



Drive Roll: 1d6 + Reflexes

Round Order: Drive Roll high to low; ties to higher die roll; ties roll off

Speed Points: Drive Roll + Speed

Ranged To-Hit: 2d6 + (2 - (1 for each full Range Increment, Maximum 4))
vs 6 + Velocity of target

Damage Check: 2d6 + Strength vs Armor (+ *Valor*)

Damage Amount: Dmg x (Each full Armor multiple on Damage Check)

Ram Check: Within Weapon Arc A on struck side, no turn before the attack.

Ram Damage Check: 2d6 + V vs Armor (+ *Valor*)

Ram Damage Amount: Ram Damage x (Each full Armor multiple on Damage Check); Rammer takes 1DP

Non-Ram Collisions: Both racers take 1DP.

Extended Action Speed Point Costs:

Move: 1 Change V + Move: 3

Turn + Move: 2 Fire + Move: 3

Steering Check: 2d6 + (Reflexes/2, round up) vs 6 + (Handling Required - Effective Handling) + V