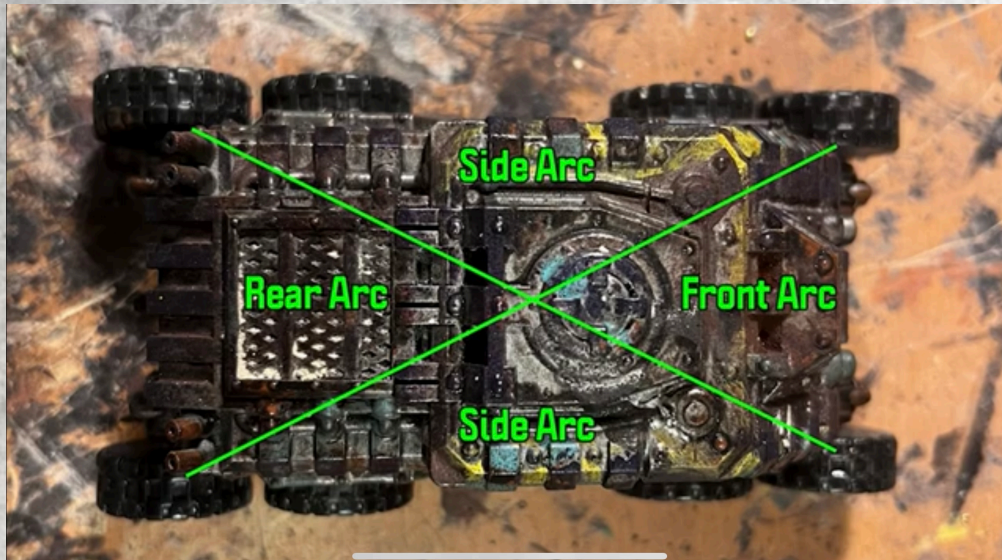


VEHICLE RULES:

VISION ARCS



VEHICLE STATUSES

- Mobile,
- Stationary all stationary vehicles are either Stalled or Wrecked:
 - Stalled: any vehicle forced to stop by an attack, damage, or other effect or rule that prevents it moving. Can often fire weapons but must restart before moving
 - Wrecked: once a vehicle is wrecked it can no longer take actions and stays as terrain

VEHICLE CONDITIONS:

Unless specifically noted, conditions do not affect vehicles:

- Blaze: when activated suffer S3 AP-1 D1 hit to rear, but roll location as normal. Then make a cool check:
 - pass: activate as normal
 - fail & mobile: count as failing a loss of control test then end activation
 - fail and stalled: must do Burn Out (Double) action
- Vehicles take a handling check to avoid becoming blind instead of an initiative check

- Concussion causes a vehicle to be -2 to handling checks
- Vehicles can be hidden, but lose their hidden marker for the turn when they move
- Web weapons do not affect vehicles

VEHICLE CHARACTERISTICS

M F S R HP Hnd Sv BS Ld Cl Wil Int

- Vehicles have 3 toughness values representing the front sides and rear vision arcs
- Hull points measure how damaged a vehicle is
- Handling is how responsive the vehicle is
- Save is an intrinsic value for vehicles

EQUIPPING A VEHICLE

Vehicles can have a variety of weapons wargear and upgrades. Vehicles have hardpoints, each can be equipped with a weapon available to that vehicle. It may be possible to expand hard points There is no limit to vehicle wargear but some gear may not be combined, noted in those rules Each vehicle has finite upgrade slots for body, drive, and engine. When an upgrade is added you can replace an old one, you can attempt to salvage the old one in your stash, roll a D6. On a 1 it is destroyed and 2-6 it is moved to the stash & can be installed in another vehicle or sold.

VEHICLE ACTIONS

MOBILE VEHICLES

- Move (Simple): you may move up to the distance of the movement characteristic. You may make a single pivot of up to 90 degrees at either the beginning, during, or after your move. You can cross gaps no wider than the vehicle as long as the starting point isn't lower than the destination, and you can cross terrain features
- Maneuver (Simple): you can move either forward or backwards at half movement, make any number of pivots up to 90 degrees before during or after moving

- Move and Shoot (Basic): move like a Move (Simple) action; at any point, make a ranged attack with one crew weapon or sidearm. Cannot be used with fire all action in one activation.
- Fire all (basic): make one ranged attack with each crew weapon
- Reload (simple): pick a crew weapon or weapon crew are equipped with and make an ammo check, if passed the weapon is reloaded
- Aim (basic): if a vehicle makes a fire all action after aiming add +1 to hit rolls
- Drift (basic): move up to half distance in a straight line from its side arc, when finished, make a loss of control test at +1
- Ram (double): vehicle moves as if making a move action but adds D6", if a vehicle or terrain feature is hit, the vehicle halves its distance for the hit it suffers, while the impacted vehicle is hit as normal.
- Spin (basic): may take a half move but can turn up to 180 degrees instead of 90, after completing the turn take a loss of control test
- Full throttle (double) this vehicle moves as is making a move action, but can go up to 3x movement characteristic. If turns at any point, immediately make a loss of control test at -1

STATIONARY AND STALLED

- Jump start (simple): driver tries to restart vehicle. Handling check, add +1 if it has more than one HP. If passed, change status to mobile. If failed stays stalled.
- Turnover (basic): vehicle can move D3" and gains +1 to next jump start test
- Free Wheel (basic): vehicle moves D6", roll a d6, on a 1-3 the vehicle rolls forward; on an 4-6 it rolls backwards. If it collides with anything it stops, work out damage as normal.
- Fire all: same as when mobile

STATIONARY AND WRECKED

Wrecked vehicles are treated as terrain and cannot take any action or otherwise take part in the battle

BROKEN VEHICLES

- If mobile: Break for air (double): move 3D6" with no limit to pivots attempting to, in order:
 - be more than 3" from enemies
 - be out of LoS or enemies
 - be in cover
 - be as far from enemies as possible.
- If stationary: Burn out (double): place D3 smoke markers within 1" of the vehicle. Suffer -1 to restart tests for each marker

VEHICLE IMPACTS

RUNNING OVER FIGHTERS:

If a moving vehicle contacts a fighter's base, move them smallest amount possible to let the vehicle pass + ensure the fighter isn't within 1" of the vehicle's final location. Make an initiative check for each fighter, + 1 if standing and 6+ only if seriously injured. If passed the fighter dodged, but if failed, they become prone and pinned and take an automatic hit from the collision damage table.

If a vehicle hits another vehicle or terrain, use collision damage table:

- 3-5" S3 AP- D1
- 6-7" S5 AP-1 D1
- 8-9" S7 AP-2 D 2
- 10+ S9 AP-3 D3

HEAD ON COLLISIONS:

If the front arc makes contact with another vehicle it is head on, compare the toughness of the vehicles. If the same, or the moving one is higher, the vehicle is pushed as far as movement allows. Roll damage.

SIDE ON:

If side arc makes contact with a vehicle it's a side on collision, make a handling check, at +1 if side toughness is greater than the toughness of

the facing on the other vehicle it hit. If passed, the other vehicle is moved as small amount as possible to continue movement, if failed the vehicle turns the smallest amount possible to continue movement. Roll damage/

COLLIDING WITH TERRAIN:

If a vehicle hits a wall or impassable terrain it is treated as hitting a vehicle with greater toughness, while terrain suffers no damage. If the object is an obstacle or light structure it is destroyed, any fighters on to fall and the vehicle is treated as hitting a lower toughness vehicle. Roll damage.

ROLL DAMAGE:

Both vehicles suffer a hit based in the vehicle collision damage table against the facing that made the collision. Increase the S AP and Damage of the hit for a vehicle with lower toughness

CHAIN COLLISIONS:

Vehicles can and do push each other into other vehicles and obstacles. If this occurs, resolve the damage of each collision as they occur, using the initial vehicles movement when determining power of impact. All movement stops if a vehicle in the chain stops due to impassable terrain or a higher toughness vehicle then all the vehicles stop.

VEHICLES & TERRAIN

- Wheeled: for every 1" moved through difficult terrain, count as moving 2"
- Tracked: suffer no penalty for difficult terrain
- Skimmer: ignore all difficult and dangerous terrain, but if it ends on difficult or dangerous terrain, take a handling check and if failed suffer a catastrophic hit to the drive.

FIGHTERS ON VEHICLES

Fighters treat vehicles as terrain. When it moves, fighters that aren't in transport spaces must immediately pass an initiative check or fall. If they fall, place them 1" away from the vehicle in a direction rolled on the scatter dice, and if landing within 1/2" of an edge they must check initiative again or fall. If they would hit impassible terrain move them the shortest distance possible where they can still be placed. Only test once per vehicle activation, but you test again if vehicle take a collision. Loot caskets automatically fall off unless placed in a res osier area or in base contact of a fighter than passes initiative.

FALLING VEHICLES

When a vehicle falls it must pass a loss of control test with cumulative -1 modifier for every 3"rounding up to the nearest inch. In addition, they take a hit based on height to rear toughness and in the drive location

ATTACKING VEHICLES:

A fighter within 1" of s checks counts as being engaged, but can move freely without disengaging. +1 to hit a vehicle in CC, and you can roll 2 location dice choosing your preferred result.

Vehicles never count as being engaged and can move freely, but when it does enemies within 1" can make reaction attacks on a successful initiative check. Hits are scored against the facing they're in contact with, if on the vehicle, use the lowest toughness. If a fighter wrecks a vehicle in close combat they can consolidate.

VEHICLES AND NERVE TESTS

Take a nerve test if a friendly vehicle is wrecked within 6". Make a cool check with +1 for each friendly vehicle within 6" that is not broken or wrecked. If failed, place a broken marker. They immediately activate and if mobile make a break for air double action, or stationary and stalled make a burn out action. They lose their ready marker if they had one.

May attempt to rally. On subsequent turns must make a break for air or burn out action as appropriate.

RESOLVING HITS AGAINST VEHICLES

1. Determine facing - draw a line from the vehicle and whichever side the center of the model's base is on is the facing hit. If the model cannot see the facing that they are targeting, the vehicle is "hull down" and counts as being in cover.
2. Roll to wound as normal
3. Roll to save as normal
4. Roll damage and location dice. A. If the location rolls somewhere impossible to hit (due to a vehicle special rule) reroll the location dice. If a vehicle takes multiple hits from a rapid fire weapon, roll a location for each hit. B. Roll damage dice equal to the damage characteristic. One result is applied for each hit, unless noted by another rule.

DAMAGE TABLES

Location:

1-3: Body

4: Crew

5: Engine

6: Drive

Damage:

1-3: Glancing Hit

4-5: Penetrating hit

6: Catastrophic hit

BODY DAMAGE TABLE

- Glance: crew shaken: become subject to concussion and make a hand kind check, if failed stationary & stalled
- Penetrating hit: lose a hull point & make handling check, if failed stationary and stalled
- Catastrophic hit: weapon destroyed: random vehicle weapon damaged and loses hull point. If vehicle has no weapons lose 2 hull points. Make a loss or control test.

ENGINE DAMAGE TABLE

- Glance: stutter: become stationary and stalled

- Penetrating hit: loss of power: lose a hull point & cannot move further than movement during activation, make a loss of control test.
- Catastrophic hit: belching smoke and flame: lose 2HP & for remainder of battle cannot move further than movement during activation. Make a loss of control test.

CREW DAMAGE TABLE

- Glance: crew shaken: make a handling check or become stationary or stalled
- Penetrating hit: driver wounded: driver takes flesh wound, -1BS and Handling. Any end phase where a driver has a flesh wound, roll a D6:
 - 1- driver passes out, roll a driver black out result, do not test to see if they recover this round
 - 2-3: keep flesh wound next turn
 - 4+: remove one flesh wound
- Catastrophic hit: driver black out: vehicle immediately loses control as if failing a loss of control test, change status to stationary and stalled and remove ready marker. Do not add a ready marker until they regain consciousness. In the end phase, roll a D6. On a 1-3 the driver remains unconscious. On a 4-6 they suffer a driver wounded result but do not roll to recover this turn.

DRIVE DAMAGE TABLE

- Glancing hit: tank slapper: make a loss of control test
- Penetrating hit: blow out: loses a hull point and -1 to handling tests and make a loss of control test
- Catastrophic hit: major malfunction: lose 2HP and -2 to all handling tests, make a loss of control test

LASTING DAMAGE

Roll a D6:

- 1: Persistent Rattle: +1 on future Lasting Damage Rolls
- 2: Handling Glitch: -1 to all Handling Checks

3: Unreliable: At the start of every battle, roll a D6 for each Unreliable result the vehicle has taken. If any is a 1, it won't start and cannot take part in the battle

4: Loss of Power: Movement is reduced by 1"

5: Damaged Bodywork: Reduce each Toughness value by 1

6: Damaged Frame: Reduce Hull Points by 1

7: Write Off: The vehicle is not currently roadworthy and must be repaired

INJURED CREW:

Roll a D66:

11: Goes into Recovery but gains D3 XP

12-26: Out Cold: can perform post battle actions

31-46: Into Recovery

51-52: Ld and Cl reduced by 1

53-54: Int and Wil reduced by 1

55-56: Ballistic Skill reduced by 1

61-65: Must make a medical escort action or they will die

66: Crew is killed instantly, attacker gains 1 extra XP

WRECKING VEHICLES

When reduced to 0 Hull Points, or when a vehicle rolls, it is wrecked. When this happens, you may leave the vehicle in place and treat it as terrain, treating it as a flimsy structure, or it can be removed from the table. In any case, roll Lasting Damage for the vehicle & Injury for the crew.

THROWN CLEAR

When a vehicle is wrecked, any fighter on board is thrown clear, place them within 2" of the hull and take an Initiative check for them. If passed, they land standing, if failed, they become prone and pinned and suffer a hit as though they fell from the height of the vehicle, increasing S, AP, and D by I if the vehicle was Mobile

LOSS OF CONTROL TEST

Control Dice:

1-3: Swerve

4-5: Jackknife

6: Flip

Make a handling check with any modifiers:

- If Passed: The driver maintains control of the vehicle
- If Failed: The driver has lost control, if stationary the vehicle may turn or roll. If Mobile, the vehicle veers off course, or rolls.
- Roll a Control dice and a D6:
 - Swerve: the vehicle pivots around its central point 45 degrees
 - Jackknife: the vehicle pivots around its central point 90 degrees
 - Roll: The vehicle is flipped by the force of impact

In the case of a Swerve or Jackknife, the D6 tells you which direction to turn, 1-3 is left, 4-6 is right.

If the vehicle is mobile, move it forward half its movement characteristic.

If a vehicle Swerves or Jackknifes, any fighters not in transport areas must test to avoid falling.

ROLLING

If a Stationary vehicle gets a roll result, flip it onto the side or roof. If a Mobile vehicle gets a roll result, roll a scatter dice and a D3. The scatter dice is the direction the vehicle moves (use the little arrow on a Hit result). The D3 determines the number of rolls it makes in that direction, move 2" in the direction of the scatter die for each roll. It can cause collisions while rolling.

RESTART TESTS

In the end phase, for each vehicle that is currently stalled, make a Restart Test. Make a handling check, add +1 if the vehicle has more than 1 Hull Point. If passed, the vehicle changes status from Stationary and Stalled to Mobile. If failed, the vehicle remains stalled.

If a vehicle has suffered lasting damage, you can take it to the Chop Shop to get repairs made. Roll a D6 to determine the cost and if the gang pays, all prior lasting damage is removed from the vehicle.

- 1-3: Almost Like New: Pay 50% of vehicle cost rounding up to the nearest 5, including the cost of upgrades but not wargear or weapons. Replace all lasting damage with a persistent rattle result.
- 4-5: Quality Repairs: Pay 50% of vehicle cost rounding up to the nearest 5, including the cost of upgrades but not wargear or weapons.
- 6: Superficial Damage: Pay 25% of vehicle cost rounding up to the nearest 5, including the cost of upgrades, but not wargear or weapons.

VEHICLE FIGHTER CARDS

TYPE:

CREDITS

VEHICLE CHARACTERISTICS

TOUGHNESS

M

FRONT

SIDE

REAR

HP

HND

SV

+

+

BS

LD

CL

WIL

INT

CREW CHARACTERISTICS

BS

LD

CL

WIL

INT

Weapon

Rng

S

L

S

L

Acc

S

L

Str

AP

D

Am

Traits

SPECIAL RULES:

UPGRADES:

WARGEAR:

[illegible]