

battle master

PACK

*A collection of often used
tables and information
for the Battle Master and
player alike.*

BATTLE MASTER ACCESSORY



A Roleplaying Accessory for

BATTLELORDS
OF THE TWENTY-THIRD CENTURY



SSDC2103

BATTLE MASTER TIPS

Be Strict; enforce encumbrance, ammo, eating, drinking, sleeping, etc. Check the character sheets over before you begin play, especially if the player is bringing in a PC from another campaign.

Despite pleas to the contrary from the players, NPCs can and often should have better equipment and skills than the PCs.

The Long Arm of The Law is even longer in the twenty-third century. Players that break the law or screw with the cops had better watch their back. Advanced DNA profiling and the Alliance-wide hyper-net make it very difficult to evade the police for long.

Worried about your players being too powerful? Create scenarios where armor and weapons are unavailable to the PCs and they have to rely on their skills.

Be Flexible; players never do what they are "supposed to." Be ready to shift the focus of the adventure or "guide" them back to your original plan, without resorting to funneling. Of course you can always just declare "Listen you morons, I spent a week making maps and NPCs, so you ARE going to Naxtar NOW!"

Alliance citizens are like most normal law abiding people—they do not enjoy the sight of a bunch of freaks wandering into their neighborhoods wearing armor and toting heavy artillery. They WILL call the police.

Awarding small amounts of XP to players who buy the BM food during a gaming session is perfectly acceptable.

Be Stingy; two games in, your newbie PCs should not be outfitted in MARS systems and sporting Rommels in one hand and Abomination-2s in the other. Nor should they have Level 15 skills. (We usually use the old 1,000xp/hour rule, plus any roleplay bonuses.)

Be Generous; money and XP are the rewards for the characters, and advancing their character is one of the rewards for the player; it's part of why they play. To keep them happy, make sure their characters are getting better, both skill- and goodie-wise.

Randomly make the PCs roll sighting and hearing checks. It makes them paranoid. Also point at the players in turn like you are counting, pick up the appropriate die, roll it and mark something down yielding more useful paranoia.

Keep an eye on the roleplaying of the players. Get familiar with what the PCs are like and reward the player with XP for following their PCs mindset. Conversely, subtract XP for play that is not appropriate to a character's established mindset.

PCs are the heroes (more or less) in the game, so there should be a way—preferably multiple ways—out. It doesn't have to be an easy way out and they might lose people doing it, but make it winnable if they have good tactics.

A mangled Battlelords player is a happy Battlelords player. Killing the PC is easy... Reducing their vital statistics; now that's fun.

Unless the NPCs are fanatical (or insane, or Rams), play them intelligently. Use all the good techniques that your players should be using—concentrating fire, moving in sections, using concealment and cover, etc. NPCs are allowed to have comms, k-sats, vehicles, and high levels of training too.

NPCs with matrix powers are always a rude awakening to players. Be vague about what the powers are doing too; only other matrix controllers will really know.

When combat occurs, don't give the PCs too much time to think. Give your descriptions of the action in quick bursts and make the PCs tell you EXACTLY what they are doing. If they didn't SAY they had their Omega Cannon out and ready, then they don't. Do not be swayed by their pitiful pleas to the contrary.

If a PC dies in a particularly impressive or heroic way, and the player is completely bummed, it's perfectly acceptable to have a wandering Sye-Men arrive and try to raise the poor sod. Naturally significant stat loss should accompany your benevolent attitude.

Pay attention to the size differences of the races in Battlelords. They can be wildly different and lead to humorous and/or hairy situations. Examples could be trying to wedge a Gemini into the hatch of an Aeodronian shuttle, or a Mutzachan trying to use a Ram Python handgun.

Looting corpses is always a favorite pastime of PCs, so just make sure they note all the damage they gave to the armor and weapons they are picking up. Remember, if the PCs threw a Super-Plas grenade at a guy, chances are, most of his equipment is hosed.

When describing alien locales or items, be intentionally vague. Don't say "You see a Dwalark come around the corner." Instead say "There is a shadowy area ahead that your flashlight won't penetrate. Do you take a closer look?"

If someone is playing an incredibly intelligent PC, but the player is having a brain-cramp, let them roll an IQ check to figure out what is going on. Conversely stupid PCs should not benefit from having a smart player.

This is tough, but try to tailor encounters in an adventure so at some point, each player has something to do, or, at best, can be the center of attention. A computer hacker character will get pretty bored in a combat-only scenario.

Remember that you are running a science-fiction game; pretty much anything goes. Don't be afraid to make up strange customs, mannerisms, and speech for your NPCs. The BM also need not explain the science or rationale behind some bizarre occurrence the PCs run into unless it directly affects game play. This is space opera after all.

MASS INCOMING FIRE

A question that every Battlelords player has asked at one time or another is, "Why do I have to ROLL all these F@#@#ing DICE!?" Well, in most cases it is the only way we can come up with to simulate (however roughly) all the variables that go into combat in Battlelords. However, there are times when the sheer amount of dice rolling will detract from the roleplaying experience.

• Example: Fred the Ram Python is walking through a Rebel base armed with his Howitzer pulse cannon and wearing Gladiator heavy armor. He rounds a corner and meets a TX-72 robotic sentry. The TX-72 sentry is armed with four Hose machine guns packed with incendiary ammo, and has an initiative modifier of -4. Fred barely has time to turn before the sentry "lights him up" on full automatic! At range bracket 2, the sentry has a 150% chance to hit Fred with each gun. The BM rolls 4 hits, and determines that 25 shots, 12 shots, 23 shots, and 18 shots strike their target. Fred is perforated with 78 bullets. But wait! His threshold of 7 and 250 points of AR make it very possible that Fred survives. The group groans as the BM begins rolling 78 locations and 78 sets of 3d4+1 damage...

Clearly, the above scenario is one you wouldn't want to have happen in your game session. Everyone sits around, chattering about some garbage or another, while you roll, roll, and roll some more. Eventually you find out that Fred survives and he takes the sentry out with a quick snap shot. But what a waste of everybody's time. There has to be a better way... fortunately, there is. The following rules will cover what happens when you get into really, really deep Jask.

GETTING HOSED

There are two basic scenarios where you might need to roll massive amounts of hits. First, you might be using very high rate of fire weapons (see above). The number of shots from machine guns, chainguns, and even machine gun lasers can be ridiculous. Alternatively, you might have a situation with very high numbers of fragments, such as when a belt full of plasma grenades detonates 1m away from someone. If the victim is unarmored, the BM can usually assume that he/she/it is slain. However, if you need to roll locations, here are some methods of resolving the problem.

Large numbers of targeted rounds

If you are firing a Chainsaw Lightning at a target, you are quite likely to "cluster" your rounds on the target, depending on just how accurate you are. After all, there is only 0.02 seconds between rounds for you to lose your aiming point. There are two methods for simulating this. You could

MULTI-SHOT IMPACT LOCATIONS

ROLL	RESULT
01-03	3/4 of your rounds strike the left leg. The remaining 1/4 strike the abdomen.
04-06	3/4 of your rounds strike the left leg. The remaining 1/4 strike the right leg.
07-09	1/2 of your rounds strike the left leg. 1/4 strike the abdomen. Roll for the rest of the rounds once on the normal location table.
10-12	1/2 of your rounds strike the left leg. 1/4 strike the right leg. Roll for the rest of the rounds once on the normal location table.
13-18	1/3 of your rounds strike the left leg. 1/3 strike the right leg. 1/3 strike the abdomen.
19-24	1/3 of your rounds strike the left leg. 1/3 strike the right leg. Roll for the rest of the rounds once on the normal location table.
25-27	3/4 of your rounds strike the right leg. The remaining 1/4 strike the left leg.
28-30	3/4 of your rounds strike the right leg. The remaining 1/4 strike the abdomen.
31-33	1/2 of your rounds strike the right leg. 1/4 strike the left leg. Roll for the rest of the rounds once on the normal location table.
34-36	1/2 of your rounds strike the right leg. 1/4 strike the abdomen. Roll for the rest of the rounds once on the normal location table.
37-39	1/2 of your rounds strike the abdomen. 1/4 strike the right leg. Roll for the rest of the rounds once on the normal location table.
39-42	1/2 of your rounds strike the abdomen. 1/4 strike the left leg. Roll for the rest of the rounds once on the normal location table.
43-45	3/4 of your rounds strike the abdomen. The remaining 1/4 strike the right leg.
46-48	3/4 of your rounds strike the abdomen. The remaining 1/4 strike the left leg.
49-51	3/4 of your rounds strike the abdomen. The remaining 1/4 strike the chest.
52-54	1/2 of your rounds strike the abdomen. 1/4 strike the chest. Roll for the rest of the rounds once on the normal location table.
55-57	1/2 of your rounds strike the chest. 1/4 strike the abdomen. Roll for the rest of the rounds once on the normal location table.
58-60	3/4 of your rounds strike the chest. The remaining 1/4 strike the abdomen.
61-62	3/4 of your rounds strike the chest. The remaining 1/4 strike the head.
63-64	3/4 of your rounds strike the chest. The remaining 1/4 strike the left arm.
65-66	3/4 of your rounds strike the chest. The remaining 1/4 strike the right arm.
67-69	1/2 of your rounds strike the chest. 1/4 strike the left arm. The remaining 1/4 strike the right arm.
70-72	1/2 of your rounds strike the chest. 1/4 strike the head. Roll for the rest of the rounds once on the normal location table.
73-75	1/3 of your rounds strike the left arm. 1/3 strike the chest. Roll for the rest of the rounds once on the normal location table.
76-78	1/2 of your rounds strike the left arm. 1/4 strike the chest. Roll for the rest of the rounds once on the normal location table.
79-81	2/3 of your rounds strike the left arm. Roll for the rest of the rounds once on the normal location table (but the result cannot be left arm).
82-84	2/3 of your rounds strike the right arm. Roll for the rest of the rounds once on the normal location table (but the result cannot be right arm).
85-87	1/2 of your rounds strike the right arm. 1/4 strike the chest. Roll for the rest of the rounds once on the normal location table.
88-90	1/3 of your rounds strike the right arm. 1/3 strike the chest. Roll for the rest of the rounds once on the normal location table.
91-93	1/3 of your rounds strike the head. 1/3 strike the chest. Roll for the rest of the rounds once on the normal location table.
94-96	1/2 of your rounds strike the head. 1/4 strike the chest. Roll for the rest of the rounds once on the normal location table.
97	1/2 of your rounds strike the head. 1/4 strike the left arm. 1/4 strike the right arm.
98	2/3 of your rounds strike the head. 1/3 strike the chest.
99	2/3 of your rounds strike the head. Roll for the rest of the rounds once on the normal location table (but the result cannot be head).
100	3/4 of your rounds strike the head. Roll for the rest of the rounds once on the normal location table.

roll for “groups” of bullets, or just roll once on the table above. These procedures should be used only for large numbers of incoming shots (I suggest 12 or more, but you may wish to use this for less rounds; use of this table is at the BM’s discretion). Rather than roll individual locations for each shot, use the table above.

Note: If your target is a Mazian or other blob, there is no problem. Everything hits the blob.

Large numbers of untargeted fragments

Unlike an aimed stream of bullets, when a swarm of shrapnel surrounds someone, they are likely to be hit all over their body. The best way to handle massive fragmentation damage is by “grouping” fragments and rolling general locations for 3-5 fragments at a time. It is possible (but unlikely) that this will cause “clustering” around one part of the body, but if that happens, tough!

CALCULATING DAMAGE

Determining the location hit isn’t even half of the solution. After all, the attacker now has to roll 72 damage dice and compare them to the target’s threshold, to see if any shots penetrated the armor. It might be very tempting to just use the “average” damage for each bullet and subtract the target’s threshold. Problem: This approach greatly increases the protective effect of armor. For example, if Fred (wearing MX-4 armor with a THR of 8) is struck by M-60 fire, you would find that the average M-60 damage is 7.5. Therefore, Fred’s threshold of 8 would protect him from all damage. In reality, the attacker might roll (for 3 bullets) 5, 8, and 10 points of damage. Fred would suffer 2 points of damage. So we will need an approach which is a bit more sophisticated than just “averaging” damage. Different scenarios are discussed below.

Unarmored Targets

For unarmored targets, it is just fine to average the weapon damage and multiply by the number of bullets. This is also appropriate when the incoming attacks ignore threshold (e.g. Omega blasts).

• **Example:** Eris-ican is taking target practice in his L-17 hopper. His twin Wicked Crimson-2 pulse cannons are charged and ready. Suddenly the instructor releases a Winged Dacklon. With lightning quick reflexes, Eris-ican acquires the target and unleashes streams of plasma, striking the unfortunate sacrifice in the chest with 33 rounds. The Winged Dacklon has no armor. The Wicked Crimson-2 inflicts 8-48 damage per shot, or an average of 28 points. Total damage inflicted is $33 \times 28 = 924$ points. The Dacklon had 4 body points and is vaporized, leaving a faint blue glow in the sky.

Armored Targets

There are 3 possible cases for armored targets:

1) The target’s threshold is less than the minimum damage for the weapon. In this case, subtract the target’s threshold from the “average” damage and multiply by the number of rounds.

• **Example:** Let’s say that the Dacklon had been wearing AKMB armor. (This is considered a very funny joke among the Eridani). The damage inflicted would be $33 \times (28 - 4) = 792$ points. The alloys in the armor make a faint pink glow when vaporized.

2) The target’s threshold is more than the maximum damage from the weapon. In this case, stop. No damage is inflicted.

3) The target’s threshold is somewhere between the minimum and maximum damage of the weapon. This is where it gets “tricky”. After all, some shots will do no damage while others will. For these cases, use the following procedure:

A) Subtract the minimum weapon damage from the maximum weapon damage to get the “damage range” of the weapon. (Example: The damage range for a Wicked Crimson pulse cannon (8-48 damage) is 40 points.)

B) Subtract the minimum weapon damage from the target’s threshold to get the “effective threshold” of the armor. (Example: The “effective threshold” of Assault armor (THR 22) against a Wicked Crimson is $(22 - 8 = 14)$).

C) Roll on the appropriate table below to determine the effect of large numbers of incoming shots. Note: The minimum damage for all results is 1 point unless the result says “no damage”. Round all results DOWN.

Table 1**(Effective threshold is less than 1/4 of damage range)**

ROLL	EFFECT
01-20	Damage = (Number of shots * ((damage range / 2) - effective threshold)) + one damage roll of weapon; AI reduction = (integrity reduction * number of shots)
21-40	Damage = (Number of shots * ((damage range / 2) - effective threshold)) + 1/2 of one damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (4/5)))
41-60	Damage = (Number of shots * ((damage range / 2) - effective threshold)); AI reduction = (integrity reduction * (number of shots * (3/4)))
61-80	Damage = (Number of shots * ((damage range / 2) - effective threshold)) - 1/2 of one damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (2/3)))
81-100	Damage = (Number of shots * ((damage range / 2) - effective threshold)) - one damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (1/2)))

• Example: Henry the Mutzachan is wearing AKMB armor. A crazed Rebel assassin pops up from behind a wall and shoots Henry in the chest (aimed shot) with an MG3 machine gun (ROF 16, DAM 3-12). 12 shots strike Henry in the chest. The "damage range" of the MG3 is 9 (12-3); Henry's "effective threshold" is 1 (4-3). 1 is less than 1/4 of 9 so the BM rolls on Table 1 to determine the effect. The BM rolls a 23. The damage is equal to $(12 * ((9/2) - 1)) + (3d4/2)$ damage. This is $(12 * 3.5) + 3d4$ or $42 + 3d4$ damage. The 3d4 roll results in a 6 (divided by 2 = 3) so Henry takes 45 points of AR reduction to the chest. Woops! Henry only had 20 points of AR in the chest. MEDIC! By the way, Henry would lose $(3 * (12 * (4/5))) = 27$ armor integrity (which would destroy his chest plate totally).

Table 2**(Effective threshold is less than 1/2 of damage range, but more than 1/4)**

ROLL	EFFECT
01-05	Damage = (Number of shots * ((damage range / 2) - effective threshold)) + two damage rolls of weapon; AI reduction = (integrity reduction * number of shots)
06-15	Damage = (Number of shots * ((damage range / 2) - effective threshold)) + one damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (4/5)))
16-35	Damage = (Number of shots * ((damage range / 2) - effective threshold)) + 1/2 damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (2/3)))
36-65	Damage = (Number of shots * ((damage range / 2) - effective threshold)); AI reduction = (integrity reduction * (number of shots * (1/2)))
66-85	Damage = (Number of shots * ((damage range / 2) - effective threshold)) - 1/2 damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (2/5)))

86-95 Damage = (Number of shots * ((damage range / 2) - effective threshold)) - one damage roll of weapon; AI reduction = (integrity reduction * (number of shots * (1/3)))

96-100 Damage = (Number of shots * ((damage range / 2) - effective threshold)) - two damage rolls of weapon; AI reduction = (integrity reduction * (number of shots * (1/5)))

• Example: Fred is standing beyond Henry as the melon-head gets sawn in half. Fred is slow to react and the assassin begins to perforate him with the same MG3 machine gun. Fred is wearing Kodiak armor (THR 6). 10 shots strike Fred squarely in the chest. Fred's "effective threshold" is 3 (6-3) which is more than 1/4 but less than 1/2 of the MG3 "damage range" of 9. The BM rolls a 36 on Table 2. The damage inflicted is $(10 * (4.5 - 3))$ points, or 15 points of absorption. Integrity is reduced by $(3 * (10 * (1/2)))$ or 15 points. Unfortunately for the Rebel, Fred has 60 points of AI and 30 points of AR in the chest. Fred tears his head off for ruining his shiny armor!

Table 3**(Effective threshold is at least 1/2 of damage range, but less than 3/4)**

ROLL	EFFECT
01-05	Damage = (Number of shots * (damage range - effective threshold) * 3/4); AI reduction = (integrity reduction * (number of shots * (4/5)))
06-15	Damage = (Number of shots * (damage range - effective threshold) * 1/2); AI reduction = (integrity reduction * (number of shots * (2/3)))
16-35	Damage = (Number of shots * (damage range - effective threshold) * 1/3); AI reduction = (integrity reduction * (number of shots * (1/2)))
36-50	Damage = (Number of shots * (damage range - effective threshold) * 1/4); AI reduction = (integrity reduction * (number of shots * (2/5)))
51-65	Damage = (Number of shots * (damage range - effective threshold) * 1/5); AI reduction = (integrity reduction * (number of shots * (1/3)))
66-85	Damage = (Number of shots * (damage range - effective threshold) * 1/6); AI reduction = (integrity reduction * (number of shots * (1/4)))
86-95	If number of shots < 8, then no damage; otherwise: Damage = (Number of shots * (damage range - effective threshold) * 1/10); AI reduction = (integrity reduction * (number of shots * (1/8)))
96-100	If number of shots < 15, then no damage; otherwise: Damage = (Number of shots * (damage range - effective threshold) * 1/20); AI reduction = (integrity reduction * (number of shots * (1/15)))

• Example: Fred continues into the Rebel base, happily killing everyone he meets. After 10 minutes of unrestricted carnage, a guard arrives. Using a SAW machine gun (ROF 14, DAM 2-8), he takes aim at Fred's chest and fires. The BM determines that 13 rounds strike the chest. The "damage range" of the SAW is 6 (8-2). Fred's "effective threshold" is 4 (6 - 2) since he is wearing Kodiak armor (THR 6). Since 4 is more than 1/2 of 6, the BM rolls on Table 3 to determine effects. The BM rolls a 47. The damage inflicted is $(13 * (6 - 4) * 1/4)$ or $(26/4) = 6$ points of damage. Armor integri-

ty is reduced by $(3 * (13 * (2/5))) = 15$ points. Fred's armor is really taking a beating, but he isn't! Fred's Howitzer pulse cannon splatters the guard all over the wall and he continues his path of destruction.

Table 4**(Effective threshold is 3/4 or more of damage range)**

ROLL	EFFECT
01-05	Damage = (Number of shots * (damage range - effective threshold) * 3/5); AI reduction = (integrity reduction * (number of shots * (3/4)))
06-15	Damage = (Number of shots * (damage range - effective threshold) * 2/5); AI reduction = (integrity reduction * (number of shots * (1/2)))
16-35	Damage = (Number of shots * (damage range - effective threshold) * 1/4); AI reduction = (integrity reduction * (number of shots * (2/5)))
36-50	Damage = (Number of shots * (damage range - effective threshold) * 1/5); AI reduction = (integrity reduction * (number of shots * (1/3)))
51-65	Damage = (Number of shots * (damage range - effective threshold) * 1/10); AI reduction = (integrity reduction * (number of shots * (1/6)))
66-85	If number of shots < 10, then no damage; otherwise: Damage = (Number of shots * (damage range - effective threshold) * 1/15); AI reduction = (integrity reduction * (number of shots * (1/10)))
86-95	If number of shots < 20, then no damage; otherwise: Damage = (Number of shots * (damage range - effective threshold) * 1/25); AI reduction = (integrity reduction * (number of shots * (1/20)))
96-100	All shots are deflected harmlessly.

• Example: Fred has almost cleared out the Rebel base. He blows down the door to the computer center, where a lone technician has been frantically trying to destroy all of the records. Fred is not berserk and manages to remember his orders to capture anyone who might be useful. He orders the technician to surrender, but unfortunately the tech has been brainwashed using the Surabata control serum and cannot comply. He pulls out a MAC-10 (ROF 15, DAM 2-7) from his lab coat and sprays away with wild abandon. The BM rolls and determines that 11 shots hit Fred in the left leg. The "damage range" of the MAC-10 is 5 (7-2). Fred's "effective threshold" is 4 (6-2). Since this is more than 3/4 of the damage range, the BM rolls on table 4 to determine the effects. The BM rolls a 62. Damage is $(11 * (5 - 4) * 1/10) = 1$ point. Integrity reduction is $(1 * (11 * (1/6))) = 1$ point. Fred laughs loudly and smears the unarmored tech all over the room!

RANGE BRACKETS

HAND AND DISCHARGE WEAPON RANGE BRACKETS								
RANGE BRACKET	1	2	3	4	5	6	7	8
Distance (m)	00-05	06-15	16-25	26-50	51-150	151-300	301-750	751+
MISSILE RANGE BRACKETS								
Distance (m)	01-50	51-150	151-250	251-500	501-1000	1001-2000	2001-3500	3501+

HAND-TO-HAND/AHW

LEVEL	HIT BONUS	DAM ADJ	PERCENT TO DISARM	NUMBER OF ATTACKS
1	+04	0	05	+0
2	+08	+1	10	
3	+12	+1	15	
4	+16	+1	20	
5	+20	+2	25	+1
6	+24	+2	30	
7	+28	+2	35	
8	+32	+3	40	
9	+36	+3	45	+2
10	+40	+3	50	
11	+44	+4	55	
12	+48	+4	60	
13	+52	+4	65	+3
14	+56	+5	70	
15	+60	+5	75	
16	+64	+5	80	
17	+68	+6	85	+4
18	+72	+6	90	
19	+76	+6	95	
20	+80	+7	100	
21	+84	+7	105	+5
22	+88	+7	110	
23	+92	+8	115	
24	+96	+8	120	
25	+100	+8	125	

HAND ATTACK MATRIX

# OF ATTACKS	SEGMENT 1	SEGMENT 2	SEGMENT 3
1	0	0	1
2	0	0	2
3	0	1	2
4	1	1	2
5	1	2	2
6	2	2	2
7	2	2	3
8	2	3	3
9	3	3	3

SIZE CLASS

HEIGHT (inches)					
WEIGHT (lbs)	0 - 48	49 - 59	60 - 71	72 - 83	84+
0 - 39	0	1	2	3	4
40 - 110	1	2	3	4	5
111 - 200	2	3	4	5	6
201 - 400	3	4	5	6	7
401+	4	5	6	7	8

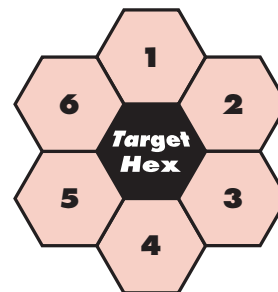
GREENFIDE THROWING

RANGE BRACKET	1	2	3	4	5	6	7	8
DISTANCE (M)	05	10	15	20	25	30	35	40
ATTACK %	80	70	50	30	20	10	00	-10

Range = 1/2 Strength in meters: M-75, M-85, M-95, P-4, T-3, CS-7, M-80, M-90, Molotov, BX-1, CR-3, and Viscosity grenades

Range = 1/3 Strength in meters: Plasma Grenades
Range = 1/4 Strength in meters: Super Plasma and Omegaton Grenades

Range = 1/6 Strength in meters: Plasma Seduction Grenade



Scatter Procedure: Roll a d6. The result indicates which direction the grenade bounces after a miss (see diagram). The distance is determined by subtracting the basic percentage chance to hit from the actual dice roll and then dividing that result by 5. This gives the distance from the target in meters.

COMBAT MODIFIERS

CIRCUMSTANCE	MOD	CIRCUMSTANCE	MOD
Stationary Target	+10	Smoke	-30
Prostrate Target	+30	Darkness	-20
Speed (m/sec) 1-10	+00	Silhouetted in Dark	-10
11-20	-10	Size Class 1	-20
21-30	-20	Size Class 2	-10
31-40	-30	Size Class 3	-05
41-50	-50	Size Class 4	+00
51-100	-70	Size Class 5	+05
101-200 (vehicle only)	-90	Size Class 6	+10
201-500 (vehicle only)	-120	Size Class 7	+15
501-1,000 (vehicle only)	-140	Size Class 8	+20
1,001-2,000 (")	-175	Moderate Wind	-10
2,001-5,000 (")	-200	Severe Wind	-30
Braced Shot	+10	Hurricane Force Wind	-90
Snap Shot	-40	Range Stakes/Finder	+05
Suppressive Fire	-20	Cover 25%	-10
CALLED SHOTS		Cover 50%	-25
Abdomen	-20	Cover 75%	-40
Arm	-50	Cover 90%	-50
Chest	-15	Concealment 25%	-08
Eye	-90	Concealment 50%	-17
Foot	-60	Concealment 75%	-25
Groin	-75	Concealment 90%	-30
Hand	-60	ATTACKING WITH MULTIPLE WEAPONS	
Head	-50	First Weapon	-10
Leg	-20	Secondary Weapon	-25
Throat	-75	Third and Fourth (Phentari and Ashanti)	-25

INTEGRITY REDUCTION

WEAPON	THR*	INTEGRITY REDUCTION
AHW	-	By Weapon
AHW (Metal/Wood)	4/1	-
Anti-Tank HP Dam/Non-HP	22/15	100/50
Archaic Powder	4	1
Arm Rockets	6	10
Attractor/Repressor	12	-
Beam Weapons	6	1
Carousel Guns	6	5
Chainguns	12	6
Compact Artillery	50	12
Disintegrators	7	Special
Disruptors	6	Special
EMP Cannons	7	-
F.I.S.T.	12	0
Flamethrowers	5	-
Frost Guns	15	-
GAUSS Rifles	5	1
GEW	10	-
Gravitational Sheers	10	6
Grenade Launchers	6	By Grenade
Regular Grenades	15	1/Fragment
Phosphorus Grenade	15	2/Fragment
Plasma Grenade	15	4/Fragment
Super Plasma Grenade	18	5/Fragment
Plasma Seduct Grenade	20	8/Fragment
Impact Lasers	10	3
Implosion Torpedoes	25	0
Jammers	10	0
Juicers	25	8
Light Sword	6	8
Machine Gun Lasers	12	4
Machine Guns	5	3
Mag Guns	7	-
Masers	4	-
Meson Cannons	10	-
Metal Guns	6	Damage x 5
Micron Body Weapons	4	-
Modern Hand Weapons	6	-
Mortar 81mm	15	3/Fragment
Mortar 110mm	20	5/Fragment
Neuro Cannons	5	-
Omega Weapons	20	-
Parasites	8	0
Particle Weapons	10	1
PAWS	50	20
PMS	14	25
Pulse Cannons	15	8
Reflex Missiles	15	25
Rocket Launchers	12	25
SAMS	20	100
Static Pistols	8	6
Thunderbolt Generators	8	1
Web Generators	6	-
*THR denotes damage required to penetrate the weapons housing		

EFFECT ON FLUX SHIELDS

WEAPON	EFFECT
Anti-Tank	Full damage
Archaic Hand	No damage of less than 12 points
Archaic Powder Pistols, Rifles, Sub-machineguns, Shotguns	No damage
Archaic Powder Machine Guns	Full damage
Attractor/Repressor	Full Damage
Carousel Gun	Full damage
Chain Gun	Full Damage
Compact Artillery	Full damage
Disintegrator	Treat as metal damage
Disruptor	Treat as metal damage
EMP Cannon	No damage
Flamethrower	Half damage
Frost Gun	Half damage
GAUSS Rifle	Full damage
GEW	No damage unless target falls (full damage)
Gravitational Shear	Full damage to shield
Grenade	Full damage (No damage for T-3, CS-7, M-80)
Grenade Launcher	By round type
Impact Laser	Full damage
Implosion Torpedo	Full damage
Jammer	No damage
Juicer	Full damage
Laser	Half damage
Mag Gun	Cannot adhere to shielded target
Maser	Half damage
Meson Cannon	Full damage
Metal Guns	No damage
Micron Body	No damage
Mines	Full damage
Missiles/Rockets	Full damage
Modern Hand Weapons	Full damage
Mortar	Full damage
Neuro Cannon	No damage, target immune
Omega Weapon	Full damage
PADS	By type
Parasite	No damage, but stick to shield
Particle Beam	Full damage
Personal Missile System	Full damage
Pulse Cannon	Full damage
Rocket Launcher	Full damage
SAMS	Full damage
Sonic Disruptor	No damage to shield, affects target normally
Static Pistol	Full damage
Taser	No damage
Thunderbolt Generator	Full damage
Web Generator	Goops off; no damage

CRITICAL HITS

(01-18) LEFT LEG

- 01 Left foot shattered (-35 agility)
- 02-03 Left calf, clean (-15 agility)
- 04-05 Left shin bone shattered (-45 agility)
- 06 Left knee shattered (-60 agility, -10 permanent)
- 07 Left calf, artery (-25 agility, Bleeds 2 BP/min)
- 08-10 Left thigh, clean (-25 agility)
- 11-13 Left thigh bone shattered (-60 agility)
- 14-15 Left thigh, artery struck (-25 agility, Bleeds 2 BP/min)
- 16-17 Left hip bone chipped (-30 agility)
- 18 Left hip bone shattered (-60 agility)

(19-36) RIGHT LEG

- 19 Right foot shattered (-35 agility)
- 20-21 Right calf, clean (-15 agility)
- 22-23 Right shin bone shattered (-45 agility)
- 24 Right knee shattered (-60 agility, -10 permanent)
- 25 Right calf, artery (-25 agility, -2 BP/min)
- 26-28 Right thigh, clean (-25 agility)
- 29-31 Right thigh bone shattered (-60 agility)
- 32-33 Right thigh, artery struck (-25 agility, -2 BP/min)
- 34-35 Right hip bone chipped (-30 agility)
- 36 Right hip bone shattered (-60 agility)

(37-54) ABDOMEN

- 37 Groin, clean (-70 agility, -20 system shock, -3 BP/min)
- 38 Groin, removed (-100 agility, -60 system shock, -4 BP/min)
- 39-44 Lower abdomen, clean (-35 agility, -10 system shock)
- 45-46 Stomach ruptured (-35 agility, -25 system shock, SMR vs poisoning or die in 2-8 minutes, -3 BP/min)
- 47 Stomach ruptured (-35 agility, -25 system shock, SMR vs poisoning or die in 1-4 minutes)
- 48-49 Liver (-4 BP/min)
- 50-51 Liver. You are spilling blood everywhere and making quite a puddle (-6 BP/min)
- 52 Intestines (-35 agility, SMR vs poisoning, -4 BP/min)
- 53 Multiple organs (-80 agility, -80 SS, die in 1-4 min)
- 54 Lower spine. Forget walking or doing the wild thing. (-120 Agility, -50 system shock, 50% paralysis)

(55-72) CHEST

- 55-59 Lung punctured (-50 agility, -65 system shock, 4 BP/min)
Asphyxiation from drowning in blood in 1-4 minutes
- 60-61 Struck spinal cord, (-120 agility, -50 system shock, 50% chance of paralysis)
- 62 Spinal cord is now in two distinct sections (instant death)
- 63 Heart (unconscious, -10 BP/min)
- 64 Blows heart apart (instant death) *Slain!*
- 65 Multiple organs struck. Internals reduced to a jelly-like mixture. (instant death) *Slain!*
- 66-68 Ribs (-40 agility). You got lucky!
- 69-71 Ribs shattered (-50 agility, -30 system shock). Move and the chips have a 50% chance of puncturing a lung or two.
- 72 Collar bone broken (-30 agility)

(73-81) LEFT ARM

- 73 Left hand shattered (-10 agility, -60 man dex, -10 perm)
- 74-76 Left arm (-10 agility, -40 manual dexterity)
- 77-78 Left arm, messy (-30 agility, -45 man dex, -2 BP/min)
- 79 Left elbow shatters (-20 agility, -60 man dex, -20 perm)
- 80 Left shoulder, clean (-30 agility, -40 manual dexterity)
- 81 Left shoulder broken (-40 agility, -60 manual dexterity)

(82-90) RIGHT ARM

- 82 Right hand shattered (-10 agility, -60 man dex, -10 perm)
- 83-85 Right arm (-10 agility, -40 manual dexterity)
- 86-87 Right arm, messy (-30 agility, -45 man dex, -2 BP/min)
- 88 Right elbow shattered (-20 agility, -60 man dex, -20 perm)
- 89 Right shoulder, clean (-30 agility, -40 manual dexterity)
- 90 Right shoulder broken (-40 agility, -60 manual dexterity)

(91-100) HEAD

- 91 Larynx (-25 agility, -30 SS, can't speak for 2 weeks)
- 92 Neck (-25 agility, -60 system shock, -3 BP/min)
- 93 Mouth (-1 BP per min, -10 charisma permanent)
- 94 Face partially removed, (unconscious, -3 BP/min, -20 charisma permanently)
- 95 Jaw shattered (-20 agility, -40 system shock, -3 BP/min)
- 96 Enters eyes and exits back of skull. (instant death)
- 97 Forehead (unconscious, -5 BP/min, -10 points of I.Q. and intuition permanently).
- 98 Temple (concussion, -80 system shock, disoriented 2 days)
- 99 Top of head blown off (You're history pal!). There is all kinds of neat stuff oozing everywhere. *Slain!*
- 100 Head removed from the shoulders and you don't walk around like a chicken with its head cut off. (roll up new character) *Slain!*

MEDICAL REFERENCE

- All injuries must be properly administered to before injecting a person with a BRI.
- Every time a character suffers a critical hit, he must roll under his System Shock number or pass out.
- BRI heals 1-8 BP at 1 point every 2 minutes.
- Catastrophic damage: Three times the victim's Death Door.
- An MBRI heals 3-18 points at 1 point/min.
- A person must rest for one day per point of damage that their body points fall below zero.
- A person must rest for two days per point of damage that their body points fall below -5.
- A person must rest for three days per point of damage that their body points fall below -10.
- Persons may not use more than 1 BRI per day without risking addiction. There is a 10% chance per each additional BRI administered that the person becomes addicted.
- CRAs and BRAs increase the SMR by 20 points.
- A first aid kit increases Basic Medical checks by +10
- A Paramedic Kit increases Resurrection percentages by 20%
- Any time a person suffers damage equal to 25% or more of his current body points, they have suffered a critical hit and must roll under their System Shock number to remain conscious.
- Losing CON due to blood loss will change your Death's Door number. Be sure to update stats if you are wounded.
- A single limb that takes half of the characters original total body points, is considered severed.
- A person dies when his body points drop below his Death's Door.
- Any character that has died and been brought back, has -10 to Constitution permanently.

RACIAL SMRs

RACE	CHE	RAD	BIO	MEN	POI	SON	ELE	FIR	ACD	CLD
Aeodronian	27	25	82	50	27	76	20	10	05	20
Andromeni	host	host	host	25	host	host	host	host	host	host
Ashanti	30	25	30	55	40	35	50	25	20	18
Chatilian	20	17	10	80	20	72	30	15	15	35
Cizerack	25	20	25	28	25	07	26	30	20	48
Eridani	45	23	35	65	45	25	50	10	15	99
Fott	15	20	10	40	08	05	15	10	15	20
Furbl	15	25	10	40	10	08	15	08	20	80
Gemini	60	90	70	25	80	08	05	45	40	15
Gen Human	17	15	15	50	17	25	40	20	20	42
Goola-Goola	35	20	71	12	85	75	20	20	25	25
Humans	17	15	12	45	17	20	40	20	20	40
I-Bot	90	80	100	90	100	85	20	40	35	85
Ikriini	20	15	40	30	45	30	25	25	20	25
Jezzadeic	45	30	50	65	45	20	35	40	13	90
Kizanti	17	15	12	60	20	36	40	20	20	40
Mazian	55	20	95	24	55	05	05	12	05	20
Mutzachan	07	97	03	65	07	20	60	60	10	35
Misha	27	25	82	55	27	76	20	10	05	20
Orion Rogue	20	15	15	35	20	25	36	20	15	40
Phentari	70	30	50	40	70	20	45	10	35	99
Python Lizard	40	25	25	10	40	85	50	08	40	15
Ram Python	40	25	27	08	40	85	50	12	40	20
Sye-Men	18	23	45	30	18	35	40	20	15	60
Tannndai	45	45	60	20	60	35	05	35	50	50
Zen (Tza Zen)	18	23	45	30	18	35	40	20	15	60

BASIC MED CHECK

TREATMENT	DIFFICULTY
Clean wounds (minor)	Level 1
1st degree burns	Level 2
2nd degree burns	Level 4
Simple fractures	Level 5
Compound Fractures	Level 10
Clean critical wounds	Level 15
Compound spiral fracture	Level 20

SAMPLE DIFFICULTY LEVEL

LEVEL	SAMPLE
	Picking a lock you have already picked (Pick Locks)
	Shape changing into a rock (Shape Change)
-2	Bribing a desperate drug addict (Bribery)
	Tracking a large group in the snow or mud (Tracking)
	Turning on a hyper-net viewer (Computer Operation)
1	Cleaning minor wounds (Basic Med)
	Rapelling down a smooth surface like a building (Rapelling)
	Accessing unprotected files on a simple computer (Computer Operation)
2	Treating 1st degree burns (Basic Med)
	Hiding in a shadowy alley (Concealment)
3	Running simple functions on an unfamiliar computer system (Computer Operation)
	Treating 2nd degree burns (Basic Med)
4	Tracking across rock or an old trail (Tracking)
	Minor exploratory surgery (Surgery)
	Treating simple fractures (Basic Med)
5	Rapelling down a cliff with loose rocks and ledges (Rapelling)
	Driving a skimmer through heavy, fast-moving traffic
6	Australian Rappel: face first, with one hand free for shooting, down a smooth surface (Rapelling)
	Set a simple grenade boobytrap (Demolitions)
	Major exploratory or organ surgery (Surgery)
8	Rolling your hopper over (Hopper Piloting)
	Tracking after a heavy rain (Tracking)
	Treating compound fractures (Basic Med)
10	Organ replacement, or limb reattachment surgery (Surgery)
	Running complex programs on an unfamiliar computer (Computer Operation)
12	Leaping from a building to land on top of a slowly moving skimmer (Acrobatics)
15	Trying to jury-rig a missile to act as a mine (Demolitions)
	Brain surgery (Surgery)
17	Trying to remain quiet while walking on dry leaves (Stealth)
	Getting a derelict spaceship running after being abandoned for years (Mechanic (Space))
20	Treating compound spinal fractures (Basic Med)
	Brain replacement surgery (Surgery)
	Using a bio/med computer to run a weapons pod on auto with little or no, reprogramming (Reroute/Computer Operation)
22	Change the Finger Laser matrix into a tight beam signal transmission device to contact and control your orbiting ship (Matrix Manipulation and Remote Piloting)
25	Chart a safe course through a Rift occurrence using your PCD and visual references provided by brief glimpses out of the burning cockpit (Navigation (Space))

POWER UNITS

SOURCE	POWER UNITS
Car Battery	100 units
Disintegrators	25 per shot
Disruptors	15 per shot
Electricity (house voltage)	1 per min
Fire (camp)	1/10 per min
High Tension Wires	500 per sec
Laser Weapons	1 per shot
Main Fusion Reactor	10,000 per sec
Mini Fusion Reactor	200 per hr
Omega Weapons	20 per shot
Pulse Weapons	8 per shot

MOVEMENT

METHOD OF MOVEMENT	MODIFIER
Foot Path	+25
Heavy Foliage	-50
Hills	-25
Mountains	-50
Paved Road	+50
Deep Snow	-25
Heavy Mud	-30
Heavy Rain	-50
Moderate Rain	-25
Wind Speed 40-88kph	-25
Wind Speed 89-94kph	-50
Wind speed 95-120kph	-75
Wind speed over 120kph	At your own risk
Crawl	-66
Crouched Run	-50
Evasion	-33
High Crawl	-75
Low Crawl	-80
Carrying Comrade	-55
Critically Wounded	-75
Exhausted	-15
Wounded	-25
Light Encumbrance	-10
Moderate Encumbrance	-33
Severe Encumbrance	-66

PERCEPTION SAMPLE

SITUATION	CHANCE
Spotting moving trooper at 500m	05%
Hearing creeping Death Monster around corner while trying to convince Ram the area is perfectly safe	05%
Spotting lighter-sized object in cluttered office	10%
Spotting person in crowd	15%
Smelling campfire at 50m	20%
Smelling rotting corpse down alley	30%
Hearing conversation through door	35%
Hearing twig snap at 25m while on watch	40%
Smelling Ram Chunga at 10m	80%

LIGHT SOURCES

SOURCE	ILLUMINATION	TIME	MOD
Fire (large)	27m rad	var	+60
Fire (small)	10m rad	var	+30
Flashlight	25m line	6hr	+08
Flashlight (Threader)	100m line	8hr	+02
Glowbar	3m rad	1hr	+01
Lantern	15m rad	4hr	+15
Lantern (bullseye)	20m line	4hr	+05
Light Matrix	13m rad	5min	+18
Light Sword	6m rad	1hr	+12
Torch	8m rad	2hr	+15

BASE NPC REACTION

RACIAL TOLERANCE	BASE REACTION NUMBER
Preferred (P)	75
Tolerant (T)	60
Mistrust (M)	50
Dislike (D)	40
Enmity (E)	25

NPC PERSUASION

CHECK	RESULT
Fails by 40+	NPC leaves area violently if necessary
Fails by 21-40	NPC feels threatened and will use force if pushed. Further checks at -50.
Fails by 01-20	NPC not interested in talking. Further checks at -25
Succeeds by 01-20	NPC will go along with simple nonthreatening plan or story, or reveal one piece of information
Succeeds by 21-40	NPC buys complex nonthreatening plan or story or, reveals two or more pieces of information
Succeeds by 40+	NPC is totally buffaloes into even dangerous plan orridiculous story or, reveals all pertinent information. May become a hireling.

NPC REACTION

CHECK	REACTION
Fails by 40+	NPC leaves area violently if necessary
Fails by 21-40	NPC is repulsed but sticks around; -50 to Persuasion checks
Fails by 01-20	NPC pays no particular attention to character; -25 to Persuasion checks
Succeeds by 01-20	NPC is favorably inclined; +10 to Persuasion checks
Succeeds by 21-40	NPC is very impressed; +25 to Persuasion checks
Succeeds by 40+	NPC is infatuated; +50 to Persuasion checks

SAMPLE NPC REACTION

SITUATION	MODIFIER
Preferred Race	+5
Tolerant Race	No Modifier
Mistrust Race	-5
Dislike Race	-10
Enmity Race	-20
Reaction Check Result	-50 to +50
NPC Considers Information Sought Minor	-10
NPC Considers Information Sought Major	-25
NPC Considers Information Sought Crucial	-60
NPC Slightly Intoxicated	+15
NPC Drunk/Drugged	+30
NPC Afraid	+50
NPC Captured	+90
NPC Tortured	+125
Poor Roleplaying	-20
Fair Roleplaying	00
Good Roleplaying	+10
Excellent Roleplaying	+25

SMUGGLING SAMPLES

ITEM	DETECTION CHANCE	COST
Anti-Tank	20	25,000
Archaic Hand Weapon	05	50
Armor	20	5,000
Armor (heavy)	25	9,000
Armor (mechanized)	30	15,000
Armor (Street Clothes)	15	4,000
Body (size class 1-2)	55	1,000
Body (size class 3-4)	70	5,000
Body (size class 5-6)	95	18,000
Body (size class 7-8)	125	5,000
Chem/Bio Weapons	90	100,000+
Computers	08	500
Conventional Explosives	35	5,000+
Cybernetics	15+	2,000+
Disintegrator	12	10,000
Disruptor	12	7,000
Espionage Gear	05	500+
Flamethrower	20	10,000
Gauss Rifle	30	7,000
GEWs	30	5,000
Grenade	05	1,000
Grenade (Omegaton)	05	2,000
Grenade (Plasma)	05	2,000
Gun/Carbine (archaic)	10	500
Helmet	07	1,000
Laser Carbine	10	2,000
Laser (heavy)	15	15,000
Laser Pistol	10	1,000
Machine gun (archaic)	15	1,000
Mag Gun	10	5,000
Medical Gear (large)	05	150+
Medical Gear (small)	03	50+
Metal Gun	10	2,500
Micron Body Weapons	15	1,000
Missiles	20	15,000+
Miscellaneous Items	Determined by the Battle Master	
Nanoids	01	2,000
Nuclear Weapon	99	2M+
Omega Cannon	20	15,000
Omega Cannon (heavy)	20	40,000
PDS	10	5,000
Pistol (archaic)	15	100
Pulse Cannon	17	7,000
Pulse (heavy)	20	30,000
Shotgun	10	500
Static Pistol	15	600
Syringe	02	100

Note: The Smuggling table lists only averages for detection chance and cost. Local customs laws, states of emergency, PCs appearance and attitude, etc. will modify these chances. BM discretion.

WEAPON MALFUNCTION TABLES

The following tables detail the effects of rolling a Malfunction when using a weapon. The table below is used to determine which Malfunction Table to use given the weapon type.

Note: RC = Repair Cost of the weapon in Credits.

WEAPON	TABLE
Anti-Tank	High Explosive
Archaic Hand (drawstring)	Archaic Hand (drawstring)
Archaic Powder	Archaic Powder/Direct Fire
Attractor/Repressor	Pulse/Omega/Energy
Carousel Gun	Magnetic Weapons
Compact Artillery	High Explosive
Disintegrator	Particle Effect Weapons
Disruptor	Particle Effect Weapons
E-Mace/Light Sword	Modern Hand Weapons
EMP Cannon	EM Effect Weapons
Flamethrower	Chemical
Frost Gun	Chemical
GAUSS Rifle	Magnetic Weapons
GEW	GEW
Gravitational Shear	GEW
Grenade Launcher	High Explosive
Implosion Torpedo	Pulse/Omega/Energy
Jammer	EM Effect Weapons
Juicer	Pulse/Omega/Energy
Laser	Beam
Mag Gun	Archaic Powder/Direct Fire
Maser	Beam
Meson Cannon	Particle Effect Weapons
Metal Guns	EM Effect Weapons
Micron Body	Archaic Powder/Direct Fire
Mortar	High Explosive
Neuro Cannon	Neuro Cannon/Sonic Weapons
Omega Weapon	Pulse/Omega/Energy
PADS	Based on type of attack (see above)
Parasite	Archaic Powder/Direct Fire
Particle Beam	Particle Effect Weapons
Personal Missile System	High Explosive
Plasma Whip	Modern Hand Weapons
Pulse Cannon	Pulse/Omega/Energy
Rocket Launcher	High Explosive
SAMS	High Explosive
Sonic Disruptor	Neuro Cannon/Sonic Weapons
Static Pistol	Pulse/Omega/Energy
Taser	Archaic Powder/Direct Fire
Thunderbolt Generator	EM Effect Weapons
Web Generator	Web Generator

ARCHAIC HAND (DRAWSTRING)	
ROLL • RC	RESULT
01-50 • RC: -	Misfire (arrow or bolt breaks). 10% chance that explosive arrow/bolt detonates, doing base damage to one arm.
51-80 • RC: 25	Drawstring snaps. Level 1 Repair Weapon check to restring bow (takes 2-8 minutes). Level 8 check if you have to improvise a spare (-10 accuracy).
81-90 • RC: 75% cost	Bow warps/cracks: -60 accuracy. Level 10 Repair Weapon check to restore to original condition, if you have tools (requires 30-90 minutes to repair).
91-100 • RC: Replace	Breaks. You can jury-rig it if you make a level 12 Repair Weapon check and have something (e.g. mega glue) to hold it together with. Permanent reduction of -40 accuracy.
ARCHAIC POWDER/DIRECT FIRE	
ROLL • RC	RESULT
01-50 • RC: -	Jam, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-80 • RC: -	Jam, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
81-90 • RC: -	Jam, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
91-95 • RC: 40	Round stuck in chamber. Requires a level 4 Repair Weapon check and 1-4 minutes to remove, if you have proper tools. Improvised tools make this a level 12 Repair check and it takes you 3-12 minutes.
96 • RC: 50	Weapon magazine spring broken: Malfunction number is halved. This requires 5-8 minutes and a level 5 Repair check to fix with proper tools and a replacement spring (10cr). If you need to improvise, a level 10 Repair check and 10-40 minutes will get the job done, but the malfunction number is still reduced by 5.
97-99 • RC: 10% cost	The weapon breaks. It requires a level 8 Repair check and 5-30 minutes to restore it to working condition, but the malfunction number is permanently reduced by 2. A full restoration of the weapon requires complete disassembly; this requires 2-5 hours and a level 14 Repair check. If you don't have the proper equipment, the difficulty levels of these checks are doubled.
100 • RC: 75% cost	Round explodes in chamber. All personnel within 2m take base damage, if the weapon is an archaic powder or damaging mag gun round. Tasers do 2-8 points of electrical damage to their wielder and require an SMR vs electrical attacks to avoid unconsciousness. Non-damaging mag gun rounds have their normal effect as if they struck the wielder. Parasites detonate, doing 6-36 points of concussion damage to all within 2m. Additionally, the weapon is ruined. A level 20 Repair check can restore the weapon, if you have a machine shop and parts worth 20% of the value of the weapon (this work takes 1-6 days).
BEAM WEAPONS	
ROLL • RC	RESULT
01-50 • RC: -	Power failure, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-70 • RC: -	Power failure, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
71-85 • RC: -	Power failure, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
86-88 • RC: 100	Forward targeting mirrors out of alignment, -20 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
89-91 • RC: 100	Rear targeting mirrors out of alignment, -40 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
92 • RC: 100	A1 Targeting Card: Refinement mirror out of alignment, weapon now does 1/2 damage. Requires a level 7 Repair check and 5-20 minutes to fix.
93 • RC: 2% cost + 400	A1 Targeting Card: Refinement mirror broken, inoperable. Installing a spare (if you have one) requires a level 10 Repair check and 5-30 minutes. Spares cost 2% of the weapon cost. An improvised mirror can be installed with a level 15 Repair check in 5-30 minutes, but the weapon only does 1/2 damage.
94 • RC: 250	A2 Function Card: Weapon can't fire on full auto. Requires a level 8 Repair check (and 5-20 minutes) to correct if you have an electronics tool kit available. Otherwise, the check is level 13.
95 • RC: 250	A2 Function Card: Weapon only fires on full auto. Requires a level 8 Repair check (and 5-20 minutes) to correct if you have an electronics tool kit available. Otherwise, the check is level 13.
96 • RC: 5% cost + 200	A2 Function Card: Weapon inoperable (card destroyed). If you have a spare card (5% of weapon cost), a level 6 Repair check and 3-12 minutes will restore the weapon to full operation. A level 12 Repair check can restore the weapon to partial use (no automatic fire) in 20-50 minutes if you have an electronics tool kit available. If you don't have either of these, you are probably out of luck (BM's discretion).
97 • RC: 300	A3 Output Card: Energy short. Shots use 2x charges. Requires a level 5 Repair check and 5-10 minutes to fix if you have an electronics tool kit. Otherwise, the Repair check is level 10.
98 • RC: 10% cost + 500	A3 Output Card: Overload. Weapon is inoperable until the output card is replaced. Replacing the card requires a spare (10% of weapon cost), a level 12 Repair check, and 15-60 minutes.

BEAM WEAPONS (CONT)

99 • RC: 40% cost	A3 Output Card: Meltdown. The weapon bursts, releasing the beam energy on the person holding it (2x base damage). You can fix it yourself in 1-4 days if you have an electronics shop, the proper parts (25% of weapon cost), and make a level 15 Repair check.
100 • RC: Replace	A3 Output Card: Explodes. Victims within 3m take 8x base damage, those within 6m take 4x damage, and out to 9m 2x damage is inflicted. This damage is concussive damage which spreads across the body locations, but ignores threshold.
PULSE/OMEGA/ENERGY WEAPONS	
ROLL • RC	RESULT
01-50 • RC: -	Power failure, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-70 • RC: -	Power failure, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
71-80 • RC: -	Power failure, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
81-83 • RC: 150	Forward targeting systems out of alignment, -20 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
84-85 • RC: 150	Rear targeting systems out of alignment, -40 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
86 • RC: 150	A1 Targeting Card: Refinement system out of alignment, weapon now does 1/2 damage. Requires a level 7 Repair check and 5-20 minutes to fix.
87 • RC: 2% cost + 600	A1 Targeting Card: Refinement system broken, inoperable. Installing a spare (if you have one) requires a level 10 Repair check and 5-30 minutes. Spares cost 2% of the weapon cost. An improvised magnet can be installed with a level 15 Repair check in 5-30 minutes, but the weapon only does 1/2 damage.
88 • RC: 375	A2 Function Card: Weapon can't fire on full auto. Requires a level 8 Repair check (and 5-20 minutes) to correct if you have an electronics tool kit available. Otherwise, the check is level 13.
89 • RC: 375	A2 Function Card: Weapon only fires on full auto. Requires a level 8 Repair check (and 5-20 minutes) to correct if you have an electronics tool kit available. Otherwise, the check is level 13.
90 • RC: 5% cost + 300	A2 Function Card: Weapon inoperable (card destroyed). If you have a spare card (5% of weapon cost), a level 6 Repair check and 3-12 minutes will restore the weapon to full operation. A level 12 Repair check can restore the weapon to partial use (no automatic fire) in 20-50 minutes if you have an electronics tool kit available. If you don't have either of these, you are probably out of luck (BM's discretion).
91 • RC: 450	A3 Output Card: Energy short. Shots use 2x charges. Requires a level 5 Repair check and 5-10 minutes to fix if you have an electronics tool kit. Otherwise, the Repair check is level 10.
92 • RC: 600	A3 Output Card: Complete energy short. Weapon is inoperable and energy pack is drained. Requires a level 8 Repair check and 15-20 minutes to fix if you have an electronics tool kit. Otherwise, the Repair check is level 15.
93-94 • RC: 10% cost + 750	A3 Output Card: Overload. Weapon is inoperable until the output card is replaced. Replacing the card requires a spare (10% of weapon cost), a level 12 Repair check, and 15-60 minutes.
95 • RC: 40% cost	A3 Output Card: Meltdown. The weapon bursts, releasing the weapon energy on the person holding it (2x base damage). You can fix it yourself in 1-4 days if you have an electronics shop, the proper parts (25% of weapon cost), and make a level 15 Repair check.
96-97 • RC: 800	Electrical Short: Welder takes 6-36 points of damage (treat as thunderbolt generator, ignores threshold and directly affects absorption). Weapon is inoperable and energy pack is drained. Requires a level 10 Repair check and 30-60 minutes to fix if you have an electronics tool kit. Otherwise, the Repair check is level 17.
98 • RC: 10% cost + 1,000	Reactor Breach: The weapon releases a harmful radiation cloud. All persons within 15m must make an SMR vs radiation. Failure indicates that the person sustains 1-4 body points of damage, and is affected by radiation sickness. The sickness reduces Constitution, Agility, and Strength by 5 points per day for the next 5 days (unless treated successfully by a level 8 Radiation skill check or other means). After this, the victim recovers lost stats at the rate of 1 point per day. Additionally, the weapon is inoperable. Requires a level 12 Repair check and 90-120 minutes to fix if you have a spare reactor shielding unit for the weapon (10% of weapon cost).
99 • RC: 10% cost + 1,000 (if not destroyed)	Suppressor Grid: Containment Failure. The weapon will explode in 2-8 seconds unless the user can make a level 12 Repair check to short out the energy system (draining the pack in the process). If the explosion is not prevented, it inflicts 5x base damage out to 5m, and 2.5x base damage out to 10m. This damage is concussive damage which spreads across body locations and ignores threshold. The weapon will be ruined in the process, although the remaining parts can be sold for 10% of the original price. If the explosion is prevented, replacement parts must be installed (costs 10% of weapon cost, requires level 12 Repair check and 3-6 hours).
100 • RC: Replace	Reactor Critical: The weapon explodes in 4-16 seconds. It takes 2-8 seconds to drop a weapon body harness. An explosion can be avoided with a level 10 Repair check, followed by a level 12 Nuclear Engineering check. Failure on the first check wastes 3 seconds before you realize that you aren't going to be able to open the weapon housing. Failure on the second check means that you are still working on the weapon when it detonates. Even if you succeed at both checks, the result is a Reactor Breach (see above). Our advice: RUN! When the weapon does explode, the result is a wave of destruction doing 20x base damage to 10m, 10x damage to 25m, and 5x damage out to 50m. This damage is spread across all locations and is considered translational (ignoring threshold).

CHEMICAL WEAPONS

ROLL • RC	RESULT
01-50 • RC: -	Nozzle blockage, correction time: 2-12 seconds. A level 4 Repair Weapon check cuts the time in half.
51-80 • RC: -	Nozzle blockage, correction time: 4-24 seconds. A level 8 Repair Weapon check cuts the time in half.
81-90 • RC: -	Nozzle blockage, correction time: 6-36 seconds. A level 12 Repair Weapon check cuts the time in half.
91-93 • RC: 100	Pressure release valve stuck. The weapon inflicts half damage until repaired. This requires a level 7 Repair check and 5-30 minutes (Note: Capsule-based frost guns treat this as a roll of 90.)
94-95 • RC: 50	Hose rupture. Automatic shutoff valve prevents a catastrophe. The weapon will not function until the hose is replaced. This is a level 5 Repair check that takes 5-10 minutes if you have a spare (50cr). An improvised hose can be used, but the Repair check will be level 9 and the malfunction number of the weapon is reduced by 3 until the hose is fixed. (Note: Capsule-based frost guns treat this as a roll of 90.)
96-98 • RC: 5% cost + 300	Barrel suffers a structural failure. The weapon discharges harmlessly, but is unusable until repaired. A new barrel must be fitted on the weapon (spare costs 5% of weapon cost). This requires a level 10 Repair check and 30-60 minutes.
99 • RC: 10% cost + 600	Catastrophic hose rupture. The shutoff system fails to prevent an accidental discharge of the fuel. Welder sustains 2x base damage (of the same type as the weapon, striking a random body part). The weapon is unusable until the hose and valve system are replaced (spare parts cost 10% of weapon cost). Replacing these requires a level 12 Repair check and 2-5 hours of time. (Note: Capsule-based frost guns treat this as a roll of 98.)
100 • RC: Replace	Explosion. The fuel tank detonates and inflicts 10x base damage out to 5m, 5x base damage out to 10m, and 2.5x base damage out to 15m. All targets take damage of the same type as the weapon (spread among all locations). The weapon is totally destroyed. (Note: Capsule-based frost guns treat this as a roll of 98.)
WEB GENERATORS	
ROLL • RC	RESULT
01-50 • RC: -	Nozzle blockage, correction time: 2-12 seconds. A level 4 Repair Weapon check cuts the time in half.
51-80 • RC: -	Nozzle blockage, correction time: 4-24 seconds. A level 8 Repair Weapon check cuts the time in half.
81-90 • RC: -	Nozzle blockage, correction time: 6-36 seconds. A level 12 Repair Weapon check cuts the time in half.
91-93 • RC: -	Magazine leak. All remaining doses of glue pour out on the ground. Replacing the magazine fixes the problem.
94-95 • RC: 300	Hardened glue blocking output nozzle. Requires solvent to clear barrel (see Lock-N-Load).
96-98 • RC: 5% cost + 250	Barrel suffers a structural failure. The weapon discharges harmlessly, but is unusable until repaired. A new barrel must be fitted on the weapon (spare costs 5% of weapon cost). This requires a level 10 Repair check and 30-60 minutes.
99 • RC: 5% cost + 250	Catastrophic barrel rupture. Welder sustains 1-6 glue splatters (resolve normally). A new barrel must be fitted on the weapon (spare costs 5% of weapon cost). This requires a level 10 Repair check and 30-60 minutes.
100 • RC: 30% cost	Explosion. The magazine ruptures, sending glue flying in all directions. The welder sustains 2-12 glue splatters; all persons within 5m are struck by 1-4 splatters (resolve normally). Additionally, the high pressure system ruptures, inflicting 2-12 points of damage to the welder (treat as concussion). The weapon is heavily damaged, requiring overhaul in a machine shop. You can do this work yourself in 1 day, spending 15% of the weapon cost in parts, if you can make a level 15 Repair check.
HIGH EXPLOSIVE	
ROLL • RC	RESULT
01-50 • RC: -	Jam, correction time: 2-12 seconds. A level 4 Repair Weapon check cuts the time in half.
51-80 • RC: -	Jam, correction time: 4-24 seconds. A level 8 Repair Weapon check cuts the time in half.
81-90 • RC: -	Jam, correction time: 6-36 seconds. A level 12 Repair Weapon check cuts the time in half.
91-95 • RC: 100	Dud: round stuck in chamber. Requires a level 6 Repair Weapon check and 1-4 minutes to remove, if you have proper tools. Improvised tools make this a level 14 Repair check and it takes you 3-12 minutes. If you fail the check, there is a 20% chance that the weapon explodes. A level 6 Demolitions check can defuse the weapon before attempting to extract it. -
96 • RC: 150	Weapon targeting system broken: -40 accuracy. This requires 5-8 minutes and a level 5 Repair check to fix with proper tools. If you need to improvise, a level 10 Repair check and 10-40 minutes will get the job done, but the accuracy is still reduced by 5.
97-98 • RC: 10% cost	The weapon breaks. It requires a level 8 Repair check and 5-30 minutes to restore it to working condition, but the malfunction number is permanently reduced by 2. A full restoration of the weapon requires complete disassembly; this requires 2-5 hours and a level 14 Repair check. If you don't have the proper equipment (including parts costing 5% of the weapon cost), the difficulty levels of these checks are doubled.

HIGH EXPLOSIVE (CONT)	
ROLL • RC	RESULT
99 • RC: Special	Propellant explosion. The warhead does not detonate, but the charge used to propel it does. For mortars and grenade launchers, treat this as an M-85 fragmentation grenade detonated at the point of impact (2-12 concussion + 1-6/fragment). All other weapons detonate with the force of a Claymore-3 mine (3-8 concussion + 3-18/fragment). The person(s) operating the weapon are struck with 12 fragments (instead of the normal 8). The weapon is heavily damaged and inoperable (treat as above, but the cost to repair is 20% of the weapon cost, and even doing it yourself requires 10% of the weapon cost in parts).
100 • RC: Replace	Round explodes in chamber. All personnel within 2m take base damage (treat as concussion damage). Out to 5m, this damage is halved. Even personnel out to 10m take 1/4 damage. In addition, if the weapon would normally cause fragmentation damage (a mortar or grenade), all personnel are affected normally with the weapon's location as the point of origin. The weapon is completely destroyed.
PARTICLE EFFECT WEAPONS	
ROLL • RC	RESULT
01-50 • RC: -	Power failure, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-70 • RC: -	Power failure, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
71-80 • RC: -	Power failure, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
81-83 • RC: 150	Forward targeting systems out of alignment, -20 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
84-85 • RC: 150	Rear targeting systems out of alignment, -40 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
86-87 • RC: 150	A1 Targeting Card: Refinement system out of alignment, weapon now does 1/2 damage. Requires a level 7 Repair check and 5-20 minutes to fix.
88-89 • RC: 2% cost + 600	A1 Targeting Card: Refinement system broken, inoperable. Installing a spare (if you have one) requires a level 10 Repair check and 5-30 minutes. Spares cost 2% of the weapon cost. An improvised magnet can be installed with a level 15 Repair check in 5-30 minutes, but the weapon only does 1/2 damage.
90-93 • RC: 5% cost + 300	A2 Function Card: Weapon inoperable (card destroyed). If you have a spare card (5% of weapon cost), a level 6 Repair check and 3-12 minutes will restore the weapon to full operation. A level 12 Repair check can restore the weapon to partial use (no automatic fire) in 20-50 minutes if you have an electronics tool kit available. If you don't have either of these, you are probably out of luck (BM's discretion).
94-95 • RC: 40% cost	A3 Output Card: Meltdown. The weapon bursts, releasing the weapon energy on the person holding it (2x base damage, treat as weapon type). You can fix it yourself in 1-4 days if you have an electronics shop, the proper parts (25% of weapon cost), and make a level 15 Repair check.
96-97 • RC: 100	Particle Emission: The weapon releases a small dose of highly focused radiation. All persons within 5m must make an SMR vs radiation. Failure indicates that the person sustains 2-5 body points of damage, and is affected by radiation sickness. The sickness reduces Constitution, Agility, and Strength by 4 points per day for the next 5 days (unless treated successfully by a level 6 Radiation skill check or other means). If any of these stats are reduced to 0, the victim dies. After this, the victim recovers lost stats at the rate of 1 point per day. The weapon's malfunction number is reduced by 5 until repairs can be made (level 6 Repair check requiring 2-5 minutes).
98-99 • RC: 10% cost + 1,000	Reactor Breach: The weapon releases a deadly radiation cloud. All persons within 15m must make an SMR vs radiation at -20. Failure indicates that the person sustains 2-7 body points of damage, and is affected by radiation sickness. The sickness reduces Constitution, Agility, and Strength by 8 points per day for the next 5 days (unless treated successfully by a level 12 Radiation skill check or other means). If any of these stats are reduced to 0, the victim dies. After this, the victim recovers lost stats at the rate of 1 point per day. Additionally, the weapon is inoperable. Requires a level 12 Repair check and 90-120 minutes to fix if you have a spare reactor shielding unit for the weapon (10% of weapon cost).
100 • RC: 10% cost + 1,000 (if not destroyed)	Suppressor Grid: Containment Failure. The weapon will explode in 2-8 seconds unless the user can make a level 15 Repair check to short out the energy system (draining the pack in the process). If the explosion is not prevented, it inflicts 5x base damage out to 5m, and 2.5x base damage out to 10m. This damage is concussive damage which spreads across body locations and ignores threshold. The weapon will be ruined in the detonation. If the explosion is prevented, replacement parts must be installed (costs 10% of weapon cost, requires level 12 Repair check and 3-6 hours).
EM EFFECT WEAPONS	
ROLL • RC	RESULT
01-50 • RC: -	Power failure, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-70 • RC: -	Power failure, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
71-85 • RC: -	Power failure, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
86-87 • RC: 150	Forward targeting systems out of alignment, -20 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.

EM EFFECT WEAPONS (CONT)	
ROLL • RC	RESULT
88-89 • RC: 150	Rear targeting systems out of alignment, -40 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
90-91 • RC: 150	A1 Targeting Card: Refinement system out of alignment, weapon now does 1/2 damage. Requires a level 7 Repair check and 5-20 minutes to fix.
92 • RC: 2% cost + 600	A1 Targeting Card: Refinement system broken, inoperable. Installing a spare (if you have one) requires a level 10 Repair check and 5-30 minutes. Spares cost 2% of the weapon cost. An improvised magnet can be installed with a level 15 Repair check in 5-30 minutes, but the weapon only does 1/2 damage.
93-94 • RC: 5% cost + 300	A2 Function Card: Weapon inoperable (card destroyed). If you have a spare card (5% of weapon cost), a level 6 Repair check and 3-12 minutes will restore the weapon to full operation. A level 12 Repair check can restore the weapon to partial use (no automatic fire) in 20-50 minutes if you have an electronics tool kit available. If you don't have either of these, you are probably out of luck (BM's discretion).
95 • RC: 40% cost	A3 Output Card: Meltdown. The weapon bursts, releasing the weapon energy on the person holding it (affects the user normally). You can fix it yourself in 1-4 days if you have an electronics shop, the proper parts (25% of weapon cost), and make a level 15 Repair check.
96-97 • RC: 40% cost	Electrical Short: The weapon's main electrical system develops a short and discharges into the welder. 8-48 points of electrical damage are inflicted (treat as Thunderbolt generator). The weapon is inoperable until repairs can be made (treat as a roll of 95).
98 • RC: 40% cost	Electrical Overload: The weapon's main electrical system overloads, develops a short, and discharges into the welder. 10-60 points of electrical damage are inflicted (treat as Thunderbolt generator). The weapon is inoperable until repairs can be made (treat as a roll of 95).
99 • RC: 10% cost + 1,000	Reactor Breach: The weapon releases a harmful radiation cloud. All persons within 15m must make an SMR vs radiation. Failure indicates that the person sustains 1-4 body points of damage, and is affected by radiation sickness. The sickness reduces Constitution, Agility, and Strength by 5 points per day for the next 5 days (unless treated successfully by a level 8 Radiation skill check or other means). After this, the victim recovers lost stats at the rate of 1 point per day. Additionally, the weapon is inoperable. Requires a level 12 Repair check and 90-120 minutes to fix if you have a spare reactor shielding unit for the weapon (10% of weapon cost).
100 • RC: 10% cost + 1,000 (if not destroyed)	Suppressor Grid: Containment Failure. The weapon will explode in 2-8 seconds unless the user can make a level 15 Repair check to short out the energy system (draining the pack in the process). If the explosion is not prevented, it inflicts 5x base damage out to 5m, and 2.5x base damage out to 10m. For purposes of damage inflicted, treat the variable effects of EMP cannons and Jammers as "damage" to be multiplied. For Metal Guns, take the threshold reduction, multiply by 3, and consider that to be the "base damage" for explosion purposes. This damage is concussive damage which spreads across body locations and ignores threshold. The weapon will be ruined in the detonation. If the explosion is prevented, replacement parts must be installed (costs 10% of weapon cost, requires level 12 Repair check and 3-6 hours).
NEURO CANNONS/SONIC WEAPONS	
ROLL • RC	RESULT
01-50 • RC: -	Power failure, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-70 • RC: -	Power failure, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
71-85 • RC: -	Power failure, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
86-89 • RC: 150	Targeting systems out of alignment, -40 to hit. Requires a level 5 Repair check and 4-16 minutes to fix.
90-91 • RC: 150	A1 Targeting Card: Refinement system out of alignment, all target SMRs receive a +25 bonus. Requires a level 7 Repair check and 5-20 minutes to fix.
92 • RC: 2% cost + 600	A1 Targeting Card: Refinement system broken, inoperable. Installing a spare (if you have one) requires a level 10 Repair check and 5-30 minutes. Spares cost 2% of the weapon cost. An improvised magnet can be installed with a level 15 Repair check in 5-30 minutes, but the weapon only does 1/2 damage.
93-94 • RC: 5% cost + 300	A2 Function Card: Weapon inoperable (card destroyed). If you have a spare card (5% of weapon cost), a level 6 Repair check and 3-12 minutes will restore the weapon to full operation. A level 12 Repair check can restore the weapon to partial use (no automatic fire) in 20-50 minutes if you have an electronics tool kit available. If you don't have either of these, you are probably out of luck (BM's discretion).
95-96 • RC: 10% cost + 600	Power Coupling: Burnout. The weapon is inoperable until a replacement coupling (10% of weapon cost) is installed. This requires a level 12 Repair check and 30-60 minutes, with an electronics toolkit available. It is generally impossible to improvise a replacement coupling in the field (BM's discretion).
97-98 • RC: -	Feedback effect. The weapon affects the user normally (SMR is applicable). The weapon itself is undamaged.
99 • RC: 5% cost + 300	Overload and feedback. The weapon affects the user with unusual intensity (-10 to SMRs). In addition, the A2 function card is destroyed (treat as roll of 94).
100 • RC: 10% cost + 600	Catastrophic overload. The weapon emits a pulse of sound (or neuro-effect) which may affect all personnel within 10m. Any persons within 3m (including the welder) have a -15 penalty to SMR. After this burst, the weapon's power coupling is burned out (treat as roll of 96).

GEW	
ROLL • RC	RESULT
01-50 • RC: -	Power failure, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-70 • RC: -	Power failure, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
71-80 • RC: -	Power failure, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
81-85 • RC: 150	Targeting systems out of alignment, -40 to hit. Requires a level 5 Repair check and 4-16 minutes to fix.
86-89 • RC: 2% cost + 600	A1 Targeting Card: Targeting system broken. GEWs are inoperable, while Shears suffer a -80 to hit. Installing a spare (if you have one) requires a level 10 Repair check and 5-30 minutes. Spares cost 2% of the weapon cost. An improvised magnet can be installed with a level 15 Repair check in 5-30 minutes, but the weapon only does 1/2 damage.
90-92 • RC: 5% cost + 300	A2 Function Card: Weapon inoperable (card destroyed). If you have a spare card (5% of weapon cost), a level 6 Repair check and 3-12 minutes will restore the weapon to full operation. A level 12 Repair check can restore the weapon to partial use (no automatic fire) in 20-50 minutes if you have an electronics tool kit available. If you don't have either of these, you are probably out of luck (BM's discretion).
93-95 • RC: 10% cost + 600	Power Coupling: Burnout. The weapon is inoperable until a replacement coupling (10% of weapon cost) is installed. This requires a level 12 Repair check and 30-60 minutes, with an electronics toolkit available. It is generally impossible to improvise a replacement coupling in the field (BM's discretion).
96-97 • RC: Special	Inverse shear. The welder is struck by a shear inflicting 3-12 points of damage. However, if the welder is wearing an A-Grav belt, the weapon suffers a catastrophic meltdown from feedback, completely destroying it. Otherwise, the weapon is unharmed.
98 • RC: 50% cost	Gravitational flux. The weapon suddenly gains encumbrance equal to its field strength (or 100 encumbrance per point of damage for shears). This generally results in it plummeting to the ground, and staying there for a full minute until the effect wears off. The impact will damage the weapon severely, requiring significant time in a repair shop. You can effect the repairs for 30% of the weapon cost if you can make a level 15 Repair check and work in a shop for 2-5 days.
99 • RC: Special	Inverse gravitational flux. The weapon immediately activates on the spot where the welder is standing, with triple the normal field strength (or 300SU per point of output for shears). The welder and weapon are generally flung far into the air. The power crystal of the weapon burns out, but there is no other damage to the weapon (assuming it is not destroyed when it falls back to earth).
100 • RC: Replace	Catastrophic overload. The weapon emits a series of gravitational shears, in a rough circular pattern. In the case of GEWs, each shear does 4 points of damage; otherwise they do base weapon damage. All persons within 5m are struck by 2-8 shears; those out to 15m are struck by 1-4 shears; and those out to 25m are struck by 1-2 shears. The welder is automatically struck by 8 shears. If the welder is wearing an A-Grav belt, the weapon will catastrophically explode (10-80 points of concussive damage out to 2m, halved at 4m, 1/4 out to 6m). In any case, the weapon is completely destroyed.
MAGNETIC WEAPONS	
ROLL • RC	RESULT
01-50 • RC: -	Jam, correction time: 2-12 seconds. A level 3 Repair Weapon check cuts the time in half.
51-80 • RC: -	Jam, correction time: 4-24 seconds. A level 6 Repair Weapon check cuts the time in half.
81-90 • RC: -	Jam, correction time: 6-36 seconds. A level 9 Repair Weapon check cuts the time in half.
91-92 • RC: 150	Targeting systems out of alignment, -40 to hit. Requires a level 4 Repair check and 4-16 minutes to fix.
93-94 • RC: 40	Magnetic failure during launch. The round is stuck in the chamber, and the magnetic drive cannot be restarted until it is removed. Requires a level 4 Repair Weapon check and 1-4 minutes to remove, if you have proper tools. Improvised tools make this a level 12 Repair check and it takes you 3-12 minutes.
95 • RC: 50	Reload system broken: Malfunction number reduced by 10. This requires 5-8 minutes and a level 5 Repair check to fix with proper tools. If you need to improvise, a level 10 Repair check and 10-30 minutes will get the job done, but the malfunction number is still reduced by 3.
96-97 • RC: 10% cost	The weapon breaks. It requires a level 8 Repair check and 5-30 minutes to restore it to working condition, but the malfunction number is permanently reduced by 2. A full restoration of the weapon requires complete disassembly; this requires 2-5 hours and a level 14 Repair check, as well as parts costing 5% of the weapon cost. If you don't have the proper equipment, the difficulty levels of these checks are doubled.
98-99 • RC: 10% cost	Electrical Short: The weapon's main electrical system develops a short and discharges into the welder. 4-24 points of electrical damage are inflicted (treat as Thunderbolt generator). The weapon is inoperable until repairs can be made (treat as a roll of 97).
100 • RC: 10% cost	Electrical Overload: The weapon's main electrical system overloads, develops a short, and discharges into the welder. 6-36 points of electrical damage are inflicted (treat as Thunderbolt generator). The weapon is inoperable until repairs can be made (treat as a roll of 97).

MODERN HAND WEAPONS	
ROLL • RC	RESULT
01-70 • RC: -	Power fluctuation: Non-functional for 2-12 seconds. A level 5 Repair check cuts this time in half.
71-85 • RC: -	Power fluctuation: Non-functional for 4-32 seconds. A level 10 Repair check cuts this time in half.
86-90 • RC: 25	Blown fuse. A replacement fuse (cost 10cr or can be found in masters or electronics toolkits) may be installed in 1 minute with a level 2 Repair check. An improvised fuse (BM's discretion) may be installed with a level 5 Repair check, but the malfunction number is reduced by 4.
91 • RC: 50	Power is erratic: Weapon turns on and off 40% of the time. Roll each time weapon is swung or used to parry. A replacement power switch (found in electronics toolkit, or costs 20cr) may be installed in 2-5 minutes with a level 4 Repair check.
92-95 • RC: -	Overload: Brilliant light show on next impact, +2 damage.
96-97 • RC: 200	Magnetic containment bottle is erratic. -30 accuracy. Requires a level 8 Repair check (level 12 without electronics toolkit) and 5-20 minutes to fix.
98 • RC: 25	Electrical short: Welder takes 1-4 electrical damage to arm. Weapon is drained of power and must be recharged. Otherwise, treat as blown fuse.
99 • RC: 10% cost + 2000	Overload: All targets within 2m take 2x damage from discharging plasma. The weapon is severely damaged. Repairs require a level 15 Repair check, parts costing 10% of the weapon cost, and 6-9 hours.
100 • RC: Replace	Explosion: The weapon detonates, inflicting 4x damage out to 5m and 2x damage out to 10m (treat as concussion). There is nothing left of the weapon to salvage.

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IMPORTANT FORMULAS

- ▶ Combat Round: Initiative Phase, Declaration Phase, Action Phase
- ▶ Discharge Combat: (Weapon attack number + [skill level x 4] + Man. Dex attack bonus +/- Situational modifiers = Adjusted Attack Number)
- ▶ HTH Combat: (Weapon attack number + [skill level x 4] + Agility bonus - Defensive Modifier +/- Situational modifiers = Adjusted Attack Number)
- ▶ Initiative: (d10 + Encumbrance penalty + Wounded modifier - Initiative modifier +/- Situational modifiers = Initiative)
- ▶ Parrying Modifier: The UAN is reduced by the defender's total parry negation modifier which equals: (weapon parry number + [skill level x 4] + Agility bonus)

HAND-TO-HAND COMBAT

- ▶ Determine initiative based on initiative modifier and circumstance.
- ▶ PCs and NPCs secretly declare actions (whether they are attacking, parrying, playing the bagpipes or whatever).
- ▶ Determine results. If you are attacking when you should have been parrying, then you are in a world of trouble.
- ▶ If persons are entitled to multiple attacks per round, use the Hand Attack Matrix to determine what segment each attack occurs in.
- ▶ If PCs switch weapons, remind them that it takes time.
- ▶ Matrices take seconds if not minutes to generate. Make sure you take this into account when Fredd goes up against Henry the Mutzachan. Fredd will attack within the first half-action, while Henry must take a minimum of a full action.
- ▶ If weapons discharge is occurring at the same time as Hand-to-Hand combat, discharge will go first until the Hand-to-Hand combatant has 4 attacks, allowing him to act in the first half-action. Remember that the discharge ROF equals shots per segment for full auto, or shots per half-action for normal fire.
- ▶ All damage done in Hand-to-Hand combat (unless inflicted by a Cizerack, Gemini, Jezzadeic, Python, or Ram Python) is considered to be temporary. Temporary damage equals 1/10 real damage. Temporary damage heals at a rate of 1 point every 5 minutes.

ARCHAIC HAND WEAPONS COMBAT

- ▶ Parrying Modifier: The UAN is reduced by the defender's total parry negation modifier which equals: (weapon parry number + [skill level x 4] + Agility bonus)
- ▶ Feint: (Attacker's Hand Attack bonus + Attacker's Intuition) - Defender's Intuition = %chance to Feint.

HAND WEAPONS

- ▶ 1 half action to establish aim at range bracket 2-3 without a scope. One additional half action needed per range bracket up to range bracket 7. Aimed shots are not possible at range bracket 8 without a scope.
- ▶ 1 full action to establish aim with a scope at range bracket 4. 1 additional for bracket 5-6, 1 additional for bracket 6-8.
- ▶ Fire segment (half action) equals 1 second.
- ▶ It takes 1 half action to draw a non-heavy weapon. Pulse Cannons, Omega Cannons and disintegrators require a full action to draw.
- ▶ Archaic powder weapons incur a -40 penalty for automatic fire.
- ▶ Lasers suffer no penalty for auto fire.
- ▶ Pulse cannons suffer a -50 penalty on automatic.
- ▶ Omega cannons suffer a -60 penalty on automatic.
- ▶ Snap shots incur -40 penalty to hit.
- ▶ No snap shot penalty within 5 meters.
- ▶ Changing targets requires one half action.
- ▶ Reloading takes 2 half actions for magazines and 2 full actions for backpacks.

ARMOR

- ▶ Armor Integrity equals the total amount of penetrating weapons hits that the armor can take before it is rendered useless.
- ▶ Damage penetration = (Amount of damage done minus threshold) Excluding translational damage.
- ▶ Absorption equals the armor's body points.
- ▶ Heavy armor (threshold: 7+) is not affected by archaic powder hits (excluding machine guns) and lasers do only half damage. This bonus no longer applies if the armor's threshold is reduced below 7 by certain attack forms.
- ▶ While wearing armor: -30 smell (impossible with environmental containment), -75 vibration sense, -30 hearing.
- ▶ Phentari and Ashanti arm armor (integrity and absorption) is halved for each arm. Threshold remains the same.

COMBAT

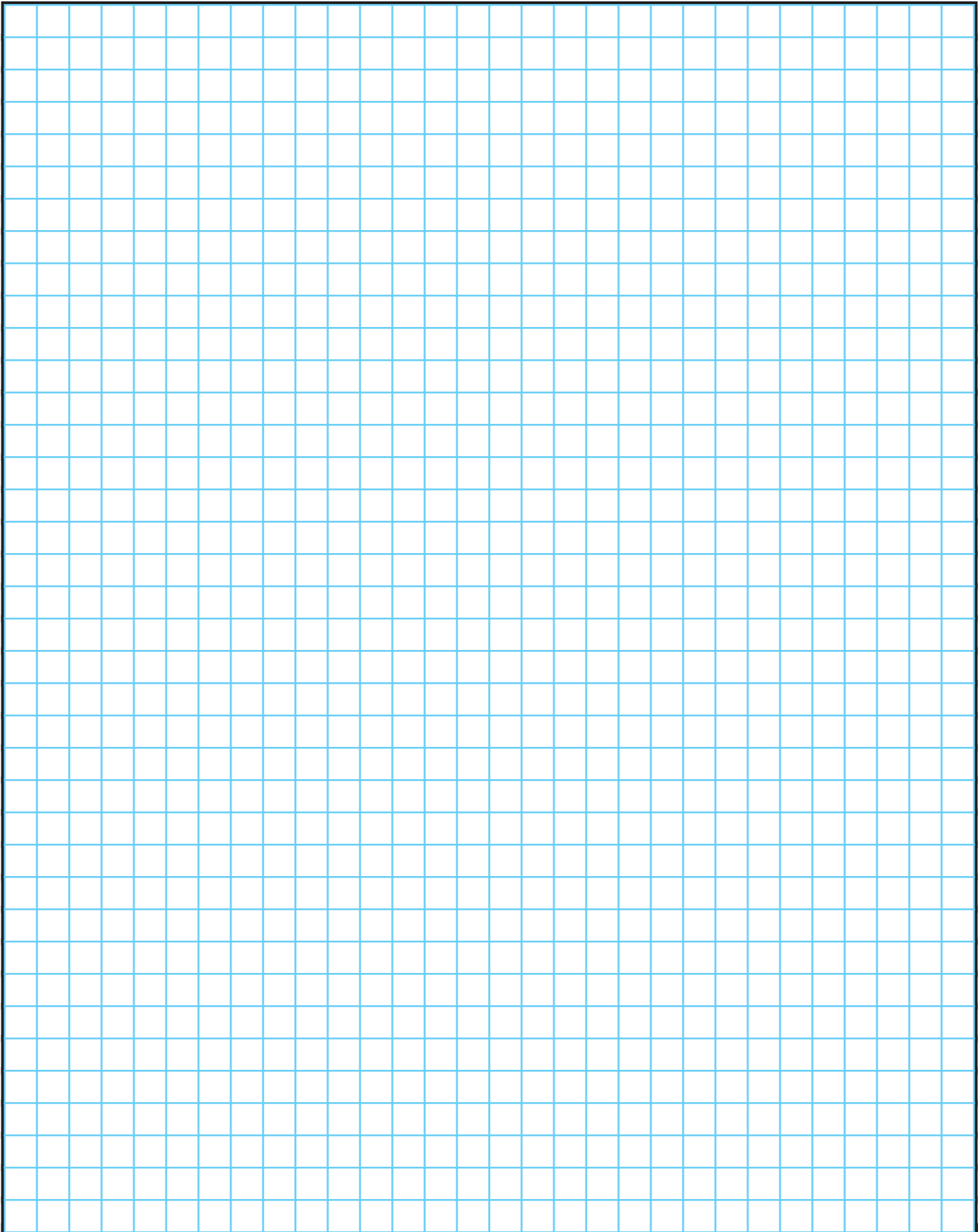
- ▶ Falling does 1-3 points of damage per 3m over the first 2m. Damage is concussive divided among 3 sections. Heavy armor is affected.
- ▶ Phentari, Ashanti, or Mazians can use 2 weapons without a penalty to hit. A third weapon has a -10 penalty, a fourth a -25.
- ▶ Machine guns have no burst or automatic fire penalty.
- ▶ When an arm hit is rolled on a Phentari or Ashanti, roll a d4 to determine which is hit: 1-2 upper, 3-4 lower.

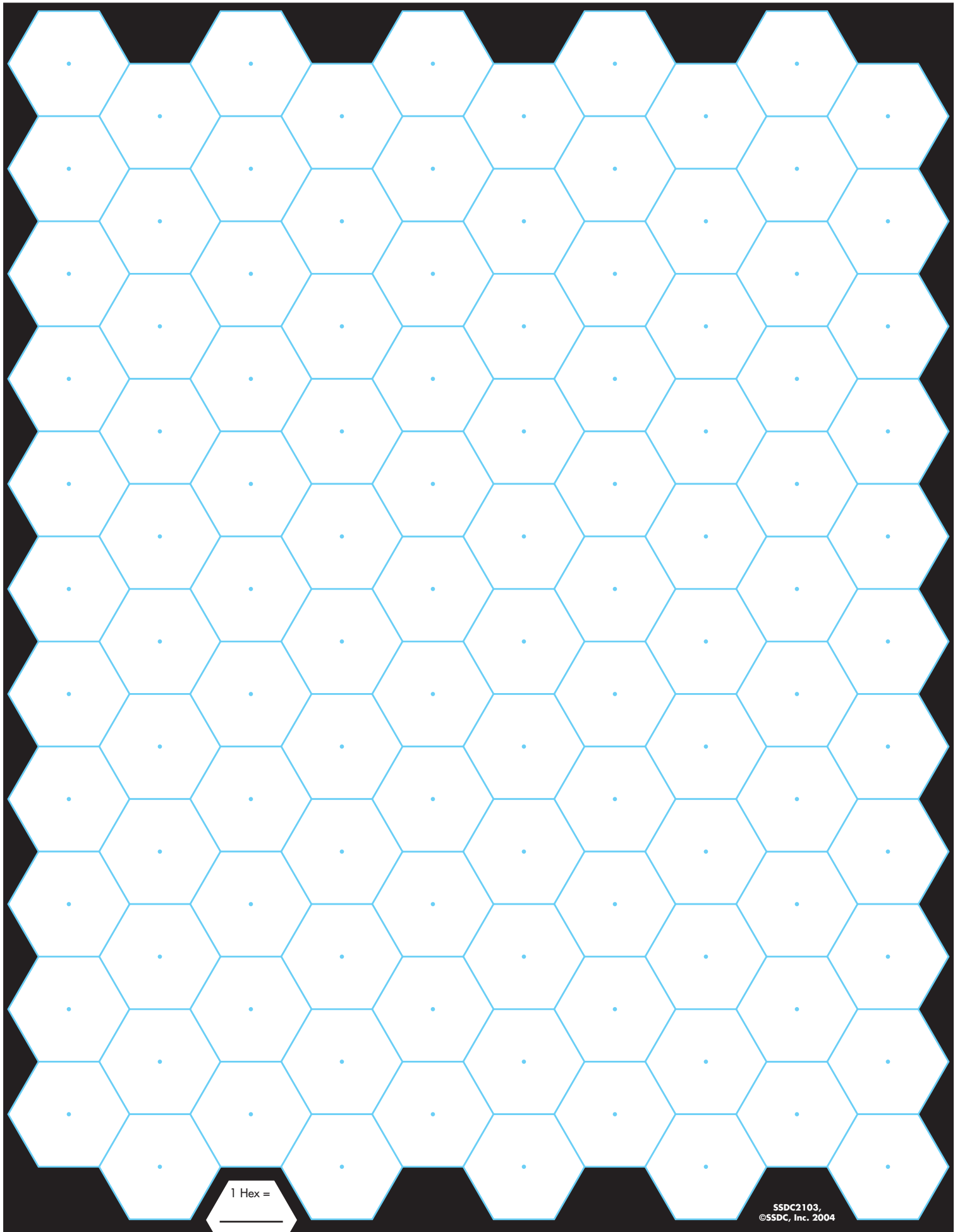
VITAL STATISTICS

- ▶ The base chance for a person to go berserk equals 01% per point of Aggression above 80.
- ▶ The base chance for a person to become suicidal equals 01% per point of Aggression above 105.
- ▶ Perception Checks. The BM assigns a base chance to perceive something (vision, smell, hearing) and modifiers are added. The average is a base 50.

COMPUTER TERMS & INFO

- CC: Computing Capacity. Refers to the portion of the computer where data is stored and tasks are performed.
- PCD: Personal Computing Device
- SC: Storage Capacity.
- ON: Operation Number. Base chance of a computer to complete a task. TL 5 systems' ON is 75; TL6 systems' ON is 90.
- MQ: Module Quality.
 - ▶ Data wafers, strips, and cubes have an SC of 100.
 - ▶ A construct will take 1 hour per level to write, minus 1 hour per level of programming skill. A construct will take a minimum of its level in minutes to write.
 - ▶ For every module or construct a computer is running it must allocate CC equal to the level of the module/construct times ten.
 - ▶ For every 10CC extra you allocate to a task you gain a +1 bonus.
 - ▶ For every 5 levels of a module/construct the operator must make a level 1 Operations check to activate it correctly.
 - ▶ All computers operate in Galactic Standard unless otherwise noted by the BM. Computer Operations (Operate by Race) defaults to Galactic Standard.
 - ▶ Chance to succeed in a computer check: ON + (skill level of module/construct x 10) - (MQ). Ignore MQ if running a construct.





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BATTLELORDS OF THE TWENTY-THIRD CENTURY BATTLE MASTER ACCESSORY

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