

**ICD-10-CM FY2017 Version**  
**Draft**  
**Exposure to Supernatural Forces (X40-X49)**

The following section is a new section being considered for inclusion in the FY2017 version of the ICD-10-CM code set. This new section will appear in sequence as follows:

**20. External Causes of Morbidity (V00-Y99)**

**Other External Causes of Accidental Injury (W00-X69)**

Exposure to forces of nature (X30-X39)

**Exposure to supernatural forces (X40-X49)**

Accidental exposure to other specified factors (X52-X58)

The comment period for this new section will be open from January 1, 2016 through April 30, 2016. All comments should be addressed directly to a member of this section's sponsoring consortium of organizations including, but not limited to, Avengers, Jedi Order, Justice League, X-Men, etc.

This new section is defined as follows:

**20. External Causes of Morbidity (V00-Y99)**

**Other External Causes of Accidental Injury (W00-X69)**

Exposure to supernatural forces (X40-X49)

Includes: Injury and certain other consequences caused by or occurred during contact with one or more supernatural forces or other phenomenon not explained by natural (human-based) science.

*Use additional code to specify transmitted infectious disease (A00-B99)*

*Excludes1: Mental Disorders (F01-F09)*

*External causes of morbidity elsewhere classified (V00-Y99)*

*Alien Encounters (X51)*

*Paranormal Encounters (X60-X60)*

*Injury by Zombie (ZA0-ZA5)*

The appropriate 7<sup>th</sup> character is to be added to each code form category X40-49

- A encounter with non-humanoid
- B encounter with humanoid
- C encounter with other or unspecified being
- D encounter with device – of non-terrestrial origin or manufacture
- E encounter with device – of terrestrial origin or manufacture
- F encounter with device if other or unknown origin or manufacture
- S encounter involving substance (organic, inorganic or unknown) of non-terrestrial origin
- T encounter involving substance (organic, inorganic or unknown) of terrestrial origin
- U encounter involving substance (organic, inorganic or unknown) of unknown origin

**X40 Injury while being tossed, thrown, or crushed (whole body)**

*Code also type and anatomical location of injuries*

*Excludes2: injury by or contact with discharged substance or energy (X41)*

*injury or contact with device or element (X42)*

**X40.0 Into or through a stationary object**

*Code each encounter*

- X40.00 Into or through a building or fixed structure
  - X40.000 Into a single building or fixed structure
  - X40.001 Through a single building or fixed structure
  - X40.002 Through two buildings or fixed structures
  - X40.003 Through three buildings or fixed structures
  - X40.004 Through four buildings or fixed structures
  - X40.005 Through five or more buildings or fixed structures
- X40.01 Into or through a mode of transportation (not in motion)
  - X40.010 Into or through an automobile
  - X40.011 Into or through a truck, empty or non-explosive contents
  - X40.012 Into or through a truck, explosive contents
  - X40.013 Into or through a subway or mass-transit engine or carriage
  - X40.014 Into or through an airplane
  - X40.015 Into or through a space vehicle
  - X40.016 Into or through an armored vehicle
  - X40.018 Into or through other vehicle (or suspected vehicular device)
  - X40.019 Into or through an unspecified vehicle (or suspected vehicular device)
- X40.1 Into or through a moving object
  - Code each encounter*
  - X40.10 Into or through a hurled building or uprooted fixed structure
    - X40.100 Into a single hurled building or uprooted fixed structure
    - X40.101 Through a single hurled building or uprooted fixed structure
    - X40.102 Through two hurled buildings or uprooted fixed structures
    - X40.103 Through three hurled buildings or uprooted fixed structures
    - X40.104 Through four hurled buildings or uprooted fixed structures
    - X40.105 Through five or more hurled buildings or uprooted fixed structures
  - X40.11 Into or through a mode of transportation in normal motion or operation
    - X40.110 Into or through an automobile
    - X40.111 Into or through a truck, empty or non-explosive contents
    - X40.112 Into or through a truck, explosive contents
    - X40.113 Into or through a subway or mass-transit engine or carriage
    - X40.114 Into or through an airplane
    - X40.115 Into or through a space vehicle
    - X40.116 Into or through an armored vehicle
    - X40.118 Into or through other vehicle (or suspected vehicular device)
    - X40.119 Into or through an unspecified vehicle (or suspected vehicular device)
  - X40.12 Into or through a mode of transportation hurled or thrown
    - X40.120 Into or through an automobile
    - X40.121 Into or through a truck, empty or non-explosive contents
    - X40.122 Into or through a truck, explosive contents
    - X40.123 Into or through a subway or mass-transit engine or carriage
    - X40.124 Into or through an airplane
    - X40.125 Into or through a space vehicle
    - X40.126 Into or through an armored vehicle
    - X40.128 Into or through other vehicle (or suspected vehicular device)
    - X40.129 Into or through an unspecified vehicle (or suspected vehicular device)
- X40.2 Crushed by hurled, dropped or toppled object
  - Code multiples if object matches or incorporates elements of more than one code*
  - X40.21 Building, fixed or mobile
    - X40.210 Mobile home or travel trailer
    - X40.211 Detached, single-family residence

- X40.212 Apartment building, single unit or group of units
- X40.213 Office building
- X40.214 Factory
- X40.215 Warehouse
- X40.216 Opera House
- X40.217 Sports Arena
- X40.218 Other building type
- X40.219 Unspecified building type
- X40.22 Mode of transportation
  - X40.220 Automobile
    - X40.221 Truck, empty or non-explosive contents
    - X40.222 Truck, explosive contents
    - X40.223 Subway or mass-transit engine or carriage
    - X40.224 Airplane
    - X40.225 Space vehicle
    - X40.226 Armored vehicle
    - X40.228 Other vehicle (or suspected vehicular device)
    - X40.229 Unspecified vehicle (or suspected vehicular device)
- X40.23 Random large object
  - X40.230 Roof-top water tower
  - X40.231 Roof-top antenna
  - X40.232 Billboard or large sign
  - X40.233 Statue or monument
  - X40.238 Other or monument
  - X40.239 Unspecified random large object
- X40.9 Injury by being tossed or thrown into or through, or crushed by an unspecified object

X41 Injury by or contact with discharged substance or energy

*Code also type and anatomical location of injuries*

X41.0 Photonic or light-wave-based energy

X41.00 Burning effect

*Includes: fired laser weapons (laser blaster) – code 7<sup>th</sup> character for device type*

X41.001 Origin eyes (left, right or bilateral)

*Includes: laser beams originating from eyes*

*Excludes: x-ray vision (at this time it is not deemed to cause injury)*

X41.002 Origin finger(s)

*Includes: hand as origin*

X41.003 Origin mouth

X41.004 Origin device

*Code 7<sup>th</sup> character for device type*

X41.008 Other origin

X41.009 Unspecified origin

X41.01 Freezing (temperature) effect

X41.011 Origin eyes (left, right or bilateral)

X41.012 Origin finger(s)

*Includes: hand as origin*

X41.013 Origin mouth

X41.014 Origin device

*Code 7<sup>th</sup> character for device type*

X41.018 Other origin

X41.019 Unspecified origin

- X41.02 Numbing or immobilization effect
  - X41.021 Origin eyes (left, right or bilateral)
  - X41.022 Origin finger(s)
    - Includes: hand as origin*
  - X41.023 Origin mouth
  - X41.024 Origin device
    - Code 7<sup>th</sup> character for device type*
  - X41.028 Other origin
  - X41.029 Unspecified origin
- X41.03 Mental effect
  - Includes: the force (light and/or dark side)*
  - X41.031 Origin eyes (left, right or bilateral)
  - X41.032 Origin finger(s)
    - Includes: hand as origin*
  - X41.033 Origin mouth
  - X41.034 Origin device
    - Code 7<sup>th</sup> character for device type*
  - X41.038 Other origin
  - X41.039 Unspecified origin
- X41.04 Repulsing or attracting effect
  - Includes: force push tractor beam*
  - X41.041 Origin eyes (left, right or bilateral)
  - X41.042 Origin finger(s)
    - Includes: hand as origin*
  - X41.043 Origin mouth
  - X41.044 Origin device
    - Code 7<sup>th</sup> character for device type*
  - X41.048 Other origin
  - X41.049 Unspecified origin
- X41.05 Radiation above or below light wave bandwidth
  - Includes: alpha rays  
beta rays  
gamma rays  
delta rays  
epsilon rays*
  - X41.051 Origin eyes (left, right or bilateral)
  - X41.052 Origin finger(s)
    - Includes: hand as origin*
  - X41.053 Origin mouth
  - X41.054 Origin device
    - Code 7<sup>th</sup> character for device type*
  - X41.058 Other origin
  - X41.059 Unspecified origin
- X41.08 Other effect
  - X41.081 Origin eyes (left, right or bilateral)
  - X41.082 Origin finger(s)
    - Includes: hand as origin*
  - X41.083 Origin mouth
  - X41.084 Origin device
    - Code 7<sup>th</sup> character for device type*
  - X41.088 Other origin
  - X41.089 Unspecified origin

- X41.09 Undefined effect
  - X41.091 Origin eyes (left, right or bilateral)
  - X41.092 Origin finger(s)
    - Includes: hand as origin*
  - X41.093 Origin mouth
  - X41.094 Origin device
    - Code 7<sup>th</sup> character for device type*
  - X41.098 Other origin
  - X41.099 Unspecified origin
- X41.1 Plasma, Magma or other corporal substance
  - X41.10 Plasma
    - Includes: static laser weapons (light sword) – code 7<sup>th</sup> character for device type*
    - X41.100 Focused discharge
    - X41.101 Radiating discharge
    - X41.102 Pulsing discharge
    - X41.108 Other discharge type
    - X41.109 Unspecified discharge type
  - X41.11 Magma
    - X41.110 Focused discharge
    - X41.111 Radiating discharge
    - X41.112 Pulsing discharge
    - X41.118 Other discharge type
    - X41.119 Unspecified discharge type
  - X41.19 Other/unspecified
    - X41.190 Focused discharge
    - X41.191 Radiating discharge
    - X41.192 Pulsing discharge
    - X41.198 Other discharge type
    - X41.199 Unspecified discharge type
- X41.2 Electrical or magnetic energy
  - X41.20 Electrical
    - X41.200 Focused discharge
    - X41.201 Radiating discharge
    - X41.202 Pulsing discharge
    - X41.208 Other discharge type
    - X41.209 Unspecified discharge type
  - X41.21 Magnetic
    - X41.210 Focused discharge
    - X41.211 Radiating discharge
    - X41.212 Pulsing discharge
    - X41.218 Other discharge type
    - X41.219 Unspecified discharge type
- X41.3 Thermal energy (cold or heat)
  - X41.30 Cold (below 40 degrees)
    - X41.300 Focused discharge
    - X41.301 Radiating discharge
    - X41.302 Pulsing discharge
    - X41.308 Other discharge type
    - X41.309 Unspecified discharge type

- X41.31 Mild (41-99 degrees)
  - Excludes: flatulence (R14.3)*
  - halitosis (R19.6)*
  - X41.310 Focused discharge
  - X41.311 Radiating discharge
  - X41.312 Pulsing discharge
  - X41.318 Other discharge type
  - X41.319 Unspecified discharge type
- X41.31 Hot (above 100 degrees)
  - X41.310 Focused discharge
  - X41.311 Radiating discharge
  - X41.312 Pulsing discharge
  - X41.318 Other discharge type
  - X41.319 Unspecified discharge type
- X41.8 Injury or contact with other discharged substance or energy
  - X41.810 Focused discharge
  - X41.811 Radiating discharge
  - X41.812 Pulsing discharge
  - X41.818 Other discharge type
  - X41.819 Unspecified discharge type
- X41.9 Injury or contact with unspecified discharged substance or energy
  - X41.910 Focused discharge
  - X41.911 Radiating discharge
  - X41.912 Pulsing discharge
  - X41.918 Other discharge type
  - X41.919 Unspecified discharge type
- X42 Injury or contact with device or element
  - Code also type and anatomical location of injuries*
  - Excludes: injury due to radiation from device (X41)*
  - projectile ejected from device (see appropriate W and Y codes for projectiles)*
  - X42.0 Device designed to destroy or disintegrate
    - X42.01 ACME™ rocket
    - X42.02 Death Star
    - X42.03 Destrcto™ beam/device
    - X42.08 Other device
    - X42.09 Unspecified device
  - X42.1 Device designed to enslave or alter mental consciousness
    - X42.11 KraGle™ substance
    - X42.12 Fear Gas
    - X42.13 Political Commercial/Debate
    - X42.18 Other device
    - X42.19 Unspecified device
  - X42.2 Device used as a tool or for defense or research
    - X42.21 Transmorgifier™
    - X42.22 Invisible Jet
      - X42.221 Struck by invisible jet
      - X42.222 Crushed by invisible jet
      - X42.223 Sucked into invisible jet engine
      - Code also: V97.33X[A|D|S]*
      - X42.228 Other means of injury
      - X42.229 Unspecified means of injury

- X42.03 Sonic Screwdriver
- X42.04 Neuralyzer
- X42.08 Other device
- X42.09 Unspecified device
- X42.3 Element designed to destroy or disintegrate
  - Excludes2: infinity stone (X42.42) Note: although infinity stones can be used to destroy or disintegrate they are more commonly used to enslave or alter mental consciousness.*
- X42.4 Element designed to enslave or alter mental consciousness
  - X42.41 Kryptonite
  - X42.42 Infinity stone
  - X42.46 Other terrestrial element
  - X42.47 Unspecified terrestrial element
  - X42.48 Other non-terrestrial element
  - X42.49 Unspecified non-terrestrial element
- X42.5 Element designed for and/or used for defense and/or research
  - X42.51 Adamantium
  - X42.52 Feminum
  - X42.53 Pym Particle
  - X42.54 Red Matter
  - X42.55 Redstone
  - X42.56 Unobtainium
  - X42.57 Vibranium
    - Note: aka "badassium"*
  - X42.58 Other defense or research element
  - X42.59 Unspecified defense or research element
- X42.6 Other Element
- X42.7 Unspecified Element
- X42.8 Other Device
- X42.9 Unspecified Device
- X48 Other exposure to supernatural force
- X49 Unspecified exposure to supernatural force