



## Stationary Turret Hit Matrix

If the player is a Heavy Weapons specialist, then the needed roll acquired from this chart should have  $-2$  added to it.

Defender State vs. Weapons Handling of Attacker

	1-5	6-10	11-15	16-19	20
Short range	10	8	6	4	2
Mid range	13	11	9	7	5
Long range	16	14	12	10	8

To hit a person from the front who is currently using a stationary turret, use the hit matrix and say that the defender is standing behind partial cover. From the side and back, the needed roll stays the same as it normally is.

A player operating a .50 caliber stationary turret still gets 3 shots per action.