

Mayfair Exponential Gaming System (MEGS) Combined Action and Result Table (CART).

	X	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1 to 2	+1	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
3 to 4	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5 to 6	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7 to 8	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9 to 10	+1	A	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11 to 12	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
13 to 15	+1	A	6	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*
16 to 18	+1	A	7	6	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	*
19 to 21	+1	A	8	7	6	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	*
22 to 24	+1	A	9	8	7	6	5	4	3	2	N	N	N	N	N	N	N	N	N	N	*
25 to 27	+1	A	10	9	8	7	6	5	4	3	2	N	N	N	N	N	N	N	N	N	*
28 to 30	+1	A	11	10	9	8	7	6	5	4	3	2	N	N	N	N	N	N	N	N	*
31 to 35	+1	A	12	11	10	9	8	7	6	5	4	3	2	N	N	N	N	N	N	N	*
36 to 40	+1	A	13	12	11	10	9	8	7	6	5	4	3	2	N	N	N	N	N	N	*
41 to 45	+1	A	14	13	12	11	10	9	8	7	6	5	4	3	2	N	N	N	N	N	*
46 to 50	+1	A	15	14	13	12	11	10	9	8	7	6	5	4	3	2	N	N	N	N	*
51 to 55	+1	A	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	N	N	N	*
56 to 60	+1	A	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	N	N	*
+5		A	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	C

• For every 5 APs of Effect Value over 60, increase the RAPs by 5.

* Shift the Effect Value up one row for each +5 Column and use the 60 Resistance value.

A All. The Result APs are equal to the Effect Value

C Cancel. One +5 row cancels one +5 Column

N No Effect. The action has no effect on the target.