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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

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

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

Turn + Move: 2 Fire + Move: 3

Extended Action Speed Point Costs: Move: 3

Ram Damage Amount: Ram Damage x (Each full Armor multiple on Damage Check); Rammer takes IDP Check); Rammer takes IDP Non-Ram Collisions: Both racers take IDP **Ram Check:** Within Weapon Arc A on struck side, no turn before the attack. Ram Damage Check: 2d6 + V vs Armor (+ Valor)

Ranged To-Hit: 246 + (2 - (1 for each full Range Increment, Maximum 4))
Ves 6 + Velocity of target
Damage Check: 246 + Strength vs Armor (+ Valor)
Damage Amount: Dmg x (Each full Armor multiple on Damage Check)

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

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

Turn + Move: 2 Fire + Move: 3 Extended Action Speed Point Costs: Move: 3

Non-Ram Collisions: Both racers take 1DP.

Ram Check: Within Weapon Arc A on struck side, no tum before the attack. Ram Damage Check: 2d6 + V vs Armor (+ Valor) Check): Ram Damage Amor (+ Valor) Check): Rammer takes 1DP

Ranged To-Hit: 246 + (2 - (1 for each full Range Increment, Maximum 4))

Damage Check: 246 + Strength vs Armor (+ Valor)

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

Drive Roll: 146 + Reflexes Round Order: Drive Roll high to low; ties to higher die roll; ties roll off Speed Points: Drive Roll + Speed



