

CONFRONTATION

VEHICLES AND MOUNTS

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Vehicle Characteristics.....	1
Vehicle Movement.....	4
Vehicles and Ramming.....	5

Vehicle Characteristics

An Architectural Extension for the Skirmish Wargame of the 41st Millennium

On the high-density hive worlds of the Imperium, transport is a matter of tactical survival. While individual gang fighters traverse the narrow, debris-choked corridors on foot, the sprawling road tunnels, industrial ash wastes, and massive factory sectors demand mechanical transport. This supplement integrates light vehicles, cycles, and customized multi-passenger rigs directly into the Confrontation core engine without sacrificing the hyper-realistic lethality or the rapid pacing of the turns phase.

1. VEHICLE TYPE AND BASE CHARACTERISTICS

Vehicles do not possess independent personal characteristics like Weapon Skill (WS) or Ballistic Skill (BS). Instead, they function as mechanical extensions of the crew operating them. A vehicle relies entirely on the WS or BS profiles of its driver or designated gunners.

To simulate the physical momentum and mechanical delay of steering gear compared to human reflexes, every vehicle possesses a randomized, fixed **Base Initiative** rolled on the table below during gang generation.

Vehicle Initiative and Armor Classification Table

- **Civilian / Open Mounts** (Bikes, Trikes, Industrial Tugs)
 - **Base Initiative:** D6 + 3
 - **Base Penetration:** 0% / 30%
 - **Equivalent Armor Category:** Unarmored / Mesh or Plate
- **Light Armored Vehicles** (Scout Buggies, Transports)
 - **Base Initiative:** D6 + 2
 - **Base Penetration:** 25%
 - **Equivalent Armor Category:** Carapace Armor
- **Medium Armored Vehicles** (Rigged Enforcers, Gun-Trucks)
 - **Base Initiative:** D6 + 1
 - **Base Penetration:** 20%

- **Equivalent Armor Category:** Power Armor / Hard Cover
- **Heavy Armored Vehicles** (Armored Crawlers, Combat Chassis)
 - **Base Initiative:** D6
 - **Base Penetration:** 15%
 - **Equivalent Armor Category:** Terminator Armor

Inventory Weight Exception: Because a vehicle's engine power and structural bulk are fundamentally factored into its construction class, vehicles **ignore** all standard cumulative initiative penalties for carrying basic weapons, heavy weapons, or structural shell plating. The rolled value is their final, unmodified position on the countdown track.

2. THE COMBAT LOOP: FAILURE TO PENETRATE (SYSTEM STRAIN)

When an enemy round strikes an enclosed vehicle (Light, Medium, or Heavy Armored classes), an Armor Penetration roll must be made using the vehicle's base percentage threshold and standard weapon modifiers.

[Hit Scored] -> [Check Penetration]
 -> Fails -> [System Strain (Duckback Chart)]
 -> Passes -> [Internal Damage Translation]

If the shot **fails to penetrate** the hull, the structure remains intact, but the kinetic energy is transferred directly into the chassis. The vehicle must immediately test for **System Strain** by using the standard **Duckback Table**.

- **The Increment:** Add the weapon's native modifier (+25% for a Bolter, +35% for a Missile, etc.) to the armor tier's base increment (+20% for Light, +15% for Medium, +10% for Heavy).
- **The Strain Test:** Roll a D100 against the total percentage. If failed, the vehicle does not dive or cower like a human. Instead, it suffers a severe internal electrical or mechanical glitch: the vehicle loses its entire next individual turn track, and all mounted weapon systems are barred from snap firing.

3. THE COMBAT LOOP: PENETRATING DAMAGE

If an enemy round successfully passes its armor penetration check, it tears into the vehicle's frame, bypassing the System Strain rule entirely. To resolve the catastrophic effects of the hit, roll a standard D100 on the **Hit Location Table** and translate the result into vehicle components.

Location Translation Table (D100)

- **01–10: Head Column -> Internal / Vital Systems** (Engine block, fuel reservoir, power grid)
- **11–30: Arm Column -> Weapon Systems** (Pintle mounts, weapon brackets, ammunition feeds)
- **31–70: Body Column -> Hull / Main Structural Frame**

- **71-00: Leg Column -> Propulsion** (Tracks, tires, wheels, or grav-stabilizers)

Once the location is established, cross-reference the roll directly with the firing weapon's specific **Damage Chart** (Charts 1 through 6) and apply the translated effects below.

Damage Translation Index

Propulsion / Weapon Systems (Limb Column)

- **Light Wound:** System degradation. A **Weapon System** drops its maximum fire mode by one bracket (Auto drops to Semi-Auto; Semi-Auto drops to Single Shot). **Propulsion** takes damage, lowering the vehicle's maximum movement speed by one-third for the duration of the encounter.
- **Serious Wound:** System disabled. A **Weapon System** is shattered off its mounting and rendered completely useless. **Propulsion** is severed; the vehicle drops instantly to a crawl rate, or becomes totally immobilized if all tracks/wheels are disabled.
- **Dead:** Catastrophic blowout. The component violently fragments. Any crew or adjacent infantry models standing within 2 meters of the component must immediately check for raw blast fragments on Damage Chart 1.

The Hull (Body Column)

- **Light Wound:** Plating buckles. The vehicle takes a permanent, cumulative **minus 4 penalty to its Initiative countdown** for the rest of the battle.
- **Serious Wound:** Structural breach. Internal components spark wildly. The vehicle stalls out and is completely incapacitated for D6 full turn sequences while the crew attempts emergency resets. It also retains a permanent **minus 10 Initiative penalty to its Initiative countdown** for the rest of the game.
- **Dead:** Total structural collapse. The vehicle is immediately destroyed, bursting into flames and turning into stationary, smoking hard cover.

Vital Internal Systems (Head Column)

- **Light Wound:** Power sputter. The engine takes a minor jolt, enforcing a permanent **minus 4 penalty to Initiative**.
- **Serious Wound:** Critical grid failure. The vehicle stalls out. The player must immediately roll a D6 on the rulebook's **Erratic Behaviour Table** (on the Wound Recovery Chart) to determine how the damaged machine responds (e.g., *Reckless causes the throttle to jam open, rocketing the vehicle out of control; Fear causes the fuel lines to dead-lock, completely freezing the machine, Confusion causes the vehicle to shutdown when doubles are rolled by anyone, Hatred causes all weapons to always fire at enemies with 12 metres, Heroism causes vehicle to move towards closest enemy model, and struck dumb causes communications to go out.*)
- **Dead:** Total internal detonation. The fuel or power core explodes instantly, vaporizing the vehicle and automatically killing all crew members inside.

4. SPECIAL RULES: BIKES AND TRIKES (OPEN MOUNTS)

Bikes, trikes, and open-topped industrial tugs belong to the Civilian category but are governed by the **Open Mount** exception. Because the driver and passengers are completely exposed to the environment, the vehicle provides **0% structural armor protection** to the riders.

- **Direct Damage Routing:** When an open mount is hit, skip the Armor Penetration roll entirely. Roll directly on the **Hit Location Table** (D100).
 - A roll of **01–10 (Head)** or **31–70 (Body)** bypasses the machine completely and strikes the **Rider**. Resolve damage directly against the rider's personal armor profile (e.g., their flak vest) using the weapon's damage chart.
 - A roll of **11–30 (Weapon/Handlebars)** or **71–00 (Engine/Wheels)** strikes the machine's components. Because the frame is unarmored, apply the damage effects straight to the machine using the column translation index.
- **High-Velocity Crashes:** If a bike or trike is running when its propulsion takes a **Serious Wound** result, or if the rider is knocked unconscious or killed during their movement, the vehicle violently crashes. The rider is instantly thrown from the mount. Roll a standard **D6 Push-Back** and multiply the distance thrown by the vehicle's current movement tier (e.g., double distance if running). The rider is automatically thrown prone and sustains an automatic kinetic hit on **Damage Chart 1**.

Vehicle Movement

1. The Vehicle Movement Table

During its individual turn phase, a vehicle can spend up to **4 actions** on movement. Each individual movement action allows the vehicle to travel a flat distance in meters over open ground based on its class:

- **Civilian / Open Mounts (Bikes, Trikes): 12 meters per action.**
 - *Full Turn Speed (4 Actions spent moving):* 48 meters (24 tabletop inches).
- **Light Armored Vehicles (Scout Buggies): 10 meters per action.**
 - *Full Turn Speed (4 Actions spent moving):* 40 meters (20 tabletop inches).
- **Medium Armored Vehicles (Gun-Trucks): 8 meters per action.**
 - *Full Turn Speed (4 Actions spent moving):* 32 meters (16 tabletop inches).
- **Heavy Armored Vehicles (Tanks, Crawlers): 6 meters per action.**
 - *Full Turn Speed (4 Actions spent moving):* 24 meters (12 tabletop inches).
 - (Note: This matches a human's maximum running speed, but the tank achieves it effortlessly while maintaining its massive armor plating).

2. Terrain Restrictions & Turning

To make sure vehicles don't feel like agile infantry models, we apply the native terrain penalties

from the rulebook, along with a simple turning restriction:

- **Difficult Terrain:** When driving through debris, sludge, or inside buildings, a vehicle's speed is automatically reduced to **half rate**. If attempting to traverse dense wreckage, a vehicle is reduced to a flat **1 meter per action** (and Civilian/Open Mounts must pass an Initiative test or stall out completely).
- **Direction of Facing:** The core rules allow a standard model to change its direction of facing or pivot on the spot once as part of any action. For vehicles, this represents their turning radius. A vehicle can pivot up to 45 degrees once during each individual movement action it takes. If a vehicle wants to execute a sharp, stationary spin on the spot without moving forward, doing so costs **1 complete action**.

3. The "Firing from a Moving Vehicle" Penalty

This is where your engine locks perfectly into the core charts. If a passenger or a vehicle-mounted gunner wants to fire a weapon while the vehicle is in motion, they must apply the standard **Firing to Hit Modifiers** based on how fast the driver is traveling:

- If the vehicle spends **1 or 2 actions** moving this turn, anyone firing from the vehicle counts as "Firing and moving in same turn" and suffers a **-10% penalty** to hit.
- If the vehicle spends **3 actions** moving this turn, it is traveling at high operational speed. Anyone firing counts as "Firing and moving in same action" and suffers a **-25% penalty** to hit.
- If the vehicle spends all **4 actions** flat-out moving, it is rocketing down a road or across the ash wastes. Anyone firing suffers the maximum "Firing and running in the same action" penalty of **-50%** to hit.

With this movement loop locked in, the entire vehicle supplement is complete. It matches the exact pacing, scaling, and math of the 1989 text, and it's officially ready for the Yaktribe archive!

Vehicles and Ramming

1. Ramming an Individual (Infantry)

When a vehicle moves into physical contact with an infantry model, it automatically initiates a ram. Because a human-sized target cannot realistically "parry" a multi-ton moving vehicle, you skip the standard Hand-to-Hand combat roll entirely.

Instead, the collision is resolved at the exact moment of impact using a modified version of the **Push-Back Table**:

The Collision Resolution

- **Automatic Push-Back:** The infantry model is automatically pushed back directly away from the vehicle's path of movement. Roll a D6 for the base distance.
- **The Armor Multiplier:** Because a heavy, motorized object is doing the pushing, you apply the rule already established for power armor: All push-back distances and the percentage chance of being thrown to the ground are automatically doubled.

- **The Impact Damage:** The infantry model takes an automatic, randomly located hit on a specific **Damage Chart** based on the vehicle's armor/weight class:
 - **Civilian Vehicle Impact:** Roll on **Damage Chart 2**.
 - **Light Armored Vehicle Impact:** Roll on **Damage Chart 3**.
 - **Medium Armored Vehicle Impact:** Roll on **Damage Chart 4**.
 - **Heavy Armored Vehicle Impact:** Roll on **Damage Chart 5**.

The Crushed Prone Rule: If the modified Push-Back roll dictates that the infantry model is **Thrown to the Ground** while being rammed, they are caught under the chassis. Roll a further D6. On a score of 6, they are knocked unconscious for the rest of the game. If the vehicle ramming them is a **Heavy Armored Vehicle**, they bypass the recovery test completely and are killed automatically as the tracks or tires roll over them.

2. Vehicle Ramming Vehicle (Chassis vs. Chassis)

When a vehicle rams another vehicle, it becomes an exchange of pure kinetic destruction. This is resolved at the end of the current turn sequence during the standard **Hand-to-Hand Combat Phase**.

To determine who gets the upper hand in the crunch, both vehicles calculate a **Ramming Score** using a quick D100 roll plus their internal attributes:

Ramming Score = D100 + The Driver's modified BS + Mass/Speed Modifiers

(Note: We use the driver's Ballistic Skill here to represent their accuracy in lining up the vector of the collision, rather than Weapon Skill which dictates personal melee prowess).

Ramming Mass Modifiers

Compare the vehicle classes involved in the collision and apply these flat modifiers to the final score:

- **Ramming a lighter vehicle class:** +50 to your score.
- **Ramming a matching vehicle class:** +0 to your score.
- **Ramming a heavier vehicle class:** -50 to your score.
- **Attacking the target vehicle from behind (T-Bone/Rear-end):** +50 to your score.

Resolving the Wreck

The vehicle with the highest final Ramming Score is declared the winner of the collision.

- **The Winner's Reward:** The winning vehicle scores an automatic **Penetrating Hit** against the loser's hull. Roll a standard D100 on the location table (Internal, Hull, or Propulsion) and resolve damage using **Damage Chart 2, 3 4, or 5** depending on how heavy the winning vehicle is.
- **The Loser's Fate:** The losing vehicle is automatically **Pushed Back** D6 meters directly away from the point of impact. Furthermore, the sudden, violent deceleration forces an immediate **System Strain Test** on the loser at a flat +40% penalty. If they fail, they stall out and lose their next turn track completely.