

Damage Results

D# (STRUCTURAL DAMAGE): “#” is the number you subtract from your SI. For every two points, subtract 1 point from MA (both walking and Propulsion types) and Mecha Reflex. If SI reaches 0 or less, the Mekton collapses in a useless heap of metal, and a Powerplant Explosion check should be made. D# results are cumulative.

C# (CINEMATIC DAMAGE): Roll on the Cinematic Damage table indicated by the number.

K (KILL): Make your ejection roll as your mecha is destroyed, and apply Powerplant explosion effects.

Special Weapon Effects

ENERGY MELEE WEAPONS: Shift left one column on the Damage Result chart.

MISSILE SALVOS, LINKED WEAPONS AND AUTOFIRE WEAPONS: Each doubling of the number of hits increases the damage done by 50%:

- 2 Hits = Damage x1.5
- 3-4 Hits = Damage x2.0
- 5-8 Hits = Damage x2.5
- 9-16 Hits = Damage x3.0
- 17-32 Hits = Damage x3.5
- 32-64 Hits = Damage x4.0

BLAST RADIUS WEAPONS: Apply in 5-Kill blocks; the first rolls regularly, the second rolls on 1 column less, the third on 2 less, etc.

NUCLEAR EXPLOSIONS, MEGA-BEAM WEAPONS AND SCATTERSHOT AMMO: Add +3 to their 2D6 Damage Resolution roll.

ARMOR PIERCING: Shift left two columns on the Damage Result chart.

INTERSCALE COMBAT: Subtract or add 8 to Damage Potential per Scale.

DAMAGE CHART

Damage Potential

2D6	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
2	C1	D1	C1	—	—	—	—	—	—	—
3	D2	C1	D1	C1	—	—	—	—	—	—
4	C2	D2	C1	D1	C1	—	—	—	—	—
5	D2	C2	D2	C1	D1	C1	—	—	—	—
6	C3	D2	C2	D2	C1	D1	C1	—	—	—
7	D3	C3	D2	C2	D2	C1	D1	C1	—	—
8	C3	D3	C3	D2	C2	D2	C1	D1	C1	—
9	D4	C3	D3	C3	D2	C2	D2	C1	D1	C1
10	C4	D4	C3	D3	C3	D2	C2	D2	C1	D1
11	K	C4	D4	C3	D3	C3	D2	C2	D2	C1
12+	K	K	C4	D4	C3	D3	C3	D2	C2	D2

C1: Light Damage

DIE RESULT

- 1 Powerplant malfunction. Make a Mecha Tech Skill roll vs 15 to keep it on-line. If you fail, it goes down for one turn, and comes back on-line the next turn.
- 2 Maneuvering systems jammed—subtract 1 from Mecha Reflex.
- 3 Sensors & Fire Control giving inaccurate targeting information; -2 to all Attack Rolls.
- 4 Limb and/or Frame damaged. One randomly determined limb (see sidebar) is damaged and is now useless, as are all systems mounted in it. If the limb contains a Cockpit, roll on the **Cockpit Hit Table** on the next page.
- 5 Cockpit breach—see **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C2**.

C2: Serious Damage

1D6 RESULT

- 1 Powerplant damaged. The Power Plant goes off-line, and you can't do anything as all systems shut down. Make a Mecha Tech Skill roll vs 15 next turn to bring it back on-line. If you fail, it stays down.
- 2 Maneuvering systems jammed—subtract 2 from Mecha Reflex.
- 3 Sensors & Fire Control damaged—range reduced by one half, and subtract 2 from all Attack Rolls.
- 4 Limb and/or Frame destroyed. One randomly determined limb (see sidebar) is destroyed, as are all systems mounted in it. If the limb contains a cockpit, roll on the **Cockpit Hit Table**, and then make a pilot ejection roll.
- 5 Cockpit hit! Armor protection is 1/2. See **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C3**.

C3: Severe Damage

1D6 RESULT

- 1 Powerplant damaged. The Powerplant goes off-line, and you can't do anything as all systems shut down. Make a Mecha Tech Skill roll vs 25 next turn to bring it back on-line. If you fail, it stays down.
- 2 Gyro system fault - make a piloting roll vs. 20 after **any** maneuver to stay in control. If you fail, and the Mekton is walking, it falls down. If you're flying, it starts tumbling, etc.
- 3 Sensors & Fire Control damaged, and reporting inaccurate IFF returns. All friendly units are designated as enemies by your fire control computer, and all enemies designated as friends!
- 4 Frame and Weapon malfunction. One body location malfunctions (roll randomly as per the sidebar), and the weapon in it fires uncontrollably. Roll for a random target, and don't forget to include yourself!
- 5 Cockpit hit; ignore armor! See the **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C4**, below.

C4: Catastrophic Damage

1D6 RESULT

- 1 Powerplant destroyed; roll Explosion Save. If it's a Cold 'plant, it explodes on a 1. If it's a Hot 'plant, it explodes on a 1-5.
- 2 Motive Systems destroyed. Mecha Reflex is 0.
- 3 Sensors & Fire Control destroyed; -4 to all Attack rolls.
- 4 Limb and/or Frame critically damaged. The circuitry and components in one randomly determined limb (see the sidebar) die in a massive short-circuit. The limb is now useless. Make Mecha Tech rolls vs. 20 for every other location on your Mekton to see if feedback shorts them out as well.
- 5 Cockpit destroyed. Make your ejection roll.
- 6 A catastrophic chain reaction causes your power plant, fuel, and ammunition to explode. Make your ejection roll as your mecha is destroyed.

COCKPIT HIT TABLE

		Damage Potential									
1D6	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	
1	S	5	4	3	2	1	—	—	—	—	
2	6	5	4	3	2	1	1	—	—	—	
3	7	6	5	4	3	2	2	1	—	—	
4	8	7	6	5	4	3	3	2	1	—	
5	9	8	7	6	5	4	4	3	2	1	
6	K	9	8	7	6	5	5	4	3	2	

LIMB HIT TABLE

1D10 LOCATION

- 1Head
- 2-3 . . .R. Arm
- 4-5 . . .L. Arm
- 6-7 . . .R. Leg
- 8-9 . . .L. Leg
- 10Wing, Tail or Pod

Cockpit Hits

Subtract 4 (or SI, whichever is less) if your cockpit is Armored, 2 (or SI, whichever is less) if your cockpit is a Canopy, or 0 (if you have a Saddle cockpit) from the normal Damage Potential of the attack. The result is the Damage Potential used on the table below.

Results

#: Damage done to pilot by shrapnel, explosions, short-circuits, etc. # is the points of Damage done to the pilot's Torso.

S: Pilot Stunned, for (DP) in turns.

K: Pilot Killed.