

—RANDOM ENCOUNTERS—

COALITION ENCOUNTERS

- 01-04 HEAVY MECHANIZED RECON SQUAD
- 05-07 LIGHT MECHANIZED RECON SQUAD
- 08-11 LIGHT DOG PACK S & D SQUAD
- 12-16 LIGHT S & D SQUAD
- 17-20 LIGHT MECHANIZED S & D
- 21-23 ELITE S & D SQUAD
- 24-27 ROGUE AGENTS
- 28-32 LIGHT DOG PACK S & D SQUAD
- 33-36 FULL DOG PACK S & D SQUAD
- 37-39 SPECIAL FORCES ESPIONAGE ELITE
- 40-43 SHORT RANGE RECON SQUAD
- 44-46 DOG PACK RECON SQUAD
- 47-50 LIGHT MECHANIZED RECON SQUAD
- 51-55 HEAVY MECHANIZED S & D
- 56-59 LIGHT DOG PACK S & D SQUAD
- 60-62 MECHANIZED STRIKE FORCE S & D
- 63-66 ROGUE AGENTS
- 67-71 LIGHT MECHANIZED S & D
- 72-75 CYBORG SPECIAL FORCES S & D
- 76-78 SKELEBOT SQUAD
- 79-82 SKELEBOT PLATOON
- 83-85 MECHANIZED S & D AIR TO GROUND
- 86-89 LIGHT DOG PACK S & D SQUAD
- 90-94 ROGUE AGENTS
- 95-96 MECHANIZED AIR TO AIR INTERCEPTORS
- 97-98 S & D PLATOON!
- 99-00 FULLY MECHANIZED PLATOON!

ANIMAL ENCOUNTERS

- 01-07 TIGER!
- 08-14 BEARS! (1D4)
- 15-30 COYOTES (3D4)
- 31-37 MOUNTAIN LION
- 38-51 GREY WOLVES (5D6)
- 52-65 DEER (1D4)
- 66-80 WILD DOGS (1D4x10)
- 81-94 PRONGHORN ANTELOPE (4D6+1)
- 95-00 RHINO-BUFFALOS (1D4+1)

EXPERIENCE POINT TABLE

25 pts.:	Perform skill
25 pts.:	Clever/futile idea
100 pts.:	Clever/useful idea/action
100 pts.:	Quick thinking idea/action
200 pts.:	Critical plan/action -saves character/comrades
400-1000 pts.:	Critical plan/action -saves group/many people
100-300 pts.:	Endangering own life -help others
500-700 pts.:	Self-sacrifice/potential -life/death situation
100 pts.:	Avoiding unnecessary violence
100-200 pts.:	Deductive reasoning/insight
50 pts.:	Good judgement
50 pts.:	Playing in character
50-100 pts.:	Daring
25-50 pts.:	Killing/subduing minor menace
75-100 pts.:	Killing/subduing major menace
150-300 pts.:	Killing/subduing great menace

—QUICK NPC GENERATION—

The key to quick NPC generation is to keep in mind the limited number of stats that are necessary for an NPC. It is in the Game Master's best interest to keep the typical NPC as simple as possible, not only for time's sake, but especially for peace of mind ("Which one has that skill at 43%?!?").

The most critical statistics for a typical Cannon-Fodder NPC are as follows: O.C.C., Hand to Hand skill, Attacks per melee, Initiative, Hit Points & S.D.C./M.D.C., Armor type & its M.D.C. (and possibly an armor rating), Bonuses to Strike, Parry, Dodge, Roll and Damage, and what weapons they are using, along with their damage and payload. Beyond that you may have a few Psychics or Magic Users, which would mean keeping track of their I.S.P. and P.P.E.

Still sound complex? Here are some charts to further simplify the process. Below are some random tables for determining an NPC's P.P.E., combat and attribute bonuses, and some random equipment tables.

P.P.E. BY GENERAL RACIAL TYPES

- 3D6 The average human adult (20 years and older).
- 4D6 The average human teenager (14 to 19 years old).
- 6D6+6 The average human child (13 years and younger).
- 6D6 Naturally magic using races.
- 5D6 Most long lived D-Bee's.
- 4D6 Dog Boys, most mutant animals.
- 3D6 Most other D-Bee's.
- 1D4x10 Most giant races.

HAND TO HAND SKILL

- 01-08 NONE!: 2APM & no additional bonuses except from Attributes and Physical Skills.
- 09-35 BASIC: 2-3APM, +2 to Parry & Dodge, +2 to Roll, +1 to Strike if at least 5th level.
- 36-62 EXPERT: 2-3APM, +3 to Parry & Dodge, +2 to Roll, +2 to Strike, Kick (1D6) at 5th level.
- 63-88 MARTIAL ARTS: 2-3APM, +3 to Parry & Dodge, +3 to Roll, +2 to Strike, Kick attack (1D8), Jump Kick & Entangle at 5th level.
- 89-00 ASSASSIN: 3APM, +3 to Roll, +2 to Strike, +4 to Damage; Add 1 APM if at least 5th level.

PHYSICAL ATTRIBUTES

- 01-10 LOW: Physical Skill & H to H bonuses only.
- 11-64 AVERAGE: Select one high or two low:
 - P.P. 17-18: +1 or 2 to Strike, Parry, and Dodge
 - P.S. 17-18: +2 or 3 to Damage
 - P.E. 17-18: +5 to 6% to save vs. Coma/death, +1 or 2 to save vs. Magic and Poison
- 65-00 ATHLETE: Select one low & two high:
 - P.P. 17-20: +1 to 3 to Strike, Parry, and Dodge
 - P.S. 17-20: +2 to 5 to Damage
 - P.E. 17-20: +5 to 10% to save vs. Coma/death, +1 to 3 to save vs. Magic and Poison

PHYSICAL SKILLS

- 01-15 NONE: Attribute and H to H bonuses only.
- 16-66 AMATEUR: +1 to Strike, +2 to Parry, +2 to Dodge, +3 to Roll, +4 to Damage. If Boxing is selected, add 1 APM.
- 67-00 SPORTSMAN: +1APM, +2 to Strike, +5 to Parry, +5 to Dodge, +7 to Roll +10 to Damage.

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Game Master Reference Screen

REPAIR RATES

BODY ARMOR	
TYPE	CREDITS
Plate (per 10 M.D.C.):	7000
Chain (per 10 M.D.C.):	5500
Composite Armor (per 10 M.D.C.):	6500
Plastic (per 10 M.D.C.):	6300
Padded (per 10 M.D.C.):	6200

Some alien suits (such as the Naruni Camouflage Variable Armor) may be difficult to repair, garnering an increase of 50-200%, while special features may be impossible to fix without returning to the manufacturer.

Replacement components from different styles of armor can be used, but design incompatibilities must be eliminated in order to continue to operate a suit's environmental features. To determine the cost of adding a component, divide the original cost of each suit using the following table:

% of cost	Component
26%	Helmet
17%	Breast Plate (front)
17%	Breast Plate (back)
8%	Fauld/Culet (groin)
2%	Each Paurdron (shoulder)
2%	Each Brassart (upper arm)
2%	Each Vambrace (forearm)
1%	Each Gauntlet (glove)
4%	Each Cuissart (thigh)
4%	Each Greviere (shin)
1%	Each Sabaton (boot)

When the component's value is found, add 5-25% of the value of the component being replaced. The variation reflects the amount of labor necessary to complete the modifications for compatibility, as well as how familiar the "mechanic" is with each suit style.

POWER ARMOR	
TYPE	CREDITS
M.D.C. Armor (per 10 M.D.C.):	8000
Wings- Light (30 M.D.C. or less):	40,000
Wings- Heavy:	60,000
Jet Pack:	65,000
Optics & Sensors:	varies
Rail Guns:	20,000
Weapon Systems- Rocket Launcher:	50,000
Weapon Systems- Ion or Laser:	60,000
Weapon Systems- Plasma or Particle Beams:	100,000

ROBOT VEHICLES	
TYPE	CREDITS
M.D.C. Armor (per 10 M.D.C.):	40,000
Hand or Foot (30 M.D.C.):	1,500,000
Arm (80 M.D.C.):	3,500,000
Leg (200 M.D.C.):	8,000,000
Wings- Light:	100,000
Wings- Heavy:	200,000
Jet Booster- Small:	250,000
Jet Booster- Large:	400,000
Jet Propulsion System (complete):	2,000,000
Hover System:	500,000
Optics & Sensors (complete turret):	1,000,000
Optic System (Infrared/Ultraviolet):	50,000
Optic System (Infrared Searchlight):	40,000
Optic System (Passive Nightvision):	100,000
Optic System (Targeting Sight):	70,000
Optic System (Telescopic):	30,000
Optic System (Thermo-imaging):	200,000
Optic System (Video Camera):	110,000
Rail Guns:	10,000,000
Mini-missile Launcher:	2,000,000
Full Size Launcher:	10,000,000
Ion or Laser Turret:	4,000,000
Plasma or Particle Beams:	10,000,000

MISSILES

With the Coalition war campaign in full swing, the advances in technology that they have made in secret are painfully clear. Although their mini-missiles have stayed the same, their short, medium and long range missiles have all been improved, with increased range and damage. Availability to non-Coalition O.C.C.'s is limited at best; prices may be up to 60% higher when available. New Coalition missiles are designated with a C.S.- prefix.

MINI-MISSILES

TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	5D6	1 mile	5ft	1200
Fragmentation	5D6	1/2 mile	20ft	1200
Armor Piercing	1D4x10	1 mile	3ft	2400
Plasma/Heat	1D6x10	1 mile	15ft	2400
Smoke	None	1/2 mile	20ft	500

SHORT RANGE MISSILES

TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	1D4/6x10	3/2 miles	10-15ft	2500
C.S.-High Explosive	2D4/6x10	5 miles	10-15ft	3250
Fragmentation	1D4x10	2 miles	20ft	2500
C.S.-Fragmentation	2D4x10	3 miles	20ft	3250
Armor Piercing	1D6x10	5 miles	5ft	5000
C.S.-Armor Piercing	2D6x10	5 miles	5ft	6500
Plasma/Napalm	1D6x10	3 miles	15ft	5000
C.S.-Plasma/Napalm	2D6x10	3 miles	15ft	6500
Tear Gas	None	1/2 mile	10ft	1000
Knock-Out Gas	None	1/2 mile	10ft	1085
Smoke	None	1 mile	20ft	1050
Fire Retardant	None	1/2 mile	20ft	950

MEDIUM RANGE MISSILES

TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	2D4/6x10	50/40 miles	20-30ft	25,000
C.S.-High Explosive	2D4/2/3D6x10	50/40 miles	20-30ft	32,500
Fragmentation	2D4x10	40 miles	20ft	25,000
C.S.-Fragmentation	2D6x10	40 miles	20ft	32,500
Armor Piercing	2D4x10	60 miles	40ft	50,000
C.S.-Armor Piercing	2D6x10	60 miles	40ft	65,000
Plasma/Heat	2D6x10	40 miles	40ft	50,000
C.S.-Plasma/Napalm	4D6x10	40 miles	40ft	65,000
Smoke	None	40 miles	40ft	10,000
Multiple Warhead	2D4x10	80 miles	20ft	100,000
C.S.-Multiple Warhead	5D6x10	80 miles	20ft	130,000

LONG RANGE MISSILES

TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	2/3D4x10	500 miles	30-40ft	200,000
C.S.-High Explosive	3/4D6x10	500 miles	30-40ft	260,000
Fragmentation	3D4x10	400 miles	80ft	200,000
C.S.-Fragmentation	2D6x10	400 miles	80ft	260,000
Armor Piercing	2D4x10	800 miles	30ft	500,000
C.S.-Armor Piercing	3D6x10	800 miles	30ft	650,000
Plasma/Heat	2/3D6x10	500 miles	40-50ft	500,000
C.S.-Plasma/Napalm	4/5D6x10	500 miles	40-50ft	650,000
Proton Torpedo	4D6x10	1200 miles	50ft	1,000,000
C.S.-Proton Torpedo	6D6x10	1200 miles	50ft	1,300,000
Nuclear	2/3D6x10	1100 miles	40-50ft	1,000,000
C.S.-Nuclear	1D4/1D6x100	1100 miles	40-50ft	1,300,000
Multiple Warhead	4D6x10	1800 miles	50ft	1,500,000
C.S.-Multiple Warhead	2D4x100	1800 miles	50ft	1,950,000

QUICK REFERENCE CHARTS

ATTRIBUTE BONUS CHART

	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. Add to all skills. One time bonus	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. Save vs. psychic attack/insanity	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.A. Invoke trust/intimidate	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to hand damage bonus	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. Strike, parry and dodge bonus	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. Save vs. coma/death	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
Save vs. poison & magic	+1	+2	+1	+2	+1	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. Charm/impress	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. Run: yards/meters per melee	85	90	95	100	105	110	115	120	125	130	135	140	145	150
Run: miles per hour	11.59	12.27	12.95	13.63	14.31	15	15.68	16.36	17.04	17.72	18.41	19.09	19.77	20.45

HAND TO HAND SKILLS

HAND TO HAND: BASIC

- TWO ATTACKS PER MELEE; +2 TO PULL/ROLL WITH PUNCH, FALL OR IMPACT.
- +2 TO PARRY AND DODGE.
- KICK ATTACK: 1D6 POINTS OF DAMAGE.
- +ONE ADDITIONAL ATTACK PER MELEE.
- +1 TO STRIKE.
- CRITICAL STRIKE ON AN UNMODIFIED 19 OR 20.
- +2 TO DAMAGE.
- JUDO STYLE BODY THROW/FLIP; DOES 1D6 DAMAGE AND VICTIM LOSES INITIATIVE AND 1APM.
- +ONE ADDITIONAL ATTACK PER MELEE.
- AN ADDITIONAL +2 TO PULL/ROLL WITH PUNCH, FALL OR IMPACT.
- AN ADDITIONAL +1 TO PARRY AND DODGE.
- AN ADDITIONAL +1 TO STRIKE.
- CRITICAL STRIKE OR KNOCKOUT FROM BEHIND.
- AN ADDITIONAL +2 TO DAMAGE.
- +ONE ADDITIONAL ATTACK PER MELEE.

HAND TO HAND: MARTIAL ARTS

- TWO ATTACKS PER MELEE; +3 TO PULL/ROLL WITH PUNCH, FALL OR IMPACT.
- +3 TO PARRY AND DODGE; +2 TO STRIKE.
- KARATE STYLE KICK DOES 1D8 DAMAGE.
- +ONE ADDITIONAL ATTACK PER MELEE.
- JUMP KICK (CRITICAL STRIKE), ENTANGLE.
- CRITICAL STRIKE ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- PAIRED WEAPONS.
- LEAP ATTACK (CRITICAL STRIKE).
- +ONE ADDITIONAL ATTACK PER MELEE.
- JUDO STYLE BODY THROW/FLIP; DOES 1D6 DAMAGE AND VICTIM LOSES INITIATIVE AND 1APM.
- +4 TO DAMAGE.
- AN ADDITIONAL +2 TO PARRY AND DODGE.
- KNOCKOUT /STUN ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- +ONE ADDITIONAL ATTACK PER MELEE.
- DEATH BLOW ON A ROLL OF NATURAL 20.

HAND TO HAND: EXPERT

- TWO ATTACKS PER MELEE; +2 TO PULL/ROLL WITH PUNCH, FALL OR IMPACT.
- +3 TO PARRY AND DODGE.
- +2 TO STRIKE.
- +ONE ADDITIONAL ATTACK PER MELEE.
- KICK ATTACK: 1D6 POINTS OF DAMAGE.
- CRITICAL STRIKE ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- PAIRED WEAPONS.
- JUDO STYLE BODY THROW/FLIP; DOES 1D6 DAMAGE AND VICTIM LOSES INITIATIVE AND 1APM.
- +ONE ADDITIONAL ATTACK PER MELEE.
- +3 TO DAMAGE.
- KNOCKOUT/STUN ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- AN ADDITIONAL +2 TO PARRY AND DODGE.
- CRITICAL STRIKE OR KNOCKOUT FROM BEHIND (TRIPLE DAMAGE).
- +ONE ADDITIONAL ATTACK PER MELEE.
- DEATH BLOW ON A ROLL OF NATURAL 20.

HAND TO HAND: ASSASSIN

- +2 TO STRIKE (ONE ATTACK PER MELEE).
- +TWO ADDITIONAL ATTACKS PER MELEE.
- +3 TO PULL/ROLL WITH PUNCH/FALL.
- +4 TO DAMAGE.
- +ONE ADDITIONAL ATTACK PER MELEE.
- +3 TO PARRY AND DODGE. ENTANGLE.
- KNOCKOUT /STUN ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- +ONE ADDITIONAL ATTACK PER MELEE.
- KICK ATTACK DOES 1D6 DAMAGE.
- CRITICAL STRIKE ON AN UNMODIFIED ROLL OF 19 OR 20.
- +2 TO STRIKE.
- DEATH BLOW ON A ROLL OF NATURAL 20.
- +ONE ADDITIONAL ATTACK PER MELEE.
- +4 TO DAMAGE.
- +2 TO STRIKE.

M.D. DAMAGE FOR SUPERNATURAL STRENGTH

	up to 15	16 to 20	21 to 25	26 to 30	31 to 35	36 to 40	41 to 50	51 to 60
RESTRAINED PUNCH	1D6 S.D.C.	3D6 S.D.C.	4D6 S.D.C.	5D6 S.D.C.	5D6 S.D.C.	6D6 S.D.C.	1D6x10 S.D.C.	1D6 M.D.C.
PUNCH	4D6 S.D.C.	1D6 M.D.C.	2D6 M.D.C.	3D6 M.D.C.	4D6 M.D.C.	5D6 M.D.C.	6D6 M.D.C.	1D6x10 M.D.C.
POWER PUNCH (COUNTS AS 2 ATTACKS)	1D4 M.D.C.	2D6 M.D.C.	4D6 M.D.C.	6D6 M.D.C.	1D4x10 M.D.C.	1D6x10 M.D.C.	2D4x10 M.D.C.	2D6x10 M.D.C.
KICK	4-5D6 S.D.C.	1-2D6 M.D.C.	2-3D6 M.D.C.	3-4D6 M.D.C.	4-5D6 M.D.C.	5-6D6 M.D.C.	6-7D6 M.D.C.	1D6x10 M.D.C.
LEAP KICK (COUNTS AS 2 ATTACKS)	1-2D4 M.D.C.	1-2D6 M.D.C.	4-5D6 M.D.C.	6-7D6 M.D.C.	1D4x10 M.D.C.	1D6x10 M.D.C.	2D4x10 M.D.C.	2D6x10 M.D.C.
BITE - (NORMAL SIZE MOUTH)	2D6 S.D.C.	1D4 M.D.C.	1D6 M.D.C.	2D4+1 M.D.C.	2D6 M.D.C.	4D4+1 M.D.C.	3D6 M.D.C.	1D6x5 M.D.C.
BITE - (LARGE MAW)	4D6+ S.D.C.	1D6+ M.D.C.	2D6+ M.D.C.	2D6+ M.D.C.	4D6+ M.D.C.	5D6+ M.D.C.	6D6+ M.D.C.	1D6x10+ M.D.C.
TAIL/TENTACLE	2-4D6 S.D.C.	1D6 M.D.C.	1-2D6 M.D.C.	1-2D6 M.D.C.	2-4D6 M.D.C.	2-5D6 M.D.C.	3-6D6 M.D.C.	1D6x5-10 M.D.C.
TENTACLE POWER STRIKE	1D4 M.D.C.	1D6 M.D.C.	2D6 M.D.C.	3D6 M.D.C.	1D4x5 M.D.C.	1D6x5 M.D.C.	1D4x10 M.D.C.	1D6x10 M.D.C.

SALVAGE RATES

BODY ARMOR

Type	Credits
Plate (per 1 M.D.C.):	70-140
Chain (per 1 M.D.C.):	40-80
Composite Armor (per 1 M.D.C.):	60-120
Plastic (per 1 M.D.C.):	55-110
Padded (per 1 M.D.C.):	50-100
Dead Boy - Light (per 1 M.D.C.):	105-195
Dead Boy - Heavy (per 1 M.D.C.):	120-210
NGR Cyclops (per 1 M.D.C.):	135-230
Plain Clothes (per 1 M.D.C.):	560-930
Exo-Skeleton (per 1 M.D.C.):	125-205
Advanced Alien (per 1 M.D.C.):	600-900

Note that at least 15% of the original M.D.C. (50% for exo-skeleton, 60% for plain clothes & advanced alien armor) must be intact for the armor to be sellable. The lower prices reflect the cost of repairs to bring a suit up to its original M.D.C. before resale. Note that Characters may be able to find suits in similar states of disrepair for 20 to 30% more than the prices listed above.

POWER ARMOR

Divide the original value of the suit as follows:

% of cost Component

7%	Rail Gun
2%	per Mini-Missile capacity
3%	Ion Beam or Laser
4%	Plasma or Particle Beam
.5%	per Vibro-Blade
3%	Optic & Sensor Systems
.5%	Flight System - per small jet
1%	Flight System - per large jet
.5%	Flight System - per small wing
1%	Flight System - per large wing
.25%	per P.S. point above 20
3%	Special Systems (if any)

Divide the remaining percentage by the original M.D.C. of the suit (minus the M.D.C. of external weapon systems, such as the SAMAS Rail-Gun). For salvage rates, subtract 65 to 80% (55 to 70% for old Coalition, Triax Military, Naruni & Kittani, 50 to 65% for new Coalition, Advanced Alien & Techno-Wizard).

Note that at least 50% of the original M.D.C. must still be intact for the above rates. If only 25 to 49% is still intact, reduce the value of each component by an additional 5 to 10%. If only 15 to 24% is still intact, reduce the original value to .05%! If less than 15% of the original M.D.C. is intact, characters would be lucky to sell the remains for .005 to .0001% of their original value! At this point the only place a character could possibly sell it is a manufacturing center that could break each piece down to its core elements to be recycled.

ROBOTS & OTHER HI-TECH VEHICLES

Divide the original value of the vehicle as follows:

% of cost Component

7%	Rail Gun
2%	per Mini-Missile capacity
3%	per Short Range Missile capacity
4%	per Medium Range Missile capacity
5%	per Long Range Missile capacity
3%	Ion Beam or Laser
4%	Plasma or Particle Beam
.5%	per Vibro-Blade
3%	Sensor Systems (per set/turret)
.5%	Flight System - per small jet
1%	Flight System - per large jet
.5%	Flight System - per small wing
1%	Flight System - per large wing
1%	per Passenger/Crew capacity
.25%	per P.S. point above 24
3%	Special Systems (if any)
7%	Sensor Systems (per set/turret)
15%	Engine/Propulsion System
1%	per Wheel/Jet/Tread
2%	per Passenger/Crew capacity
.25%	per 1 cubic feet of storage
1%	per Special System (if any)

Divide the remaining percentage by the original M.D.C. of the vehicle (minus the M.D.C. of external weapon systems, such as the TX-250 Rail-Gun). For salvage rates, subtract 65 to 80% (55 to 70% for old Coalition, Triax Military, Naruni & Kittani, 50 to 65% for new Coalition, Advanced Alien & Techno-Wizard).

Note that at least 50% of the original M.D.C. must still be intact for all of the above rates. If only 25 to 49% is still intact, reduce the value of each component by an additional 5 to 10%. If only 15 to 24% is still intact, reduce the above rates by an additional 15%. If less than 15% of the original M.D.C. is intact, characters would be lucky to sell the remains for .0005 to .00001% of their original value! At this point the only place to sell the pile of scrap is a manufacturing center that could break each piece down to its core elements to be recycled.

M.D.C. WEAPONS

Type	% of Original Value
Pistols (undamaged):	10 to 30%
Pistols (damaged):	3 to 8%
Rifles (undamaged):	12 to 35%
Rifles (damaged):	6 to 10%
Heavy Weapons (undamaged):	15 to 40%
Heavy Weapons (damaged):	8 to 12%

Note that at least 20% of the weapon's original M.D.C. must be intact for it to be repairable.