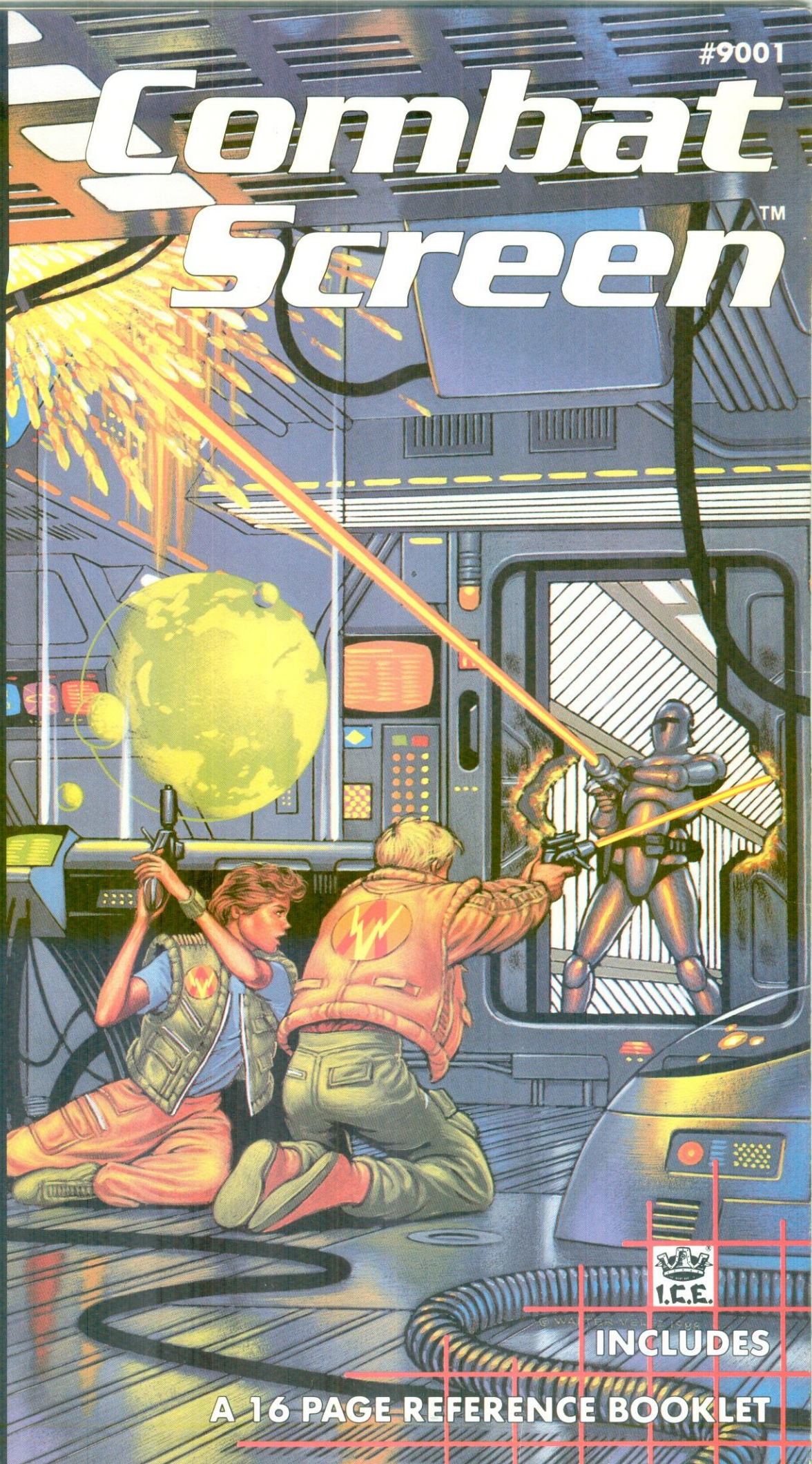


*The
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Star Wars™ Space Master

#9001

Combat Screen™



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A MUST FOR FANS OF SPACE MASTER: THE ROLE PLAYING GAME™

The Space Master Combat Screen

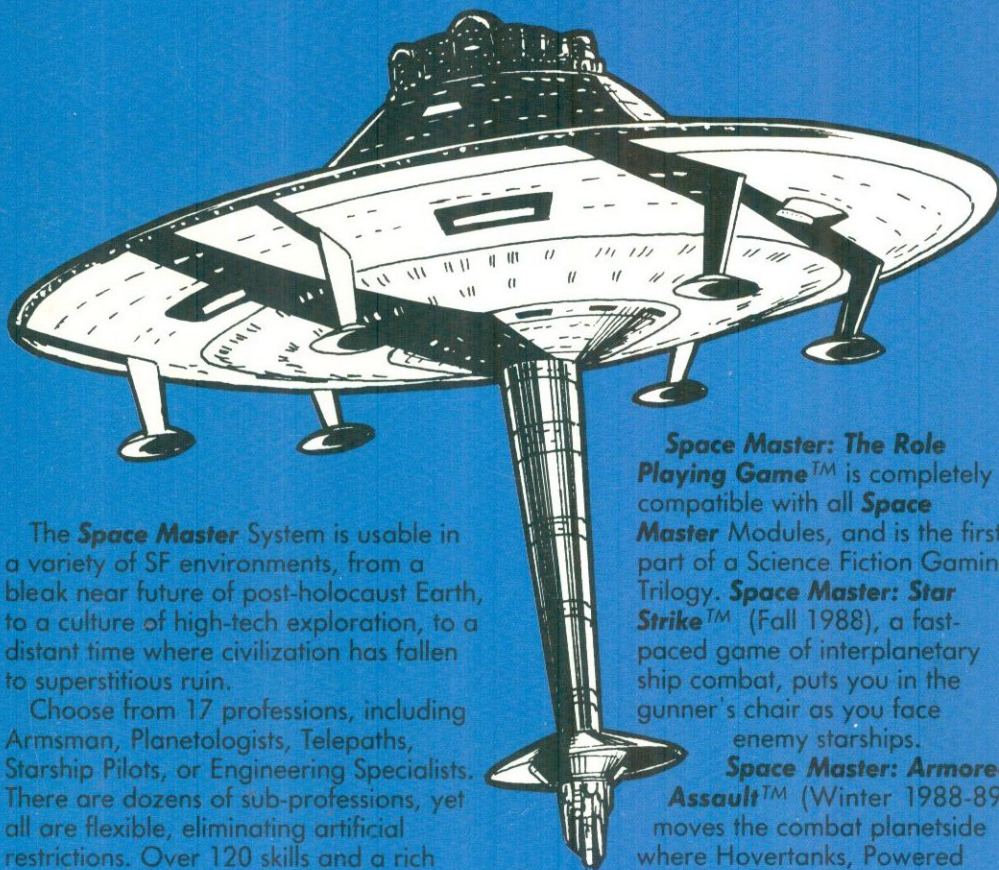
includes the most important tables in a handy format:
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- Resistance Roll Table
- Battle Round Table
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Space Master™



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Joe (the GM) raises an eyebrow. "Dan, Julie: your characters in the lab hear a dull boom through the walls."

"Tod checks the lab sensors at the holotable." Dan rolls his dice. "Is it an earthquake? Explosion?"

"That'll take a minute, Dan. Julie, what does your character do?"

"Sheri checks the base monitors to see where the rest of the team is."

"OK. Sheri sees that alert status has been triggered and that the emergency bulkheads in 'B' wing have closed. The team is sealed in."

"Dan, how did Tod do with the sensors?"

"Uh, I rolled 87, plus my Sensor bonus of 60: that's 147."

Joe checks the Maneuver Table for sensors and sees that Dan's roll means that Tod was successful.

"OK, Dan, the sensors pick up three large spacecraft in orbit; also several small ships are descending through the atmosphere."

"Destination?"

"Looks like the base. One of the large ships is firing—the floor shakes; the monitors flicker."

"We're under attack!"

Dan shouts.

"Perceptive, fly-boy." Julie smiles, then turns to Joe. "Sheri seals the lab bulkheads then checks the Sensor display Tod has called up. Can she identify the ships?"

Joe rolls his dice. "All right, the heavy lab doors roll shut and seal. Roll to identify; add your Memory bonus."

"107, total."

Joe smirks. "Sheri uses her Android memories and matches the ship configuration. They're Idorian cruisers."

"Idorians!" Dan roars. "This deep in Imperial territory!"

"And this deep in the base." Joe comments with a roll and a check on an attack table. "There is an explosion, and the lab doors are ripped open. The main lights go out, monitors flash and the emergency lights come on."

Dan and Julie look at each other. Dan says: "We dive behind the Holotable. Tod peeks around."

"The smoke clears slowly in the red light. Beyond Tod can just make out a hulking form in full exoskeleton, holding a rifle-sized weapon."

"Uh-oh . . ."

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IRON CROWN ENTERPRISES P.O. BOX 1605 CHARLOTTESVILLE, VA 22902

• Gamma Leporis (+14Z)

• Alpha Orionus (+8Z)

Mirfak (-35Z)

RESISTANCE ROLL MODIFICATIONS

Category	Effect	Note
PAR Modification	-125 to +80	Apply result from Psion Attack Chart.
Target's SD Bonus	-25 to +35	Self-Discipline Stat Bonus
Race	+/- (variable)	
Psion Modification	+/- (variable)	Depends on Psion, "Mod" in Psion description.
Items	+/- (variable)	—
Willing Target	-50	Target wants psion cast at/on him.

• Rigel (+8Z)

• Betelgeuse (+55Z)

Keid (-35Z)

• Aldebaran

Tau Ceti (-3Z)

• Arneb (-39Z)

Epsilon Eridani (+60Z)

• BD 56 (-55Z)

Archenar (-99Z)

Cih (-16Z)

• Eta Cassiopeiae (-38Z)

[0Z]

• Beta Hydri (+12Z)

• LFT 1747 (+41Z)

• Epsilon Indi (-

• Deneb (+2Z)

• 61 Cygni (-

• Sigma Draconis (+1

• Chi Draconis (-13Z)

• Sadir (-3

AI

• CD 51 (+8)

Vega (+17Z)

• Iota Insi (+40Z)

PSION ATTACK ROLL MODIFIERS

Category	Effect	Note
Level of Caster	+1 per level	True Telepaths only.
Race/Unusual Material	+/- (variable)	GM determination.
Cover and Situation:		
Full Cover	-20	Detected, but not sighted.
Partial Cover	-10	Less than 1/2 of target sighted.
Static Target	+10	Applies only if no cover.
Shields:		
Velocity Shield	0	—
Absorption Shield	-5	—
Deflector Shield	-10	—
Barrier Shield	-15	—
Range:		
Touching	+30	Target or what he is wearing.
From 0m up to 3m	+10	—
From 3m up to 15m	0	—
From 15m up to 30m	-10	—
From 30m up to 100m	-20	—
More than 100m	-30	—

Mirach

(+1Z)

Eridani

XI En

Atr 115 [+ 25Z]

Avior [+ 17Z]

Kappa Mensae [- 10Z]

At

THE BATTLE ROUND SEQUENCE

1. Psion Action Phase
2. Psion Results Phase
3. Psion Orientation Phase
4. Fire Phase (A)
5. Fire Result Phase (A)
6. Movement/Maneuver Phase
7. Fire Phase (B)
8. Fire Results Phase (B)
9. Melee Phase
10. Melee Result Phase

Mirzam [- 59Z]

Adhara [- 12Z]

Canopus [+ 3Z]

Psi Leporis [- 57Z]

Alpha Mensae [- 11Z]

Procyon [+ 2Z]

Delta Pavonis [- 58Z]

Naos [- 16Z]

61 Ursa Majoris [+ 32Z]

Mimosa [+ 29Z]

Sirius [+ 9Z]

Sol

Alpha Centauri [+ 10Z]

Chara [+ 11Z]

Hadar [- 39Z]

Antares [+ 51Z]

a [- 45Z]

6 Ophiuchi [- 18Z]

6 Arae [- 11Z]

s [- 11Z]

- 36Z]

Ictantius [- 31Z]

BD 2 [+ 37Z]

33]

OFFENSIVE BONUS AND PENALTIES CHART

(Effects are cumulative unless otherwise noted)

Category	Effect on Combatant's OB
Flank Attack	+15 *
Rear Attack	+20 *
Surprise	+20
Stunned Foe	+20 †*
Downed Foe	+30 †*
Prone Foe	+50 †*
Wounded to > 25% of total hits	-10
Wounded to > 50% of total hits	-10
Wounded to > 75% of total hits	-10
Armor penalty to hand-missile attack	-variable
Moving (% of possible move = effect)	-variable
Drawing Weapon	-20
Miscellaneous (lighting, duress, berserk, size, etc. Determined by GM.)	variable

Notes

* Only applies to Melee attacks, or Projectile, Energy, and hand-delivered Missile attacks made at Point Blank or Short Range.

† Non-cumulative with each other.

COMBAT ROUND SEQUENCE

- 1 — **PSION ACTION PHASE**
- 2 — **PSION RESULTS PHASE**
- 3 — **PSION ORIENTATION PHASE**
- 4 — **FIRE PHASE (A)**
- 5 — **FIRE RESULT PHASE (A)**
- 6 — **MOVEMENT/MANEUVER PHASE**
- 7 — **FIRE PHASE (B)**
- 8 — **FIRE RESULT PHASE (B)**
- 9 — **MELEE PHASE**
- 10 — **MELEE RESULT PHASE**
- 11 — **FINAL ORIENTATION PHASE**

PERSONAL SHIELD CHART

Shield Type	DEFENSIVE BONUS VERSUS			
	Energy	Project.	Missile	Melee
Velocity*	0	+60	+45	+30
Deflector	+60	+40	+15	+5
Absorption	+30	+30	+30	+30
Barrier	+90	+70	+70	+60

*Velocity shield is also available with a Collector
(See **Tech Book**)

SAMPLE COVER BONUSES

- Half Soft Cover: +20
- Full Soft Cover: +40
- Half Hard Cover: +50
- Full Hard Cover: +100

Note: If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.

OFFENSIVE BONUS AND PENALTIES CHART

(Effects are cumulative unless otherwise noted)

Category	Effect on Combatant's OB
Flank Attack	+15 *
Rear Attack	+20 *
Surprise	+20
Stunned Foe	+20 †*
Downed Foe	+30 †*
Prone Foe	+50 †*
Wounded to > 25% of total hits	-10
Wounded to > 50% of total hits	-10
Wounded to > 75% of total hits	-10
Armor penalty to hand-missile attack	-variable
Moving (% of possible move = effect)	-variable
Drawing Weapon	-20
Miscellaneous (lighting, duress, berserk, size, etc. Determined by GM.)	+/-variable

Notes

* Only applies to Melee attacks, or Projectile, Energy, and hand-delivered Missile attacks made at Point Blank or Short Range.

† Non-cumulative with each other.

STATIC ACTION TABLE

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Percep- tion	Maneu- vers*	Misc.
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30
	Easy	NA	NA	+20	+20	+20	NA	+20
	Light	NA	NA	+10	+10	+10	NA	+10
	Medium	NA	NA	0	0	0	NA	0
	Hard	NA	NA	-10	-10	-10	NA	-10
	Very Hard	NA	NA	-20	-20	-20	NA	-20
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50
	Absurd	NA	NA	-70	-70	-70	NA	-70
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10
	Light Shadows	NA	-20	+10	+5	+10	+5	+5
	Medium Shadows	NA	0	0	0	0	0	0
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5
	Dark	NA	+30	-30	-10	-30	-20	-20
	Pitch Black	NA	+40	-40	-20	-50	-40	-30
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20
	76%-up Hits Taken	-30	NA	-20	-20	-20	-30	-30
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10
Serious Wound	For each limb out	-10	NA	-5 ²	-5 ²	-5	-10 ²	-10 ²
	Stunned	-30	NA	-50	-50	-30	-50	-50
	Down	-50	NA	-70	-70	-50	-70	-70
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ³	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

SPECIAL MODIFICATIONS:

Speed & Strength	For each consecutive round of preparation using 100% activity.						-	+10
Hiding	Quality of hiding place:	Bad					-	-20
		Fair					-	0
		Good					-	+10
		Very Good					-	+30
		Excellent					-	+50
	Presence of Hider in the area is known to searchers.						-	-30
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.						-	+20
	For each time the trap/lock has been tried without success.						-	-30
	Disarmer/picker has disarmed/picked this trap/lock before						-	+50
	Disarmer/picker has disarmed/picked this type of trap/lock before.						-	+30
	Disarmer/picker has the construction of the mechanism described to him.						-	+20
Perception	Player mentions the appropriate thing being perceived.						-	+30
	(e.g. the player says he is actively looking for an ambush or trap)							
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).						-	+20
Maneuvers*	Encumbered ⁴	Light (one weapon and belt equipment)					-	0
		Medium (weapons/armor and belt equipment)					-	-10
		Heavy (weapons/armor and normal pack)					-	-20
		Very Heavy (all personal equipment and 50-100 lb.)					-	-30
		Burdened (all personal equipment and over 100 lb.)					-	-50

* Modifications to maneuvers are applied to a roll on the Maneuver Table

¹ These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

² If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

³ In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

⁴ These encumbrances are approximations, absence of one of the weight categories would drop the encumbrance condition one level (e.g., a character with a normal pack, no armor and one weapon would be medium, *not* heavy).

Note: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action (e.g. a character attempting to pick a lock may have taken 77% of his hits, only the -20 modification is applied and not the other two).

ALTERNATE PERSONAL MANEUVER TABLE

	PICKING LOCKS AND DISARMING TRAPS:	USING HEALING EQUIPMENT:	PERCEPTION AND SENSOR/ SCANNING:	INFLUENCE AND INTERACTION:	GENERAL
-26 down	BLUNDER: If picking a lock, you have broken your lock-pick equipment (if mechanical lock, the pick is stuck in the lock, rendering it unopenable until removed – this requires another roll to pick the lock by someone other than you). Any traps connected to it are set off. If disarming a trap/alarm, it is activated.	BLUNDER: You not only fail to heal your patient, you actually do damage: 75% chance you damage your equipment (make a roll of the equipment damage table), 25% you give your patient additional wounds such as you were trying to heal. If the latter, you are guilt-ridden and cannot practice medicine for 1-100 days.	BLUNDER: You not only fail to get any valid information but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area. If Scanning, 10% chance you dropped the equipment or jammed the console.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a major change in circumstances occurs, any attempts by you to influence them will fail.	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.
-25 – 04	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. If disarming a trap (or picking a lock with an attached trap), there is a 50% chance that the trap will be activated.	ABSOLUTE FAILURE: Confusion causes a mental lapse. The nature of the wound confounds you and you spend one minute (6 rounds) staring blankly before you can try again – and then you must do so at -30.	ABSOLUTE FAILURE: Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05-75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (360 rounds) will result in failure (see 05-75 below).	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05-75 below).
05-75	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hours you may make a perception roll and if it succeeds you may make another attempt to pick/disarm the lock/trap.	FAILURE: You (for whatever reason) decide that the wound you were going to heal is not the one to start on; heal someone else or another wound before trying this one again. If no others, see ABSOLUTE FAILURE.	FAILURE: You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for one hour.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence for at least 1 day.	FAILURE: You have failed. You may not try the same static action in the same place for 1 day.
76-90	PARTIAL SUCCESS: You have figured out part of the lock/ trap and have an intuitive feel for the rest. However, further effort at this time will be counterproductive. Do something else for 10 minutes and then you can try again.	PARTIAL SUCCESS: You manage to heal the wound, but it takes twice the time and there will be unattractive scarring (or if bone or cartilage, the set is not quite straight; there may be a limp or other malformation). Beware of malpractice suits.	PARTIAL SUCCESS: You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.
91-110	NEAR SUCCESS: You almost had it. If you spent two rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	NEAR SUCCESS: You heal the wound and in the regular amount of time, but there is some light scarring, and full recovery will take 50% longer than usual. Oh, well.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. Try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming more friendly. Modify your next roll be +20.	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.
111-175	SUCCESS: The lock/trap is picked/disarmed; +50 on any future attempts to pick/disarm this lock/trap.	SUCCESS: You perform your duty with uninspired efficiency; all goes as it should and the wound is scarlessly repaired.	SUCCESS: You gain all of the information on the topic that required the perception roll.	SUCCESS: You have influenced your audience.	SUCCESS: Your static action is successful.
176 up	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	ABSOLUTE SUCCESS: You are a medical marvel (at least this time). The wound is beautifully repaired in but half the normally required time. You get a +20 on all healing rolls for 10 minutes (60 rounds).	ABSOLUTE SUCCESS: You are aware of everything in the area that you are examining. This includes information on topics other than the one requiring the perception roll. You get a +20 on all perception rolls for 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you receive a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).
	MODIFICATIONS: Difficulty – +30-Routine +0-Medium -30-Extremely Hard +20-Easy -10-Hard -50-Sheer Folly +10-Light -20-Very Hard -70-Absurd + Skill bonus for Crime Technics OR Picking Locks OR Disarming Trap.	MODIFICATIONS: +20 if using Infirmary equipment (with associated backup facilities). -30 if no Medical Scanner Diagnosis first. -30 if in a combat situation. Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70).	MODIFICATIONS: Difficulty– +30-Routine +0-Medium -30-Extremely Hard +20-Easy -10-Hard -50-Sheer Folly +10-Light -20-Very Hard -70-Absurd +20 if the player states that his character is spending time looking for specific information. The number of rounds spent affects the difficulty. +50 if Tactical Scanner. +Skill bonus for Perception OR Scanner OR Sensors.	MODIFICATIONS: Difficulty– +30-Routine +0-Medium -30-Extremely Hard +20-Easy -10-Hard -50-Sheer Folly +10-Light -20-Very Hard -70-Absurd +50-Audience is personally loyal or devoted to the character. +20-Audience is under hire to the character. + Skill bonus for Influence and Interaction NOTE: Difficulty and other modifications are based upon what the character is trying to get the audience to do.	MODIFICATIONS: Difficulty– +30-Routine +0-Medium -30-Extremely Hard +20-Easy -10-Hard -50-Sheer Folly

PSION ATTACK CHART

	Roll	RR Modifier
UM	01-02	F
	03-04	+80
	05-08	+70
	09-12	+65
	13-16	+60
	17-20	+50
	21-24	+45
	25-28	+35
	29-32	+30
	33-36	+20
	37-40	+15
	41-44	+5
	45-48	0
	49-52	0
	53-56	-5
	57-60	-10
	61-64	-15
	65-68	-20
	69-72	-25
	73-76	-30
	77-80	-35
	81-84	-40
	85-88	-45
	89-92	-50
	93-95	-55
UM	96-97	-75
UM	98-99	-100
UM	100	-125

PSION ATTACK ROLL MODIFIERS

Category	Effect	Note
Level of Caster	+1 per level	True Telepaths only.
Race/Unusual Material	+/- (variable)	GM determination.
Cover and Situation:		
Full Cover	-20	Detected, but not sighted.
Partial Cover	-10	Less than 1/2 of target sighted.
Static Target	+10	Applies only if no cover.
Shields:		
Velocity Shield	0	—
Absorption Shield	-5	—
Deflector Shield	-10	—
Barrier Shield	-15	—
Range:		
Touching	+30	Target or what he is wearing.
From 0m up to 3m	+10	—
From 3m up to 15m	0	—
From 15m up to 30m	-10	—
From 30m up to 100m	-20	—
More than 100m	-30	—

BASE ATTACK ROLL MODIFIERS

Category	Effect	Note
PAR Modification	-125 to +80	Apply result from Psion Attack Chart.
Target's SD Bonus	-25 to +35	Self-Discipline Stat Bonus.
Race	+/- (variable)	
Psion Modification	+/- (variable)	Depends on Psion, "Mod" in Psion description.
Items	+/- (variable)	—
Willing Target	-50	Target wants psion cast at/on him

RESISTANCE ROLL CHART

Target Level	Attack Level †																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 *	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	*	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	*	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	*	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	*	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	*	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	*	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	*	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	*	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	*	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	*	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	*	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	*	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	*	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	*	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	*	15
> 15 *	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	> 15

* For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

† The Attack Level is the level of the psion caster.

PERSONAL MANEUVER CHART									
	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 Hits. You are out for 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) — (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
(-150) — (-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25%. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rounds, stunned 3 rounds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rounds. Shatter knee. You are at -80%.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) — (-51)	30		Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25%. +5 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. You are out 9 rounds. Shatter knee. You are at -80%.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
(-50) — (-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.	Fall. +10 Hits. Knock yourself out. You are out for 18 rounds. You lose, pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.
(-25) — 0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30%. +10 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +10 Hits. You break your leg. You are at -75%. You are out 6 rounds.
01 — 20	80	60	50	10	5	Fail to act.	Fall down. +5 Hits. You are out for 3 rounds.	Fall. +15 Hits. You pull a leg muscle. You are at -25%. You are out 2 rounds.	Fall. +15 Hits. Break arm. You are out for 6 rounds.
21 — 40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
41 — 55	100	80	70	30	20	10	5	Fall down. +5 Hits. You are out for 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.
56 — 65	100	90	80	40	30	20	10	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.
66 — 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
76 — 85	100	100	100	60	50	40	30	10	Fail to act.
86 — 95	100	100	100	70	60	50	40	20	5
96 — 105	110	100	100	80	70	60	50	25	10
106 — 115	110	110	100	90	80	70	60	30	20
116 — 125	120	110	110	100	90	80	70	40	30
126 — 135	120	120	110	100	100	90	80	50	40
136 — 145	130	120	120	110	100	100	90	60	50
146 — 155	130	130	120	120	110	100	100	70	60
156 — 165	140	130	120	120	120	110	100	80	70
166 — 185	140	140	130	120	120	120	110	90	80
186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Brilliant. Move inspires all. You are uninspired. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 10 to friendly rolls for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 2 rounds.	120	100	90
226 — 275	150	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
276 +	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 4 rounds.	Move inspires your allies. Add 30 to friendly rolls for 6 rounds.	Move stuns all foes within 30 feet. You still have half the round to act.	Move stuns all foes within 50 feet.

THE VEHICULAR MANEUVER/ASTROGATION TABLE

	DRIVING/MARINE PILOT	ORBITAL/ATMOSPHERIC PILOT	N-SPACE PILOT	HYPERSPACE PILOT	N-SPACE ASTROGATION	HYPERSPACE ASTROGATION	DAMAGED
-201	Total disaster. You flip your vehicle (direction and severity of impact dependent on vehicle and situation). Most likely it is badly damaged as you might well be. Vehicle should roll on the Small Vehicle Critical Hit table, severity determined by GM.	Unbelievably inept attempt at controlling the ship effectively deactivates its propulsion system and computer safety overrides. Only a 100% successful Absurd maneuver by somebody on board can save you from a fiery death as the craft plummets to earth. Roll 1-4 (GM discretion) "E" Blast (or other appropriate vehicle crit, dependant on craft size) Criticals on the ship when it hits. Sorry.	Incredibly moronic maneuver. You try to engage the course plot before it is laid in and the entire Astrogation system shorts out. Very Severe damage, and the ship hurtles in a random direction at full sublight acceleration until the Astrogation console is repaired or overridden. Random hypershunts, here you come!	In a move of unparalleled, panicked stupidity, you believe that the hyperspace engine(s) are about to overload, and jettison them from the ship. (If they are not the jettisonable type, you dump the translight fuel.) Roll for % of way into journey you do this. It's a long road home at sublight...	Absolutely unbelievable. You short-circuit the Astrogation console, and in the process erase every astrogation program, star map, and pre-set course in the database. All astrogation is Absurd until the console is repaired, and Very Hard after that due to lack of computer aid. Have a nice orbit decay.	(100%) Say your prayers. Your course sends the ship right through a solar system. Only if the pilot rolls a total of above 200 does he/she/it notice the glaring error before entering Hyperspace. If not, roll % of the way through the journey you hit the system, at which point the ship takes 2-20 random Pierce Critical hits from debris before the computer drops you out of Hyper.	And you thought it couldn't get worse. Several key structural members buckle; the ship takes half-again max hits as 10 random Extremely Severe malfunctions occur. All drive controls short out; nearly every compartment is leaking air. Your ship is dead in space; don't even bother to try the maneuver.
(-200) — (-151)	You lose control of your vehicle and it veers wildly. If anything is within 50m (in a direction reasonable considering current craft motion) you hit it before you can recover. You are stunned 3 rounds (if not dead sooner).	Your clumsy fingers Severely Damage the main Pilot console (it is useless until repaired). 50% chance the ship continues in the maneuver it was previously in; 50% it makes a totally random maneuver.	In an unclever move, you override the safety systems and engage the wrong drive. Roll a new maneuver on the Hyperspace column, using of course the insane modification if you are in-system. (If the ship is not equipped with Hyperdrive, you simply tried to abusively accelerate the Sublight Drive, delivering Severe damage to it and two random malfunctions).	Your mind in a haze, you misinterpret the Astrogation plot and shunt the ship off in a random direction. Roll an Absurd maneuver to drop safely out of hyperspace. For every 10 less than 100% success, the ship receives a "Pierce" critical strike (random "A" to "E" severity, 20% chance of each) from space debris. Assuming you survive that, the Astrogator must roll an Absurd maneuver to navigate you out of wherever you are.	(100%) You think yourself very clever using a nearby gravity well to slingshot the ship and save energy. Too bad you miscalculated. 50% chance you go too low. Roll an "E" Blast critical on the ship as it hits planetary atmosphere, in addition to 3 random malfunctions due to stress. 50% chance you go too high, hurtling at high speed across the system. The Pilot must complete a Very Hard maneuver to stop the ship, and every round he is attempting to do so 1-2 random malfunctions occur due to structural strain.	The Astrogation console bypasses like a Christmas tree; obviously you have done something seriously wrong, and the computer confirms it: the control panel is Severely damaged, and the computer is Moderately so. There is a 25% chance you have destroyed the appropriate Astrogation program in the process.	A gut-wrenching metallic shriek accompanies your attempt to maneuver. Whatever maneuvering system you are attempting to use (thrusters, gravitics, N-Spacedrive, Translight drive) overloads and is Very Severely damaged and at -90, as is the pilot console. No need to roll the actual maneuver.
(-150) — (-101)	Your badly executed attempt causes the vehicle to weave dangerously 1-10 meters to one side. Roll the details. Good luck.	Oops. You mishandle the controls and the craft lurches in a random direction (1000 meters if cruising, 50 meters if landing/takeoff) before you get a grip. Hopefully there was nothing in the way...	Your spastic piloting causes the ship to lurch erratically. Everyone on board and not strapped in takes an "A" Unbalancing critical. Those who are buckled in take 1-10 hits and must resist vs. nausea. One Routine random malfunction also occurs.	Clumsy execution. You miscalculate the Matter/Animator fuel mix and cause Very Severe damage to the Hyperspace drive engine(s). They are inoperative and you are red-faced.	(100%) In a drugged-like maneuver you plot a course in a bizarre direction, at the end of which (10 hours later, if no one makes a successful Very Hard Perception to notice your curious route) you are lost in space, despite any Astrogation aides. Complete a Hard maneuver just to figure out where you are.	(100%) You fail to notice a gravity-well along your chosen course. 1-100% of the way along the trip, the ship passes through it, triggering 1-10 random malfunctions. If the Star Drive is functional, you continue on your way, but your course is altered by 10-100° in a random direction. Calculate your new destination. If you do drop out of Hyper, you must plot a new course, Very Hard, due to the uncertainty of your location.	Sparks fly on the bridge as the already strained control systems give up. Pilot and Astrogation controls are Extremely Severely damaged and useless; Computer Pilot and Astrogation programs burned out (irrecoverable). In addition, 2 Random Severe malfunctions occur. No progress on your attempted maneuver.
(-100) — (-51)	Cruel abuse of the machine causes moderate damage to the appropriate system (brakes, steering, tires, hydrofoils, etc.) Move is 50% successful, and system is at -50 until repaired.	Insensitive handling of the ship triggers 1-4 Routine malfunctions. Roll on appropriate table.	Really weak execution. Sloppy drive engagement overloads the cooling systems. Moderate damage to Sublight Drive (speed cut in half until repaired).	A poorly orchestrated adjustment to the course causes 5 random malfunctions due to stress on the ship before the computer overrides you and drops the ship out of Hyperspace. Navigator must re-plot a course (Medium maneuver) and you must re-roll to resume your journey.	(100%) You miscalculate. Fortunately, there is nothing dangerous in the way, nevertheless, you end up at a spot exactly 10 (random direction) off-course from your intended destination. Plot a new course (Very Hard).	The ship takes a "C" blast critical from strain, and 3 random Severe malfunctions. Attempt to complete your maneuver now at -100.	The main reactor/energizer malfunctions under the strain (if it hasn't already); the problem is Severe. You can either shut it down now (aborting the maneuver attempt) or proceed with a -100 modifier. If you press on, it will function for 1 hour, then fail completely. Extremely Severely Damaged.
(-50) — (-26)	Panicked confusion on your part causes you to decelerate to half speed (unless that was the intended move, in which you accelerate to half again faster).	Sloppy execution. If landing/takeoff, you have Moderately damaged the landing gear; if cruising, Routine damage to whatever mechanisms maneuver the craft through air/space (gravitics, attitude jets or aerion surfacets). They are functional, but at -20 until repaired.	You fail to compensate for all gravity field effects: you achieve nothing and the course must be re-plotted at -20 due to your more complex position. Your next maneuver is two difficulty levels higher.	The computer rejects your attempt to enter/leave Hyperspace as dangerous. It requires 12 rounds (2 turns) to unlock the controls and try again. If attempting to leave, see notes regarding displacement problem.	Apparently you read the star-map wrong: you spend 10 turns (60 rounds) carefully plotting the course only to discover that you have done it all wrong. Try again at -20 (you're discouraged) after the appropriate delay. Hope you're not in a big hurry.	The main reactor/energizer malfunctions under the strain (if it hasn't already); the problem is Severe. You can either shut it down now (aborting the maneuver attempt) or proceed with a -100 modifier. If you press on, it will function for 1 hour, then fail completely. Extremely Severely Damaged.	You are forced to override the control system overload safety features. Roll your desired maneuver at -50. If you are less than 100% successful, the system shorts out before you complete the maneuver: control system and console are Very Severely damaged. You take a "B" electrocution critical.
(-25) — 0	You have a lapse and fail to attempt the maneuver, instead continuing as you were.	You mind on other things, you fail to even attempt the maneuver. (0% movement)	You fail to take any action (0% movement)	For reasons unclear even to you, you decide not to attempt to enter/leave Hyper this turn. If attempting to leave, see notes for displacement.	You stare blankly at the luminous plotter screen, watching the pretty patterns while you accomplish nothing for 6 full rounds.	(100%) Well, you lay in the course and take only a minute to do it, but the plotted route takes twice the time it normally would. Unfortunately, nobody figures this out until far too late. Have a nice trip.	

01 — 10	10% Slowly but surely.	10%		10% Snails move faster.	10% A slow start.	10% So Rome wasn't built in a day.	10% You'll get it done eventually.	Amidst 5 random malfunctions you may attempt your maneuver at -70.
11 — 20	30%	30%		30%	30%	30%	30%	The ship shudders ominously, and suffers 2 Moderate random malfunctions. Your maneuver is at -50.
21 — 30	50%	50%		50%	50%	50%	50% It might go quicker if you didn't spend so much time playing "Space Commander" with the console.	Structural strain causes hull breaches in one random crew cabin, as well as one gun mount and the sublight engine room. Bulkhead portals seal; if in space, implement appropriate Vacuum crits to affected personnel. Roll your maneuver at -50.
31 — 45	70%	70%		70%	70%	70%	70%	The ship fights back. The manual bypassing necessary puts you at -70.
46 — 55	90%	90%		90%	90%	90%	90%	Hull breach in the cargo bay; 1 random Severe malfunction. Maneuver is at -40.
56 — 65	100% You succeed (barely).	100%		100% A complete, if uninspired, success.	100% No use rushing things.	100% No more, no less.	100%	The computer link to your console (if not already inoperative) is severed and you must act without it. Apply appropriate difficulty modifier.
66 — 85	100%	100%		100%	100%	100%	100%	The ship lurches; all not strapped in suffer a "B" Severity Unbalance critical as you attempt your maneuver at -50. +300 hits to the ship.
86 — 105	110% You have time to sigh with relief.	110%		110%	110%	110% Pilot gets 10% bonus on his first piloting roll.	110% Your skilled astrogation gives the pilot a +10 to his roll.	You push her to the brink. 3 random Moderate malfunctions (effected systems are at -50 until repaired); your roll is at -40. The ship takes 100 hits.
106 — 125	110%	110%		110%	110%	110% As 110% above.	110% The whole crew, impressed with your skill, adds 10 to their next roll.	Your engineer holds the ship together with a prayer and electro-paperclips. Make your roll at -30.
126 — 145	120%	120%		120%	120%	120% Give the pilot a 20 bonus.	120% Well done. The pilot gets to add 20 to his roll.	Make this maneuver with no modifiers, but whatever drive system employed is severely damaged afterward.
146 — 165	120%	120%		120%	120%	120% Crewmembers add 20 to rolls for next 3 rounds.	120%	Your attempt is at -30; the ship suffers 50 hits.
166 — 185	130%	130%		130%	130%	130%	130%	The crippled craft only has one Moderate malfunction while you attempt this maneuver at -20.
186 — 200	150%	150%		150% Well done.	150% Apparently even the ship was inspired.	150% It takes you but two-thirds the normal time.	150% After but two-thirds the normal time the course is ready.	You attempt the maneuver at no subtraction, but the console gives you an "A" severity Electrocution critical just as you complete it (or fail utterly; whichever).
201 — 225	150% Great move. Add 10 to all crewmates' rolls for the next 3 rounds.	150% Skillfully executed. Your friends are impressed. You get to add 30 to your next related roll.		150% Your allies think you're running a clinic: all shipmates get to add 20 to all rolls for the next 3 rounds.	150% You urge every joule of energy possible from the ship. Add 20 to your next Hyperspace Pilot roll.	200% Only half the normal time and the course is plotted. The pilot gets a 30 bonus.	200% It takes you but half the regular time. Truly a whiz.	Grace under pressure: you actually receive a +30 bonus to your maneuver; though the ship suffers 2 random Light maneuvers.
226 — 175	200% Artful maneuver displays your mastery of the vehicle. Add 20 to all friendly rolls for the next 4 rounds.	200% Superbly done. You have half the round left to act, and the adrenalin rush lets you do it with speed (one full round of activity).		200% You showed them! Any and all foes must subtract 50 from their rolls for the next 2 rounds as they gape at your artful moves. It's Miller time.	200% Add 50 to your next Hyperspace Pilot roll.	400% In a flash you lay in the correct course, requiring only a third the normal time.	300% With flying fingers and agile brain you lay in the course in only a third the normal time.	A swift kick to the console corrects one random malfunction. You may attempt the maneuver at no (additional) subtraction.
276+	200% Brilliant move. Your intuitive ability earns you a free "hobby skill level" in piloting this type of vehicle. Your crewmates are inspired and add 30 to all rolls for the next 6 rounds.	200% Stunning move — literally: any non-friendly observers are stunned for 3 rounds.		200% Adrenalin (or whatever you're on) is a wonderful thing. You and your shipmates get to add 30 to all rolls for the next six rounds, and you have the second half of this one to act.	200% Zap! If just entering or leaving Hyperspace, any non-friendly observers are surprised and stunned for 3 rounds.	600% You barely need the computer's help: one sixth the usual time and it is done. The pilot may attempt to implement the course this turn if he is alert and willing to subtract 10 from his roll.	600% Almost too fast for the computer, you have the course ready in but one round. Your intuitive skill gives you a free "hobby skill level" in Hyperspace Astrogation.	Truly amazing. You need not even roll the maneuver; it succeeds; and any random two malfunctions (not damage) are miraculously repaired.

RESEARCH / CONSTRUCTION CHART

	Routine	Easy	Moderate	Hard	Complex	Very Complex	Absurd
-151	Light malfunction to the equipment.	Moderate malfunction to the equipment.	Moderate malfunction to the equipment.	Moderate malfunction to the equipment.	Severe malfunction to the equipment.	Severe malfunction to the equipment. 10 days wasted.	Physically impossible
(-150) — (-101)	Routine malfunction to equipment.	Routine malfunction to equipment.	Routine malfunction to equipment.	Routine malfunction to equipment.	50 hrs. wasted; 50% of materials (clone, replicant, machine parts, etc.) destroyed.	No progress; 50 days wasted and 100% of materials destroyed due to error.	(Project botched after one year. All materials lost.
(-100) — (-51)	5% 5 minutes.	5% 40 mins.	Upgrade to HARD. Waste 1 hour.	5% 100 hours.	10 hours lost; 20% of materials destroyed due to error.	Problem 30 days into task. 50% chance project destroyed (If research: wrong data). 50% no damage, no progress.	5% 6 yrs. Slight progress, but equipment acts up: roll Very Severe malfunction.
(-50) — (-26)	10% 2 minutes (12 rounds).	10% 40 mins.	5% 4 hours.	5% 80 hours.	5% 350 hrs. If construction, 10% of material destroyed.	10% 100 days. If construction, 20% of material destroyed and must be replaced.	5% 5 yrs. If construction, 50% of materials damaged.
(-25) — 0	20% 1 minute (6 rounds).	10% 30 mins.	10% 2 hour.	10% 60 hours.	10% 350 hours.	20% 90 days. If construction, 10% of material destroyed and must be replaced.	5% 4 yrs. If construction, 20% of materials damaged.
01 — 20	40% 6 rounds.	30% 30 mins.	20% 1 hour.	20% 50 hours.	15% 350 hours.	10% 85 days.	5% 3 yrs. If construction, 10% of materials damaged.
21 — 40	60% 6 rounds.	50% 30 mins.	30% 50 mins.	25% 40 hours.	15% 300 hours.	15% 83 days.	5% 2 yrs.
41 — 55	80% 6 rounds.	70% 20 mins.	40% 50 mins.	30% 40 hours.	20% 300 hours.	20% 80 days.	5% 1.5 yrs.
56 — 65	90% 6 rounds.	95% 20 mins.	50% 40 mins.	35% 30 hours.	25% 300 hours.	30% 80 days.	5% 1 year.
66 — 75	95% 6 rounds.	95% 10 mins.	60% 40 mins.	40% 30 hours.	25% 250 hours.	30% 78 days.	6% 1 year.
76 — 85	99% 6 rounds.	99% 10 mins.	70% 35 mins.	45% 30 hours.	25% 250 hours.	35% 75 days.	7% 1 year.
86 — 95	100% 6 rounds.	99% 5 mins.	70% 30 mins.	50% 30 hours.	30% 250 hours.	35% 72 days.	8% 1 year.
96 — 105	100% 6 rounds.	99% 2 mins.	95% 20 mins.	50% 30 hours.	40% 250 hours.	35% 70 days.	9% 1 year.
106 — 115	100% 5 rounds.	99% 1 min.	98% 20 mins.	55% 25 hours.	40% 200 hours.	40% 69 days.	10% 1 year.
116 — 125	100% 4 rounds.	99% 1 min.	99% 20 mins.	60% 25 hours.	40% 200 hours.	40% 64 days.	10% 300 days.
126 — 135	100% 4 rounds.	99% 5 rounds.	100% 20 mins.	65% 25 hours.	45% 200 hours.	45% 60 days.	10% 250 days.
136 — 145	100% 3 rounds.	99% 5 rounds.	100% 20 mins.	70% 25 hours.	50% 200 hours.	50% 57 days.	10% 200 days.
146 — 155	100% 3 rounds.	99% 5 rounds.	100% 15 mins.	80% 25 hours.	50% 125 hours.	55% 53 days.	10% 150 days.
156 — 165	100% 2 rounds.	99% 5 rounds.	100% 10 mins.	95% 25 hours.	50% 110 hours.	50% 51 days.	10% 120 days.
166+	100% 1 round.	100% 4 rounds.	100% 10 mins.	100% 20 hours.	60% 100 hours.	60% 50 days.	10% 100 days.

Note: all percentages refer to the fraction of research / construction on the project that has been completed by the given roll. Times (unless otherwise noted) indicate the amount of time required to complete the given percentage of the project.

MALFUNCTION AND DAMAGE CHART

1st Roll	AREA	2nd Roll	SYSTEM
1-2	MECHANICAL (5%)	1	Environment: Lose atmosphere in 1-10 hrs
		2	Environment: Lose heat/cool in 1-10 hours
		3-5	Bulkhead/Airlock/Hangar Frozen/malfunctions
		6	Landing Gear Inoperative
		7-8	Internal Lighting Systems out (Emergency on)
3-5	ELECTRONIC (15%)	9	Running/Landing Lights out.
		10	Other System:
		1	Helm Control (Main/Auxiliary)
		2	Navigation Control (Main/Auxiliary)
		3	Other Console
6-7	COMPUTER (10%)	4	Other Console
		5	Communications
		6	Electronic Warfare
		7-8	Sensors
		9	Medical
8-9	POWER SYSTEMS (60%)	10	Other System:
		1	Deflector Shield Control
		2-3	Sensor Analysis (now at 1-100)
		4	Computer aided Astrogation
		5-6	Memory Banks (Courseplots/archives)
10	WEAPONS (10%)	7	Autopilot
		8	Sentient Functions/Diagnostics
		9	Main Processing Core (All above out)
		10	Other System:
		1	Sublight Drives
		2	Translight Drives
		3	Main Reactor/ Aux Reactor
		4	RIF Generator
		5-6	Deflector Shields
		7	Internal Gravitics
		8	External Gravitics
		9	Control Surfaces
		10	Other System:
		1-2	Central Control.
		3	Central HUD
		4	Tracking Control (Computer)
		5	Other System:
		6	Weapon System:
		7	Weapon System:
		8	Weapon System:
		9	Weapon System:
		10	Weapon System:

ROLL SEPARATELY FOR SEVERITY:

- 1-5 — Routine (system operative but 50% chance Mod. Malf. each time stressed or hour of use)
6 — Light (System at 75% of normal capability)
7 — Moderate (System at 50% of normal capability — or if a multiple system, half have failed).
8 — Severe (System Inoperative until repaired or upgraded).
9 — Very Severe (System Inoperative until repaired or upgraded).

WEAPON MALFUNCTION CHART

Roll	Weapon Type			
	HAND-HELD OR PORTABLE ENERGY	HAND-HELD OR PORTABLE PROJECTILE	GRENADE, ROCKET, OR EXPLOSIVES	FORCEKNIFE OR POWERSWORD
(-34)-0	Weapon cooling; Forfeit 1d5 Fire Phases.	Safety catch on; Percep or WpnT. to notice what's wrong.	Minor guidance or structural flaw causes a -20 modifier.	Temporary power drain; Blade "blinks out" this round.
01-30	Wire breaks inside weapon; Final shot is at -10	Dud round/minor ammo jam; Better sit this one out.	Weak blast; any Critical effects are reduced by 1.	Minor power drain; Blade dims a little attacks at -20
31-50	Short circuit fries internal wiring and drains En Cell.	Barrel slightly off; All shots are at -15 Weapon	Launcher problem or misdirected blast; attack is at -20.	Focal problem; Blade blurs; Range is x2 but attacks at -40
51-65	Weapon works, but fires a little off target (-25).	Jammed; Clearing it is a Routine WpnT maneuver.	Warhead/timer flaw; Explosion occurs 1d20 seconds late.	Capacitor flaw; Blade is very dim and attacks at -30.
66-75	Fire control stuck (50% "ON") if ON, take one attack at +50.	Weapon jammed and damaged; Failure chance is doubled.	Arming mechanism or fire control stuck in "safe" position.	Power surge causes a +10 before shorting weapon out.
76-90	Surge Damages lens or focal capacitor; last shot is at +15.	Obstructions in barrel cause all shots to go off at -50.	Charge seems to be a dud; but it will explode in 1d10 rounds	Major power drain; Blade barely visible; Attacks at -50.
91-100	Crackling sound emits from weapon; Failure chance is x3.	If Autoloader, gun overheats for 1 min/Mk. if not, reroll.	Launcher/arming mechanism fails; Charge never detonates.	Badly focused blade damages weapon; Failure chance is x3.
101-120	Power surge jolts user (PB attack at +20, no QU DB).	Extractor breaks; 10%/rd gun jams (50% if fired twice).	If set charge, detonator fails. Missile blows up 1d20m from user.	Major surge; Attack at +30 this round, then shorts out.
121-150	Flash towards user's face (PB attack at +40, no QU DB)	Pin malfunction; Shots fail to fire 50% of the time.	Explodes in launcher or near user (PB attack at +50).	As above plus user takes a "C" Elec Crit.
151-170	Weapon explodes (PB attack at +100, no QU DB, max as Mk. 5).	Blowback to user's face; Blinded 1d10 rds (10% perm).	Explodes before set/thrown (PB attack at +100, no QU DB).	As above but attack is at +50 and Crit is an "E".

MALFUNCTION / REPAIR CHART

	ROUTINE (1-5)	LIGHT (6)	MODERATE (7)	SEVERE (8)	VERY SEVERE (9)	EXT. SEVERE (10)
-151	Sad job. Damage/Mal function becomes Very Severe after 1 round.	Dam/Mal becomes very severe after 1 round.	You deliver 10 pts. of damage to the system. Roll again.	You deliver 30 pts. of damage to the system. Repair on extremely severe column.	You deliver 150 Hits to the system. System is a write off.	System is destroyed (Explosively if possible). 100% crew casualty rate.
(-150) — (-101)	Dam/Mal becomes severe after 4 rounds.	Dam/Mal becomes severe after 5 rounds.	Dam/Mal becomes extremely severe after 1 minute.	Dam/Mal becomes very severe. After one hour waste 10% CIP.	System is a write off after 2 hours of tinkering.	1 — 100% of repair crew becomes casualties. System destroyed.
(-100) — (-51)	Dam/Mal becomes moderate after 4 rounds.	Dam/Mal becomes moderate after 6 rounds.	Dam/Mal becomes very severe after 2 minutes.	Dam/Mal becomes very severe after 6 rounds.	Dam/Mal upgraded to extremely severe after 1 hour.	2 members of repair crew takes appropriate "D" critical strike.
(-50) — (-26)	Dam/Mal becomes light after 3 rounds.	20 minutes with 5% CIP. otherwise 30 minutes.	Dam/Mal becomes severe after 1 minute.	3 hours to repair with 10% CIP.	72 hours to repair with 50% CIP.	1 member of repair crew takes appropriate "C" critical strike.
(-25) — 0	You fumble with device for 5 minutes until it is working again.	10 Minutes to repair unit. Unit operates at -25% with a routine malfunction.	40 minutes to repair with 10% CIP. You overload circuits causing a random malfunction.	2 hours to repair with 10% CIP.	48 hours to repair with 50% CIP.	1 — 100 Hits to system. Try again.
01 — 20	3 minutes to repair.	8 minutes to repair.	30 minutes to repair damage with 10% CIP. Malfunction repaired — no cost.	90 minutes to repair damage with 10% CIP. 60 minutes to repair malfunction with 10%.	36 hours to repair unit to 50% effectiveness, 48 hours to fully repair. 50% CIP.	Repair may not be attempted until 2 "severe" procedures are completed.
21 — 40	2 minutes to repair.	5 minutes to repair. "Routine" malfunction will occur next time system is used.	20 minutes to repair with 10% CIP.	1 hour to repair with 10% CIP.	24 hours to repair with 25% CIP.	200 hours to repair with 50% CIP.
41 — 55	1 minute to repair.	5 minutes to repair.	15 minutes to repair with 5% CIP. 25 min. otherwise.	1 hour to repair damage with 10% CIP. Malf. repaired without cost.	24 hours to repair with 25% CIP.	120 hours to repair with 50% CIP.
56 — 65	5 rounds to repair.	5 minutes to repair.	13 minutes to repair with 5% CIP. 25 min. otherwise.	55 min. to repair damage with 10% CIP. Malf. repaired without cost.	24 hours to repair damage with 25% CIP. Malf. repaired without cost.	110 hours to repair to 50% effectiveness. 120 hours to repair fully. 50% CIP.
66 — 75	5 rounds to repair.	5 minutes to repair.	12 minutes to repair. Dam/Mal becomes "light" after 1 round.	50 min. to repair damage with 10% CIP. Malf. repaired without cost.	18 hours to repair damage with 25% CIP. Malf. repaired without cost.	110 hours to repair with 50% CIP.
76 — 85	4 rounds to repair.	4 minutes to repair.	10 minutes to repair.	45 minutes to repair damage with 10% CIP. Malfunction repaired by two light procedures.	15 hours to repair with 10% CIP.	100 hours to repair with 50% CIP.
86 — 95	4 rounds to repair.	4 minutes to repair.	9 minutes to repair.	40 minutes to repair with 5% CIP.	15 hours to repair with 10% CIP.	90 hours to repair damage with 50% CIP. Malfunction repaired without cost.
96 — 105	3 rounds to repair.	3 minutes to repair.	8 minutes to repair.	40 minutes to repair.	13 hours to repair damage with 10% CIP. Malf. repaired without cost.	Repair reduced to 2 "moderate" procedures.
106 — 115	3 rounds to repair.	2 minutes to repair.	7 minutes to repair damage. 6 minutes to repair malfunction.	30 minutes to repair with 5% CIP. 40 minutes to repair otherwise.	10 hours to repair unit to 50% capacity. 11 hours to repair fully. 10% CIP.	80 hours to repair with 50% CIP.
116 — 125	2 rounds to repair.	2 minutes to repair.	You isolate 3 "routine" procedures to repair unit. Start next round.	30 minutes to repair.	8 hours to repair. 10% CIP.	70 hours to repair damage with 50% CIP. Malfunction repaired without cost.
126 — 135	2 rounds to repair.	6 rounds to repair.	5 minutes to repair.	25 minutes to repair.	5 hours to repair. 10% CIP.	70 hours to repair damage or 60 hours to repair malfunction. Both have 25% CIP.
136 — 145	You may use equipment next round.	4 rounds to repair.	Unit at -25% in 3 minutes. Unit repaired in 5 minutes.	20 minutes to repair.	5 hours to repair. 10% CIP. Malfunction is downgraded to severe.	60 hours to repair to 50% effectiveness. 70 hours to repair fully. 25% CIP.
146 — 155	Unit ready next round.	3 rounds to repair.	Unit at -50% in 6 rounds. Unit repaired in 5 minutes.	20 minutes to repair damage. Malf. repair is 3 routine procedures.	4 hours to repair. 10% CIP.	50 hours to repair with 25% CIP.
156 — 165	Unit ready. You have 1/2 of the round left.	2 rounds to repair.	3 minutes to repair.	Downgrade repair to moderate after 5 minutes.	3 hours to repair. 10% CIP.	Procedure reduced to 2 "severe" repair procedures.
166+	Quick adjustment. You have the full round to act.	1 round to repair.	2 minutes to repair.	10 minutes to repair.	Reassessment of systems shows 2 "light" repairs are required.	40 hours to repair with 25% CIP.

Note: Concussion hits repaired on a vehicle in a 25 hour period = a Mechanical Tech repair roll divided by 10.

Note: If only one person is working on a repair, double the times listed. Double the necessary time if no repair scanner or diagnostic computer is used during the repair.

CIP refers to Cost-in-Parts. This is the indicated percentage of the parent unit cost which must be invested to bring about the desired repair.

PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Zip	Glancing blow. No extra damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Unbalance foe with a nice grazing strike. You gain initiative +5 hits.
11-15	You receive initiative for next round. +1 hit	Glancing low to foe's side. +3 hits. You receive initiative next round.	Blow to foe's side. +5 hits. You receive initiative next round.	+2 hits Foe must parry for next round.	+3 hits Foe must parry for next round.
16-20	Foe must parry next round. +1 hit.	Blow to side. +2 hits. Foe must parry next round at -10.	Blow across side. Foe must parry next round at -20. +3 hits.	Minor side wound. Foe fights at -10. You have initiative next rnd.	Stun foe for 1 round. Add +20 to your next attack.
21-35	Foe must parry next round. +2 hits. Add +10 to next attack.	Foe must parry next round at -20. +2 hits.	You wound foe along side of chest. Foe is stunned 1 round and takes 1 hit per round.	You wound foe along side of hip. Foe is stunned 1 round and takes 2 hits per round.	Foe receives minor side wound. +2 hits. Foe is at -10. Foe takes 2 hits per round.
36-45	Minor calf wound. Foe receives 1 hit per round.	Minor calf wound. Foe takes 1 hit per round. +2 hits.	Minor calf wound. Foe takes 2 hits per round.	Minor thigh wound. Foe takes 3 hits per round.	Thigh strike. If foe has leg armor, +3 hits. If foe has no armor, +2 hits and 3 hits per round.
46-50	Strike along foe's back. +2 hits. Foe must now parry next round at -30.	Strike along foe's back. Foe is stunned for 1 round and takes 1 hit per round.	Strike across foe's back stuns foe for 2 rounds. Foe takes 1 hit per round.	Strike to foe's lower back. Foe is stunned and unable to parry next round. +6 hits.	Strike to foe's lower back. Foe takes 3 hits per round. +5 hits. Foe is stunned and unable to parry during next round.
51-55	Strike to foe's chest. Foe must parry next round at -25. Foe takes 2 hits per round.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe must parry for next 2 rnds.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe is stunned for 2 rounds.	Strike to chest. +5 hits. Foe takes 3 hits per round and fights at -15. Foe must parry next round.	Chest wound. Foe takes 4 hits per round. +5 hits. Foe fights at -10. Foe is stunned and unable to parry next round.
56-60	Minor thigh wound. Foe takes 2 hits per round. +2 hits. Foe is stunned next round.	Minor thigh wound. Foe takes 2 hits per rounds. +3 hits. Foe is stunned and unable to parry next round.	Minor thigh wound. +5 hits. Foe takes 2 hits per round and is at -10. Foe is stunned for 2 rounds.	Strike to thigh. Foe takes 3 hits per round. Foe is stunned and unable to parry for the next round. +3 hits.	Thigh wound. Foe takes 5 hits per round. +6 hits. Foe is stunned and unable to parry next round.
61-65	Minor forearm wound. +2 hits. Foe takes 2 hits per round. Foe is at -10.	Minor forearm wound. Foe is stunned during next round. +2 hits. Foe is at -10 and takes 2 hits per round.	Forearm wound. Foe takes 2 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -15. +5 hits. Foe is stunned for 2 rounds.
66	Strike through foe's non-weapon shoulder. Arm is useless. +10 to your next attack. Foe is stunned for 3 rnds.	Strike shatters elbow in foe's weapon arm. +3 hits. Arm is useless. Foe is stunned 4 rnds and cannot parry for 2 rnds.	Strike shatters foe's knee. Foe is knocked down, is at -90, and stays down for 3 rounds. Foe is unable to parry 2 rounds.	Strike to side of head. Foe is knocked out for 6 hours. +10 hits. If foe has no helmet, you kill him.	Strike through both of foe's lungs. Foe drops and passes out. Foe dies in 6 rounds. Add +10 to your next attack.
67-70	Strike along foe's neck. +5 hits. Foe is stunned for 3 rounds and cannot parry next round.	Strike to foe's neck area. Foe takes 3 hits per round and is at -5. Foe is stunned for 2 rounds.	Strike along foe's neck. Foe is stunned for 4 rounds and cannot parry for 2 rounds. Add +15 to your next attack.	Strike foe in shoulder. +3 hits. Foe is stunned and unable to parry for 2 rounds. Foe is at -20.	Strike foe's shoulder. Sever muscle and tendons. Arm is useless. Foe takes 3 hits per round. Foe is stunned for 6 rounds.
71-75	Strike lower leg. Tear tendons. Foe is at -25. +3 hits. Foe is stunned and unable to parry next round.	Strike to foe's calf. Slash muscle. Foe is at -40. +3 hits. Foe is stunned and unable to parry for 2 rounds.	Strike to lower leg. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -50. Slash muscle and tendons.	Strike to lower leg. Foe is at -50. Slash muscle and cartilage. +6 hits. Foe is stunned and unable to parry for 2 rounds.	Strike through lower leg. Foe is stunned and unable to parry for 3 rounds. Sever muscle. Foe is at -75.
76-80	Strike to foe's upper arm. +3 hits. Foe takes 3 hits per round and is at -25. Foe is stunned for 2 rounds.	Strike through muscle in foe's non-weapon arm. Foe is at -30 and takes 3 hits per round. Foe is stunned for 3 rounds.	Strike foe in shield arm. Tear muscle and tendons. Foe takes 3 hits per round, fights at -25. Foe is stunned 6 rounds.	Strike foe in non-weapon arm. Arm is useless. Foe is stunned for 6 rounds. Foe takes 3 hits per round. +12 hits.	Strike foe in weapon arm, bone is broken. Foe is stunned and unable to parry for 3 rounds. +10 hits.
81-85	Side wound. Foe takes 5 hits per round and is stunned for 6 rounds. Add +20 to your next attack.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Major abdominal wound. Foe takes 6 hits per round. +10 hits. Foe is stunned and unable to parry for 3 rounds. Foe is at -20.	Strike through foe's back severs a vein. Foe is stunned and unable to parry for 12 rounds — then he dies.
86-90	Strike foe in back. Foe is at -20 and takes 3 hits per round. Foe is stunned and unable to parry 2 rounds.	Strike to back of head. If foe has no helmet, he dies. If foe has a helmet, +6 hits and foe is down for 2 rounds.	Strike to back of head. If foe has no helmet, he dies. If foe has a helmet, +6 hits and foe is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony. Sad.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rounds.
91-95	Rip off foe's ear. +3 hits. Foe takes 2 hits per round, hears at -50. Foe is stunned and not able to parry for 2 rounds.	Strike through foe's hip. Foe takes 3 hits per round. +5 hits. Foe is stunned next round. Foe is at -25.	Strike through foe's chest, severs a vein. Foe drops immediately and dies in 9 rounds due to shock and blood loss.	Strike through foe's side destroys a variety of organs. Foe fights normally for 6 rounds then dies.	Sever artery in foe's arm. Foe is stunned for 12 rounds and then dies.
96-99	Strike foe's nose. There is a permanent scar. Foe takes 3 hits/rnd. Foe is stunned and unable to parry 3 rnds.	Strike through foe's cheek. Foe drops and dies after 9 rounds of incapacity. Add +20 to your next attack.	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down — permanently.	Nail sucker in lower back. Internal bleeding and shock kill foe in 6 rounds. Foe is down and out.	Shot through heart sends foe reeling back 10 feet to a spot suitable for dying. Weapon is stuck in reeling foe.
100	Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of a massive heart failure.	Strike through foe's eye. Foe dies instantly. Add +10 to all friendly attacks within 30 feet next round.	Shot through both ears proves effective. Foe dies instantly. Add +20 to your next 6 round. Pretty shot.	Strike through brain makes life difficult for foe. You have a half round left to act. Add +20 to your next attack.	Strike through foe's eye. Foe dies instantly. Add +25 to your next attack. Carry on.

SHRAPNEL / AUTOMATIC CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A grazing shot; no extra hits. Your gun just jammed . . . sorry.	You shoot off a piece of foe's equipment. +0 hits.	Hit foe's weapon, destroying it and breaking one of foe's fingers. +2 hits.	Foe is staggered by your effort. He is stunned next rnd. +6 hits.	Foe urinates in fear. +7 hits.
06-10	Just a nick . . . for +1 hit.	+2 hits.	Foe stunned next rnd. +3 hits.	Foe, impressed with your hail of fire, is stunned for 2 rnds. +7 hits.	You have initiative for the next 3 rnds. +10 hits
11-15	+3 hit.	You have initiative next rnd as foe checks for damage. +4 hits.	Hit foe's side in poorly aimed fire. +9 hits. You have the initiative.	Solid hit to shoulder blade. Foe is stunned for 4 rnds and is unable to parry for 2 rnds. He takes 2 hits/rnd. +9 hits.	Foe fumbles weapon and is unable to parry when he is stunned next rnds. +12 hits.
16-20	Foe may not attack next rnd. +4 hits.	Slash foe's side. He must parry next rnd. +5 hits.	Blows to the sides cause foe to parry for 2 rnds. +9 hits.	Foe takes 3 side strikes. He is stunned for 6 rnds and bleeds, taking 4 hits/rnd. +11 hits. Add 10 to your next action.	Grazing head strikes stun foe for 3 rnds. He takes 2 hits/rnd. +13 hits. Add 25 to next attack.
21-35	You gain initiative next rnd +4 hits.	Foe must parry next rnd at -40 as the metal is too close for comfort. +6 hits.	You shatter one of foe's ribs. Foe is stunned for 2 rnds, takes 2 hits/rnd, and is knocked on his back. +11 hits.	Foe hit in hip and along both sides. He is stunned and unable to parry for 4 rnds, is at -45, and takes 2 hits/rnd. +13 hits.	Several ribs shatter in glancing blows. Foe takes 2 hits/rnd and is stunned for 2 rnds with no parry. +15 hits.
36-45	Blow to foot. Foe receives 1 hit per rnd unless armored. +5 hits.	Strikes to calf and hand give +7 hits. Foe is at -10.	Strike foe's knee and calf. Foe receives 4 hits/rnd and foe is at -40. +12 hits.	Foe doubles over with hits to the shin, thigh, and groin. He receives 5 hits/rnd, is prone for 4 rnds and permanently sterile. +15 hits.	Arm and leg strike. if armored, foe takes +12 hits, if not, he takes +17 hits and is bleeding at 4 hits/rnd, is at -40 and stunned for 10 rnd.
46-50	Glancing shots to back of foe's neck. Foe must parry next rnd at -30. +5 hits.	Strike to the back and upper arm. Foe is stunned and unable to parry for 2 rnds. Foe receives 2 hits/rnd and +8 hits.	Strike across foe's back and buttocks — ouch. He takes 2 hits/rnd and is stunned for 3 rnds. +13 hits.	Strikes to lower back paralyze foe's legs. He is down (at -80 to all action) and taking 4 hits/rnd.	Multiple back blows send foe flying 10 feet. Unable to parry, foe is stunned for 12 rnds. He takes 6 hits/rnd and is at -70. +19 hits.
51-55	Two strikes to foe's collar area. He is knocked back parrying at -20 next rnd. Foe receives 2 hits/rnd and +6 hits.	Foe hit in side and upper arm. +10 hits. He is stunned for 3 rnds and takes 5 hits/rnd.	Foe staggers and parries for 3 rnds after receiving minor wounds to the chest and groin. Foe receives 3 hits/rnd and +15 hits.	Major wounds to foe's chest. He and is stunned and unable to parry for 3 rnds. He takes 5 hits/rnd. +19 hits.	Foe knocked back with chest strikes. Aorta damage causes 20 hits/rnd. Lung lacerations will suffocate foe in 4 rnds. He is prone, meanwhile. +21 hits.
56-60	Two shots to foe's leg. If armored, +4 hits. If not, +10 hits. Foe is stunned for next 3 rnds.	Two strikes to the thigh and one to the forearm sadden foe. Foe receives 4 hits/rnd and +11 hits. Foe is stunned 3 rnds and unable to parry. He is at -50.	Foe stunned for 5 rnds by strikes to the calf and thigh of both legs. He is down and taking 5 hits/rnd and is at -50. +16 hits.	You lacerate foe's thigh and shatter a hip joint. He is in a week long coma taking 5 hits/rnd. +22 hits.	Both thighs and groin very severely slashed. Foe takes 10 hits/rnd, is down and stunned for 20 rnds. +23 hits. Embarrassing.
61-65	Hit along wrist. Foe receives 2 hits/rnd. Foe is stunned next rnd. +10 hits.	Blows along forearm and opposite shoulder. Arms less than useless. Foe receives 4 hits/rnd and 12 hits.	Foe drops possessions after being struck in the arms. Foe takes +17 hits, stunned 5 rnds, -25 on actions, and bleeds. Receives 6 hits/rnd. Give up.	Foe loses hand, and arm is severely mangled. He is unable to parry for 5 rnds and is stunned for 20 rnds. Receives 6 hits/rnd. +24 hits.	You deliver ugly wounds to foe's arms and shoulders. Limbs are useless. Foe is at -60, stunned, and unable to parry for 5 rnds. +25 hits.
66	Strikes to shoulder/collar area. Foe is stunned for 5 rnds and arm is useless. Activity at -30 and foe receives 4 hits per rnd. +55 hits.	Elbow shattered with forearm left dangling. Foe receives 6 hits/rnd as foe sees this and passes out.. +20 hits.	You cut foe down at the knees. Foe is immobilized and at -100. Receives 10 hits/rnd and foe is stunned for 12 rnds.	The side of foe's head springs 3 leaks. Too late to call a plumber; he's dead. Very gory.	You expose foe's chest cavity appropriate for pre med anatomy course. He is dead. +15 to your next action.
67-70	Blow along neck, upper chest and arm. Foe knocked down stunned for 4 rnds. Foe receives 4 hits/rnd. +17 hits.	Neck and arm strikes cause 6 hits/rnd and +14 hits. Foe at -20 and stunned for 5 rnds.	Multiple strikes along the upper body Foe is stunned for 8 rnds and cannot parry for 4 rnds. Receives 2 hits/rnd and +20 hits.	Shoulder smashed. Foe spins back 10 feet. He is stunned and unable to parry for 7 rnds. Arm is useless. Receives 6 hits/rnd. +26 hits.	Muscles and tendons in foe's arm and leg are torn beyond recognition. He takes 12 hits/rnd and is down for 20 rnds. +28 hits.
71-75	Tendons in both legs are slashed. Foe is at -50 and is taking 4 hits/ rnd. He is out for 2 rnds and stunned for 5 more. Too bad	Foe's leg riddled. He is at -50 with 4 hits/rnd and also stunned for 5 rnds. +17 hits.	Leg muscles and tendons slashed by strikes to calf and thigh. Foe stunned and unable to parry for 8 rnds, takes 5 hits/rnd, and is at -75. +25 hits.	Hits in the shin, knee, hip, and side, down foe in a convulsive heap. He is down for 24 rnds and at -90. He takes 8 hits/rnd. +27 hits.	Foe loses both legs to your razing assault. He is in shock, taking 14 hits/rnd, and will die anyway in 6 rnds. +30 hits.
76-80	Foe's left side and arm are perforated. Foe is at -40, stunned and unable to parry for 6 rnds. Foe takes 3 hits/rnd and +18 hits.	Foe's left arm takes multiple lacerations. Receives 3 hits/rnd and operates at -40. Foe is stunned next rnd and cannot parry. +18 hits.	Blows to both arms and chest break several indigenous bones. Foe is stunned for 12 rnds, takes 8 hits/rnd, and is unable to parry. +27 hits.	Strike destroys foe's weapon and neatly separates his arm from his bod. Foe is in shock and prone taking 8 hits/rnd. +30 hits.	Bone splintered from one shoulder to the other. Additional thigh wound. Foe is prone taking 14 hits/rnd and equipment is destroyed. +32 hits.
81-85	Foe pummeled in the side and hip. Immobilized until aided. He takes 6 hits/rnd and +20 hits.	Strikes to the side and leg. Foe experiences 9 Hits/rnd for bleeding. Stunned and unable to parry for 5 rnds before passing out from shock. +21 hits.	Several side and back wounds cause foe to parry in a stunned state for the next 13 rnds. Foe takes 9 hits/rnd and +28 hits.	Severe blows to foe's side and abdomen. Foe is stunned and unable to parry for 5 rnds. He is taking 10 hits/rnd and is at -95. +32 hits.	Witless loser charges you as you sever his spine, hand, and lacerate the side of this head. He falls in a heap, quite lifeless.
86-90	Hit foe's back and upper leg. He is bloody and knocked 10 feet away. Foe unable to parry for 5 rnds. 6 hits per rnd, and +18 hits.	Strikes blow away ear and pierce hip. Foe at -30, cannot parry for 2 rnds, stunned for 6 rnds, and takes 8 hits/rnd. +27 hits.	Foe knocked down. Strikes kill an unarmored foe. Otherwise, he is stunned, unable to parry for 12 rnds, receiving 9 hits/rnd. +30 hits.	Sent spinning, foe is struck in the spine, the kidneys, and he loses a hand. This one is history in one rnd. +33 hits.	Disemboweling stream of metal pummels foe's leg, abdomen, and chest. He lapses into unconsciousness before dying in 4 rnds. +35 hits.
91-95	Foe loses one ear, and nose is lacerated. Hearing at -50. Stunned for 10 rnds if armored or out 3 hours if not. Foe receives 5 hits/rnd and +23 hits.	Impacts to middle and upper back, and back of head. If unarmored, foe dies; otherwise, he is stunned for 10 rnds. Takes 8 hits per rnd and +25 hits.	Foe makes an excellent ventilator with holes in the leg, side, and chest. He expires in 1 rnd. +32 hits.	Several strikes take out the liver spleen, and intestines Poor slob fights for one messy rnd then drops. +34 hits.	Spinal shot induces a bizarre twist. Arteries in chest and arm also severed. Foe is paralyzed and dies in 3 rnds. +40 hits.
96-99	Malicious blow to foe's face. He loses nose cheekbone and a part of his skull. Foe is in coma until revived. Receives 4 hits/rnd and +25 hits.	Foe brutalized in strikes to the side, cheek, neck, and brain. Foe dies in 2 prone rnds. Add 10 to your next attack. +35 hits.	Foe knocked back 15 feet without an arm, and with gashes in the neck. He is paralyzed by a broken spine and dies in 8 rnds. +35 hits.	A classic example of unanesthetized surgery. You remove a plethora of vital organs. A bit sloppy. Foe is out and dies in 3 rnds. +35 hits.	A Steady stream nails the sucker in brain, neck, heart, abdomen, and groin. Your allies within 50 feet add +10 to their next attacks. You are out of ammunition.
100	Hip is destroyed. More importantly, the head is messily separated from the shoulders. Bye.	Poor sucker is without the lower half of his body and has a hole where his eye was to boot. It was quick.	Foe takes strikes to the chest, and face. Lungs fill with blood, making breathing difficult. Poor fool expires in 3 messy rnds.	Foe hit in the heart and brain for a prompt demise. Good shot. Add +20 to your next attack	Foe bursts into a bloody pulp. Yuck.

IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 round. +3 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 round.	Foe is unbalanced. +3 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Blast unbalances foe. +2 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Foe is unbalanced. +6 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +9 hits.
21-35	Foe is unbalanced. +5 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 round.	Foe is unbalanced. +8 hits and foe must parry 1 round.	Foe is unbalanced. +10 hits and foe must parry 1 round.	Foe reels from blast. +15 hits and foe is stunned for 1 round.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +9 hits and foe must parry next round.	Foe is unbalanced. +10 hits and foe is stunned for 1 round	Foe is unbalanced and must parry for 2 rounds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rounds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rounds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next round.	Foe is unbalanced and must parry for 2 rounds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rounds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 round.
51-55	Foe is unbalanced. +10 hits. Foe is stunned for 1 round. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next round.	Foe is knocked back 5 feet and must parry for the next 2 rounds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rounds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rounds and unable to parry next round.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next round.	Foe is spun about. +10 hits and foe is stunned for 2 rounds.	Foe is spun about +12 hits and foe is stunned for 2 rounds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 round.	Foe is knocked down. +20 hits. Foe is out of action for 2 rounds.
61-65	Foe is unbalanced. +12 hits. Foe is stunned during next round.	Foe is staggered. Poor fool is stunned and unable to parry next round. +10 hits.	Foe is stunned and unable to parry next round. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rounds and unable to parry for next round.	Foe is knocked down. +20 hits. Foe is out of action for 3 rounds.
66	Blast breaks foe's non-weapon shoulder. Arm is useless. +20 hits. Foe must parry for 1 round. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned for 1 round.	Blow breaks both of foe's arms. Foe is knocked down, is at -90, and is stunned for 3 rounds.	Blow to foe's head. If foe has no helmet you kill him. If foe has a helmet he is out for 3 hours.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit. Fine punch.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 round. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next round. +12 hits.	Blow to foe's back. Foe is stunned for 2 rounds and unable to parry next round.	Foe is knocked down. +15 hits. Foe is out of action for 2 rounds. Add +5 to your next act.	Blast to foe's non-weapon arm. Foe is stunned 1 round. Foe has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rounds. Strong grazing blast.	Blow stuns foe for 2 rounds. +20 hits. Foe is unable to parry next round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Foe now has a broken non-weapon arm. +10 hits. Foe loses use of arm, is stunned 1 round.	Blast to foe's chest breaks ribs and stuns foe for 6 rounds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rounds. +15 hits. Foe is unable to parry for 1 round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rnds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 round.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 round.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Foe's arms are useless. +25 hits.
81-85	Blow to foe's back +10 hits. Foe has broken ribs and torn cartilage, fights -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rounds and fights at -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rounds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rounds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rounds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rounds an is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rounds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Strike to foe's abdomen. +20 hits. If area not armored, foe dies in 6 rounds due to organ loss. If armored, foe stunned 12 rounds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rounds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry for 3 rounds.	Blow to upper head area. If foe has no helmet, he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rounds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rounds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rounds of intense agony. Sad. +30 hits.
96-99	Blast to foe's head. +20 hits. If foe has no helmet, he is knocked out and in a coma for 1 month. If foe has helmet he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rounds.	Blast to foe's chest. Foe dies immediately after sudden brain shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 round.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
100	Head strike. +25 hits. If foe has helm, it is broken and foe is knocked down an out for 1 day. If no helm, foe dies due to the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies immediately. Add +10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add +25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rnd initiative; if he has no armor, 2 rnds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Foe loses initiative for 2 rnds. Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
36-45	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 round. +10 hits. Foe takes 3 more hits per round. If he is wearing a cloak, it is destroyed.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 round. +10 hits. 3 hits/rnd. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rnds. +9 hits. If foe has leg armor, he takes 1 hit per rnd. If not, 3 hits per rnd.	Blast stuns foe 2 rnds. If foe has a helmet, he takes 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rnd. Takes 3 hits per rnd from hot blast. +13 hits.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites; stunned and unable to parry for 1 rnd, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits and one hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rnds and unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits per rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per rnd from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's non-weapon arm. If foe has arm armor, he takes 4 hits/rnd and fights at -15. If no armor, foe takes 5 hits/rnd and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's non-weapon arm. Any organic material in or on his arms is destroyed. He is stunned 6 rnds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is knocked down, takes 6 hits/rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 rnds. Foe takes 2 hits per rnd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's non-weapon arm. He is stunned 6 rnds, loses use of arm, and fights at -50. Any organic material in or on his hands is destroyed.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's non-weapon arm. If foe has arm armor, it is destroyed, foe loses his hand, and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes 2 hits/rnd and is at -20. If not, massive tissue damage; foe's leg is useless, and foe is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes 3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helmet, 8 hits/rnd and loses 50% of head hair. Any organic helmet is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is stunned and unable to parry for 6 rounds, takes 4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rnds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
100	Searing blast to foe's head. If helm, he is knocked out and takes 7 hits/rnd. If not, he is in a 1 month coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

STUN CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You might have a chance again next round.	Foe shrugs off attack.	Foe is lucky, this time.	+2 hits.	Foe stunned 1 round.
06-10	No extra damage.	+1 hit.	Foe stunned for 1 round. Big deal.	Foe stunned for 1 round, and is at -20 for 2 rounds thereafter.	Blow leaves foe stunned and unable to parry for 3 rounds. Add +10 to your next attack.
11-15	Weak strike gives +1 hit.	Foe operates at -10 for 3 rounds.	Stun foe 2 rounds and he is at -20 for 4 rounds.	Attack leaves foe stunned for 3 rounds.	Malignant damage stuns foe for 5 rounds and puts him at -10 for 2 days.
16-20	Foe stunned next round.	Foe is stunned and must parry at -20 next round. +1 hit.	Moderately discouraging attack stuns foe 3 rounds.	Foe is stunned 5 rounds and loses the use of an arm for 24 rounds. +4 hits.	Foe loses the use of his legs for 3 days. He is stunned for 8 rounds. +6 hits.
21-35	Foe somewhat dazed. He is stunned next round and is at -10 for 2 rounds.	Weak impact sees foe stunned for the next 2 rounds, but little else.	Forceful impact stuns foe 4 rounds, during which he must parry at -10.	Blast paralyzes foe from waist down for 7 rounds. If standing, he falls over and takes 5 hits.	Foe stunned and loses control of neck muscles for 12 rounds. Head flops about at random.
36-45	Stun foe for 2 rounds.	Foe stunned for 3 rounds and must parry at -20 next round.	Glancing strike spins foe. He is stunned and unable to parry for 5 rounds.	Foe stunned for 8 long rounds. Add +20 to your next two attacks against this opponent.	Foe staggers off in a random direction for 16 rounds, not at all sure of what's going on.
46-50	Mild blow stuns foe for 2 rounds and all maneuvers are at -10 for 4 rounds.	Unspectacular strike stuns foe for 4 rounds.	Foe stunned 6 rounds. Lingering disorientation puts him at -10 for 1 hour. +3 hits.	Attack leaves foe stunned and unable to parry for 9 rounds. +6 hits.	Blast stuns foe for 20 rounds and he is unable to parry for 10. Add +20 to your next attack against this opponent.
51-55	Foe stunned for 2 rounds and must parry at -20.	Foe knocked to his knees and stunned 5 rounds. He is at -30 to maneuvers next round.	Stunning blast causes minor cellular disruption. Foe stunned and at -30 for 7 rounds.	Foe gasps for air. He is stunned 10 rounds while parrying at -20.	Foe dazed for 24 rounds. He is incapable of taking any action. Poor fool.
56-60	Your attack stuns foe for 3 rounds. Add +10 to your next attack.	Foe stunned 6 rounds. +3 hits.	Foe stunned for 8 rounds and is at -20 for 12 rounds.	Foe left incapacitated by attack. He is out for 11 rounds.	Blast knocks foe down. he is out for 28 rounds.
61-65	Foe stunned for 4 rounds. He may not parry next round.	Stunning blast immobilizes foe's arms for 7 rounds. He is stunned next round.	Blast overloads foe's neurons momentarily. He is stunned, blinded and unable to parry for 9 rounds. +5 hits.	Foe drops to the ground and is left writhing in spasms. He is stunned and unable to parry for 12 rounds. +7 hits.	Foe falls on his face. He is stunned and unable to parry for 32 rounds. +10 hits.
66	Lucky strike shocks foe. He is stunned for 10 rounds and is unable to parry for 5. +7 hits.	Impact throws foe back 3 meters. He is stunned and unable to parry for 15 rounds. +10 hits.	Forceful attack drops foe for 20 rounds. He is inert and quite helpless. +13 hits.	Foe snaps rigid and falls over, breaking an arm in the process. He is out for 24 rounds and at -40 for 2 days thereafter. +18 hits.	Foe falls, sending himself into a coma for 20 days. When he comes to, he will be at -30 for an additional 20 days. +25 hits.
67-70	Foe drops weapon. He is stunned for 5 rounds.	Foe dazed. He drops his hand-held equipment and stares glassy-eyed for 8 rounds. No activity.	Scrambling burst leaves foe drooling. He is stunned and unable to parry for 10 rounds. A pathetic sight.	Foe collapses into a giggling, mushy heap after scattering his equipment. He is out for 13 rounds.	Foe falls on top of his own equipment, causing random malfunctions. He is out for 36 rounds.
71-75	Foe unbalanced by your attack, stunned for 6 rounds and may not maneuver for 3. +1 hit.	Foe knocked over and stunned for 9 rounds. Numb legs prevent him from standing again for 10 rounds. +5 hits.	Blast knocks foe down. He is stunned and parries at -50 for 11 rounds. Add +15 to your next attack.	Strike spins foe. He is stunned and at -40 to orientation attempts for 14 rounds.	Control of arms and legs is lost temporarily. Foe drops prone for 40 rounds.
76-80	Shocking blast spins foe. He is stunned for 7 rounds and orientation rolls are at -30 for 10 rounds.	Muscle lock. Foe may not move for 10 rounds. Unlucky, isn't he.	Foe swallows own tongue. He is stunned 12 rounds and is at -40 for 15 rounds.	Strike leaves neurons misfiring for quite some time. Foe is stunned 15 rounds and is at -50 for 20 hours. Sad, but true.	Foe is stunned for 45 rounds and is at -50 for 2 days.
81-85	Foe knocked down. He is stunned for 8 rounds and may not parry for 3. +2 hits.	Foe stunned for 11 rounds and may not parry for 3. Add +10 to your next action.	Staggering blast. Foe stunned and unable to parry for 3 rounds, then falls prone for an additional 10 rounds. +6 hits.	Blast leaves one side of foe's body paralyzed for 16 rnds. He is at -70.	Disrupting strike causes foe's heart to seize up. He drops. Unless tended to, foe will die in 10 rounds.
86-90	Foe stunned and unable to parry for 9 rounds. Add +15 to your next attack.	Foe knocked onto his back and is immobilized for 12 rounds.	Cruel blow stuns foe 14 rounds. He is at -20 for 5 hours.	Foe drops, motionless, for 17 rounds, though he retains all of his senses. +9 hits.	Foe sent into coma for 30 days, and incapable of subconscious activity. +20 hits.
91-95	Blast disorients foe. He is stunned for 10 rounds and at -20 for one hour.	Impact frazzles foe's brain. He is stunned for 15 rounds and is at -20 for one day.	Confusing blast leaves foe cross-eyed. He is stunned 18 rounds and perceives at -50 for 1 day.	Foe wishes he were somewhere else. He is stunned and unable to parry for 18 brutal rounds.	Motor control sporadic. Foe is stunned and unable to parry for an incredible 25 hours. Very sad.
96-99	Stunning blast knocks foe back 3 meters. He falls and is out for 15 rounds. +4 hits.	Foe rocked by strike. He falls prone for 20 rounds, and takes 1 hit per round.	Foe knocked prone for 24 rounds and then slips into a 10 day coma.	Foe is left a babbling idiot for 3 days after the attack. He is quite incapable of defending himself.	Blow sends foe reeling. He collapses 6 meters away, not to regain consciousness for 30 days.
100	Impact sends foe into spasms. He is stunned for 20 rounds and is at -40 for 3 hours. Foe has whiplash.	Foe knocked out for 24 rounds and is at -50 for 6 hours after he comes around.	Brutal attack leaves foe stunned and unable to parry for 30 rounds. He is then at -40 for 25 hours. +8 hits.	Direct hit leaves foe totally spaced-out. He is stunned and unable to parry for 50 rounds. +15 hits.	Sadly, foe dies next round due to massive nerve failure.

INTERNAL DISRUPTION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A near miss. No extra damage.	Glancing blow. +0 hits.	+1 hit.	+3 hits.	+4 hits.
06-10	+1 hit.	+3 hits.	+4 hits. Add +10 to your next attack.	You may attack before this opponent in the next Fire Phase. +5 hits.	+6 hits. Foe loses his next attack opportunity.
11-15	You may resolve your fire before this opponent's next round. +2 hits.	Soft strike to foe's side. You may fire before this opponent for the next three rnds. +4 hits.	Minor disruption of foe's side. +7 hits. Foe takes 2 hits per round.	+6 hits. Foe is stunned for 2 rounds.	+8 hits. Foe is stunned for 2 rounds.
16-20	Foe is stunned next round, and must parry for the next two rounds. +3 hits.	Blow to foe's side delivers +5 hits. Foe must parry next round at -30.	Blow stuns foe for 3 rounds. +8 hits.	Minor side wound causes foe to take 3 hits per round. He is stunned next round.	Minor disruption gives foe 1 hit per round. He must parry for 3 rounds.
21-35	Foe must parry next three rounds. +4 hits. Add +5 to your next attack.	Foe stunned for the next three rounds. +5 hits, and foe takes 1 hit per round.	Disrupting strike hits foe along side of chest. Foe stunned and unable to parry for 2 rounds. Foe takes 3 hits per round. +9 hits.	Blast to foe's upper leg. +7 hits. He is stunned and unable to parry for 3 rounds.	Attack disrupts foe's side. +9 hits. Foe takes 3 hits per round and is stunned for 4 rounds.
36-45	Burst muscle in foe's lower leg. Foe stunned for one round and receives 1 hit per round. Move at -50.	Disrupt foe's lower leg. Foe moves at -50 and takes 4 hits per round. +6 hits.	Major wound to lower leg. Foe takes 5 hits per round and is knocked to one knee. He is stunned for 4 rounds.	Wound foe's groin. Shocked, he is stunned for 7 rounds and unable to parry for 4 rounds. +8 hits. Add +10 to your next attack.	Blow to leg shatters several bones and shreds muscle. Foe at -70 and takes 4 hits per round. Add +10 to your next attack.
46-50	Minor flesh wound along foe's back. +5 hits. Foe stunned for two rounds.	Disrupting blast along foe's lower back. He is stunned and may not parry for 4 rounds. +7 hits, takes 1 hit per round.	Blast across foe's back tears skin. Foe takes 3 hits per round and is stunned for 5 rounds.	Disruption of foe's lower back paralyzes him from the waist down. He is down and out for 20 rounds. +10 hits.	Minor disruption to foe's lower back. Foe is stunned and unable to parry for 5 rounds. He takes 4 hits per round. +10 hits.
51-55	Minor disrupting strike to foe's chest. Foe is stunned and unable to parry for three rnds and receives 3 hits per round.	Blow to foe's chest drops him to the ground. Foe takes 4 hits per round and is stunned for 5 rounds. +8 hits.	Disruption in upper chest drops foe for 3 rounds. Foe takes 3 hits per round. +10 hits.	Blast in chest collapses foe's lungs and breaks ribs. Foe operates at -50 for 4 rounds then slips into a coma. He dies 6 rnds thereafter. +12 hits.	Foe's chest ruptured. He takes 6 hits per round. In 3 rounds he drops, and after 3 more, he dies.
56-60	Minor thigh disruption. Foe knocked down and stunned for 2 rounds. +5 hits. Foe takes 3 hits per round.	Energy dissipation shreds foe's thigh muscle. Foe takes 4 hits per round. +9 hits. Foe moves at -50.	Pulverizing blast to foe's upper thigh. +11 hits. Foe falls and is stunned for 5 rounds. He takes 5 hits/rnd and moves at -75.	Blast in upper leg. Foe falls and takes 6 hits per round. He is at -90. Add +10 to your next action.	Major groin injury. Vitals destroyed. Foe stunned for 14 rounds and takes 2 hits per round.
61-65	Blast along forearm. +5 hits. Foe takes 3 hits per round and is at -25.	Blast to foe's forearm. Hand useless. +9 hits. Foe takes 5 hits per round.	Strike rips into foe's forearm. Arm useless. Foe takes 4 hits per rnd and operates at -40. +12 hits.	Forearm destroyed. Foe takes 7 hits per round and is stunned for 5 rounds. He is at -40.	Disrupting strike severs arm above the elbow. Foe takes 5 hits/rnd and is stunned for 8 rnds. He is at -50.
66	Non-weapon shoulder bursts from inside. Arm useless; will fall off if foe takes more than 25% activity; stunned no parry for 6 rnds, +10 hits, 5 hits/rnd.	Elbow in foe's weapon arm disrupted. Joint is destroyed and arm useless. +10 hits. Foe stunned and unable to parry for 10 rounds.	Foe's knee destroyed. He loses lower leg, and takes 5 hits per round. Foe drops and is out for 10 rounds. Afterwards he is at -70. +25 hits.	Blast to the face destroys foe's eyes, ears, nose and throat. He dies after 4 painful rounds.	Burst destroys lungs. Heart explodes. Foe falls and is inactive for 3 agonizing rounds before dying. +20 hits.
67-70	Break foe's collar bone. +6 hits. Foe is stunned for 4 rounds and may not parry for two rounds. Foe at -20.	Blow to foe's neck. Foe stunned for 6 rounds and may not parry for 3 rounds. Foe operates at -10. +10 hits.	Blow to collar area. Foe is stunned for 12 rounds choking. He operates at -80. +13 hits.	Massive cellular disruption in foe's shoulder. +14 hits. Foe stunned for 6 rounds and operates at -60.	Blast inside shoulder sends arm flying. Foe stunned and unable to parry for 12 rnds, +22 hits, 6 hits/rnd. Add +10 to your next attack.
71-75	Disrupt tendons in lower leg. Foe at -50 and knocked to one knee. Foe stunned for 3 rnds and takes 2 hits per rnd.	Muscles burst in foe's calf. Foe at -50 and receives 5 hits per round. +11 hits.	Foe's calf muscle destroyed, tendons disrupted and bone shattered. Foe is at -50; takes 6 hits/rnd. Add +10 to your next attack.	Blast destroys foe's foot. He is at -50 for 5 rounds before passing out. Foe takes 5 hits per round.	Shuddering blast scraps leg. Bone, muscle and blood vessels burst. Foe knocked down, stunned for 6 rnds. He takes 6 hits/rnd. +24 hits.
76-80	Disrupt foe's bicep. +7 hits, and 3 hits per round. Foe at -30 and stunned for 4 rounds.	Non-weapon arm disrupted. Foe at -40 and takes 6 hits/rnd. He is stunned and unable to parry for 7 rnds. Arm useless.	Non-weapon arm disrupted and useless; muscles destroyed; bone fractured. Stunned for 12 rnds; takes 4 hits/rnd. +14 hits.	Foe's non-weapon arm explodes and is messily removed from his body. Stunned and unable to parry for 18 rnds, 6 hits/rnd, +20 hits.	Foe's weapon arm bursts open. It is destroyed. Foe takes 6 hits per round, and is stunned for 36 rounds. +30 hits.
81-85	Strike foe in the side. Internal bleeding delivers 7 hits per round. Foe stunned 8 rounds. Add +10 to your next attack.	Blow to foe's side. +12 hits. Foe takes 8 hits per round. He is stunned for 12 rounds and operates at -40.	Blow to side of lower abdomen. +15 hits. Internal bleeding causes 6 hits/rnd. Foe fights for 24 rnds then dies due to organ failure.	Variety of foe's abdominal organs explode. He takes 8 hits per round and is at -80 for 4 rounds before expiring. +30 Hits.	Foe's backbone shattered by blast. He falls and dies after 6 quiet rounds due to massive organ failure. +40 hits.
86-90	Disrupting blast along foe's back. Foe takes 4 hits/rnd and is stunned for 5 rnds. +8 hits.	Strike to back of foe's head. The subsequent brain disruption kills foe instantly. +15 hits.	Shot pulps foe's brain. He dies instantly. +25 hits. Add +15 to your next attack.	Shattering blast destroys foe's kidneys and severs spine. +40 hits. Foe drops, then dies next round.	Strike disrupts hip joint. Leg is lost. Foe lapses into unconsciousness, dying in 6 rounds. +30 hits.
91-95	Blow off foe's ear. +9 hits. Foe takes 5 hits per round and hearing is at -50. Foe stunned for 10 rounds.	Blast disrupts hip, destroying the joint. +15 hits, stunned for 10 rnds before passing out. Add +20 to your next attack.	Foe's chest explodes from the inside. Heart destroyed. Foe drops then dies next round. +35 hits.	Disgusting strike guts through opponent. He is disemboweled and dies instantly. Add +20 to your next action.	Foe's arm and side destroyed by disrupting blast. He is stunned and unable to parry for 8 rounds, then dies. +35 hits.
96-99	Disrupting strike to middle of face, stunned and unable to parry for 12 rnds, 5 hits/rnd. Add +5 to your next attack.	Blast blows out side of foe's head. Foe drops and takes 5 hits per round for three rounds before dying.	Blast shatters backbone and exposes upper chest cavity. Foe dies instantly. +45 hits.	Back blow sends foe reeling. Broken in half, foe drops and dies next round.	Internal explosion sends rib fragments flying. Foe drops and dies immediately. Add +20 to all actions for the next 2 rounds.
100	Strike disrupts foe's neck, severing his head from the rest of his body. Foe dies immediately. +20 hits.	Head strike destroys brain. Foe is dead.	Foe's head explodes. He is very dead, permanently.	Head shot destroys brain in a gruesome display. Foe's lifeless, headless body tossed back 3 meters.	Foe's body ripped apart by cruel disrupting blast. He is no more. Good work.

RADIATION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	What radiation?	They're only sub-atomic particles.	Nothing worse than a day at the beach.	Target looks a little red, but it's nothing serious.	Target was lucky, this time.
06-10	Warm draft.	Fast neutrons stay clear of target. Lucky.	This could have been really bad.	+3 hits.	+5 hits. It must have been those cool sun glasses.
11-15	The experts say it's nothing to worry about.	Target has little to worry about.	A mild headache is the end result.	+4 hits. These may only be healed by anti-radiation treatment.	+8 hits. These may only be healed by anti-radiation treatment.
16-20	Bright flash reduces target's vision by 50% for 3 rounds.	Zip.	Insignificant damage.	Mild irradiation. Target at -10 until treated.	Radiation sickness. Target loses hair, teeth, and nails within a day. He is at -50 for 5 days, after which he dies.
21-35	Afterglow reddens target a shade.	Walking in front of a neon sign would be more dangerous.	+4 hits; may only be healed by anti-radiation treatment.	Rad build-up will produce a cancer in target within the next 5 years.	Severe exposure drops all of target's temporary stats by 1-10. Really bad.
36-45	Microbes on target's skin have a rough time of it.	+2 hits.	Mild radiation sickness. Hair falls out in three days, and target is at -30 until treated.	Target's vision blurs. Perception is at -30 until treated. +5 hits.	Sizzling beams raise blisters on target's red-hot skin. He is at -60 until treated and takes 1 hit per round whenever he moves. +10 hits.
46-50	A few cells spontaneously mutate, but quickly die off.	Target may (50% chance) develop tumour within 5 years.	Target has a 10% chance of fainting each minute. He is out for 1-10 hrs and at -20 for 5 days.	Organ damaged. One of target's internal organs will fail in 1-10 hours.	Severe Radiation sickness. Target will die within a day unless treated, and is at -50 while he waits. +12 hits.
51-55	Target will feel queasy (-10) in an hour. It will last for only 4 hours.	Target will feel ill. -15 to actions for 6 hours, beginning in one hour.	Mild radiation sickness. Hair falls out; sores develop in 1-5 days. Target at -30 until treated. 50% chance of a cancer within a year.	Rays weaken target. His temporary Strength stat is reduced by 15 while the temporary Constitution stat falls by 5.	Deadly rays course through target. In ten minutes, he is struck by severe nausea (operates at -60) lasting 1-10 days. Target then dies.
56-60	Target's vision becomes hazy in 30 minutes (perception at -20). It will last until treated.	Telepathic target loses 1-10 PP's. All targets at -10 until treated.	Rad accumulation will produce a cancer within a year.	Waves give target +20 hits that may only be healed by anti-radiation treatment. Target stunned 6 rnds.	Severe burns. Target at -70 until treated. He is stunned for 6 rounds.
61-65	Some tactile sensation will be lost to the target (operates at -5) until treated. Effect manifests itself after an hour.	Target will have a headache in 10 min which will last for 1-10 hrs during which target will be at -20. It will recur 1 day later.	Telepathic target loses 1-10 PP's and is stunned for 6 rounds. All targets at -15 until treated.	Telepathic target loses Psion casting ability for 1 day. All target's are at -20 until treated.	Telepathic target loses Psion casting ability for 1-10 years. All targets at -50 until treated. +15 Hits.
66	Rays course through body. Target has 50% chance of producing mutated offspring.	Bitter chromosome damage to target's reproductive organs. Offspring have a 75% chance of being mutants.	Hot rays sterilize target. +5 hits. Sad.	Rays sterilize target. Target will die in 10 hours due to organ failure.	Widespread cellular damage gives target +40 hits and sends him into a coma. He will die in 1-10 minutes.
67-70	Minor loss of hand-eye coordination manifested in 2 hours. Static maneuvers at -15. Effect will last for 2 days.	Loss of hand-eye coordination for 5 days. Static maneuvers at -20 during that time.	Target loses hand-eye coordination and is at -40 to all maneuvers until treated.	Beams daze target. He is stunned for 20 rounds and is at -50 for all activities until treated.	Target dazed. He is stunned and unable to parry until treated. +17 hits. These hits may only be healed by anti-radiation treatment.
71-75	A minor skin cancer will develop within a year.	Target has difficulty concentrating. Reduce temporary Reasoning stat by 10 until treated.	Violent electromagnetic radiation raises sores on target's skin. He is at -30 until treated.	Radiation sickness. Hair lost, teeth and fingernails fall out, and sores appear within 1 day. Target at -40; will die in 1-10 days unless treated. Telepaths lose 1-10 PP's. +10 hits.	Target's skin blackened. He takes 4 hits per round and is at -80 until treated. Permanent Quickness and Agility stats are reduced by 2-20 points each.
76-80	Mild burn. Target at -10 for 2 days.	Rays give minor burn. Target takes 4 hits and is at -10 for 2 days.	Lingering radiation sickness. Target at -50 within one day. Hair and teeth begin to fall out. Target will die in 30 days unless treated.	Rad build-up will produce a malignant tumour within 6 months. Target at -40 until treated.	Target blinded and sent into a coma. Severe radiation sickness will kill target within a day unless treated.
81-85	Lingering rad buildup has a 50% chance of producing a cancer within 5 years.	Exposure gives target 7 hits which may only be healed by anti-radiation treatment.	Target receives second degree burns. He is at -30 for 6 days.	Selective rays destroy target's eyes. +15 hits.	Horrible rays reduce all of target's temporary stats by 2-20 and all permanent stats by 1-10. +19 hits.
86-90	Mild burn. Target at -5 for 5 days.	Target irradiated and loses hair in two days. He operates at -20 until treated.	Electromagnetic waves damage a random internal organ. It will cease to function in 1-10 days. Tough.	Severe burns give target 3 hits per round. He is at -30. +17 hits.	A multitude of target's internal organs fail. Target drops and dies in 1-10 rounds. Telepathic targets lose all Psion Power.
91-95	Insidious exposure delivers 4 hits that may only be healed by anti-radiation treatment.	Burns crack target's skin. Target takes 1 hit per round and is at -10 until treated.	Target sees flash. He is blinded for 1-10 days, then at -30 to vision from then on.	Target zapped. He is blinded and stunned for 10 rounds, then operates at -60. He will die in one day unless treated.	Blistering rays fry target. He is sent into a coma and dies in 6 rounds.
96-99	Second degree burn gives target 5 hits.	Bright flash blinds target for 1-10 hours.	Heavy rad dose reduces temporary Constitution stat by 20. Permanent Constitution is lost at the rate of 1 point/hr until treated.	Severe exposure. Target slips into coma and dies in 1-10 hours.	Sizzling burst leaves but a few remains of target's former self. Sad.
100	Flash burns give target 10 hits. Target at -15 for 7 days.	Target at -20 until treated, and will develop a cancer within 6 months.	Target's skin flash-fried. +30 hits. Target knocked out and takes 4 hits per round. He will die in 2-20 hours unless treated.	Target's blood boils. He drops immediately and dies in 6 rounds due to massive internal damage.	Target glows white before vanishing utterly.

ELECTRICITY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round; the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rounds of initiative. If not, foe is stunned but 1 round. +5 hits.
16-20	Foe is spun about and loses 1 round of initiative. +3 hits.	Explosion of light causes foe to lost 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
21-35	Blast unbalances foe. He loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong but glancing blast forces foe to parry next round. +6 hits.	Light burns. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
36-45	Light distracts foe, and he must parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd; takes 1 hit/rnd. +2 hits.	Foe feels the heat and must parry for 2 rounds. +7 hits.	Blast stuns for 1 round. Foe fights at -10 for 2 rounds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
46-50	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Blast forces foe to parry for 2 rounds. +6 hits.	If foe has metal armor, he is stunned 2 rounds. If not, foe is stunned for 1 round. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10 for 2 rounds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rnds. If not, foe is stunned 2 rnds. +13 hits.
51-55	Sizzling but weak blast stuns foe for 1 round. +6 hits.	Foe is spun about and is stunned for 1 round. A minor burn on foe's leg causes 2 hits per round. +7 hits.	Strike to foe's leg. If foe has leg armor, he is stunned 1 rnd. If not, foe is stunned and unable to parry 1 rnd and takes 3 hits per rnd.	Blast stuns foe for 2 rounds and foe is unable to parry for 1 round. +10 hits.	Hot smoke and light stuns foe for 4 rounds. Foe loses initiative for 6 rounds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rounds. +7 hits.	Foe is stunned for 2 rounds. If foe has metal armor, he cannot parry for 1 rnd. +8 hits.	Blast stuns foe for 2 rounds. Foe cannot parry for 1 round, leg hit. +9 hits.	Strike to foe's non-weapon arm. If foe has metal armor, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand. Stunned for 2 rnds. 2 hits per rnd.
61-65	Chest strike. If foe has metal armor, he is stunned for 2 rounds. If foe has no armor, he is stunned 3 rounds.	Upper leg strike. Foe is stunned and unable to parry for 1 round. +9 hits.	Foe is stunned and unable to parry for 2 rounds. +10 hits.	If foe has armor over abdomen, he takes 2 hits/rnd, stunned 2 rnds due to minor burns. If not, burns stun foe 6 rnds, 3 hits/rnd.	Leg strike. Foe is knocked down and stunned for 2 rounds. Foe cannot parry for 1 round. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 round. Foe is knocked down and stunned for 3 rounds.	Chest strike. Foe is stunned and unable to parry for 3 rnds, takes 3 hits per rnd, and fights at -20. +15 hits.	Chest strike. If foe has metal armor on arms and over chest, it becomes fused and he cannot use arms. If not, foe is knocked out for 6 hours and takes +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per round. +20 hits.	Head strike. If foe has a leather helmet, it is destroyed and foe is in a coma for 2 months. If not, foe's brain is fried and he dies instantly. Add +10 to your next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 round. +7 hits.	Back strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Burns force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rounds. Minor shock. Foe fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rounds, foe fights -5 for 6 rounds. +8 hits.	Strike to foe's non-weapon arm. If foe has arm armor, he is stunned for 4 rnds. If not, foe's arm is useless, foe is stunned and not able to parry for 2 rnds.	Strike to foe's non-weapon arm. If foe has a metal arm armor, he is stunned for 6 rnds and takes +12 hits. If not, foe is knocked down, arm is useless, +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle and cartilage damage. Arm is useless, foe is stunned for 6 rounds, and takes 3 hits per round.
76-80	Strike to foe's upper chest stuns foe for 2 rounds. Foe cannot parry for 1 round. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per round due to bleeding. +11 hits.	Chest strike. If foe has chest armor, he is stunned 6 rnds, 2 hits/rnd, fights at -5. If not, foe is knocked out for 3 days (shock).	Chest strike. If foe has metal chest armor, he is knocked out, +25 hits. If not, foe is stunned and unable to parry for 6 rnds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe 3 hits per round. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rounds. Muscle is torn and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per round. Bones breaks and torn cartilage. Foe is stunned for 4 rounds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes 3 hits per round. +15 hits.	Foe becomes a conductor and strike rearranges his entire nervous system. Foe drops and lies in shock for 12 rounds before dying.
86-90	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not, +15 hits and foe is stunned and unable to parry for 2 rounds.	Leg strike. If foe has leg armor, he is stunned and unable to parry for 6 rnds. If not, foe's leg is broken, it has damaged nerves, and foe is stunned for 6 rounds and fights at -50.	Blast shatters foe's knee and destroys a variety of nerves. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rounds and takes 6 hits per round. If not, foe dies of shock and bleeding in 12 rounds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into a multitude of small parts. Foe is knocked out and dies in 12 rounds.
91-95	Hip strike. If foe has hip armor, foe is stunned 6 rnds; +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 weeks, and is stunned for 9 rnds. Foe is at -95 while blind. If no helm, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If abdomen armored, foe is at -75; takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rounds. +25 hits.
96-99	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out; loses ability to speak. +10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 9 rounds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rounds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rounds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20 if it strikes second target).
100	Head strike. Foe's brain falls victim to massive shock and surface burns. Foe drops into unconsciousness, and dies in 6 rounds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add +10 to your next attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add 10 to friendly witnesses' rolls for 3 rounds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all the witnesses with a fine light show. Add +15 to your next roll.	Foe returns to the dust from which he came. Add +20 to your next roll.

MODERN WEAPONS FUMBLE TABLE

	Mini Weapon	Energy (1-handed)	Energy (2-handed)	Projectile (1-handed)	Projectile (2-handed)	Grenade/ Missile Launcher
01-25	Fumbling with your weapon, you miss an opportunity. No firing 'till the next available phase.	Trigger, trigger, where is the trigger? Forget shooting this fire phase.	Poor grip. Try next Phase.	Mysteriously, you elect not to fire at this time.	A moment's hesitation loses you the opportunity to fire this phase.	Uncertain aim causes you to elect not to fire this phase.
26-30	One's ten (12?) thumbs just cannot locate that elusive trigger. No further activity for you this round.	Stun, disrupt, vaporize or purée? The little dials on your weapon give you pause for a whole round.	Worse grip. Try again next round.	Your clumsy maneuvers prevent an effective shooting opportunity. Try again next fire phase.	Poor grip and nasty kickback conspire to deliver 10 hits (and you miss).	Your slowness with the weapon causes you to delay firing till next phase.
31-40	You discover just before firing that you are holding the thing backwards. Spend the rest of the round to re-orient. Read the manual next time!	The Safety was on. -50 to activity for this round and the next while trying to recover your self-confidence.	Get a grip. You are stunned (for 1 round) by your own incompetence.	Distracted by the Winged Victory of Samothrace, you fail to fire this round.	You empty the clip into the air, then you're stunned for 1 round as you realize your foolishness.	You elect not to fire for a full round.
41-50	Lose your grip. No further activity for the next round.	Oops, that was the cartridge ejection button, not the trigger. Spend 1 round re-inserting your weapon's power supply.	Cleverly, you eject the weapon power pack and watch it bounce a full 3m away. Spend 2 rnds inserting a new power supply, or 3-5 rnds recovering that one.	Get your eyes checked. Momentary double vision convinces you to wait out the rest of this round (you are at -50).	You empty a round/burst into the ground. Your sheer incompetence costs you 2 rounds of stunned amazement.	You tilt the launcher forward and all of its ammunition tumbles out onto the ground. Faulty loading by somebody.
51-60	You mishandle your weapon and are unable to fire for one round.	You really mishandle your weapon and are stunned for the next round.	You fire the weapon into the ground at your feet. ("Just testing the power charge.")	The ammo cartridge is jammed. It will take 2 rnds to draw a new weapon or 1-6 to wrest this one free.	Slight sprain to your non-weapon wrist causes all further 2-handed attacks to be at -20. You take 5 hits.	Confusion and a personal crisis stun you for 2 rounds.
61-70	Random distractions stun you for 1 round.	Trembling hands cause you to rethink your tactics. Take deep breaths for 2 rounds (i.e. you're stunned) to calm yourself.	You really, really mishandle your weapon and are stunned for the next 2 rounds.	Your spastic shooting hits 3 meters short of the target. You are at -30 to activity next round.	Break a finger and take 8 hits. You are stunned 2 rounds, and all weapon attacks using that hand are at -70.	A mental lapse: Did I load fusion missiles or <i>smoke grenades</i> ? gives you pause for 3 rounds of complete inactivity.
71-80	The weapon pops open in your hand, and the energy cell(s) tumble merrily away. Spend 1 round per cell recovering and reinserting them.	A muscle spasm delivers 10 hits and stuns you for 2 rounds.	A painful muscle spasm delivers 12 hits and stuns you for 2 rounds.	Poke yourself in the eye while trying to get fancy. +8 hits, -20 to activity and stunned 2 rounds.	Trigger slips as you take aim. Make an attack with no modifications on the closest opponent.	Premature ejection causes the grenade to fire 30° to the left of intended target.
81-85	Suddenly more slippery than a greased tachyon, the little toy pops out of your hand and hits the floor. Make a Light roll on the <i>Equipment Mishandling Chart</i> .*	As if of its own volition, your weapon leaps out of your hand. Check the <i>Equipment Mishandling Chart</i> .*	Have you ever used one of these before? You drop your precious weapon. Check the <i>Equipment Mishandling Chart</i> .*	Those pistols are a little tough to get a grip on. You unceremoniously drop the thing and it bounces a good 2 meters away. Check the <i>Equipment Mishandling Chart</i> .*	Whirling around for no apparent reason, you bash your weapon against a nonaggressive surface. Check the <i>Equipment Mishandling Chart</i> .*	You manage to hit yourself with the weapon and take 8 hits, stunned 3 rounds.
86-90	Trip over yourself and fire into space. Two rounds of stunned contemplation will return you to your equilibrium.	A cruel flashback from your childhood leaves you stunned 2 rounds.	The weapon separates in your hands for easy storage. 1 round stunned and staring, and 2 rounds frantically putting it back together.	Cartridge drops out of weapon, scattering ammo, on which you slip and fall down in a comic display. You are down and stunned next round (and red-faced).	Horror at your own shooting ineptitude stuns you for 3 rounds.	Improper loading (whose fault is that?) causes the grenade to travel only half of the intended range.
91-95	You drop your weapon then step on it. Real swift, buddy. Make a Very Severe roll on the <i>Equipment Mishandling Chart</i> .*	Your funny bone isn't always so funny, is it? You're stunned 4 rounds of intense agony.	Instead of your original target, you fire at the phantasmal Vogon Bulldozer 30° to the right. (You miss.)	Fingers mysteriously entangled in weapon cause you some consternation and 3 rounds of stunned extrication.	Burn yourself on the hot casing as you fire ineffectively. You take 4 hits and are stunned two rounds.	Your exuberant hefting of the weapon gives you a hernia. +15 hits, and you are at -70 until cured.
96-99	Your clumsy fingers jam the firing mechanism. Spend 3 rounds unjamming it.	You seem to think that your weapon is a baton. It slips, however, and in trying to recover it you drop-kick it 3 meters away. Check the <i>Equipment Mishandling Chart</i> .*	You boldly go... on your face. Fall down, on top of your precious weapon, and make a Severe roll on the <i>Equipment Mishandling Chart</i> .* You are also down and stunned for 1 round.	While daydreaming, you put your hand in front of the barrel while firing. Lose a finger. +10 hits; 5 hits per round and stunned 3 rounds.	Very poor grip causes you to fire wildly. 20% chance you hit someone in a 180° arc in front of you (roll attack w/no skill bonus). Your foolishness stuns you for 4 rounds.	Too late, you realize you are aiming the thing backwards. Your shot fires exactly 180° from the intended direction, roll randomly for range.
100	Poor judgement and worse aim. You pull the trigger, lose an ear and take two hits per round.	Only you could get your finger caught in the trigger. You are stunned for 4 rounds of action. Try surrendering.	That heavy gun slips in your sweaty palms as you fire. You shoot off your toe. Now you're at -50 and take 8 hits, 2 hit per round, and are stunned next rnd.	You artfully spin the weapon in your hand and deal a point-blank burst attack on yourself (no skill bonus). Roll the attack and say your prayers, buddy.	You pull the trigger and empty the gun into your own foot. +20 hits; 8 hits per round. -70 to activity and stunned 3 rounds.	With a puff of smoke and a "foof", the grenade plops out of the launcher and lands at your feet. It will detonate before you can move. Panic.

* Refer to the *Equipment Mishandling Chart* in the **Player Book**, pg 77.

GAME & CLAIM SHEET

Name:	Date/Session:
Experience Record: What did I kill, maim or destroy? 	Where did I travel and what did I do?
These were my brilliant ideas! 	
What stunning (or stunned) maneuvers did I perform? 	
I used this many Psion points. 	
I completed this research. 	
I modified/constructed this useful piece of equipment! 	
I healed and/or repaired these things. 	
<div style="text-align: right; font-weight: bold;">Experience points awarded for session:</div>	
<div style="text-align: right;"> Kills = _____ Hits = _____ Criticals = _____ Ideas = _____ Maneuvers = _____ Travels = _____ Psions = _____ Research = _____ Mod/Con = _____ Repairs = _____ </div>	
<div style="text-align: right; font-weight: bold;">Total Experience Points: []</div>	