

VEHICLE COMBAT

Due to the nature of vehicular combat, hitting a target in most cases is not a result of pure skill. Most turreted weapons are assisted by a computer and most fixed weapons are lined up by the driver facing the correct direction. Due to this, the ability to hit is calculated a bit different.

- 1) Base To Hit= $\frac{1}{4}$ Dex for a fixed weapon
 $\frac{1}{2}$ Dex for a turreted weapon
- 2) +5%/ skill level of the gunner
- 3) -x% for range
- 4) +x% for size-- Cars and Explorers (Large) +5%, Transports (Giant) +10%
- 5) -x% for movement-- -10% if under 150 m/t and -20% if over 150 m/t *
- 6) -x% for dodging--if the driver tries to weave and dodge -5%/tech level **
- 7) If the opponent is not dodging, add +5%/ tech level of driver ***
- 8) Gunners- for each weapon fired besides their main weapon-- -10%
Drivers - for each weapon fired -10%
- 9) Add any modifiers from computer or targeting assist programs

*-- this applies to both vehicles

**-- this applies to attacking from the dodging vehicle as well

***--this applies if the driver is helping to line up the shot