modern

dispatch ☼60

Mecha Critcal Cards
by Phil Reed

RONIN ARTS

This issue of the *Modern Dispatch* adapts an idea I used for starships (that was released to the Future: Datastream) to mecha. Based on the optional critical hit rules found the future SRD, the cards in this PDF open criticals to more than just extra damage. If this system is used it completely replaces the optional critical hit rules found in the future SRD.

Creating the Deck

Open the file mechacards.pdf and print three copies of page 1, two copies of page 2, and one copy each of pages 3 and 4. Cut out the cards and shuffle them together to create a 63-card deck. If you like you can use page 5 to create card backs – be sure to do so before cutting out the cards.

Using the Deck

Whenever a critical hit is rolled on a mecha draw a single card from the deck and apply the results to the targeted mecha.

If GMs want criticals to be more deadly they can choose to draw one card for every four dice of damage that the weapon causes. A Crysanthemum laser, then, would deal 4 critical hit cards on a critical attack result.

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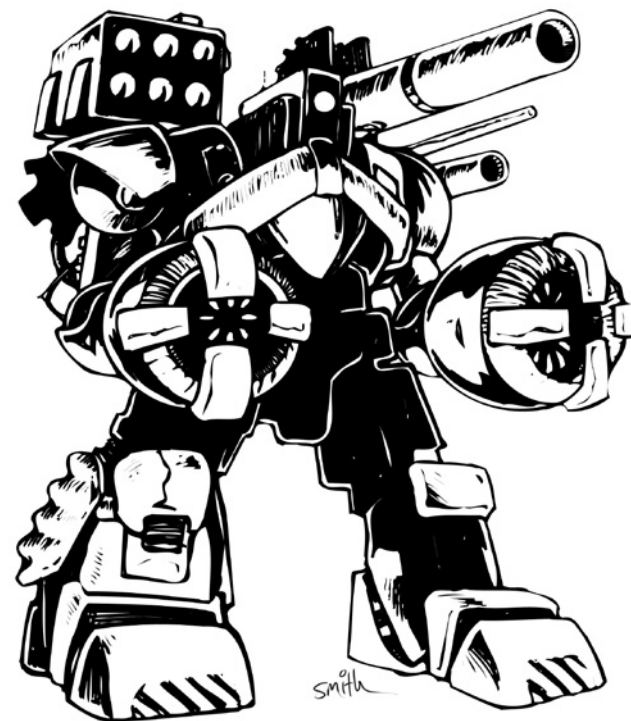
About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as Atlas Games, Privateer Press, and *Scrye* magazine. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and watching DVDs. To learn more about Philip Reed – and Ronin Arts – please visit www.roninarts.com and www.philipjreed.com.

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Lesser Critical Hit
Crew Dazed

Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 15) or be dazed for 1 round.

Unable to act, a dazed character can take no actions, but still retains his or her full Defense.

Lesser Critical Hit
Flight System Damage

One flight system (attacker's choice) is damaged and ceases to function until repaired.

Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

If the mecha does not possess a flight system the attack inflicts normal damage. If the selected system has already been damaged it is destroyed and must be replaced.

Lesser Critical Hit
Defense System Damage

One defense system (attacker's choice) is damaged and ceases to function until repaired.

Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

If the mecha does not possess a defense system the attack inflicts normal damage. If the selected system has already been damaged it is destroyed and must be replaced.

Lesser Critical Hit
Sensor System Damage

One sensor system (attacker's choice) is damaged and ceases to function until repaired.

Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

If the mecha does not possess a sensor system the attack inflicts normal damage. If the selected system has already been damaged it is destroyed and must be replaced.

Lesser Critical Hit
Weapon Damage

One weapon (attacker's choice) is damaged and ceases to function until repaired.

Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

If the mecha does not possess any weapons the attack inflicts normal damage. If the selected system has already been damaged it is destroyed and must be replaced.

Lesser Critical Hit
Miscellaneous System Damage

One miscellaneous system (attacker's choice) is damaged and ceases to function until repaired.

Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

If the mecha does not possess a miscellaneous system the attack inflicts normal damage. If the selected system has already been damaged it is destroyed and must be replaced.

Lesser Critical Hit
Slot Damage

One of the mecha's equipment slots (attacker's choice) is damaged.

Any piece of equipment wholly or partially installed in that slot will not function until the slot is repaired.

Repairing a damaged equipment slot requires 1 hour of work and a successful Repair check (DC 25).

Critical Hit
Armor Damage

The attack inflicts damage.

Roll critical hit damage normally.

Critical Hit
Armor Damage

The attack inflicts damage.

Roll critical hit damage normally.

Normal Critical Hit
Crew Dazed

Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 20) or be dazed for 1d2 rounds.

Unable to act, a dazed character can take no actions, but still retains his or her full Defense.

Normal Critical Hit
Flight System Destroyed

One flight system (attacker's choice) is destroyed and must be completely replaced.

If the mecha does not possess a flight system it suffers normal critical damage.

Normal Critical Hit
Defense System Destroyed

One defense system (attacker's choice) is destroyed and must be completely replaced.

If the mecha does not possess a defense system it suffers normal critical damage.

Normal Critical Hit
Sensor System Destroyed

One sensor system (attacker's choice) is destroyed and must be completely replaced.

If the mecha does not possess a sensor system it suffers normal critical damage.

Normal Critical Hit
Weapon Destroyed

One weapon (attacker's choice) is destroyed and must be completely replaced.

If the mecha does not possess a weapon it suffers normal critical damage.

Normal Critical Hit
Miscellaneous System Destroyed

One miscellaneous system (attacker's choice) is destroyed and must be completely replaced.

If the mecha does not possess a miscellaneous system it suffers normal critical damage.

Normal Critical Hit
Slot Destroyed

One of the mecha's equipment slots (attacker's choice) is destroyed, along with any piece of equipment wholly or partially installed in it.

Rebuilding a destroyed equipment slot requires 12 hours of work and a successful Craft (mechanical) check (DC 30).

Lesser Critical Hit
Armor Damage

The attack inflicts damage.

Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 1 round.

Lesser Critical Hit
Armor Damage

The attack inflicts damage.

Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 1 round.

Severe Critical Hit
Crew Dazed
Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 25) or be dazed for 1d4 rounds.

Unable to act, a dazed character can take no actions, but still retains his or her full Defense.

Severe Critical Hit
Knocked Prone
The force of the attack knocks the mecha prone. All crewmembers and passengers aboard take 1d6 points of bludgeoning damage as they are knocked about their cockpits.

A prone mecha takes a −4 penalty on melee attack rolls and can't use thrown ranged weapons.

The mecha gains a +4 bonus to Defense against ranged attacks, but takes a −4 penalty to Defense against melee attacks. Standing up from prone is a move action that provokes attacks of opportunity.

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The mecha gains a +4 bonus to Defense against ranged attacks, but takes a −4 penalty to Defense against melee attacks. Standing up from prone is a move action that provokes attacks of opportunity.

Severe Critical Hit
Cockpit Hit
The mecha's pilot and passengers are wounded (this effect applies only if the mecha isn't destroyed).

Each character aboard the mecha suffers a number of points of damage equal to 1/2 the weapon's normal damage.

The mecha suffers normal damage.

Severe Critical Hit
Cockpit Hit
The mecha's pilot and passengers are wounded (this effect applies only if the mecha isn't destroyed).

Each character aboard the mecha suffers a number of points of damage equal to 1/2 the weapon's normal damage.

The mecha suffers normal damage.

Severe Critical Hit
Head Shot
The attack completely destroys the mecha's head and any equipment contained within head slots.

If a cockpit is even partially within the head the character must make a DC 25 Reflex save or suffer 1/2 the weapon's normal damage.

The mecha suffers normal damage.

Normal Critical Hit
Armor Damage
The attack inflicts damage.

Roll critical hit damage using a x7 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 1d4 rounds.

Normal Critical Hit
Armor Damage
The attack inflicts damage.

Roll critical hit damage using a x7 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 1d4 rounds.

Normal Critical Hit
Armor Damage
The attack inflicts damage.

Roll critical hit damage using a x7 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 1d4 rounds.

Lesser Critical Hit
Mecha Stunned
The mecha automatically drops what it is holding and can take no attack or move actions for 1 round.

While the mecha is stunned, apply a −2 penalty to the mecha pilot's Defense (even though the pilot is not stunned).

Lesser Critical Hit
Mecha Stunned
The mecha automatically drops what it is holding and can take no attack or move actions for 1 round.

While the mecha is stunned, apply a −2 penalty to the mecha pilot's Defense (even though the pilot is not stunned).

Normal Critical Hit
Mecha Stunned
The mecha automatically drops what it is holding and can take no attack or move actions for 1d4 rounds.

While the mecha is stunned, apply a −2 penalty to the mecha pilot's Defense (even though the pilot is not stunned).

Lesser Critical Hit
Servo Hit
The mecha's control servos are hit, automatically inflicting an additional -4 Dexterity penalty and reducing the mecha's equipment bonus to Strength by -4 (minimum of 0) until the system is repaired.

Repairing a damaged servo requires a number of hours of work equal to 1/10 the mecha's base purchase DC and a successful Repair check (DC 30).

Lesser Critical Hit
Servo Hit
The mecha's control servos are hit, automatically inflicting an additional -4 Dexterity penalty and reducing the mecha's equipment bonus to Strength by -4 (minimum of 0) until the system is repaired.

Repairing a damaged servo requires a number of hours of work equal to 1/10 the mecha's base purchase DC and a successful Repair check (DC 30).

Normal Critical Hit
Servo Hit
The mecha's control servos are hit, automatically inflicting an additional -8 Dexterity penalty and reducing the mecha's equipment bonus to Strength by -8 (minimum of 0) until the system is repaired.

Repairing a damaged servo requires a number of hours of work equal to 1/10 the mecha's base purchase DC and a successful Repair check (DC 30).

Severe Critical Hit
Armor Damage
The attack inflicts damage.

Roll critical hit damage using a x10 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 2d4 rounds.

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The attack inflicts damage.

Roll critical hit damage using a x10 multiplier instead of the weapon's normal multiplier.

In addition, the mecha and its crew are shaken for 2d4 rounds.

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The attack inflicts damage.

Roll critical hit damage using a x10 multiplier instead of the weapon's normal multiplier.

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