

HIT/MISS DETERMINATION

29

BASE NUMBER

Starting value	10
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RANGE

Short	0
Medium	-3
Long	-6

MOVEMENT AND FIRE

Attacker: stationary	0
Attacker: slow	-1
Attacker: moderate	-3
Attacker: fast	-5
Target stationary	0
Target: slow	-1
Target: moderate	-2
Target: fast	-3

TARGET CONCEALMENT

None	0
Less than one-third	-1
One-third to two-thirds	-2
More than two-thirds	-3
Total	No direct fire

WEAPON MODE

Single or beam	0
Automatic or pulse	+1
Guided	+2
Smart	+3
Rotary automatic	+3

TARGETING ABILITY

Undamaged	0
Lightly damaged	-1
Moderately damaged	-3
Severely damaged	-6

DETECTION SYSTEM

Normal	0
Augmented	+1
Extended	+2
Enhanced	+3

COMBAT EFFECTS

Attacker taking interceptive or suppressive fire	-3
Attacker has poor morale: Cautious	-1
Attacker has poor morale: Shaken	-3
Attacker has poor morale: Broken or Eliminated	May not fire

TARGET SIZE

0	0
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10
11	+11
12	+12

PROCEDURE:

1. Start with the base number then add and subtract applicable factors to arrive at the total needed to hit the target.
2. The maximum chance for a hit is 90%. (A roll of 1 to 9 on a ten-sided die.)
3. Roll one ten-sided die.
4. If the number rolled is less than or equal to the total needed to hit, a hit is scored.
5. Proceed to damage evaluation.