-RANDOM ENCOUNTERS-

COALITION ENCOUNTERS

01-04	HEAVY	MECHANIZED	RECON	SQUAD
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- 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).

The average human teenager (14 to 19 years old). 4D6

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.

EXPERT: 2-3APM, +3 to Parry & Dodge, +2 to 36-62 Roll, +2 to Strike, Kick (1D6) at 5th level.

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.

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

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.

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.

Rifts



Game Master Reference Screen

EQUIPMENT-

				~			DYGMOY G	Donoses	Dinner	D	
	The following tables of	an be	used to	fles	h out an		PISTOLS	DAMAGE		PAYLOAD	VALUE
NPC	or even a character. No	ote tha	t these	lists	are far		C-18 LASER PISTOL	2D4	800ft	10	12,000
	a complete index of ava						WILK'S 320 LASER PISTOL	1D6	1000ft	20	11,000
nom	a complete mack of ava	IIII	oquipi	iioiic.			(SA 2)IP-7 ION PISTOL	2D6	600ft	12	15,000
	ITEM				VALUE	18-23	(JU)WI-LP3 Pepperbox Laser	1-4D4	100ft	4	12,000
01.06	WILK'S PORTABLE LASER TO	ancus D	were no	224	7,000	24-29	(TX)TX-5 PUMP PISTOL	4D6	800ft	5	10,000
					50	30-35	(TX)TX-20 "SHORT" LASER	2D6	800ft	20	12,000
	(SB1)SE-SONIC PULSAR UNIT: (F			LLENT)		36-41	NG-57 HEAVY ION BLASTER	2D4-3D6	500ft	10	8,000
	E-CLIPS-SHORT: 1D4 + 2, 30				5,000 ea	42-47	(Merc)NG-56 ION PISTOL	2D6	400ft	6	5,000
2000	WILK'S LASER WAND: FOR CO				2,000	48-53	(JU)NG-45LP Long PISTOL	5D6	1200ft	8	15,000
	(SB 1)PALM BIO-UNIT: BIO-ANAI				150	54-59	NG-SUPER LASER PISTOL	2D4	800ft	20	21,000
	(Merc)NG-S2 Basic Survival Pag				3,000		•GRENADE LAUNCHER	2D6	500ft	14	
	PORTABLE SCAN DIHILATOR:				4,200	60-65	(MERC)NE-4 P.C. PISTOL	1D4x10	500ft	10	25,000
	PORTABLE LANGUAGE TRANS				9,600		(SB 3)NE-6 MAGNUM REVOLVER	1D4x10		6	20,000
	WILK'S LASER SCALPEL: S.D.				2,500		(SB 3)NE-2L P.C. AUTOPISTOL	5D6	500ft	9	15,000
	(SB 1)WILK'S PC-2020 FIELD II				19,000		(TX)TX-24 ION PULSE PISTOL			30	20,000
	(TX)RSU ROBOT SEDATIVE U			152	100,000		NG-33 LASER PISTOL	1D6	800ft	20	6,500
	COMPU-DRUG DISPENSER: RI				3,000 +		(TX)WR-10 ION PISTOL	2D4	600ft	20	10,000
	RMK ROBOT MEDICAL KIT				24,000		(TX)TX-26 PARTICLE-BEAM	5D6	400ft	15	35,000
	PDD Audio Player/Recor				1,800	74-00	(* 1.5) * 14 * W * ARTICLE-DEAM	1	TOOL	10	55,000
	(TX)Passive Nightvision Gui			G. 151	6,000		EXPLOSIVES	DAMAGE	RANGE	PAYLDAD	VALUE
Sales and the sales and the sales are sales and the sales are sale	STANDARD FIRST AID KIT: R		246		100	01-08	CR-1 ROCKET LAUNCHER	M.M.	1 Mile	1	18,000
	PORTABLE TOOL KIT: RIFTS P				400	01-00	•SIDE/BACK PACK OR CASE	IVA.IVA.		6/12/24	10,000
95-00	IRMSS MEDICAL SURGEON	SYSTEM	: RIFTS P	G. 247	42,000	09-16	CS GRENADES-FRAG	2D6	20ft	1D4	250
	DIEL EC				¥7		(Merc)NG GRENADES-PLASMA		12ft	1D4	275
CIEVUS VIENNES	RIFLES	DAMAGE	RANGE	PAYLOAD	VALUE		CS GRENADES-HE	3D6	6ft	1D4	200
	C-10 LIGHT ASSAULT LASER	2D6	2000ft		16,000	10.700.000.000	(Merc)NG GRENADES-SMOKE	None	40ft	1D4	50
	(Merc)NE-10 Plasma Cartridge		1200ft		40,000		(MERC)WI-23 MISSILE LAUNCHER		1 Mile	6	30,000
09-12	C-12 HEAVY ASSAULT LASER		2000ft		20,000		CS GRENADES-PLASMA	5D6	12ft	1D4	350
	•S.D.C. SETTING	6D6	2000ft	120/300				3D4	6ft	1D4	
13-15	(TX)TX-11 SNIPER LASER	3D6	1600ft	10	20,000		(Merc)NG GRENADES-HE		40ft	1D4	120 70
16-19	C-14 "FIRE BREATHER"	3D6	2000ft		30,000		CS GRENADES-SMOKE	None		24	
	•GRENADE LAUNCHER	2D6	1200ft	12		/0-83	(Merc)WI-GL4GRND. LAUNCHER		1000ft	24	50,000
	(Merc)NG-E12 Plasma Ejector		2000ft	6	80,000	04.01	•ARMOR PIERCING ROUNDS		1000ft	The second second	160
23-26	(JU)NG-IP7 Ion Pulse Rifle	3D6/1D4x10	1600ft	20	20,000		(Merc)NG GRENADES-FRAG	2D4	20ft	1D4	160
27-30	(TX)TX-16 PUMP RIFLE	4D6	1600ft	16	30,000	92-00	CS Fusion Block	2D6x10	10ft	1	3000
31-34	(TX)TX-30 ION PULSE RIFLE	2/6D6	1600ft	40	22,000		ADMOD	M.D.C. W	EIGHT PROV	T.	¥7
35-37	C-27 HEAVY PLASMA CANNON	6D6	1600ft	10	32,000		ARMOR		PENAL	TY	VALUE
38-41	WILK'S 447 LASER RIFLE	3D6	2000ft	20	18,000		DEAD BOY-HEAVY		3 lbs -2:	5	70,000
42-44	(TX)TX-42 LASER PULSE RIFLE	2/1D4x10	2000ft	40	50-75,000		CRUSADER		lbs -		40,000
45-48	NG-L5 LASER RIFLE	3D6	1600ft	10	16,000		URBAN WARRIOR		lbs -10		35,000
49-52	(MERC)NG-LG6 LASER RIFLE	3D6	1600ft	10	20,000	23	(PW)LIGHT COMBAT		3 lbs -10		300,000
	•GRENADE LAUNCHER	4D6	1100ft	4			PLASTIC-MAN		lbs -10		18,000
53-56	(Merc)NE-00 Particle Beam	1D4x10	1200ft	8	45,000		(JU)SPIKED ARMOR		lbs -5		30,000
	(TX)TX-43 LIGHT LASER	2/4D6	2000ft	20	26;000		BUSHMAN		lbs -10		32,000
	·S.D.C. SETTING	6D6	2000ft	20	DIENT PROPERTY.		(TX)T-43 EXPLORER		lbs -20		45,000
60-63	NG-P7 PARTICLE BEAM		1200ft	8	22,000		HUNTSMAN		lbs -10		20,000
	(TX)TX-45 PARTICLE BEAM	5D6+6	1200ft	8	35,000		JUICER ASSASSIN PLATE		lbs -5		28,000
	L-20 PULSE RIFLE		1100ft	40/13	25,000	50	(SB 1)GLITTER BOY P.A.S.		lbs -10		12,000
	(Merc)NE-1000 Plasma Ejector	6D6	2000ft	8	36,000	51	FURY BEETLE PLATE		lbs -2:)	22,000
	(SB 1)CV-212 VARIABLE LASER		2000ft	20/50	50,000		Dog Pack DPM	30 8			15,000
interest in Con-	·S.D.C. SETTING	6D6	2000ft		3				aries Vari		Varies
79-81	(TX)WR-15 LASER RIFLE	3D6	1600ft	40	18,000		(SA 2)AMAKI DUELIST		lbs -	120	- 140,000
	JA-11 JUICER ASSASSIN RIFLE	2/4/D6			40,000		(TX)T-41 RIOT SUIT		lbs -		25,000
ONO COMPANIE	·ION BEAM		1600ft				DEAD BOY-LIGHT		lbs -10		40,000
	·S.D.C. 7.62mm		2000ft	1				Contact Contact			140,000
86-88	(SB1)NG-E4PLASMA EJECTOR	6D6	1600ft	10	30,000	11 AA-0 ALIN	(TX)G-10 SOLDIER		lbs -10		25,000
	(TX)WR-17 DOUBLE RIFLE	2D6	1200ft	20	24,000	78	(MERC)NE-C20 CAM. VAR.				100,000
	•ION SETTING (TOGETHER: 5D6)	3/4D6	1600ft	20			(PW)CAF BATTLE ARMOR				700,000
93-96	JA-9 JUICER VARIABLE LASER	2D6	4000ft	10	20,000		(SA 2)CORDOBA INFANTRY		lbs -1:		30,000
	WR-19 PLASMA EJECTOR	5D6	1600ft	10	28,000		GLADIATOR		lbs -5		50,000
							(SA 2)AMAKI COMBAT		lbs -8		50,000
	E-CLIPS				VALUE				lbs -15		45,000
	E-CLIPS-CHARGED: 2D6 +3				5,000 ea	91	(JU)MEGA-JUICER COMBAT				- 65,000
21-68	E-CLIPS-EMPTY: 2D4 +2 Cli	ips			3,500 ea		(JU)VIBRO-SPIKE ARMOR	50 18			55,000
69-00	E-CLIPS-CHARGED & EMPTY:	:30% ch	narged o	f2D6	as above	94-00	(JU)MAN-KILLER EBA	110 40	lbs -20)	60,000

 $Note that items \ not \ found \ in \ Rifts \ are \ listed \ with \ a \ book \ abbreviation. \ These \ stand \ for: (PW)-Phase \ World; (JU)-Juicer \ Uprising;$ (TX)-Triax & the NGR; (SB 1)-Sourcebook 1; (Merc)-Mercenaries; (SA 2)-South America 2; and (SB 3)-Sourcebook 3.

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 Pauldron (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.

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

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
	SHOPT PAN	CE Mice	II EC	

TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	1D4/6x10	3/2 miles	10-15ft	2500
C.SHigh Explosive	2D4/6x10	5 miles	10-15ft	3250
Fragmentation	1D4x10	2 miles	20ft	2500
C.SFragmentation	2D4x10	3 miles	20ft	3250
Armor Piercing	1D6x10	5 miles	5ft	5000
C.SArmor Piercing	2D6x10	5 miles	5ft	6500
Plasma/Napalm	1D6x10	3 miles	15ft	5000
C.SPlasma/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

Power Armor

A OTTER TARRITOR	
Түре	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
D	

ROBOT VEHICLES	,
Түре	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
TC	

MEDIUM RANGE MISSILES

TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	2D4/6x10	50/40 miles	20-30ft	25,000
C.SHigh Explosive 2	D4/2/3D6x10	50/40 miles	20-30ft	32,500
Fragmentation	2D4x10	40 miles	20ft	25,000
C.SFragmentation	2D6x10	40 miles	20ft	32,500
Armor Piercing	2D4x10	60 miles	40ft	50,000
C.SArmor Piercing	2D6x10	60 miles	40ft	65,000
Plasma/Heat	2D6x10	40 miles	40ft	50,000
C.SPlasma/Napalm	4D6x10	40 miles	40ft	65,000
Smoke	None	40 miles	40ft	10,000
Multiple Warhead	2D4x10	80 miles	20ft	100,000
C.SMultiple Warhead	5D6x10	80 miles	20ft	130,000
See you have a company of the compan	LONG RA	NGE MISSI	LES	

C.SMultiple Warnead	DIXOUE	80 miles	2011	130,000
Care note to the second Care Care Care Care Care Care Care Care	LONG RAI	NGE MISSI	LES	
TYPE	DAMAGE	RANGE	BLAST RADIUS	CREDITS
High Explosive	2/3D4x10	500 miles	30-40ft	200,000
C.SHigh Explosive	3/4D6x10	500 miles	30-40ft	260,000
Fragmentation	3D4x10	400 miles	80ft	200,000
C.SFragmentation	2D6x10	400 miles	80ft	260,000
Armor Piercing	2D4x10	800 miles	30ft	500,000
C.SArmor Piercing	3D6x10	800 miles	30ft	650,000
Plasma/Heat	2/3D6x10	500 miles	40-50ft	500,000
C.SPlasma/Napalm	4/5D6x10	500 miles	40-50ft	650,000
Proton Torpedo	4D6x10	1200 miles	50ft	1,000,000
C.SProton Torpedo	6D6x10	1200 miles	50ft	1,300,000
Nuclear	2/3D6x10	1100 miles	40-50ft	1,000,000
C.SNuclear	1D4/1D6x100	1100 miles	40-50ft	1,300,000
Multiple Warhead	4D6x10	1800 miles	50ft	1,500,000
C.SMultiple 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
LQ.	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-

- 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.
- 2 +2 TO PARRY AND DODGE.
- 3 Kick Attack: 1D6 points of damage.
- 4 +ONE ADDITIONAL ATTACK PER MELEE.
- 5 +1 TO STRIKE.
- 6 CRITICAL STRIKE ON AN UNMODIFIED 19 OR 20.
- 7 +2 TO DAMAGE.
- 8 Judo style body throw/flip; does 1D6 damage and victim loses Initiative and 1apm.
- 9 +ONE ADDITIONAL ATTACK PER MELEE.
- 10 An additional +2 to pull/roll with punch, fall or impact.
- 11 AN ADDITIONAL +1 TO PARRY AND DODGE.
- 12 AN ADDITIONAL +1 TO STRIKE.
- 13 CRITICAL STRIKE OR KNOCKOUT FROM BEHIND.
- 14 An additional +2 to Damage.
- 15 +ONE ADDITIONAL ATTACK PER MELEE.

-HAND TO HAND:MARTIAL ARTS-

- 1 Two attacks per melee; +3 to pull/roll with punch, fall or impact.
- 2 +3 TO PARRY AND DODGE; +2 TO STRIKE.
- 3 KARATE STYLE KICK DOES 1D8 DAMAGE.
- 4 +ONE ADDITIONAL ATTACK PER MELEE.
- 5 JUMP KICK (CRITICAL STRIKE), ENTANGLE.
- 6 CRITICAL STRIKE ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- 7 PAIRED WEAPONS.
- 8 LEAP ATTACK (CRITICAL STRIKE).
- 9 +ONE ADDITIONAL ATTACK PER MELEE.
- 10 Judo style body throw/flip; does 1D6 damage and victim lose Initiative and 1apm.
- 11 +4 TO DAMAGE.
- 12 AN ADDITIONAL +2 TO PARRY AND DODGE.
- 13 KNOCKOUT /STUN ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- 14 +ONE ADDITIONAL ATTACK PER MELEE.
- 15 DEATH BLOW ON A ROLL OF NATURAL 20.

-HAND TO HAND: EXPERT-

- 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.
- 2 +3 TO PARRY AND DODGE.
- 3 +2 TO STRIKE.
- 4 +ONE ADDITIONAL ATTACK PER MELEE.
- 5 KICK ATTACK: 1D6 POINTS OF DAMAGE.
- 6 CRITICAL STRIKE ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- 7 PAIRED WEAPONS.
- 8 Judo style body throw/flip; does 1D6 damage and victim loses Initiative and 1apm.
- 9 +ONE ADDITIONAL ATTACK PER MELEE.
- 10 +3 TO DAMAGE.
- 11 KNOCKOUT/STUN ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- 12 An additional +2 to parry and dodge.
- 13 CRITICAL STRIKE OR KNOCKOUT FROM BEHIND (TRIPLE DAMAGE).
- 14 +ONE ADDITIONAL ATTACK PER MELEE.
- 15 DEATH BLOW ON A ROLL OF NATURAL 20.

-HAND TO HAND: ASSASSIN-

- 1 +2 TO STRIKE (ONE ATTACK PER MELEE).
- 2 +Two additional attacks per melee.
- 3 +3 TO PULL/ROLL WITH PUNCH/FALL
- 4 +4 TO DAMAGE,
- 5 +ONE ADDITIONAL ATTACK PER MELEE.
- 6 +3 TO PARRY AND DODGE, ENTANGLE.
- 7 KNOCKOUT /STUN ON AN UNMODIFIED ROLL OF 18, 19 OR 20.
- 8 +ONE ADDITIONAL ATTACK PER MELEE.
- 9 KICK ATTACK DOES 1D6 DAMAGE.
- 10 CRITICAL STRIKE ON AN UNMODIFIED ROLL OF 19 OR 20.
- 11 +2 TO STRIKE.
- 12 DEATH BLOW ON A ROLL OF NATURAL 20.
- 13 +ONE ADDITIONAL ATTACK PER MELEE.
- 14 +4 TO DAMAGE.
- 15 +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

600-900

BODY ARMOR TYPE. CREDITS Plate (per 1 M.D.C.): 70-140 40-80 Chain (per 1 M.D.C.): Composite Armor (per 1 M.D.C.): 60-120 55-110 Plastic (per I M.D.C.): 50-100 Padded (per 1 M.D.C.): Dead Boy - Light (per 1 M.D.C.): 105-195 120-210 Dead Boy - Heavy (per 1 M.D.C.): 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

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 select. 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.

Advanced Alien (per 1 M.D.C.):

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	
	Flight System - per small wing	
	Flight System - per large wing	
	per P.S. point above 20	
	Special Systems (if any)	
	The state of the s	

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
	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
	Flight System - per small wing
1%	Flight System - per large wing
	per Passenger/Crew capacity
	per P.S. point above 24
	Special Systems (if any)
	Sensor Systems (per set/turret)
	Engine/Propulsion System
	per Wheel/Jet/Tread
	per Passenger/Crew capacity
	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 extérnal 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

PITAL OF THE STATE OF THE			
ТүрЕ	% 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.