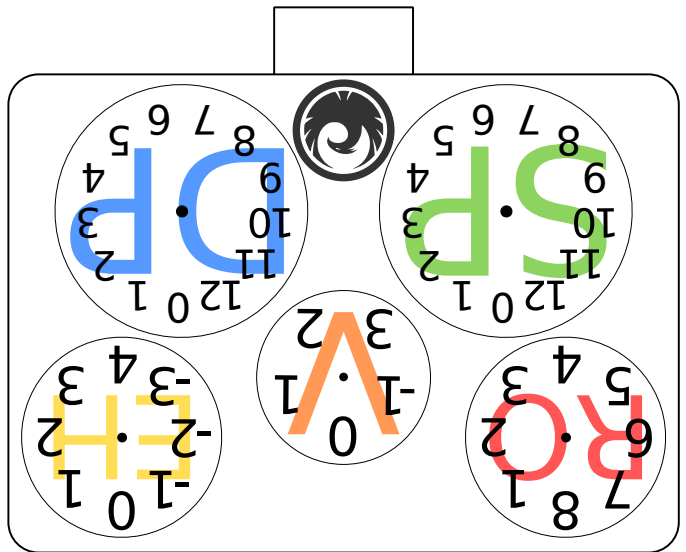**Drive Roll:** 1d6 + Reflexes
**Round Order:** Drive Roll high to low; ties to higher die roll; ties roll off
**Speed Points:** Drive Roll + Speed

**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