

We are focusing on only two distinct vehicle types. **Mounts** and **Trucks**. In general, a **Rider**, **Driver** or **Passenger** is ON a Mount, but IN a Truck. These rules are intended to keep things simple with no long winded and complicated chains of events or damage tables. These rules are designed with ORB or NCE Necromunda in mind.

DEFINITIONS

Rider - The fighter on and controlling a Mount. The Mount uses their movement turn.

Driver - The fighter on board and controlling a Truck. The Truck uses their movement turn.

Passenger - Any fighter on board a vehicle who is not the **Rider** or **Driver**.

Mounts - The **Rider** is fully exposed. Examples - Rough Riders, Atalan Jackals, Giant flea things. Mounts can carry their **Rider** and up to one **Passenger**. Carrying a **Passenger** on a mount reduces its Basic move by 2".

Trucks - The **Driver** is partially or fully concealed and it's able to carry several **Passengers** – a default truck can carry a driver and three passengers, though extra capacity can be purchased. These rules are initially created with open-backed trucks in mind – this could be a low flying skimmer, a wagon pulled by some kind of draft animal, or a more traditional wheeled or tracked vehicle.

BASIC RULES

WHO IS WHO?

In the name of simplicity, any standard member of your gang can be a **Rider**, **Driver** or **Passenger**. (Typically, Leaders, Heavies, Gangers and Juves or equivalents). That includes Hired Guns, and no, a Zombie or Giant Rat cannot be a **Rider** or **Driver**. They may still be Passengers. Apply some common sense!

WHEN?

Trucks and mounts can move once at any time in your movement phase. They may move **before** you declare charges if you wish – we are aware this is outside the normal NCE chain of events. This allows your shock-troop gangers to ride the transport to the enemy then jump out! Bear in mind however that if someone not charging moves before the vehicle (i.e. climbing aboard), by the letter of NCE you just blew your chance to charge this turn. This is correct, plan carefully!

You will see rules later that state things cannot be done or require tests if a vehicle moved a certain amount – these restrictions apply to the turn **currently** in play. Some fighters could use their whole move to climb aboard, then the vehicle scoot off 12", then another set of fighters with move left would not be allowed to climb aboard. This is also correct, so, again, plan carefully!

MOVEMENT

Standard movements are as follows:

	Basic	Full	Note
Mounts	up to 8"	up to 16"	Carrying a passenger reduces the basic by 2" and full move by 4".
Trucks	up to 6"	up to 12"	No penalty for carrying passengers.

These are the equivalent of basic moves and running or charging for fighters on foot, i.e. a **Rider** on a mount or truck **Passenger** may not shoot if the vehicle moved over Basic speed. As per NCE, any move into hand-to-hand is considered a Charge and means you do not shoot in the shooting phase. This is covered in more depth in the SHOOTING and HAND-TO-HAND sections.

TURNING

Mounts are manoeuvrable and may make any number of turns during their movement. **Trucks** can make two up to 45° turns anywhere after the first 2" of their movement. These can stack to one up to 90° turn if you wish. You may, for example, reverse, turn 45°, then drive forwards and away if you've got stuck against a wall for instance (watch where you're going in future!)

CRASHING

A **Mount** or **Truck** which runs into a solid object or falls off an edge will stop dead (at the bottom of the fall if applicable) and the occupants will need to pass an Initiative test or suffer an automatic hit at S3 for Basic speed or S4 for Full speed depending on distance travelled. If the vehicle drove off a ledge greater than 3" in height, the occupants must also test for falling damage as per NCE. Ouch!

== SHOOTING ==

SHOOTING FROM A VEHICLE

A vehicle which has not moved does not penalise the **Rider**, **Driver** or any **Passenger** when shooting.

MOUNTS: The **Rider** of a moving mount and its **Passenger** may shoot a pistol weapon at -1 to hit, a basic weapon at -2 to hit, or throw a grenade which automatically scatters D6". Grenades which do not use scatter rules (e.g. Krak) automatically miss. Special and Heavy weapons require too much focus to use effectively whilst trying to ride or balance. Line of sight from the **Rider** or **Passenger** applies, as per usual NCE rules. If the **Rider** takes the **Mount** into hand-to-hand, any **Passenger** is automatically considered to have charged too and may not shoot.

TRUCKS: The **Driver** of a moving Truck may shoot a pistol weapon at -1 to hit, a basic weapon at -2 to hit, or throw a grenade which automatically scatters D6". Grenades which do not use scatter rules (e.g. Krak) are considered to have automatically missed. **Passengers** in a moving Truck may shoot pistols without penalty, Basic/Special weapons at -1 to hit, or throw Grenades at -2 to hit.

A moving truck is too unstable a platform to fire a heavy weapon from unless the vehicle is equipped with a Heavy Weapon Mount (see equipment). Line of sight from the **Driver** or **Passenger** applies, as per usual NCE rules. A **Driver** who attempts to run someone over is considered to have charged and so may not shoot. This does not apply to **Passengers** in a Truck that attempts to run someone over.

SHOOTING AT VEHICLES

For simplicity we have considered that fighters are trying to take the occupants out of action, not targeting the vehicle itself.

Mounts: When shooting at **Riders** or **Passengers** of mounts, normal line of sight rules are used – the mount is not considered to offer extra protection, and the closest must be targeted etc. Remember to take into account the pre-existing rules for Rapid Moving Targets (i.e. -1 if moved over 12" in its last move phase – NCE page 14).

Trucks: Being inside a truck, regardless of the wonderful variety of vehicles people can come up with, confers Full Cover (-2) to the **Passengers** and **Driver** if being shot at from the same level or lower. Other trucks or mounts are always considered to be at the same level if sitting on tabletop together, even if one is modelled higher. If being shot at from above (firing model or vehicle's base is 3" or more above the Truck's base) this is reduced to Partial Cover (-1). We realise this won't always be immediately obvious and may require common sense/a dice off.

== PINNING & DOWNING ==

PINNED RIDERS, DRIVERS and PASSENGERS

If the **Rider** of a **Mount** is pinned, they are treated as per normal Pinned rules – they have enough control to stop and hunker down. Any **Passenger** on a pinned **Rider's** mount is not considered to be pinned – they cannot move the mount themselves, but may dismount if they wish.

A pinned **Passenger** of a **Mount** must take an initiative test – if fail they fall off and are pinned on the ground beside the mount. If they pass they are considered pinned for the purposes of shooting, but will continue to move with the mount. They may use the **Rider** for moral support to escape pinning as per the normal requirements in NCE.

If the **Driver** of a **Truck** is pinned, they must take an initiative test – if passed they are simply pinned. If failed, their diving below the fire line has resulted in an uncontrolled move. The truck will move 1D6" in its forward 180° arc, direction determined by a scatter die (if the arrow points into the rear arc, consider the move to be directly opposite the indicated direction). It will stop facing the new direction of travel. If it hits an obstacle or drives off an edge, see **CRASHING** above.

A pinned **Passenger** of a **Truck** is considered pinned for the purposes of shooting, but will remain aboard and move with it and may use the **Driver** or other **Passengers** to escape pinning as per the normal requirements in NCE.

DOWN/OOA RIDERS, DRIVERS and PASSENGERS

If the **Rider** of a **Mount** is Down or OOA, they and any **Passenger** fall off automatically. The **Passenger** is pinned automatically – they're focussing on not breaking limbs rather than returning fire! The mount itself will then move 2D6" in its forward 180° arc, as per pinned Truck Drivers above. If it hits an obstacle or edge it will stop/fall off respectively.

Down **Passengers** of mounts fall off automatically and are placed Down beside the mount.

Down/OOA **Drivers** of Trucks slump over the controls and the vehicle swerves wildly – it will move 2D6" in its forward 180° arc, as per pinned Truck Drivers above. If it hits an obstacle or drives off an edge, see **CRASHING** above. This will only happen when the **Driver** goes Down/OOA – it will not continue with a previously Downed driver unless they've been "up" again in the interim.

== HAND TO HAND ==

MOUNTS IN HAND-TO-HAND

A **Rider** of a mount may Charge into close combat. They may not run enemies over like Trucks can below. Being on a mount confers a bonus in the first round of combat, but after that it's a hinderance. On charging they may roll one extra attack die and add an extra +1 to their combat score to represent the shock of the impact – this stacks with the +1 already conferred for charging as per NCE. If the fighting continues, the fighter(s) on the mount suffer -1 to their combat score. If the mount was the one receiving the charge then it suffers the same -1 modifier. Note that if a mount is carrying a **Passenger**, the passenger gains no additional bonus for charging – they're clinging on and trying to fight!

TRUCK DRIVERS IN HAND-TO-HAND

Truck **Drivers** may attempt to Run Over an adversary by moving into/over them – this counts as a charge for shooting purposes, but the truck need not stop. A Down fighter who is run over is automatically taken OOA. An active/pinned victim must pass an

initiative roll or be hit automatically with a single S5 impact. If they pass the initiative test or are not taken OOA, they are placed Pinned or Down as applicable at a side of the truck as chosen by the victim. If a Truck's move takes it into/over several fighters (enemy or friend), they all must test! These can all be resolved in the movement phase for ease of play, or banked until the combat phase.

Truck **Drivers** who are charged by someone who remains outside the vehicle will fight as if there is an obstacle between the two (-1 combat score to the charger first turn, NCE page 23).

A **Driver** engaged in combat with an adversary outside the vehicle can attempt to drive away next movement phase, taking the penalties from breaking off combat as usual.

Combats taking place within/on the load bed of a vehicle are fought out normally. A **Driver** cannot drive the truck if the fighter attacking him is inside the vehicle. It must remain stationary – if they break off combat, and survive, they have been thrown out of the truck! Place them pinned 2" away.

TRUCK PASSENGERS IN HAND TO HAND

Truck **Passengers** can charge out of the vehicle and fight as normal, taking the mounting/dismounting movement rules into account.

Truck **Passengers** who are charged by someone who remains outside the vehicle will fight as if there is an obstacle between the two (-1 combat score to the charger first turn, NCE page 23).

Combats taking place within/on the load bed of a vehicle are fought out normally.

If **Passengers** are engaged in combat with people outside the truck and it drives away, the **Passengers** suffer no penalty for breaking off combat – they are not turning their backs so are able to defend themselves normally. However, the attacker may if they wish attempt to pass an initiative test to scramble aboard. If they fail they are placed pinned where they were, if they pass they scramble onto the truck to continue fighting! Note that this extra fighter does not contribute to the **Passenger** capacity – it's a crowded and bloody fight back there!

== ADDITIONAL RULES ==

UNLUCKY!

If a fighter is unlucky enough to be run over by a Truck which is out of control having a Pinned or Down/OOA driver, work it out as if they had been intentionally run over as above. Nuffle gets any wounding hit. Whoops!

EMBARKING & DISEMBARKING

As mentioned previously, a vehicle can be moved at any time within your movement phase. The following rules apply to the CURRENT phase – so yes, you can embark some passengers freely onto a truck which hasn't moved yet this turn, drive the vehicle off 12" and then not be able to embark more passengers. Plan carefully!

A fighter may embark aboard a **Mount** or **Truck** if the vehicle moved up to its Basic move and there is room for them. This costs 1" of their movement for a **Mount** and 2" for a **Truck**. A **Driver** or **Rider** may not embark on AND move the vehicle in the same turn. Normal restrictions for shooting apply, and embarking counts as their movement for the turn.

A **Passenger** may disembark from a **Mount** or **Truck** without penalty if it moved up to its Basic move. If they wish to disembark from a vehicle moving faster, they must take an initiative test – if successful they land safely and can continue their remaining move, if failed they are Pinned beside the vehicle. A **Driver** or **Rider** may move a vehicle and disembark if it travelled up to its Basic move, they may not disembark if it travelled over its Basic move.

TAKING OVER

Driver dead in his seat? If a fighter is already aboard or can reach the vehicle and embark within their normal move, they may replace the Driver. They may not move the vehicle the same turn they took over.

YOINK! MINE NOW!

Vehicle left carelessly unattended? A fighter from any gang can embark onto a vehicle to become the **Driver** or **Rider** if it doesn't already have one. As usual, they cannot move it in the same turn they stole it (got to get the key from behind the sun visor!)

LOOT

Loot can be collected directly by a **Rider** or **Passenger** on a **Mount** so long as it did not exceed its Basic move. Someone must disembark from a **Truck** to get loot or otherwise carry it aboard, following the rules for Embarking & Disembarking. Any vehicle can carry any amount of loot. If a vehicle carrying loot loses all its occupants due to them being knocked off or taken OOA, then the loot stays on the vehicle until someone goes to get it.

CAR DOORS ARE BULLETPROOF, RIGHT?

In all other situations where fighters are shooting, running around and generally trying to end each other around vehicles and not interact directly, they are considered to be terrain just like anything else on the table. They provide cover as per normal LOS rules.

RAMMING

A **Truck** ramming a **Mount** is resolved as per TRUCK DRIVERS IN HAND TO HAND above.

A **Truck** ramming a **Truck** is resolved differently. It is a Ram if the front or rear of the truck moves into another Truck. Sideswipes do no significant damage. The occupants of the Ramming truck are presumed to have been told to hold tight – they grab hold of something secure and may not shoot this turn. The Ramming truck is moved into contact with the target Truck, and will knock it directly away D3" if it was hit at up to Basic speed, and D6" if hit at over Basic speed. Both the Rammed and Ramming trucks now need to roll 1D6 to work out any damage to their vehicles:

Ramming Truck:

- 1 Crunch! The Ramming Truck is immobilised, and may not move for the remainder of the game!
- 2-3 The Truck has Stalled, and may not move next turn, though the occupants may scramble to their feet and fight as normal.
- 4-6 No Penalty – a beautifully executed Ram.

Rammed Truck:

- 1-2 CRASH! Resolve the impact as if the Truck had crashed at Basic Speed. The truck may not move for the remainder of the game. The occupants are Pinned.
- 3-4 The Truck has Stalled, and may not move next turn, though the occupants may scramble to their feet and fight as normal.
- 5-6 The Driver recovers from the impact with expert handling – No Penalty.

Important Note: if the Driver of the Rammed truck is Pinned, Downed or sent OOA by the Ram, it does **not** trigger an additional move as per Downed/Pinned Drivers above. A truck being Rammed into another truck does **not** trigger another Ram.

CRAWLERS

Crawlers are a niche optional category of Vehicle. They can carry as many passengers as models you can physically get on it! They are huge, slow, lumbering objects – they never get up to speed to Ram (they simply push the opposing vehicle along/out of the way) and are too big to be slowed or stopped by one. They will simply stop if the driver is pinned or killed. Crawlers move a maximum of 5", they have no Full Speed. They may only make one up to 45° turn over 2" into that move. Models on Crawlers are treated as if they are on a normal piece of terrain, as are anyone who climbs aboard or jumps off. Anyone who would be run over by a crawler has no difficulty getting out of the way unless they are already down – move them to the side of the crawler as chosen by the potential victim. An unfortunate down fighter run over by a crawler is taken OOA automatically. Shooting from a moving crawler is treated as if the occupants have moved at their Basic rate. Please note when modelling Crawlers with fully enclosed cockpits that the Driver is **always** considered to be visible but in Full Cover to incoming fire from at least the Front 180° arc. Otherwise Line of Sight is used as per a normal game (though the driver has to see forwards, so if he can see out to drive it, shooters can see in!)

BUT I REALLY WANT TO SHOOT AT THE TRUCK EVEN THROUGH IT'S NOT VERY EFFECTIVE AND THE RULES WERE NOT PLANNED FOR IT (aka Tiny's Rule)

Fine then! Gawds, you try and make things easy for people... You must always shoot at the Rider/Driver/Passengers of **Mounts** or **Crawlers**. If you want to shoot at a Truck it is a Large Target with Toughness 7, remember to take into account the speed it may have travelled and that it **can** be in cover from surrounding terrain, buildings etc. If you hit and wound it, the victim must roll on the Rammed Truck table above. If you fail to wound the shot has no effect on the occupants or vehicle (ok, maybe a scorch mark or a dented panel).

COSTS AND UPGRADES

<u>Vehicles</u>	<u>Basic Cost</u>
Mount (Horse, Motorbike, Quadbike etc)	75 Credits
Basic Truck with 4 occupant slots (driver +3 passengers)	150 Credits
Crawler	250 Credits

<u>Upgrades</u>	<u>Cost</u>
Extra Passenger slots (embiggening the vehicle, Trucks Only).	25 Credits Each.
Armour plate (Trucks Only) – 5+ Armour Save against external shooting for all occupants	75 Credits (only 1 per vehicle).
Swivel Attachment – Passenger May shoot a Heavy Weapon after a Basic move at -2 to hit.	50 Credits (only 1 per vehicle).
Boosters (Mounts & Trucks) – Move +4", but if turned during move, 1 test or Full Speed Crash.	25 Credits (only 1 per vehicle).