Penetration and Damage –

Each “HIT” registered during Targeting is then checked for penetration by comparing the Weapon’s Penetration Value (noted with the weapon stats on the Record Sheet) and the target’s Armor Rating (also noted on the vehicle sheet) in a similar manner to the Task Resolution Process

Damage –

A weapon that penetrates a vehicle’s armor does damage equal to its BASE DAMAGE RATING per “HIT”. This damage is marked off on the target vehicle’s damage track. (Forcing a HAZARD check as well)

Special Damage Effects –

Many weapons not only cause damage but also deliver some adverse effect to their target when successfully engaged. These effects vary from weapon to weapon and are described with their entry. Typically special effects only apply if the WEAPONS task check was successful, and possibly a penetration result achieved.

Jams-

If a weapon (such as a LMG) jams while firing, any penetrating hits count as normal and it takes one complete round (5 seconds) of no firing of any kind while Sidekick clears it, from the impulse after it happened.

Firing Example

Driver with a targeting skill of GOOD fires a Lt. MG with a targeting of EASY on the Task Chart and needs a 2+ to hit since the Lt. MG has a Rate OF Fire of 6 He rolls 6 D10 any hits of 2 thru 10 each score 1 hit then roll for penatration.

Penatration a Lt. MG has POOR penatration and depending on cars armor class each penatrating hit does 1 point of damage lets say all 6 hit.

Poor penatration / Weak armour roll D10 for each hit a 5+ on the chart penatrates and causes 1 point of damage.

Poor penatration / Fair armor 6+

Poor penatration / Average armor 7+ ect.

	WEAK Armor	**FAIR Armor**	**AVERAGE Armor**	**GOOD Armor**	**GREAT Armor**	**SUPERB Armor**
POOR Penetration	5+	6+	7+	8+	9+	10
FAIR Penetration	4+	5+	6+	7+	8+	9+
AVERAGE Penetration	3+	4+	5+	6+	7+	8+
GOOD Penetration	2+	3+	4+	5+	6+	7+
GREAT Penetration	AUTO	2+	3+	4+	5+	6+
SUPERB Penetration	AUTO	AUTO	2+	3+	4+	5+