DAMAGE RESOLUTION FLOW CHART

START HERE

1. Does the facing / location have armor?
   - Yes: Check off one armor circle on the Armor Diagram in the location (or facing, if a torso location) for every point of damage the hit deals, until all damage is applied or all armor in the location/facing is destroyed.
   - No: Move to step 2.

2. Is there damage remaining?
   - Yes: Immediately roll once on the Determining Critical Hits Table, page 46. Apply any resulting critical hits to that location. Critical hits that cannot be applied are discarded.
   - No: The location is destroyed.

3. Does the location have any internal structure left?
   - Yes: Check off one internal structure circle on the Internal Structure Diagram in that location for every point of damage remaining, until all internal structure in the location is destroyed.
   - No: The location is destroyed.

4. At the start of this phase, did the location have any components that could take a critical hit?
   - Yes: The remaining damage is lost. The location is destroyed.
   - No: Move to step 5.

5. Are there explosive components in the location?
   - Yes: Immediately roll once on the Determining Critical Hits Table, page 46. Apply any resulting critical hits to the destroyed location. Only critical hits that strike explosive components are resolved; all others are discarded.
   - No: Move to step 6.

6. Is there damage remaining?
   - Yes: The remaining damage transfers to the next location inward (if any; see the Damage Transfer Diagram on p. 43). If transferring to a torso location, the damage is applied to the front armor unless the attack came from the rear.
   - No: Attack is finished.

7. Did the damage result from an ammunition (or other internal component) explosion?
   - Yes: The location is destroyed. Immediately roll once on the Determining Critical Hits Table, page 46. Apply any resulting critical hits to the destroyed location. Only critical hits that strike explosive components are resolved; all others are discarded.
   - No: Move to step 8.

8. Is the location protected by CASE?
   - Yes: The location is destroyed. Immediately roll once on the Determining Critical Hits Table, page 46. Apply any resulting critical hits to the destroyed location. Only critical hits that strike explosive components are resolved; all others are discarded.
   - No: Move to step 9.

9. Is the location protected by CASE II?
   - Yes: The location is destroyed. Immediately roll once on the Determining Critical Hits Table, page 46. Apply any resulting critical hits to the destroyed location. Only critical hits that strike explosive components are resolved; all others are discarded.
   - No: The remaining damage transfers to the next location inward (if any; see the Damage Transfer Diagram on p. 43). If transferring to a torso location, the damage is applied to the front armor unless the attack came from the rear.

Attack is finished.