

Critical Hits on Mech/Power Armor

This type of damage occurs when a 17-20 is rolled naturally, but these must be critical hits for the character or it has no effect. Additionally, when a section takes 1/4 (25%) of its maximum normal M.D.C./S.D.C. in one blow, there is a 25% chance of causing a critical hit.

Head/Sensor Hit

Self-Controlling Robots must make a PP save to not fall down (-1 attacks per melee if it fails), a ME save to avoid disorientation (-1 attacks per melee if the save fails), and a PE save to see if the pain stuns it for one melee action (this is very rarely needed as most bots don't feel pain.) These rules can also be applied to head shots on living beings.

All Saving Throw bases are 15. Any penalty/bonus to the save depends on what percentage the damage is, to how much the head had just before being hit.

Percentage of Damage Done	Penalty / Bonus
1 - 5%	+ 5 to save
6 - 10%	+3
11 - 20%	+1
21 - 30%	None
31 - 41%	-1
41 - 50%	-2
51 - 60%	-4
71 - 80%	-8
81 - 90%	-10
91 - 95%	-12
96% +	-14

Effects of Critical Head Hit (roll 1D4):

If an effect isn't possible, use next one.

1	Targeting Systems knocked offline (damage done is % penalty to repair)
2	IR and thermal vision lost (knocked offline)
3	Head weapon lost
4	System Backlash: Machine blinded for current and next action

Body Hit

Effect of critical hit (1D4):

1 - 2	A weapon is lost
3	Controls hit (roll 1D12)
1 - 5	Falls down (lose one action)
6 - 11	Controls damaged (roll 1D10)

		1 - 8	-1D4 to strike/parry/dodge until fixed
		9	-2D4 to strike/parry/dodge until fixed
		10	-3D4 to strike/parry/dodge until fixed
	12	Controls destroyed, the vehicle shuts down	
4	Engine/power plant hit (roll 1D10)		
	1 - 4	System failure, the vehicle is immobilized for 1D6 actions	
	5 - 6	System failure, the vehicle shuts down for 1D4 melees	
	7 - 10	Power surge (roll 1D8)	
		1 - 3	Random weapon destroyed (anywhere on the vehicle)
		4	Critical Head Hit
		5	Critical Arm Hit
		6	Critical Leg Hit
		7	Critical Pilot Compartment Hit
		8	Engine explodes doing 2D6 x (engine output / 10) to the vehicle

Reinforced Pilot Compartment (RPC) Hit

Effects of Critical Hit (1D6):

1	All targeting systems lost	
2 - 3	Controls to one weapon shut down	
4	All optics lost (but not targeting systems); note that unless the vehicle has windows, the pilot is now blind	
5	Controls hit (see Body #3)	
6	Life support hit (roll 1D6)	
	1	Offline for 1 melee
	2	Offline for 1D4 melees
	3	Offline for 1D6 minutes
	4	Offline for 2D6 x 5 minutes
	5	Offline for 1D6 hours
	6	Destroyed

Also, there is a chance for an internal explosion equal to the percentage of the armor just before being struck. Example: a 240 M.D.C. RPC is hit by 120 damage, so there is a 50% chance. This will damage the pilot and an additional critical hit effect is rolled for the RPC.

Internal Explosion Damage (1D6):

1	1/100 (1%) of the damage inflicted to the RPC
2	1/50 (2%) of the damage inflicted to the RPC
3	1/25 (4%)
4	1/10 (10%)

5	1/7.5 (25%)
6	1/5 (50%) Half the damage inflicted to RPC inflicted upon pilot

Arm

Critical Hit Effects (1D6):

1 - 3	Strength is reduced to 1/4
3 - 4	Moving part damaged, Strike/parry with that arm/hand is -2D4
5 - 6	Weapon destroyed

Arm Destruction Effects (1D6):

1 - 2	Blown off at shoulder
3 - 4	Blown off at elbow
5 - 6	Blown to useless slag, but is still attached

Hand

Critical Hit Effects (1D4):

1	Drop whatever is being held
2 - 3	Hand actuators damaged; -2D4 to strike/parry with any hand weapon
4	Hand frozen in current position

Leg

Critical Hit Effects (1D8):

1 - 2	Strength/speed reduced to half, -2D4 to strike with kick
3 - 4	Leg weapon knocked offline until fixed
5	Foot frozen in place, speed reduced to 75%, kick does half damage
6	Speed/strength of leg reduced by (roll % dice)
7	Knee frozen, speed reduced to 25%, kick does one-quarter damage
8	Leg frozen/immobilized, speed reduced to 5%

Leg Destruction Effects (1D6):

1 - 2	Blown off at hip
3 - 4	Blown off at knee
5 - 6	Reduced to scrap, but is still attached

Other Equipment:

Critical Hit Effects (1D8):

1 - 2	All Effectiveness reduced by half (damage and range if weapon, etc.)
3	Activates suddenly
4 - 5	Lost/frozen/knocked offline for 1D6 melees
6	Offline for 1D6 minutes
7	Offline for 1D6 x 5 minutes
8	Offline for 2D6 x 5 minutes