Neo-Troops System tables

Melee attacks

modifier	situation
-1	run move
+1	superior position
-1	twin weapon (to-hit only)

Shooting

modifier	situation
+1	aimed shot against stationary target
-1	long range (plus 50m max range without aiming)
+1	varan modular weapon system (see notes)
-2	quick load (see notes)
-1	for each 2 ROF (or part) when using two guns

Perception and sensor levels

perception/ sensors	automatic things
+1	automatic scanning in normal situation
+2	auto-detect powerful back radiation, like IR or UV lightning
+3	notice all non-normal signature, all-time scanning
+4	notice all signature

Agility levels

agility	target	feats
-1	3	clumsy target
+0	4	normal human agility
+1		prepared flips
+2	5	flips on flat surface, scale any normal surface with high speed (half normal move)
+3		flips anywhere
+4	6	run on walls, scale by jumping and running (no reduction to movement rate)
+5		run on ceiling
+6		anything

Handling weapons

mod	feat
-1	switch of weapons. This does not apply if there is no need to put anything away, i.e. the varan has only one weapon and is not switching to medium or large weapon
-1	using medium weapon single-handedly
-1	using 2-handed weapon with limited brace

Repair: d6 minutes, 6 beyond repair. Roll for each damage level
Regenerate: 5 minutes after last combat, 1 hit point and one level of all wounded statuses
Falling: safe 2x jump, -d6 if no time to prepare, +d6 if soft ground. One hit per each exceed 2 meters (or part), causes 1 damage on d6 roll 4+ (no armor save)
Parry: max melee bonuses, 4+ save (6 against cloaked)
Slow Projectile dodge: base perception 5, agility 5
Heat Wave: armor save +3
Ignited: -1 perception and attacks. At the end of the turn, d6 roll 6+ extinguished. +1 for each helping, +2 if fire-extinguisher. If not put out, hit at save +2 plus possible external damage. Same apply to new ignite results when already burning.

Critical hits

d6	cybervaran	human/mutant	robot	vehicle
1-2	No special effect!			
3	System damage, reroll: 1-2 Cloak damaged 3-4 Scanners/mapping system damaged, -1 perception (cumul.) 5-6 Random built-in accessory damaged, including weapon mount-points (note: if scarce, may be none)	Legs wounded* (as varan, can only happen if damage caused)	Random system damaged (use varan system damage table if the target is close enough, like cloaked combat 'copter. Can also destroy weapons)	
4	Appendixes*, reroll: 1-2 Legs wounded (-2 agil, half move) 3-4 Right arm wounded 5-6 Left arm wounded		Legs/tracks damaged* (as legs wounded)	Motor damaged* (half move). Second hit immobilizes.
5	Vitals, +1 damage and reroll: 1-5 Torso wounded (-1 attacks, cumul.) 6 Head hit (drugs**, -2 all)		Structure damage, +d3 damage	Crew hit
6	Reroll twice			

*critical ignored if the total damage is 0 and it was reduced because of the armor

Varan damage

damage	effect
cloak damaged	Varan is visible until the cloak is repaired
mapping systems and scanners damaged, -1 perception	Varan cannot use scanners or map other varans, nor can other varans map this varan until this damage is repaired. Meanwhile radio/video transfer unreliable. The varan gets cumulative -1 to all perception tests.
accessory or weapon damaged	Accessory or weapon cannot be used until repaired
system destroyed	Direct destroy-result or second hit to damaged system destroys it beyond any repairing. Weapons and ammunition can explode when damaged/destroyed, depending on weapon type
legs wounded	Move and jump halved, agility at -2. Second or subsequent leg wound immobilizes (can still drag)
leg severed	Immobilized and cannot be regenerated, bleeds to death in 1 minute unless can stop to bind the wound
arm wounded	Arm disabled and cannot be used except for light work.
arm severed	As disabled, but cannot regenerate it. Bleeds to death in d3 minutes unless the varan stops to bind the wound
torso wounded	All attack rolls (melee, shooting and throwing) at -1 dice, unless able to brace attack very well. This penalty is cumulative
head hit	Automatic drug injection. If the varan survives that, is at -2 on all levels (melee skill, agility, shooting attacks, perception etc.). Second head hit is instantly fatal unless the previous is regenerated.