

HAND-TO-HAND FUMBLE TABLE

01-10	Character falls, DD6/2 turns to rise.
11-20	You're thrown off your stride. Lose next attack pulling yourself together.
21-30	All damage from attacks cut in half, rounding down, for D6/2 turns.
31-40	-4 from next defense roll.
41-50	Lose balance. Character must make a Difficult Reflexes roll in order to avoid falling. If character fails, must make an Average Reflexes roll to stand up next turn. If he doesn't fall, his D10 roll during his next attack is cut in half, rounding down.
51-65	Character falls. Must make Average Reflexes roll to stand up on subsequent turns.
66-75	Vision obscured. All die rolls cut in half, rounding down, for D6 turns.
76-80	Stumble and twist ankle. All die rolls cut in half for next turn, and character moves at half MA for 2 D10 turns.
81-86	Weapon, if present dropped. Must make Average Reflexes roll to pick it up on subsequent turns. If no weapon, roll again.
87-93	Weapon, if present, breaks. If no weapon, roll again.
94-95	Opponent automatically adds +5 to next attack.
96	Opponent automatically scores Critical Success on next attack.
97-98	Hit nearest friend. Hit self if no friend near.
99	Hit self.
100	Hit self for double damage.

FIREARM FUMBLE CHART

1-5	Misfire. Roll again, 99-100 hangfire.* (if beam weapon, technical malfunction)
6-10	Firing pin breaks. Gun may be used in future as club. (If beam or gauss weapon, technical malfunction: result same)
11-50	Misfeed.** Bullet goes off but feed mechanism jams. Average Weaponsmith roll to clear weapon next round. Caseless ammo weapons will only suffer this on D100 roll of 1-20, but will be impossible to repair in action. Beam weapons unaffected.
51-60	Vision obscured. All die rolls cut in half, tolling down, for next D6 turns.
61-75	Lose balance. Character must make an Difficult Reflexes roll in order to avoid falling. If character falls, must make an Average Reflexes roll to stand up on subsequent turns. If he doesn't fall, his D10 roll during his next attack is cut in half, rounding down.
76-85	Drop weapon. Average Reflexes roll on subsequent turns to pick it up.
86-90	Weapon dropped and goes off. Roll D100: 1-15 shoot self; 16-20 shoot friend; 21-25 shoot enemy; 26-100 scare the hell out of everybody.
91-94	Shoot friend. If no friend present, shoot self.
95	Shoot friend for automatic critical success.
96-98	Shoot self.
99	Shoot self for automatic critical success.
100	Weapon blows up.*** D6 points of damage to D6 parts of the body.

* Hangfire. Firearms only. The bullet will discharge randomly in the next D100 seconds. If weapon is pointed away from everyone for the appropriate length of time, no problem. If the gun is handled casually, roll D100: 1-10 shoot self; 11-15 shoot friend (self if no friend near); 16-20 shoot enemy, 21-100 miss. If the bullet is ejected and is rolling around loose when it goes off, roll D100: 1-5 shoot self, 6-7 shoot friend, or self if no friend present, 8 shoot enemy, 9-100 miss.

** Only automatics can jam. Revolvers and single-shot weapons treat as a simple miss. There is also a 'saving roll' on D100 for automatics, depending on reliability: 1-60, Very Reliable weapons treat as a simple miss, 1-30 Standard weapons treat as a simple miss. 1-10, Unreliable weapons miss.

*** There is a saving roll for this disaster on D100: 1-80, Very Reliable weapons won't blow up; 1-40, Standard weapons won't blow up.