

C1: Light Damage

DIE RESULT

- 1 Powerplant malfunction. Make a Mecha Tech Skill roll at a 15% penalty 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 15% from Mecha Dexterity
- 3 Sensors & Fire Control giving inaccurate targeting information; -10% to all Attacks.
- 4 Limb and/or Frame damaged. One randomly determined limb is damaged. Make a Mecha Tech Skill roll at a 15% penalty to keep it on-line. 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 at a 30% penalty next turn to bring it back on-line. If you fail, it stays down.
- 2 Maneuvering systems jammed—subtract 30% from Mecha Dexterity
- 3 Sensors & Fire Control damaged—range reduced by one half, and subtract 20% from all Attack Rolls.
- 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! 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 at a 45% penalty next turn to bring it back on-line. If you fail, it stays down.
- 2 Gyro system fault - make a piloting roll at a 40% penalty 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 Limb and/or Frame destroyed. One randomly determined limb 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; 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 1-2. If it's a Hot 'plant, it explodes on a 1-8.
- 2 Motive Systems destroyed. Mecha Dex is 0.
- 3 Sensors & Fire Control destroyed; -40% to all Attack rolls.
- 4 Limb and/or Frame critically damaged. The circuitry and components in one randomly determined limb die in a massive short-circuit. The limb is now useless. Make Mecha Tech rolls at a 40% penalty 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.