

Simplified Vehicle Rules

by Jacob Bolton

Movement:

Vehicles can move twice their normal movement rate. Models on board are unable to shoot any weapons if the vehicle moves double its normal move; they are too busy hanging on.

A model that moves normally is able to make up to two, 45 degree turns or, one 45 degree turn if the vehicle moves double its move. While moving in a straight line a vehicle may veer to its left or right without turning, this is mostly useful when side swiping other vehicles. *Note: don't be too accurate when making turns use your instinct and otherwise better judgement in the spirit of the game.*

Additional turn:

The driver may choose to make another 45 degree turn in addition to its normal allowance listed above, but must pass a spin out test as detailed below.

Spin Out/spinning out:

In several occasions throughout races drivers will be required to put their skills to the test. If a rule or ability causes the driver to take a spin out test refer to these rules:

If a driver is required to take a spin out test it must test on its initiative. If the test is passed continue with the turn normally.

If the test is failed the vehicle takes an automatic wound that may save normally (the save in this case represents how well the vehicle holds itself together). A light vehicle will take the wound on the driver.

In the event that a spin out fails the model will be turned up to 45 degrees in a relative direction to how the vehicle has already turned or try to use your common sense (it's often easy to work out but may sometimes need to be randomised). If a turn is being attempted as a result of a making an additional turn; the turn will always be executed. So finish the turn before making the test.

In the event of a failure of the test, the vehicle stalls and must remain in place for the whole next turn. Models may disembark from a stalled vehicle normally. If a vehicle spins out and ends up in contact with another vehicle, the other vehicle will take a S3 hit. *Note: don't be too particular when conducting a spin out, but try to complete turn where possible.*

Embarking/disembarking:

Models that embark on a vehicle may not drive the vehicle in the turn they board it, most vehicles in the underhive are made of junk, and as a result they tend to struggle to turn the engine over right away.

To embark a model place it in contact with the hull of the vehicle during its move, and declare it is embarking. To disembark a model, declare that it is disembarking and place it in contact with the part of the vehicle that is desired for your model to be. Disembarking and/or re-embarking costs 1 inch of movement. A model that is down or pinned cannot embark upon a vehicle.

Models that disembark may move and fight normally, though a model that disembarks or embarks can only re-embark/disembark from the same point of the vehicle (this is to prevent models from potentially using the vehicle as an easy escape goat, by using the friendly vehicle as no mans land that only it can enter).

Ramming:

Vehicles can be used to ram other vehicles or models on foot. A vehicle may attempt to ram a model on foot by moving over it, first move the vehicle into contact with the model on foot. Provided the model is not down it may make an Initiative test, if successful, the model dives out of the way unharmed, move the model in whichever direction the owner of the model wishes that is out of the path of the ramming vehicle. If the model on foot fails, roll a wound using the strength value of the vehicle, the ram causes D3 wounds. Once the result of the ram is worked out continue the vehicles move normally, regardless of whether the ram was successful or not. A vehicle may ram several models on foot in a single move. Models on foot are not pinned if they manage to jump out of the way.

If a vehicle rams another vehicle it's assumed the hit is automatic, halve the total distance the ramming vehicle has moved, and use this number to determine the strength of the ram, move the ramming vehicle into contact with the unfriendly vehicle and then move the unfriendly vehicle up to 45 degrees (if possible) in a direction relative to how the rammed vehicle would turn after being hit with such force, that would seem relative to the angle of the impact. If the ram successfully wounds and is unsaved the unfriendly vehicle will stall and remain in place for 1 whole turn. If the ram isn't successful in doing an unsaved wound the ramming vehicle will stall instead, while the other vehicle can move on unaffected. *Note: rams count as shooting attacks for the purposes of toughness.*

Side Swiping:

One of the most common forms of ram is side swiping, this happens when two or more vehicles come along side each other during their move. A model that moves past an unfriendly vehicle may attempt to side swipe during its move. Work out a side swipe in the same way as you would a normal ram except that your vehicle may always continue moving after completing the side swipe regardless of the result. The strength of a side swipe is equal to half the distance the friendly vehicle has moved -2 (minimum 1). If the side swipe successfully wounds and is unsaved the driver of the unfriendly vehicle must make a spin out test with a +1 bonus. If the test succeeds nothing happens.

If the driver of the unfriendly vehicle fails, move his vehicle up to 45 degrees away from the ramming vehicle.

Models On-board Vehicles:

Models on-board vehicles cannot be pinned, nor can they fall off, a model that takes a flesh wound will not be pinned but will still receive the usual penalty. Models on-board vehicles cannot move or change their location unless the vehicle makes a normal move; models are too busy holding on while the vehicle moves at greater speeds. Models on-board a vehicle that has moved cannot go on over watch either.

Models onboard can be charged while on-board a vehicle, however, models on-board will receive the higher up and defended obstacle rules. While models are on-board they cannot disembark and charge in the same turn.

Drivers can never fire weapons while driving. In the event that the driver goes down or out of action the vehicle will move D6 inches (move the vehicle in the direction it moved last turn) and come to a complete stop, this extra move may cause a collision, or ram. Replacing drivers takes an entire turn.

Jumps and Ramps:

A vehicle that travels up a ramp that has no adjoining platform or gantry to it moves an addition 2d6 inches, on the level of height to which that ramp finishes – this may allow a vehicle to jump to a new level or land on one if there is a gap between the ramp and the new said level. If such a distance cannot be made when jumping or if a new level does not exist, add the extra distance rolled to the distance travelled,

A driver may sometimes wish to or be forced to fall to a lower level; in the event that this happens the driver must pass an Initiative test. If the test is passed add 2d6 inches to the vehicles move and continue moving the vehicle as normal. If the test is failed, the vehicle will move 2d6 inches and spin out in addition to taking the normal falling damage.

In some occasions vehicles may be pushed off a level that it's on; this may force it to take falling damage. For the sake of simplicity a vehicle will always land upright.

Collisions:

In some events vehicles may incidentally collide into a solid object, such as a wall, pillar or barrier (other vehicles or objects with profiles don't count), if the object is two inches or more in height treat the result of the collision as if it were a ram aimed at another vehicle but instead apply the strength and damage to the vehicle colliding with the object. If the wall is less than two inches in height treat these as you would normally with terrain. If this occurs to a light vehicle it will always take a strength 10 hit.

Further Rules:

Other than the rules above for movement all normal rules apply for vehicles, though vehicles cannot move up ladders, hide, go on overwatch, be pinned, infiltrate, nor use any other special deployment rules. Models cannot hide behind their own vehicles until the vehicles final wound has been lost.

Strength:

Strength value is determined when rolling to wound while ramming models on foot only.

Toughness:

Toughness comes in two values. The first represents the value of the vehicle when shooting at it. While the second value (which is normally half the first value), is the score used when determining whether a hit wounds from hand to hand combat (representing how much easier it is to take a vehicle apart in hand to hand by getting at the vehicles more vulnerable parts between or underneath armour plates, etc.).

Wounds:

These are used to determine how much lethal damage a vehicle can take before it becomes useless. When wounds are dealt to a vehicle all weapons that have dice values will only ever do 1 wound, for example, a heavy bolter that does d3 wounds will only do 1 wound per hit. In the event that multiple dice would normally be rolled when seeing how many wounds are caused 1 wound is dealt for each dice that would otherwise normally be rolled. The only exception is items that have the demolition rule, and only if used in such a suitable fashion.

Lethal damage:

If a vehicle loses its final wound roll a dice on the lethal damage table below, anytime the following chart is rolled on provided the result is not a 6, the vehicle will be returned to 1 wound:

1: light damage. The vehicle now receives -1 to all spin out checks. The result is cumulative.

2 – 5: light, medium and walker vehicles receive -1M. If the vehicle is reduced to 0M, it can no longer be driven and is considered a 6 have been rolled instead.

6: The vehicle cannot be used and comes to a grinding halt, the vehicle is now considered terrain; weapons that are part of the vehicle cannot be used. At the end of the game make a roll on the serious damage table below.

Serious damage (all Stats can only be reduced to minimum of 1):

11 – 12: destroyed

13 – 16: -1W

21 – 26: -1Sv

31 – 36: -1T

41 – 43: -1M

44 – 46: -1S

51 – 56: damage repaired

61 – 63: captured

64 – 66: horrible damage, vehicle gives +1LD to all friendly models within 4" (max 9, treat further rolls of 63 - 65 as damage repaired).

Auto repairer:

Any gang which has an auto repairer is able to repair serious damage to each of their vehicles, by creating replacement parts. One model with 21 experience or more, may be nominated to use the auto repairer (this is in addition to the normal amount needed to use the auto repairer). To repair options, roll a d6 for each negative damage result the vehicle has, on a 6 the damage has managed to be repaired.

Save Value:

All vehicles have a Save value which reflects its armour plating and ability to take punishment and still keep going. The vehicles Sv is an unmodified save, though if the vehicle is hit by a high impact or strength 7 or more hit the vehicle does not receive this save. In addition if the vehicle is hit by a high impact hit or a hit that has a strength value of 7 or more the hit will add 1 to the lethal damage table. Note: weapons with the flamer template may also ignore the vehicle Sv, in a similar fashion as if hit by a high impact hit; this is only because flamers are able to swath flames over areas where cover offers little protection, allowing the flames to get into all those nooks and crannies.

Capacity:

Capacity values determine how many models a vehicle can carry. One of the passengers must always be the driver while the vehicle is moving, while other models may be dispersed around the vehicle on the basis of how its owner sees fit, although models should be able to be placed on-board the vehicle without too much difficulty. For each loot token on-board the vehicles capacity is reduced by one.

Leadership:

Models onboard vehicles that still have a wound are immune to LD based checks except for; bottle tests, models attempting to lose their frenzy for a turn, and models affected by stupidity. If a model fails its LD test for stupidity apply all the normal rules but do not move the model.

Target Priority:

When determining which model is the closest when declaring a target, a model may choose to ignore the vehicle as the closest target though all other targeting modifiers apply. If crew are shot at instead of the vehicle, the crewmen will benefit from the save value of the vehicle.

Upkeep:

All vehicles have maintenance costs of their own. Some vehicles are easy to repair and be maintained, others have a great deal more of work involved in them. Upkeep is represented by a number associated with it. This number represents how many extra models it adds to the gangs' normal numbers. For example a gang of 11 models, that also has a heavy vehicle and a light vehicle adds 5 to the gangs' upkeep, 4 for the heavy vehicle and 1 for the light, equalling a total of 16 models.

Only vehicles that are used need to have their upkeep paid for.

In the event that a gang cannot pay for a vehicles upkeep, the vehicle will not be able to be used. Vehicles cost the same amount of credits to use as their regular outlaw gang members cost to feed, so a heavy vehicle in a Ratskin gang would require 12 credits to maintain (3 credits x 4 upkeep = 12 credits), while a heavy vehicle in a Scavvy gang will only require 8 credits to upkeep. In the event that upkeep costs may be automatically payed, such as for Redemptionist gangs, the upkeep cost must still be payed, however, use 3 credits as the standard value for each pip of upkeep.

Vehicles cannot forage/scavenge for credits.

Rare Trade:

A model that is used to go looking for rare items in any of the trading posts may choose to take their vehicles with them to show off their customised engines and souped up conversions but mainly to boost their egos from their fans.

This added attention adds +1 to the amount of rare item rolls offered to the gang. If the gang played its last scenario with a vehicle and won it may reroll one of the D66 results on the rare trade chart.

LIGHT VEHICLES

Light vehicle: 25 credits

Light vehicles typically consist of 2, 3 or 4 wheels with a driver. But have been known to have a side car or larger passenger location on board. Light vehicles should have a foot print of approximately 1 to 2 inch wide, and 2 to 3 inches long.

M	S	T	W	Sv	Capacity	Class	Upkeep
9	user	Pilot +1	Pilot	5+	1	Light	1

Special:

- Light vehicles never half their toughness value when in combat but always use the toughness value of the driver.
- Light vehicles cannot ram models on foot but instead are considered to be charging instead
- drivers of light vehicles are able to shoot pistol weapons normally, but can still not shoot if making a double move
- Light vehicles use the rider's wounds value for damage. All damage done to light vehicles is done to the rider instead. Roll on the normal injury table. In the event that the rider dies, the light vehicle is lost as well.
- When making injury rolls for riders of light vehicles from shooting, treat all the rules as the same but instead 1 – 5 flesh wound, 6 out of action. The dangers of driving light vehicles are thrilling but very real!
- **Hit & Run:** The pilot of a light vehicle may opt to leave any combat after all blows have been struck. If the pilot is still in hand to hand it may attempt to leave by making an Initiative test. If the test is passed roll 3d6 and move up to this distance in inches heading in the same approximate direction in which the light vehicle charged. If the test fails treat as if the model has fled from combat, using all the normal rules. But continue the move as described above. *Note: this rule can only be used in the turn the light vehicle charged.*
- Light vehicle cannot collect loot, there's simply just not enough space on board.

Light vehicle wargear options

May only choose up to 3 wargear options total

May choose up to 3 of the following

- Armour plates 15 credits
- Copter or jet engine 15 credits
- Bike mount 5 credits +2x cost of chosen weapon
- Juggernaut 30 credits
- Quick starter 5 credits
- Side-car or Rear flat bed 15 credits +weapon cost
- Suspensor 30 credits

May choose up to 1 of the following

- Compound suspension 10 credits
- Half track 15 credits
- Hard tyres 10 credits
- Soft tires 5 credits
- Spiked tires 15 credits
- Tracks 20 credits

May choose up to 1 of the following

- Booster 5 credits
- Hiver Jo 5 credits
- Homemade JuJu juice 5 credits

MEDIUM VEHICLES

Medium vehicles: 80 credits

Medium vehicles have 4 to 6 wheels with an open or flat bed rear tray, typically with a small amount of cover protecting its crew from all sides. They should roughly have a foot print of between 2 to 3 inches wide by 4 to 6 inches long.

M	S	T	W	Sv	Capacity	Class	Upkeep
7	5	5(3)	4	4+	5	medium	2

Special:

- large target
- medium vehicles provide partial cover to their crew and drivers

Medium vehicle wargear options

May choose up to 4 of the following

- Assault ramp 15 credits
- Armour plates 25 credits
- Boarding plank 5/15 credits
- Co-pilot device 5 credits
- Enclosed hull 10/25 credits
- Fifth gear ratio 30 credits
- Gyroscopic Gravitator 25 credits
- Half cab 5 credits
- Hull mount or Turret 10/60 credits +weapon cost
- Homing device 5 credits
- Harpoon launcher 35 credits
- Las-cell generator 20 credits
- Magnetic grappler 30 credits
- Mine layer 10 +cost of mines
 - Spring trap 10 credits
 - Frag 35 credits
 - Krak 55 credits
- Paraphernalia 15 credits
- Pneumatic bumper 40 credits
- Reinforced body 30 credits
- Side booster 15 credits
- Spikes and buzz saw 20 credits
- Super charger 80 credits
- Suspensor 40 credits
- Target finder 55 credits
- Target Array 25 credits
- Quick starter 5 credits

May choose up to 1 of the following

- Amphibious 5 credits
- Compound suspension 10 credits
- Half track 25 credits
- Hard tyres 15 credits
- Hovering 20 credits
- Soft tires 15 credits
- Spiked tires 25 credits
- Tracks 30 credits
- Wheel guards 20 credits

May choose up to 1 of the following

- Booster 10 credits
- Hiver Jo 15 credits
- Homemade JuJu juice 10 credits
- Road Rage 10 credits

May choose any of the following

- Photo contacts 40 credits
- Filter plugs 25 credits
- Well greased 60 credits

HEAVY VEHICLES

Heavy vehicles: 140 credits

Large vehicles typically have a footprint of approximately 3 to 5 inches wide and 5 to 7 inches long.

M	S	T	W	Sv	Capacity	Class	Upkeep
5	7	6(3)	5	4+	10	Heavy	4

Special:

- Large target
- Heavy vehicles provide cover to their crew and drivers
- Heavy vehicles can only make one 45 degree turn per movement phase
- Heavy vehicles always use their own strength value when ramming other models instead of the normal rules
- Models onboard a heavy vehicle can shoot even if it makes a double move, unless attempting to shoot a heavy weapon.

Heavy vehicle wargear options

May choose up to 6 of the following

- Assault ramp 25 credits
- Armour plates 35 credits
- Beacon of damnation/hope 30 credits
- Biker bay 15 credits
- Boarding plank 5/15 credits
- Co-pilot device 15 credits
- Effigy 70 credits
- Enclosed hull 10/25 credits
- Gyroscopic Gravitator 25 credits
- Half cab 10 credits
- Harpoon launcher 25 credits
- Hull mount or Turret 10/60 credits +weapon cost
- Homing device 20 credits
- Las-cell generator 20 credits
- Magnetic grappler 35 credits
- Mine layer 10 +cost of mines
 - Spring trap 10 credits
 - Frag 35 credits
 - Krak 55 credits
- Pneumatic bumper 55 credits
- Reinforced body 35 credits
- Spikes and buzz saws 20 credits
- Target finder 55 credits
- Quick starter 15 credits

May choose up to 1 of the following

- Amphibious 5 credits
- Compound suspension 15 credits
- Doom roller 25 credits
- Extra legs 25 credits
- Half track 25 credits
- Hard tyres 20 credits
- Hovering 20 credits
- Spiked tires 25 credits
- Target array 20 credits
- Tracks 35 credits
- Wheel guards 20 credits

May choose up to 1 of the following

- Hiver Jo 15 credits
- Homemade JuJu juice 10 credits

May choose any of the following

- Photo contacts 50 credits
- Filter plugs 35 credits
- Well greased 50 credits
- Additional Ammo surplus 20 credits each

WALKERS

Walker: 60 credits

Walkers tend to be tall two legged vehicles, but also have been known to be short and stubby with more than 6 legs. A walker should be mounted on a 60mm round base.

M	S	T	W	Sv	Capacity	Class	Upkeep
4	4	4	3	4+	1	Walker	2

Special:

- Large target
- Walkers ignore any type of difficult terrain except impassable terrain
- Walkers may make as many turns as they wish during their movement phase
- Walkers may make a double move and still shoot normally. Walkers have 360 degree line of sight from its higher position
- Walkers have an enclosed hull keeping their drivers safe from harm
- Walkers cannot ram but rather use their strength value to attack in close combat
- Walkers cannot use jumps to move extra distances. They will simply fall off instead.
- Walkers may charge, but never gain any benefit for multiple combatants (regardless of the pilots skills)
- In combat the pilot may use his WS and Attack values, except due unusual method of piloting his Attacks value is reduced by 1 to a minimum of 1.
- All hits in combat, must be directed at the walker. If the walker is reduced to 0 wounds in combat treat the result as a 6 had been rolled on the vehicle damage chart. While the driver will now be treated as being in an obstacle
- All hits from the pilot against a target that does not have the large target rule, are treated as if having the higher up bonus in combat.

Walker vehicle wargear options

May only choose up to 3 wargear options total

May choose up to 3 of the following

- Combat Arm 10/30 credits
- Jump jets 15 credits
- Homing device 15 credits
- Shooting mount 5 credits +weapon cost
- Side booster 15 credits
- Tyrant 35 credits
- Quick starter 5 credits

May choose up to 1 of the following

- Extra legs 20 credits

May choose up to 1 of the following

- Hiver Jo 5 credits

May choose any of the following

- Photo contacts 10 credits
- Filter plugs 15 credits
- Well greased 30 credits

WARGEAR

Additional Ammo surplus

Choose one type of weapon that is pistol or basic (stub gun for example). When crew on board are required to make ammo tests with this type of ammo they may add 1 to their test. The extra surplus of ammo supplies takes up space. Decrease the capacity by 1. You may choose a different weapon every time you purchase this option. Once an ammo test has been failed by a model aboard this vehicle the ammo supply has been depleted and may not be used any longer.

Amphibious

The vehicle is able to move over water and gloop like features as if they were open ground. This does not allow models to move over similar terrain features that have been labelled as impassable.

Armour plates

The vehicle save value is increased by 1 but -2M. A vehicle with this upgrade has its hull enclosed, as a result of the enclosed hull no models on board may be shot at, in the same way as it had the first cost for an enclosed hull had been bought for it.

Assault ramp

The vehicle is mounted with a special ramp allowing quick and undelayed access to enemy models. Models may disembark and charge from the vehicle it is boarded on; though they cannot re-embark upon the vehicle in the same turn. Disembarking still costs 1 inch of movement.

Beacon of damnation/hope

Friendly models that are pinned within 4 inches of the vehicles hull may attempt to escape pinning even though no friendly model may be within 2 inches.

Biker bay

A compartment on-board is reserved for up to 2 light vehicles. At any stage throughout the heavy vehicles movement phase it may disembark one or both light vehicles.

To do so, place the light vehicle(s) in contact with the heavy vehicle and proceed to move either one. The light vehicle may face anyway you wish but cannot be placed at the front of the heavy vehicle.

While the light vehicles are embarked on the heavy vehicle its capacity is reduced by 4, but will return to normal once all light vehicles have disembarked. Once the light vehicles have disembarked they cannot re-embark again for the duration of the game.

Bike mount

A light vehicle with this option was 2 forward firing weapons that have been modified so the triggers are part of the steering wheel. A light vehicle with this option must choose a weapon that is a basic weapon that it could normally fire, where X is input the type of weapon it is (bolters for example). Weapons can only fire in a 90 degree arc from the light vehicles front, the weapons receive a sustained fire dice, and its ammo value is increased by 1.

Boarding plank

A ramp with a crude hook, claw or a magnetic lock on the end of it is used to be lowered onto an unfriendly vehicle. This is used to have an enemy model strike some-what clumsy blows upon nearby vehicles without ever leaving the safety of his vehicle. Two costs are given for this option. If the first cost is paid only one boarding plank is present on the vehicle, choose which side when purchasing the war gear. If the second cost is paid the two boarding planks are on the vehicle, players may choose where these are but are typically on the left and right of each vehicle.

To use a board plank move your vehicle within two inches of an unfriendly vehicle. During the close combat phase roll a dice, on a 4 or more the plank has attached, if a 1, 2, or 3 is rolled, the plank has failed to latch. Next nominate one model on-board to make attacks against the vehicle. The nominated model may now attack the unfriendly vehicle. Though due to the high speed attack and difficulty in fighting an enemy vehicle in motion, use the vehicles normal toughness. Further the attacking model does not count as charging.

Booster

An unconventional booster is mounted on the rear of the vehicle, allowing for more vertical lift. Vehicles with boosters may choose to use it if going over a ramp. If the booster is activated roll 3d6 and choose whichever 2 dice you prefer to use to determine the distance travelled. If any of these dice is a 1, the booster is exhausted for the rest of the scenario.

Co-pilot device

The vehicle has another steering wheel, peddles and/or controls or has some form of way of quickly changing drivers. If the normal driver goes down or is taken out of action, another model will replace him without penalty.

Combat Arm

The walker is mounted with a combat arm with a suitably devastating weapon attached to it.

If the first value is paid the combat arm removes the -1A the pilot receives from being in combat.

If the second cost is paid the arm additionally receives a S7 weapon with a -4 to armour, and d3 wounds.

Compound suspension

A model with compound suspension, receives +2 to its initiative score when attempting to land safely if falling from a height or executing a jump.

Copter or jet engine

The light vehicle has a large rotor blade or jet engine mounted onboard. The model is now able to fly, using the normal rules. However flying is a slower process than moving on the ground, a light vehicle with this upgrade cannot take tyres or tracks, and receives -2M. Note: a light vehicle with this upgrade must end its move on solid ground and cannot finish in impassable terrain or in mid-air.

Doom roller

A doom roller is a massive steal rolling pin attached to the front of the heavy vehicle. Treat all terrain as clear, except impassable terrain.

Also small walls, barricades and mines are removed that it moves over. Further any time the vehicle makes a ram it does a S10 hit, with a -4 modifier, doing d3 damage.

Effigy

Heavy vehicles with effigy cause *terror*; this only affects enemy models on foot.

Enclosed hull

A vehicle with an enclosed hull, has solid plating all around it offering only a small opening or periscope to the driver, which is only enough for him to see where his going. If the first cost was paid models in a vehicle with an enclosed hull cannot be shot at nor can they target enemy models. If the second cost was paid, a large opening or two separate hatches can be used for up to two models to shoot out of the vehicle, but may be shot at in return as normal; these models count as being in partial cover. Note: turrets and/or man holes are an exception to this limitation.

Extra legs

A vehicle with this option increases its move by 1 pip. A heavy vehicle with this option gets around on legs rather than wheels. It also gains the ability to treat all terrain except impassable, tyres or tracks.

Fifth gear ratio

+1M, though the cost of such speed is only managed by reducing several safety features; -1Sv.

Filter plugs

As NCE. Applies to all model while boarded on the vehicle.

Gyroscopic Gravitator

A gyroscopic gravitator is a peculiar device believed to be alien in nature, but is more like just not understood. The device off-puts the centre mass of the vehicle every time it is shunted in some way. When making spin out tests the vehicle receives a +1 bonus to its initiative.

Half cab

The driver and up to one extra crew is in an enclosed part of the vehicle, though the extra crew may choose to be exposed. As a result the driver may never be targeted.

Half track

A vehicle with this option; will treat very difficult terrain as difficult terrain instead. However the tracks are harder to manoeuvre in and it cannot make any more than one turn per movement phase.

Harpoon launcher

A massive archaic harpoon is mounted somewhere on the vehicle, treat it as if it were a hull mounted weapon (refer below). The harpoon has the following profile:

Range	Range Mod	S	Dam	Ammo	Special:
Short: 0 - 12 Long: 12 - 24	Short: - Long: -1	5	1	6+	barbed spear

Barbed Spear: harpoons fire barbed spears; attached is a cable. When fired at a vehicle the vehicle may potentially stop in its tracks. A vehicle that is successfully wounded by a harpoon must also make a spin out test. In the event the spin out test succeeds the cable is considered to have snapped and the enemy vehicle continues moving normally, if the test fails the model spins out but is turned towards the vehicle that fired the harpoon. There are no lasting effects after the vehicle spins out.

Hard tyres

Vehicles with these tyres only set off mines on the roll of a 6. But will also receive -1 to all spin out tests.

Hiver Jo

Hiver Jo fuel is quite a common fuel to be found amongst the underhive, typically because it's an easy substance to make though most grease monkeys aren't certain whether its effects are any better than more conventional fuels, one thing that isn't debated though is Hiver Jo makes an party go down well. All crew members on a vehicle with Hiver Jo at the start of the game have their LD increased by 1 pip to a max of 9, but the effects also cause a slow witted response from its consumer and its initiative is reduced by 1. Effects of Hiver Jo only last till the end of the game.

Homemade JuJu juice

A vehicle with JuJu juice receives +d6M when moving, however, on the roll of a 6 the engine jumps and jerks, the driver must pass a spin out test.

Hovering

The vehicle has some form of anti-gravity or jet engine system allowing it to hover over terrain and other obstacles. The vehicle has the fly special rule; however, the vehicle receives -2 inches to its total move when performing a double move, due to the extra stress placed on the engines.

Further a vehicle with this upgrade has its capacity reduced by 2 due to the extra space needed for the engine.

A vehicle with this option must end its move on some form of solid ground; it cannot stop in mid-air or in impassable terrain. If the vehicle falls it will hover to the ground instead. The vehicle cannot take tyres or tracks.

Hull mount or Turret

A turret or man hole is mounted on the vehicle. If the first cost is paid the weapon is welded in place, and is considered to be a facing a direction chosen by the vehicles owner. It can shoot in a 90 degree arc from that facing. Also the vehicles capacity is reduced by 2.

If the second cost is paid, a turret is instead mounted on the vehicle. A turret may fire in a 360 degree arc, if this option is bought the vehicles capacity is reduced by 3.

When firing the hull mount or turret do not draw line of sight with the model firing but rather with the weapon itself.

In addition, a vehicle that has a weapon mounted or turret on-board has its ammo rolls increased by 2 due to the vehicle being able to make space for much larger quantities of ammunition and have repair gear for jammed weapons more readily available.

Note: a vehicle with a hull mount or turret is not able to go on overwatch. Further a heavy vehicle may purchase this upgrade twice, but the model firing the gun must still be able to use it normally under normal circumstances.

Homing device

A homing device is mounted on the vehicle allowing the owning gang to track its whereabouts. In the event that a vehicle with a homing device is captured, treat the result as a damage repaired.

Juggernaut

The light vehicle receives +1W, +1Sv, and causes *fear*, but receive -3M.

Jump jets

A walker with this upgrade may use its jump jets in lieu of moving normally. To use Jump jets declare that you are before moving normally. Jump jets allow the walker to move 4+d6 inches in any direction, clear any gaps and even allowing it to move upwards or downwards. If the result is a 1, then the fuel is drained and the jump jets may no longer be used for the rest of the game.

Las-cell generator

A vehicle with this option allows all laser and energy based weapons to be plugged into its engine while its crew are onboard, allowing for a longer and more powerful energy cell. All energy based weapons (laser and melta) may increase their ammo rolls by 1 pip if used onboard a vehicle with this option. Vehicles with this upgrade receive -1M, but also cannot take fuel options.

Magnetic grapppler

Vehicles with magnetic grapplers do not need their crew to disembark to collect loot; instead they collect it by driving over the top of it. The grapppler requires one model to operate it which cannot do anything else while using it. The capacity of the vehicle is reduced by 1. A vehicle with a magnetic grapppler adds 1 to its chance to be affected by mines.

Mine layer

A mine layer is simply just that; the vehicles passengers traversing through the deadly cut-throat races against other vehicles in the underhive, have also opted to punch it up a notch by laying mines in their wake for other unsuspecting drivers. A vehicle with a mine layer has its capacity reduced by 2. Operating a mine layer requires one crew member to use; however, is able to use it even when the vehicle has moved double its normal move. Mines that affect vehicles do not grant experience bonuses to the model that lays them. A vehicle may only have one kind of mine.

To lay a mine place it in contact with the rear of the vehicles hull anytime during the vehicles move. An ammo test must be made every time a mine is used (this test cannot be improved, rerolled, or ignored by any type of ability or skill). Only one mine may be used per turn.

If a vehicle approaches a mine place the large blast template over the top of the mine counter, this determines the area of effect (though you may find using a CD more appropriate to leave in place). If any part of the vehicle comes into contact with the large blast template stop moving the vehicle, roll a dice, on 5 or 6 it will be affected by the mine, immediately apply the results of the mine. After resolving the effects of the mine (assuming everything is well) continue moving normally. If the mine fails to affect the vehicle keep the mine in place. If a 1 was rolled though, the mine is a dud, remove the mine. Models on foot are able to ignore mines easily while moving, though will still be affected by a frag mine if another vehicles happens to set it off while within the mines blast.

Mines:

Spring trap Ammo : 4+

Effect: a vehicle affected by a spring mine must test to prevent itself from spinning out under the normal rules.

Frag Ammo: 4+

S4, -1 armour, 1 damage. Place the large blast over the part of the vehicle that comes into contact with the mines area of effect roll hit and to wound any models under the template including the vehicle itself.

Krak Ammo: 4+

The vehicle takes a S6 hit. Roll to wound normally using the vehicles toughness in brackets due to the mine exploding underneath the vehicle at it more vulnerable parts. If there is no value in brackets use its normal value. If the vehicle fails its save, take a spin out test.

Paraphernalia

Extra plates, barrels, sheet metal scraps, and even captured enemy gangers are strapped to the outside on the vehicle providing more cover to its occupant. If a medium vehicle has this option its crew and driver counts as being in cover.

Photo contacts

As NCE. Applies to all model while boarded on the vehicle.

Pneumatic bumper

The vehicle has large bumper that activates when it attempts to make a side swipe at another unfriendly vehicle that is of the same class or smaller than it. If the unfriendly vehicle fails its initiative test to avoid spinning out roll a d6, in addition to the normal effects the vehicle is moved this amount of inches side-ways. Note: this may cause collisions with terrain, ram models on foot, rams against other vehicles, or force them to fall from gantries. In the event the model rams another vehicle treat the d6 roll to determine the strength of the ram.

Reinforced body

+1T, though the extra weight puts more stress on the vehicles engine, -2M.

Road Rage

Road rage fuel isn't a good fuel it tends to dampen the engines ability to reach higher speeds, but causes the vehicle to belch fire from every orifice, some grease monkeys use this fuel to find leaks or hair line cracks in engine blocks they may have overlooked but is also often blamed for causing them. When making a ram against a model on foot, regardless of whether the model is hit or not the model has a chance to be caught on fire, on the roll of a 5 or 6. However, this comes at a cost of -1M.

NECROMUNDA

Shooting mount

A walker with this option receives the ability to mount a shooting weapon on the hull or as a part of another arm, or existing one. The weapon must be a weapon the driver could normally use.

Side-car or Rear flat bed

A light vehicle with this option increases its capacity by 1. The side-car or rear flat bed may have a weapon mounted on it which can be used by the model in the side-car. This weapon must be a weapon the model in it could use normally. A model with a side-car cannot perform hit & run attacks.

Side booster

Side boosters always come in pairs - one for each side of the vehicle. When making a jump from a ramp the vehicles driver may use this option to make a single turn while in mid-air. This turn must be one of the turns the vehicle could otherwise normally make.

Soft tires

These tyres add 1 to spin out tests. Though while driving over difficult ground treat it as very difficult instead.

Spiked tires

Models on foot that are rammed by a vehicle with spiked tires receive -1 to their initiative to jump out of the way. In addition treat difficult terrain as clear terrain, though these wheels are large and bulky and have a tendency to put extra stress on the vehicles engine, reduce movement by 1.

Spikes and buzz saws

Spikes and Buzz saws increase the strength value of a ram against by 1 point.

Super charger

The vehicle now can move up to 3 times its normal move instead of x2; however, it cannot make a turn without testing do so under the spin out rules. A vehicle with this upgrade has its save value reduced by 1 and its wounds reduced by 1.

Suspensor

A model that is not the driver, onboard is able to hold one weapon in a suspensor. This allows the model to shoot even though the vehicle has moved double its move; however, it will receive -1 to hit if doing so.

Target array

Choose one weapon this option is attached too. Provided the vehicle made a normal move without multiplying its move from going at faster speeds or using other movement bonuses such as ramps or Juju Juice this weapon may go on over watch.

Target finder

One model on board must use the target finder in order for it to work; this model cannot do anything else this turn. The model using the target finder must pass an initiative test first, if the test fails, nothing happens. If it succeeds, all passengers onboard receive +1 to hit bonus in their short ranges. A target finder is a large piece of equipment and reduces the vehicles capacity by 1.

Tracks

A vehicle with tracks treats all terrain as clear terrain, except water-like features. In addition vehicles with tracks are immune to pneumatic bumpers. However, vehicles with tracks cannot make any more than one turn per movement phase, and additionally receive -3M to light, -2M medium, and -1M to heavy vehicles.

Tyrant

This walker is a true monstrosity with large pistons and massive claws. The walker gains +1T, enclosed hull, and the shooting mount option, but the walker cannot take any other option except the combat arm.

Quick starter

Unless stalled, the vehicle will start and move on the same turn a driver boards it.

Well greased

A vehicle with 'well greased' is able to force the opponent to reroll once per game the damage result on the lethal damage table. The second result stands even if it's worse than the first result.

Wheel guards

Vehicles with this upgrade only receive a negative to movement as a result of taking lethal damage on a 4 – 5 rather than the normal 2 – 5.

Note: When taking damage from enemy fire, it does not count if taking damage from falling, spinning out, colliding into objects or any other self sustained damage

CHOOSING A SCENARIO

Acquiring vehicles:

In any campaign vehicles may be used so long as players feel they are appropriate.

If vehicles are used, all gangs receive 300 credits that can only be spent on vehicles and wargear options, none of this additional amount of credits may be kept in the gangs stash. Each gangs' reputation has received them some form of sponsorship.

When can you use vehicles?

Vehicles can be used in any scenario that allows both players entire gangs to be setup.

When playing in games with vehicles, unless noted otherwise or in the following vehicle scenarios, all vehicle models must be deployed within contact with the edge of the board, though models may also be deployed on them using the normal rules found in this rule-set.

Choosing a race way scenario:

Scenarios can be chosen any time a regular scenario may be played, however, they can only be chosen if all players have vehicles.

Unless stated otherwise all bottle tests are 25%, though vehicles do not count towards the total gang members for purposes of bottle out tests.

PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following pre-battle sequence.

The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario must attack.

Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.

Set up the terrain and gangs according to the rules for the scenario you are playing.

Choosing a race way scenario:

Scenarios can be chosen any time a regular scenario may be played, however, they can only be chosen if all players have vehicles.

Unless stated otherwise all bottle tests are 25%, though vehicles do not count towards the total gang members for purposes of bottle out tests.

SCENARIO TABLE

2d6:	Result:
2	The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.
3 – 4	The player with the higher gang rating chooses.
5 – 6	Play the Hive Raceway scenario.
7 – 11	The player with the lower gang rating chooses.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.

WOUNDING HIT AWARDS

Gang fighters earn +5 Experience points for inflicting an unsaved wounding hit on an enemy model.

But can only receive +1 experience for each successfully wounding hit dealt to a vehicle.

Fighters don't receive this award if the hit roll failed or if the fighter already had zero Wounds. For example, scattering blasts and shooting at down models will not confer any awards.

Weapons that inflict more than 1 wound will score an award for each wound inflicted until the model is reduced to zero Wounds. *Note flesh wounds are ignored when calculating this.*

If a template weapon hits then all models wounded in the blast confer awards.

In hand-to-hand combat each wound inflicted confers an award until the model is reduced to zero Wounds. *Note flesh wounds are ignored when calculating this.*

Hive race way: (ideal for 2 to 8 players)

The hive race way is where spectators come to make their fortune and lose the inheritance. Drivers come to hone their skills and fight for supremacy, first to the finish line takes home the trophy or last left alive wins and gets to race another day.

The board:

The board is 6 feet by 4 feet board. A large no-man's land is placed in the middle of the board which is determined by players though must be at least 4 feet long by 2 feet wide but may be more if players wish (during play test the best thing we felt for this was a toxic sea or inland lake, this allowed for clear line of site for slower vehicles to continue shooting at faster vehicles on the other side of the toxic sea). This area is considered impassable terrain to all vehicles.

Board edges must be at least 4 inches in from each edge of the table.

No gap can be too narrow for the largest vehicle on the table to fit in with at least 2 inches of clearance on either side. Barriers less than 2 inches in height may be placed throughout these corridors created.

Next each player rolls off to choose a starting zone. The player that rolled highest may choose a location anywhere on the board place a suitably large enough piece of making tape with the gangs name on it on the board. And deploy all your vehicles. The player whom rolled the next highest then chooses a starting zone that cannot be within 12 inches of another starting zone. Continue this until all players have starting zones.

Setup:

All players take turns placing up to 2 buildings no higher than 2 stories each with gantries connecting them, then place 1 ramp each, and up to 10 walls or pieces of cover that must be less than 2 inches in height. Other than a ramp no piece of terrain may be within 6 inches of a starting zone.

After each player has placed terrain, each player now takes it in turns to place a loot token outside of 8 inches from any start zone (these may be on buildings but cannot be in impassable terrain). Finally all players take it in turns to place D3 mine tokens, placed with the same restrictions as loot. These mines are frag mines.

Rules:

After setup is completed roll D3+1. Whatever the result is the number of laps a player needs to do to win the race. Roll randomly to determine which direction vehicles need to travel around the track.

Players roll off to see who goes first.

Every time a vehicle passes over its own start zone after completing a lap of the circuit record it on a piece of paper or on the masking tape which marks out your start zone. Whichever players' vehicle gets across the start zone first completing the laps wins. Alternatively the last vehicle left moving will win the race.

Loot is worth D3x5 credits each

Experience awards:

- +10. Driver to complete the race or be the last driver whose vehicle is still left with a movement profile
- +1. A wound dealt to an enemy vehicle
- +1. For each loot counter (this is awarded to the model with the lowest XP on the vehicle. If there's a tie then choose)
- +5. Wound dealt to enemy ganger or light vehicle
- +D6. To each surviving gang member

Special:

Whichever vehicle wins this scenario the gang will receive D6x10 credits. All other players receive shame from their defeat cause all folk in the hive know 'if you're not first you, you have come last!'

Eight ways to riches: (ideal for 2 to 8 players)

Use the hive raceway scenario for this scenario except where noted below

Instead of the no-man's zone listed in hive race way, place 2 of these no-man's zones on the board leave at least a 10 inch gap between both of them. Ideally it's best to keep one of these zones as a toxic scum puddle(s) and the other as a large number of dense buildings that limit line of site through them. Both no-man's lands should be approximately 16 inches by 16 inches.

The Rules:

Vehicles need to finish D2+1 laps, in a roughly figure 8 pattern.

Use all the same rules for the hive race way.

Notes: this scenario can be particularly dangerous with many expected rams, collisions, and casualties (aka lots of fun)

Expanded rules:

Players may wish to put a jump or overhead bridge that goes over the X intersection of the figure of eight. Players may find this easier to play with by offering an alternative route by avoiding rams the way.

Demo derby: (ideal for 4 to 8 players)

This scenario is played on a 4 feet by 4 feet board.

Each player deploys one single floor building, and 4 pieces of cover. Place a single loot token in the middle of the board.

Each player can only have D3+3 gangers take part in this scenario.

Players rolls off taking turns deploying all their vehicles in one group, all vehicles must deploy in a group up to 1" apart anywhere on the table top at least 18" away from the loot token, and 8" from any unfriendly models. All vehicles must be facing the loot token.

After all players have deployed roll off to determine who goes first.

The rules:

In the first turn no player may fire weapons; this race is all about carnage and destruction. The crowd comes for these reasons which are why the booty is so high.

The last player to be left with a vehicle with a movement profile and in control of the loot counter wins.

If the last vehicle alive loses the last of its movement profile or is wrecked without the loot token on-board then the scenario is declared a draw.

The loot token is worth 2D6x10 credits.

Experience awards:

- +10. Driver to hold the loot token and be the final surviving vehicle
- +1. A wound dealt to an enemy vehicle or light vehicle
- +1. For holding the loot counter (this is awarded to the model with the lowest XP on the vehicle. If there's a tie then choose)
- +5. Wound dealt to enemy model
- +D6. To each surviving gang member

Special:

No gang can bottle out until all of their vehicles have been wrecked or have no movement profile left.

Slick and Slide: (ideal for 2 – 8 players)

This race is the same as hive race way. The only exception is D3+1 loot tokens are placed by each player, each loot is worth d3x5 credits. There are no mines.

The track is covered in a slimy gloom any time a driver makes a turn roll a dice, on a 6 the vehicle is required to take a spin out test. In addition the vehicle moves +D6" when making turns.

If a model disembarks from the vehicle treat it as if it has moved in a tox bomb (the rules for which can be found in the Scavvy gang rules).

Rewards:

- +10. Driver to complete the race or be the last driver whose vehicle is still left with a movement profile
- +1. A wound dealt to an enemy vehicle
- +1. For each loot counter (this is awarded to the model with the lowest XP on the vehicle. If there's a tie then choose)
- +5. Wound dealt to enemy ganger
- +D6. To each surviving gang member

Last loot to paradise: (ideal for 2 – 4 players)

The Board:

The board is a 4 feet by 4 feet board. Next divide the board up into four 2 feet by 2 feet sections. In the centre of each of these sections place 1 loot token. The outside edges of each corners measure 6" in each direction along board edges. This should make a triangle. These triangles are each player deployment zones.

Setup:

Players deploy terrain using the same method as with hive race way. Each player also deploys 3 krak mines that cannot be deployed with 10" of a deployment zone, or 4" of 1 loot token.

The Rules:

The objective is for one player to grab as many loot tokens as possible and bring them back to their deployment zone. The gang with the most amount of loot tokens in there deployment zone by the time all gangs have either bottled out or gone out of action will win the game. If a gang bottles out with a loot token outside their deployment zone, place the loot token in contact with the vehicles hull before removing the vehicle.

If a gang bottles out before the game comes to an end, leave any loot tokens in the gangs deployment zone. These tokens may be collected before the game ends but loot tokens only count as recovered if they are in a player's deployment zone.

Loot is worth D3x5 each.

Experience awards:

- +10. Leader of the gang to recover the most loot.
- +1. A wound dealt to an enemy vehicle
- +5. Wound dealt to enemy ganger or light vehicle
- +D6 (+1). To each surviving gang member. The player who recovered the most loot receives +1 extra for all their gang members that took part.

Special:

Bottle out test is 50%.

Drive-By and Brace Yourself: (ideal for 2 or 4 players)

Apply all the normal rules for deployment and setup as you would for hive race way. Except where all players would ordinarily be driving in one direction, 1 or 2 player's vehicles will be completing laps by driving clock-wise around the track while the other 1 or 2 player's will be driving anti-clock-wise around the track.

A large building in the middle of the no-man's lands should be placed in the middle; this should block or obscure line of sight. Barriers that either hide or obscure line of sight to other vehicles should also be placed between vehicles which would be placed next to each other.

When deploying if only 2 players are playing this scenario place all their vehicles facing their own finishing line on opposite sides of the track.

If 4 players are playing the scenario, each player's vehicles are deployed in a single group but must be deployed in such a way that no vehicle can draw line of sight to an unfriendly vehicle at the start of the game, it's important that terrain reflects this. So this may require a new building or high wall. This terrain shouldn't infringe too greatly on the game though.

Experience Rewards:

- +10. Driver to complete the race or be the last driver whose vehicle is still left with a movement profile
- +1. A wound dealt to an enemy vehicle
- +1. For each loot counter (this is awarded to the model with the lowest XP on the vehicle. If there's a tie then choose)
- +5. Wound dealt to enemy ganger
- +D6. To each surviving gang member

Race to Plunder (3 to 6 players)

Setup:

this scenario is played on a 6x4 tabletop. Each player sets up 2 lots of 4 small barricades and 1-2 buildings with sizes agreed upon by each player. Although no building may be setup inside a player's deployment zone. Each lot of buildings must be deployed in a roughly circular area. Now each player takes part in putting down 6 objective markers, numbered 1 to 6. The markers must be placed in a 2x2 foot area, with no other markers within 12" of another marker or 4" from the edge of the board.

Objective:

the objective is to outlast all other player's while collecting the most loot possible.

Player's are unable to start using their weapons until the second game turn. When the second game turn is over roll a dice, this is where the first markers loot becomes available. Once the loot is captured another dice is rolled again to determine where the next loot is, this process keeps happening until 5 loot tokens have been generated.

If a markers number is rolled the same time twice, continue rerolling the dice till a new location has become available. If a vehicle drives over a marker that is not currently a loot token it will automatically be hit by a krak mine.

The player who wins is either the one with the most loot tokens once the 5th token has been recovered or the last vehicle left. If there is a draw there is no winner and all loot is forfeited.

Loot:

unlike other scenarios once loot has been captured by a gang it can never be recaptured by a rival gang. Loot tokens are worth d6x5 credits each.

Special:

if a gang recovered 3 or more loot tokens it may sacrifice them all, on instead roll a d6 on a 4+ they may steal one random territory from a rival gang.

Experience Rewards:

- +10. Driver to the last driver whose vehicle is still left with a movement profile
- +1. A wound dealt to an enemy vehicle
- +1. For each loot counter (this is awarded to the model with the lowest XP on the vehicle. If there's a tie then choose)
- +5. Wound dealt to enemy ganger
- +D6. To each surviving gang member

Rescue (as NCE rulebook)

Play this the same way as a rescue scenario except roll 2d6 and choose the highest to determine how many sentries there are.

Captured vehicles cannot be used but can be sold at half their cost.

Light vehicles can never be captured and instead treat their injury roll on the normal chart.

Risky Heights: (ideal for 2 – 8 players)

This scenario is the same as a hive race way, however, buildings and gantries are used for the track instead of the table top. Vehicles must carefully complete laps by only driving or landing on the terrain provided. If a model falls from the terrain onto the ground floor or fails to cover a distance from using a ramp or even over moves from using a ramp the vehicle and all its occupants are considered to be out of action immediately!

While players are deploying terrain it's important that there is enough terrain so that there is more than one way of completing a lap, this may work best by having multiple levels to buildings that are able to be used, wide gantries that more than one vehicle medium or heavy vehicle can drive on, or if terrain is not vast enough it may work better to mark out areas with masking tape or paper on the ground floor which represent where landings or gantries are.

Ignore all the normal rules in hive race way about deploying buildings. In addition the no-mans land section of the board need not be a piece of terrain. Instead leave a section of the board with no terrain on it at all.

Notes: This scenario can be a particularly dangerous one and comes at a high cost if players are unprepared as to what to expect.

Experience Awards:

- +10. Driver to complete the race or be the last driver whose vehicle is still left with a movement profile
- +10. For the leader whose gang completed the race
- +1. Wound dealt to unfriendly vehicle
- +5. Wound dealt to enemy ganger or light vehicle
- +D6. To each surviving gang member

Special:

The player who wins or has the last vehicle with a movement profile left wins 3D6x10 credits for first place.

Carmageddon: (ideal for 2 – 4 players)

As the name suggests, this scenario is filled with blood and carnage

The board:

This scenario is played on a 4 feet by 4 feet board. Measure 8" along the edge from the corners of each outside board edge. These areas are each players deployment zones.

One large watch tower or building is placed in the middle of the table, its size is agreed upon by players before the game but must be no smaller than 8'x8'x6' this building is indestructible, nor can it be targeted as a valid target. At the end of each players turn roll a d6, on a 6 that player chooses one enemy model within the buildings line of sight, and shoots at it as if shooting with a one in a million heavy bolter. It BS is 2, but can never need worse than a 6 to hit! *Note: no experience rewards can be gained from firing this weapon.*

Setup:

Each player deploys 2 single floor buildings, 20 barricades (including walls, barriers, barrels, crates etc. none of these should completely block line of sight), 4 spring trap mines, and one loot token in each deployment zone.

Players should agree what is difficult, very difficult and impassable terrain before the start of the game.

Players can only use D3+5 gangers

The Rules:

Each gang must recover the loot token on the opposite side of the board to their gangs' own deployment zone and then bring it back to their own deployment zone. The first gang to get their loot counter back to their deployment zone will win the game.

After terrain has been deployed player roll off to deploy their vehicles.

Loot tokens may only be recovered or moved by the gangs whose job it is to recover them.

Loot tokens are worth 2D6x10 credits.

Experience Rewards:

- +10. Leader to recover of the gang that recovers the loot token
- +10. If a driver recovers the loot
- +1. A wound dealt to an enemy vehicle
- +5. Wound dealt to enemy ganger
- +D6. To each surviving gang member