

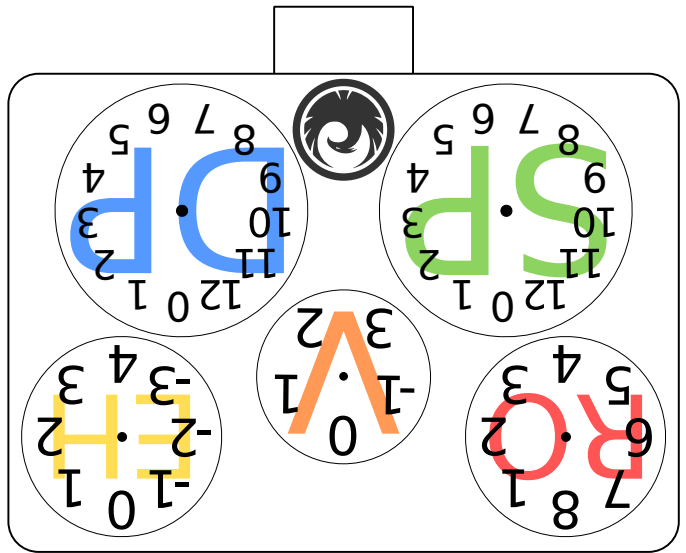
**Drive Roll:** 1d6 + Reflexes  
**Round Order:** Drive Roll high to low; ties to higher die roll; ties roll off  
**Speed Points:** Drive Roll + Speed

**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



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