage to the cornea; and a skeletal structure that is part of a model human torso for simulating injuries arising from non-penetrating ballistic impacts. (Illustration by Kenneth R. Moscati.)