This is an **optional table** for players who prefer to have the owner of a targeted piece roll for penetration as a "savings roll."

Armor Class	Attack Class								
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
0	3	2	2	1	1	A	A	A	A
1	4	3	2	2	1	1	A	A	A
2	5	4	3	2	2	1	1	A	A
3	6	5	4	3	2	2	1	1	A
4	7	6	5	4	3	2	2	1	1
5	8	7	6	5	4	3	2	2	1
6	9	8	7	6	5	4	3	2	2
7	N	9	8	7	6	5	4	3	2
8	N	N	N	N	7	6	5	4	3
9	N	N	N	N	N	N	6	5	4
10	N	N	N	N	N	N	7	6	5
11	N	N	N	N	N	N	8	7	6
12	N	N	N	N	N	N	9	8	7
Armor Class	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
	Attack Class								

PROCEDURE:

1. Compare the armor class of the target to the attack class of the firing piece.

2. Roll one ten-sided die.

3. If the number rolled is less than or equal to the number given on the chart, the targeted piece's armor has **not** been penetrated.

A is automatic penetration, no savings roll possible.

N signifies no chance of penetration, no savings roll needed.

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