

# ASH WASTES VEHICLE RULES

by Chris Ward and Stuart Witter

The ash deserts of Necromunda and the gangs who may be found there were described in last month's Necromunda Magazine, along with ideas for converting your gang's vehicles. This month the rules for vehicles in your battles in the Ash Wastes are presented in full. Next issue we'll talk more about adding vehicles to your gang roster, but for the time being we've included a section at the end of the rules with the cost for different types of vehicles so you can start playing with them straight away!

## VEHICLE TYPES

The vast Ash Waste of Necromunda is different in every way to the hive cities scattered over its surface. For the most part sweeping plains and shifting dunes cover the planets surface, although large oceans and lakes of sludge still exist, often so thick they cannot be navigated by ships at all. The wastes are desolate and seemingly lifeless places, yet life does somehow still manage to survive, in the form of mutated creatures. . . and the gangs of Nomads, Shanty Dwellers and other gangs that constantly scour the planet's surface looking for mineral deposits, buried wreckages and convoys to ambush.

The gangs in the Ash Wastes use a variety of vehicles when moving through the wastes, some simple wheeled buggies or bikes, some bizarre walking contraptions that stride over obstacles with ease.

There are four different vehicle types; bikes, light vehicles, armoured vehicles and heavy armoured vehicles. These may be one of five motive types; wheeled, tracked, walker, crawler, or skimmer. The Vehicle Types table illustrates the possible combinations of these vehicles. When making your model it should fit into one of these types.

## VEHICLE TYPES TABLE

|                | Bike | Light | Armoured | Heavy Arm'ed |
|----------------|------|-------|----------|--------------|
| <b>Wheeled</b> | Yes  | Yes   | Yes      | Yes          |
| <b>Tracked</b> | No   | No    | Yes      | Yes          |
| <b>Walker</b>  | No   | Yes   | Yes      | Yes          |
| <b>Crawler</b> | No   | No    | No       | Yes          |
| <b>Skimmer</b> | No   | Yes   | Yes      | No           |



Some vehicles may be made to transport several models; others are designed for just the driver. A vehicle may be described as Single Seater which can only carry the driver, 5-Man which can transport 5 models (including the driver), or Transport, which can carry an entire gang. For now it is important to know only that these vehicle types exist; the rules for buying these vehicles are covered later.

The most important factor when deciding what type of vehicle a gang has is simply this; it must be represented by a WYSIWYG model. If you do not have a model to represent your vehicle then you must make one. There are no exceptions. Even if both players agree to use a cardboard template to represent 'Johnny's Walking Death Behemoth' you may not do it. Never. Ever. You have to make one, that's half the fun!

## MOTIVE TYPES

### Wheeled Vehicles

These are the most abundant vehicles of the Ash Wastes. They are simple to make and maintain, and easy to drive. No special rules apply to wheeled vehicles.

### Tracked Vehicles

Tracked vehicles can be very useful in the desert. They can find grip where a wheeled vehicle might fail, and are able to easily travel over rough terrain. However, they are harder to maintain and are slower. Tracked vehicles are always more heavily armoured; the very nature of the tracks makes them harder to damage.

Tracked vehicles may move over difficult terrain without penalty, and may move over very difficult ground, at slow speed only, without penalty.

### Walkers

Walkers are a technological nightmare. Hard to fix, near impossible to find parts for and tricky to pilot, they are nevertheless of great use in uneven ground, where they can stroll over most rough terrain with no problems.

Walkers may move with no penalty over difficult and very difficult ground, and may cross many obstacles that the model itself could reasonably cross. See the terrain section for more details.

### Crawlers

Crawlers are gargantuan slow moving platforms that roll perpetually forwards, crushing all in their path. A variety of special rules apply to crawlers. Read the rest of the rules to see how these special abilities come into play.

1. Crawlers do not move at the same speed as other vehicles. Instead they move at a crawl. Crawlers may move up to 3" a turn and make up to one 45-degree turn.

2. Crawlers never ram other vehicles. If they move into other vehicles they simply push them aside with no damage to either the crawler or the other vehicle.

3. Crawlers can move over any terrain without penalty. The only things that they cannot simply move through are buildings or other large structures. If they move over obstacles such as barrels or rocks they are destroyed; remove the scenery from the table.

4. Models may fire *move or fire* weapons from a moving crawler as long as the fighter himself hasn't moved.

5. Models on foot automatically dodge a crawler if it moves into them; there is no need to take an initiative test. Models that are down that a crawler moves over are automatically taken out of action.

### Skimmers

Skimmers are slow hovering platforms that float from a few inches to waist height above the ground. Massive turbines or jets propel the skimmer along over ash, rubble, liquid or whatever. Skimmers aren't very popular amongst the gangs roaming the wastes; they are hard to maintain and use a large amount of fuel. This inefficiency usually limits their users to guilders and house prospector teams, although richer Nomads have been known to keep skimmers for unusual missions.

Skimmers can ignore the effects of all terrain except obstacles and certain types of impassable ground. See the terrain section for more details on this.

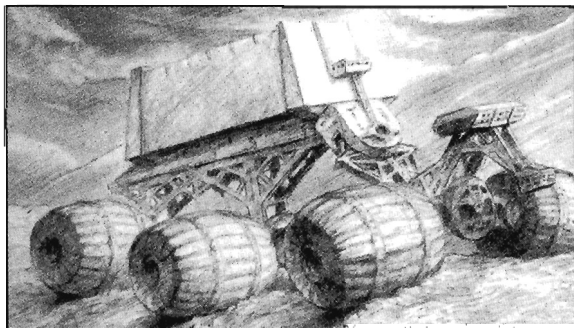
## MOVEMENT

### TERRAIN TYPES

In the Ash Wastes, just as in the Underhive of Necromunda's Hive Primus, terrain may be divided into four types; open ground, difficult ground, very difficult ground and walls/obstacles.

#### Open Ground

This ranges from flat ash plains to rolling dunes and shallow mounds of ash. Open ground may be moved over as in Necromunda for models on foot. Vehicles move over open ground with no penalty.



## Difficult Ground

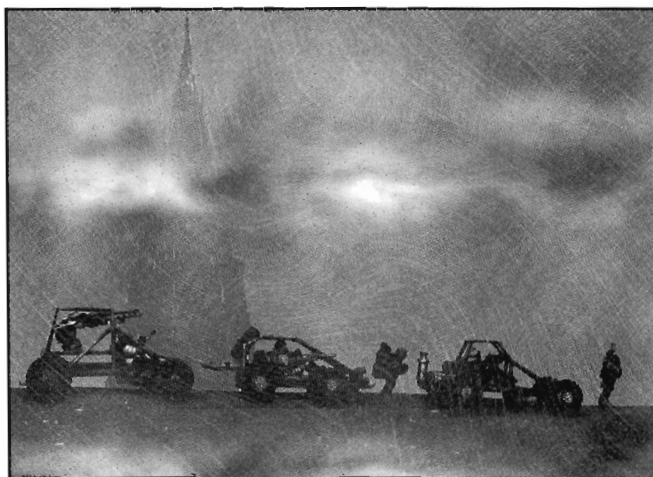
Including steep slopes and loose ash. Models on foot move over difficult ground as in the Underhive (i.e. half rate). Vehicles moving at slow speed suffer no penalty. Vehicles moving at combat or fast speed must roll a D6 and consult the difficult terrain table, adding a +1 to the roll, unless the driver can first roll equal to or under his initiative on a D6. Tracked vehicles, skimmers, walkers and crawlers may move over difficult ground with no penalty.

## Very Difficult Ground

This consists of sludgy ground, deep ash, shallow pools of chemicals or effluent, or thick rubble. Models on foot move over difficult ground as in the Underhive (i.e. quarter move). Vehicles moving through very difficult ground must roll a D6 and consult the difficult terrain table unless the driver can first pass an initiative test by rolling equal to or under his initiative on a D6. Tracked vehicles may move through very difficult ground at slow speed with no penalty. Walkers, Skimmers and Crawlers may all cross very difficult ground with no penalty.

## Impassable Ground

Terrain such as steep rocky cliffs, rivers of sludge and deep pools of acid cannot be crossed by either models on foot or vehicles. Skimmers may cross pools or rivers of any depth, but any models that fall off and land in the liquid are taken immediately out of action. Buildings and other man made structures



are also considered impassable ground for vehicles; models on foot may well be able to enter.

## Walls/Obstacles

Included in this category are any obstacles over 1" high, or that could reasonably prevent a vehicle from crossing. Models on foot cross obstacles as in the Underhive (i.e. they give up half their move). Vehicles may not attempt to cross obstacles. A little common sense is required here; if the vehicle looks as if it could reasonably shove aside or break through the obstacle with no ill effects (e.g. a flimsy fence), then it should be able to do so. Decide before the game which obstacles prevent vehicle movement, depending on the terrain in your collection.

**DIFFICULT TERRAIN TABLE**

| Speed     | Slow | Combat | Fast |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------|------|--------|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|           | -    | 1      | 1-2  | The driver loses control and the vehicle swerves before spinning wildly out of control. Roll a D6 to see which way the vehicle swerves; 1-3 it swerves 45 degrees left, 4-6 it swerves 45 degrees to the right. The vehicle then moves forward D6" before coming to halt facing a random direction. Roll a scatter dice to see which way the vehicle ends facing. The vehicles move ends here. Any models on board may not shoot this turn and may not dismount from the vehicle. If models on board are fighting in a boarding action continue as normal. |
| D6 RESULT | 1-3  | 2-4    | 3-5  | The driver wrestles with the vehicle's steering before bringing it under control. The vehicle swerves. Roll a D6 to determine which direction it swerves; 1-3 it swerves 45 degrees to the left, 4-6 it swerves 45 degrees to the right. Following the swerve the model may continue to move as normal. Models on board may not shoot this turn, but may dismount or fight in boarding actions as normal.                                                                                                                                                  |
|           | 4+   | 5+     | 6+   | The driver negotiates the terrain superbly. The vehicle may continue its move as normal                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

Walkers may cross an obstacle if the model could conceivably step over it, again more common sense is needed here. Skimmers may not cross obstacles as they float barely off the ground. Crawlers are special. They move forwards crushing anything in their path with their broad tracks or massive wheels. As such, any walls or obstacles that a crawler moves over are destroyed – remove the scenery piece from the board. Remember, obstacles and walls does not include buildings and larger structures, just decide before the game which of your scenery counts as obstacles and which is impassable.

## MOVING

### SPEEDS

As mentioned above, all vehicles have a motive type that governs their maximum speed. This will determine whether the top speed of your vehicle is slow, combat or fast speed. Some vehicles, such as heavily armoured trucks or similar may only be able to move at slow speed, whereas light bikes, quad buggies or comparable vehicles may be able to move at fast speed. See the max speed table to find out the maximum speed of your vehicle.

In the movement phase of your turn you may move any of your vehicles that are currently in action (not disabled or destroyed). Before moving each vehicle decide how fast you will move it; slow, combat or fast speed. The characteristics of each vehicle dictate its top speed, you may not declare a speed faster than that allowed for the relevant vehicle type in the table below. Note that you should declare how fast you intend to move at the beginning of each vehicles move. It may be worth using some kind of coloured counter or marker to remind players the speed that each vehicle is moving.

### MAXIMUM SPEED TABLE

|                | Bike | Light  | Armoured | Heavy | Arm'd |
|----------------|------|--------|----------|-------|-------|
| <b>Wheeled</b> | Fast | Fast   | Combat   |       | Slow  |
| <b>Tracked</b> | N/A  | N/A    | Combat   |       | Slow  |
| <b>Walker</b>  | N/A  | Combat | Slow     |       | Slow  |
| <b>Crawler</b> | N/A  | N/A    | N/A      |       | Crawl |
| <b>Skimmer</b> | N/A  | Slow   | Slow     |       | Slow  |

### SLOW SPEED

All vehicles (with the exception of crawlers – see Vehicle Types) are able to move at slow speed. At slow speed you may move your vehicle up to 6" in the movement phase and make up to four 45-degree turns. Turns may be combined in any way you choose; for example you could make two 90-degree turns or one 180-degree turn. Turns may be made at any point during the vehicles move. At slow speed a vehicle may also use a portion or its entire move in reverse gear, to manoeuvre in a tricky situation or run down models behind the vehicle for example. Treat any moves in reverse just as you would for slow speed, but move the vehicle backwards.

### COMBAT SPEED

Some vehicles are able to move at combat speed. At combat speed you may move your vehicle up to 12" in the movement phase and make up to two 45-degree turns (or combinations).

### FAST SPEED

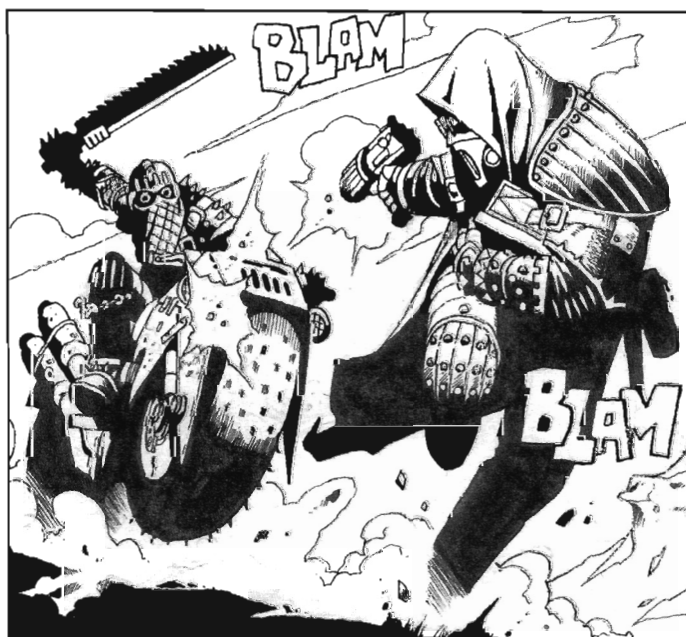
A few vehicles, such as bikes and light vehicles can move at fast speed. At this speed vehicles move 12" (no more or less) in the movement phase and may make up to one 45-degree turn. However, this is

not all. Immediately following the shooting phase any fast vehicles may move additionally – up to a further 12". If the vehicle did not use its turn earlier it may make up to one 45-degree turn. This means that in total the vehicle may be moved between 12" and 24" and turn once up to 45-degrees. Note that this move is an extra phase – it takes place after shooting and before hand-to-hand combat.

### TURNING

It is important to note at this point that vehicles are always pivoted about their midpoint when moving. This prevents really picky (and beardy!) players from moving unfairly.

In addition note that vehicles in extreme circumstances do not have to be turned exactly 45-





degrees and combinations are permitted. For example, when weaving through rocks or debris a vehicle may turn once 20-degrees and then 25-degrees, even at fast speed. This is because movement in real life is a fluid motion, vehicles do not stop, pivot and turn; the rules just try to cover this in the most realistic way possible.

#### **VEHICLES WITHOUT A DRIVER AND OUT OF CONTROL VEHICLES**

If a vehicle is in the unfortunate situation that it has no driver, either because he is pinned, down, out, thrown out of the vehicle or whatever the vehicle is referred to as Out of Control. Out of Control vehicles are moved at the start of the movement

#### **TAILING**

By ending the movement of one of your vehicles in your turn within 2" of the rear of an opposing vehicle you may declare you are going to tail. You may move to this 2" tailing position either during the movement phase or the special phase for fast vehicles. Note that to tail an opposing vehicle you must finish your move facing roughly the same way as it, in other words you must have your nose to their tail. A tailing vehicle cannot make turns unless the lead vehicle makes one to follow, so a tail cannot be initiated if the chasing vehicle is at an angle to the other, it would be instantly shook off. Once in this position you may move the tailing vehicle in your opponents move as well as your own. This is done as follows:

As your opponent moves the vehicle you are tailing, move your vehicle to keep within 2". However, each time your opponent turns you must roll 2D6 and get equal to or lower than your drivers Ld (i.e. take a Ld test). If you pass then you continue to tail, turn your vehicle to move behind your opponents as before. If you fail then your opponent has shaken you off; you are no longer moved within 2" of the back of his vehicle. Instead your move ends where your opponent turned and lost you.

If you attempt to tail a faster vehicle then you are automatically shaken off as soon as it moves further than your move would normally allow. For example if you can only move at slow speed and your opponent moves 12" (combat or fast speed), then you move 6" in your opponents turn, following his vehicle, and your bonus move ends.

#### **Tailers Shooting**

If the tailing vehicle keeps with the enemy, they have them in their sights and take the perfect opportunity to pour fire into them. Everybody on board can shoot in the enemies current shooting phase as well as their own. This extra salvo can only be directed at the vehicle being tailed (nobody else at all ever), these shots are taken before the enemies to boot! Fast vehicles can keep tailing after the shooting phase, in order to keep up with another fast vehicle.

#### **Life After Tailing**

A vehicle that ends the enemy players turn, still in a tailing position is now free to move as it wishes. A vehicle doesn't have to move at all and can tail again in the next enemy turn, for shooting purposes next turn it will count as the speed it tails at. In practice, however, it is usual to shunt the vehicle being tailed!

phase, before any other movement. This is done as follows:

First roll a D6 to see which direction the vehicle moves in; on a 1-2 the vehicle swerves 45-degrees to the left, on a 3-4 it moves straight forward, on a 5-6 it swerves 45-degrees to the right.

Second roll a number of D6 according to the speed your vehicle travelled last turn, and move it that number of inches forwards in a straight line. If your vehicle moved at slow speed it moves D6", if it moved at combat speed it now moves 2D6", if it moved at fast speed it now moves 3D6". After this move the vehicle halts, a bike will fall over after its random move and will count as immobilised for the rest of the game.

If an out of control vehicle has other models on board anyone may take over on a roll of 4+ at the start of the movement phase.

## TRANSPORT

### Transporting Models

Some vehicles are able to transport models other than the driver. Vehicles are split into three categories where transport is concerned; these are Single Seater, 5-man vehicles which may carry, unsurprisingly, up to five models (including driver), and transport vehicles, which can carry as many models as you have in your gang. Note that piling as many miniatures as you can fit onto a vehicle is not always a good idea, they are likely to be injured severely if the vehicle crashes. Note that vehicles with a maximum transport capacity may never have more than their capacity on board, unless they are

enemy models which have boarded the vehicle (see Boarding Actions later).

### Mounting/Dismounting from a Vehicle

The following rules describe getting on and off friendly vehicles. Enemy models wishing to board a vehicle are treated differently – see the section on Boarding Actions for details.

#### Dismounting

If a vehicle has models on board they may dismount at any time during the movement phase. Simply place the dismounted model by the side or rear of the vehicle and continue his move from there. Note that a model may dismount either before or after the vehicle has moved, but not during its move. For example, a vehicle may not move 4", models dismount, and then move a further 6". Dismounted models always count as having moved for the purposes of firing heavy weapons etc. in the turn they dismount.

Models may dismount freely from a vehicle at slow speed. If the vehicle is moving at combat speed dismounting models must roll equal to or under their initiative or take a single hit at strength 3 and be automatically pinned. Place pinned models face up next to the vehicle as you would for a successful dismount, except the fighter may not move any further this turn. Models may not dismount from a vehicle moving at fast speed, it is far too dangerous.

A model may not dismount from a vehicle in the turn that he mounted it.

#### Mounting

Models may mount any vehicle they can move into contact with in their move, simply place the model on board the vehicle. Remember that some vehicles are limited in the number of models they can carry. Models may mount a vehicle either before or after it has moved, but not during (as for dismounting). Models may only mount a vehicle travelling at slow speed, at combat or fast speed attempting to mount a vehicle is treated as a boarding action, except that if successful no close combat is fought (obviously). See the section on Boarding Actions on how to accomplish this.

Models may not mount a vehicle in the same turn that they dismount from it or another vehicle.

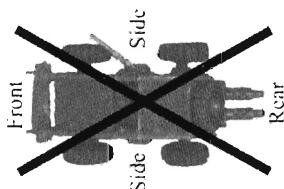


## RAMMING, COLLISIONS AND CRASHES

This section contains rules for ramming other vehicles, collisions with other vehicles, scenery and running down models on foot. Ramming other vehicles is a very popular and effective way of damaging them, especially if your vehicle is bigger and heavier! However, it is not entirely without risk, as you will see.

This section refers to damage done to vehicles in many places; see the separate section on vehicle damage later to see what effects the damage has.

All vehicles may be divided into four zones for the purposes of rams; a front, rear and two side zones. On most vehicles these zones will be immediately apparent, on other, stranger vehicles you should agree with your opponents where these zones start and end before each game. See the diagram below for a further explanation of this.

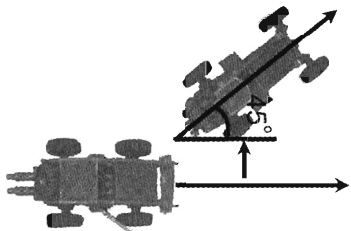


### RAMMING

Ramming damage is worked out immediately after the vehicles make contact. In other words interrupt the movement phase each time a ram is attempted and apply the results immediately.

### Swerving

Whenever a ram is attempted the target vehicle may attempt to swerve aside, with the exception of head on rams (see later). Vehicles may also attempt to swerve to avoid a collision with an out of control vehicle in the same way. To swerve aside the targeted vehicle the owning player must roll equal to or under the driver's  $1d6$ . If failed the ram contacts and is worked out as normal (see later). If the test is passed the vehicle is shifted as far as necessary to the left or right and turned 45-degrees in the same direction, the ramming vehicle then continues its full remaining move distance. It will usually be obvious which way to swerve the target vehicle, however in situations where a swerve in either direction would be equally likely the player owning the target vehicle may choose which way his vehicle moves.



See the diagram for an illustration of how this works.

When a ram contacts the first thing to be done is consult the rules below, depending on where the ram hits. For example, if you ram a vehicle from behind, this is a shunt. The diagram beside each table gives an illustration of that type of ram.

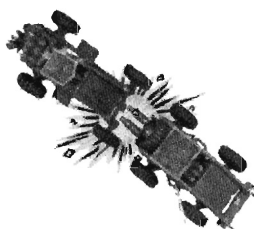
### Head On Rams

Here one vehicle attempts to ram another in a front zone. This is by far the most dangerous way of trying to ram another vehicle, and often ends in serious damage to both rammer and target. If a player initiates a head on ram, the target is



not allowed to swerve; instead both players should secretly place a dice ( $D6$ ) (e.g. behind their hand or under a cup), indicating which way they will swerve. 1-2 is a swerve 45-degrees to the left, 3-4 is dead ahead, 5-6 is a swerve 45-degrees to the right. This is basically 'playing chicken'. Both players should then reveal their dice at the same time, and turn their vehicles 45-degrees in the direction they have indicated. If both vehicles turn the same way (i.e. they are facing each other still), both vehicles take  $D6$  damage. In addition, both vehicles must roll a 4+ or be immobilised for the rest of the game as well as any other damage results. If the vehicles turn in different directions then move the rammer his full remaining move, moving the target vehicle to one side if necessary.

### Shunt

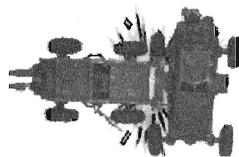


A shunt is a ram where the front of the rammer hits the back of the target vehicle. A shunt inflicts 1 damage on the target vehicle, but no damage on the ramming vehicle.

However, note that bikes involved in shunts inflict no damage to larger (i.e. not bikes) targets, and take  $D3$  damage (instead of 1) when the shunter is a larger vehicle.

### T-Bone

A T-Bone is a ram where the front of the rammer hits the side of the target vehicle. A T-Bone inflicts  $D3$  damage to the target vehicle and

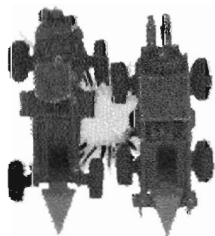


1 damage to the ramming vehicle. However, note that bikes involved in t-bones inflict no damage to larger vehicles, and larger vehicles ramming bikes in a t-bone ram take no damage themselves. Again, remember the rules for armoured vehicles when working out damage.

## Rakes and Sideswipes

Rakes and sideswipes can be executed when one vehicle passes side by side with another; when both vehicles are travelling in the same direction this is called a Sideswipe when they are travelling in opposite directions this is called a Rake. In all other ways the manoeuvre is classified as a ram and any rules applying to rams apply to rakes and sideswipes eg. a target vehicle can roll to swerve, damage is automatically penetrating and movement should be paused as to work out the effects etc.

### Sideswipe



These are the least effective of rams, although can still cause some damage. A sideswipe is executed when a vehicle draws alongside the enemy vehicle, within 2", and is travelling in the same direction. Each player should roll a D6; on a 4+

their opponent takes one damage. Any vehicle that takes damage swerves away from the collision; there is no need to roll for a random direction. Bikes involved in sideswipes with any other kind of vehicle are affected as normal, although the vehicle takes no damage and does not swerve.

### Rake



To execute a rake is not for the faint hearted, as the damage can be really quite horrific. D3 damage is inflicted on both vehicles and both swerve away from the impact, do not roll randomly for the direction of the swerve. If a bike is involved in a rake with another vehicle type it

is affected as normal but the other vehicle takes D3-1 damage instead of the usual D3 and does not swerve.

## Armour Values

Armoured vehicles inflict +1 damage to their target whenever they ram. (but not when they are rammed). In addition, when armoured vehicles are hit by a ram attack they receive a 6+ save against each point of damage inflicted. They get this save from damage whether they ram or are rammed.

Heavy Armoured vehicles inflict +2 damage to their target whenever they ram. In addition whenever

heavy armoured vehicles are hit by a ram attack they receive a 5+ save against each point of damage inflicted. They get this save from damage whether they ram or are rammed.

Note that these saving throws may also be made against accidental damage caused by crashes or other collisions, but never, ever from attacks other than this, like shooting or hand-to-hand combat.

## Impact!

If a successful ram is made work out the damage to both vehicles, this damage is worked out using the vehicle damage tables, although it is slightly different, as armour values are not taken into account in collision damage.

For each point of damage inflicted refer to the relevant vehicle damage table and roll for its location. Note the damage is automatically penetrating, no roll is made against the vehicles armour value. Then resolve the damage done by rolling on the damage table relevant to that location.

## COLLISIONS

Any vehicle that intentionally or accidentally moves, swerve, spin or in any other way comes into contact with vehicle has collided with it. If a vehicle spins or swerves into another vehicle move it into contact then orientate it as described in the rules (see the damage tables later), e.g. A vehicle could spin so its rear or side collides with the other, this effects the way damage is worked out.

Any vehicle involved in a collision (friend or foe) can attempt to swerve to avoid it. This is done in the usual manner and a roll against the drivers leadership is made, if passed the vehicle is moved out of the way as already described. An immobilised or stationary vehicle with no driver cannot get out of the way.

### Front-to-front

The damage for this is worked out in the same manner as a head on collision, both vehicles take D6 damage and are immobilised on a 4+. If a bike is involved in a front-to-front collision then it takes damage as normal but the larger vehicle takes only one point of damage and isn't immobilised.

### Front or rear strikes side or rear

Rare but spectacular! Both vehicles take 1 point of damage. Bikes colliding with larger vehicles take D3 points of damage instead of one.

### Side to Side

This might occur, for example, when a vehicle swerved to avoid a collision towards another vehicle alongside. The resulting collision is worked out like a rake or sideswipe appropriately.

Vehicles which do not swerve away from a collision end their movement (rather suddenly!).

COLLISIONS SUMMARY TABLE

| Ram Type         | Rammer Damage                                                                                           | Target Damage                                                                                           |
|------------------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
| <b>Head – On</b> | <b>D6</b> <i>Bikes only inflict 1 damage to any other vehicle.</i>                                      | <b>D6</b>                                                                                               |
| <b>T - Bone</b>  | <b>1</b> <i>Bikes involved in a T-bone with a larger vehicle inflict no damage.</i>                     | <b>D3</b> <i>Bikes involved in a T-bone with a larger vehicle inflict no damage.</i>                    |
| <b>Shunt</b>     | <b>0</b> <i>A shunting bike does no damage to a larger target.</i>                                      | <b>1</b> <i>A bike takes D3 damage when shunted by a larger target.</i>                                 |
| <b>Sideswipe</b> | <b>1 on a D6 roll of 4+</b><br><i>A Sideswiping bike does no damage to a larger target.</i>             | <b>1 on a D6 roll of 4+</b><br><i>A Sideswiping bike does no damage to a larger target.</i>             |
| <b>Rake</b>      | <b>D3</b> <i>A larger vehicle involved in a rake with a bike takes D3-1 damage and does not swerve.</i> | <b>D3</b> <i>A larger vehicle involved in a rake with a bike takes D3-1 damage and does not swerve.</i> |

### Clips

If a vehicle touches another but only just, and it is a subject of debate between the players of whether a ram or collision has occurred roll a D6 on a result of 1-3 the vehicles bounce harmlessly from each other causing no damage of any consequence, on a 4-6 you should work out the ram or collision as normal.

### CRASHES

Not all collisions are with other models, out of control or randomly moving vehicles will often be involved in a crash. This is where the vehicle hits an item of scenery, such as rocks, buildings or pipes.

Note that a vehicle cannot swerve to avoid a crash, as with collisions or rams.

#### Front On Crash

This occurs when the front of a vehicle hits a piece of scenery. The vehicle stops immediately and takes D3 damage.

#### Side or Rear Crash

If somehow the side or rear of a vehicle hits a piece of scenery it takes 1 damage on a roll of 4+ on a D6.

### Clips

Vehicles will often only 'clip' some scenery as they move wildly past. In these cases roll a D6 to see if the vehicle takes damage as for clips described in the collisions section. On a 1-3 the vehicle takes no damage, and continues its move, on a 4-6 the vehicle has collided and takes damage.

### RUNNING PEOPLE DOWN!

One of the most effective ways to deal with a pedestrian is to drive over him! If a vehicle is moved into a model on foot, the footer must pass an initiative test to jump out of the way. Roll a D6 and get equal or under the models initiative characteristic and the pedestrian has leapt out of the way at the last

moment, a 6 always fails regardless of initiative. Move the model to the left or right, at the owner's discretion, to avoid the vehicle. If the roll is over the models initiative characteristic then he has failed to dodge aside and takes a single hit at the strength indicated in the following table:

#### Running People Down Hit Strength

| Vehicle Type   | Strength of Hit |
|----------------|-----------------|
| Bike           | 3*              |
| Light          | 4               |
| Armoured       | 5               |
| Heavy Armoured | 6               |

\* Bikes that run down models on foot take a hit with a strength equal to the toughness of the model it hits. For example, a biker runs down a T4 opponent; the model on foot takes a S3 hit whereas the bike takes a S4 hit!

After successfully hitting a model on foot he is knocked out of the way D3" to either the left or right. Roll a D6 to determine which way the model is knocked; on a 1-3 they are knocked to the left, on a 4-6 they are knocked to the right. Models hit by a vehicle are pinned just as for any other hit.

Models on foot can also fall victim to a rake or sideswipe. A vehicle passing within 2" of a model on foot can jink sideways to knock it sprawling face down into the ash. Work this out in the same way as above, except the hit is only ever S3, regardless of the vehicle type. Bikes do not take a hit from this type of attack, it is presumed the biker kicks the model over! After this type of attack the model on foot is knocked D3" directly away from the vehicle, rather than in a random direction.

#### Running Over 'Down' Models

A downed model that is run over by any vehicle cannot attempt to leap aside by passing an initiative,



they are automatically struck as detailed above.

## SHOOTING

This section includes rules for shooting at vehicles, shooting from vehicles, area effect weapons and mounting weapons on vehicles.

### Shooting from a vehicle

All models on a vehicle may fire any weapons they are carrying just as if they were moving on foot, with the exception of drivers (see below). Note that this means that move or fire weapons may not be fired from vehicle unless they are mounted; see below for details on this. Naturally if the vehicle is stationary then move or fire weapons may be fired. Models on vehicles have a 360-degree (all round) field of fire.

### Negative 'to hit' Modifiers

Models shooting from a vehicle moving at fast speed suffer an extra -1 to hit in addition to any other modifiers, such as range.

Drivers may shoot from vehicles as normal with pistol weapons or grenades. However when firing a basic or special weapon a driver has an additional -1 to hit. Drivers may only fire at targets within the 90-degree front arc of the vehicle.

Bikers may only fire pistol weapons or throw grenades. They do have a 360-degree field of fire however. This is because they can quickly turn in the saddle to open fire at a target to the side or rear.

### Weapons Mounted on Vehicles

Heavy or special weapons may be mounted on any vehicle except bikes or single seater vehicles. This weapon is referred to as fixed, and may not be

removed from the vehicle.

Fixed weapons may only be fired by the vehicles gunner, this is usually a heavy, who must be designated on the gang roster. See individual gang lists for who can be a gunner.

Fixed weapons only have a 90-degree field of fire in the direction they are mounted on the vehicle (front, side or rear mounted weapons are possible).

The advantage of fixed weapons is that move or fire weapons may be fired whilst the vehicle is moving. Only one fixed weapon may be mounted on each vehicle.

Fixed weapons cost the same creds as a normal heavy weapon of that type and count towards the total cost of the vehicle.

*Example: A gang has a heavy stubber. Rather than have their heavy carry it the gang leader decides to mount it on the a vehicle. The heavy stubber becomes permanently mounted on the vehicle and counts towards the vehicles cost. The gang's heavy is designated the gunner on the gang roster.*

## SHOOTING AT VEHICLES

The rules in Necromunda describe shooting at models on foot, however vehicles are not like gang fighters. They have several different locations that are vulnerable to enemy fire, but equally have armour plates and thick metal chassis that bullets simply ricochet off, without causing harm to the vehicle.

## HITTING VEHICLES

Although the rules of Necromunda cover shooting at large targets, the rules are again clarified here

along with some additions for vehicles travelling at speed:

## TO HIT MODIFIERS

Shooting at a large target (any vehicle bigger than a bike) +1\*

Shooting at a Crawler (massive target) +2\*

Target moved at fast speed in its last turn -1

*\* These modifiers are not cumulative, apply the highest.*

## DOING DAMAGE

After a vehicle has been hit, it is resolved in three stages. The first stage is to find the location on the vehicle that has been hit, the second stage is to attempt to penetrate the armour of the location and the third stage, if the armour penetration was successful, is to find what damage is done. Rules for this process are broken down below:

### 1. Roll Location

To establish where a vehicle has been hit roll a D6 and consult the relevant vehicle damage table. Note a vehicle may not have one of these areas for example equipment or crew, in this case the entry in the table will tell you which area is hit instead.

### 2. Armour Penetration

**ARMOUR PENETRATION = D6 + WEAPON STRENGTH**

After rolling to find out where the vehicle has been hit you must roll to attempt to penetrate the armour of that location. This is done by rolling a D6 and adding it to the strength of the weapon you are using.

If you roll less than the armour value of that location then the hit is harmlessly deflected and has no further effect.

If you roll equal to the armour of the location you have hit then the damage is likely to be less severe. Roll to see what effect your damage has with a -1 to the D6 roll. This roll may never be modified to less than a '1'.

If you roll over the armour value of that location then you have penetrated the armour and cause damage; roll a further D6 on the associated table to find out what effect this damage has.

Rams, Collisions and Crashes automatically penetrate armour; simply roll to find out their effect.

### Armoured and Heavy Armoured Vehicles

Armoured and Heavy Armoured vehicles are, as you would expect, considerably harder to damage than a less armoured equivalent. When hit the following rules apply:

Armoured vehicles have +1 armour on all locations.

Heavy Armoured vehicles have +2 armour on all locations.

## 3. Damage Effects

The following terms are used in the damage tables:

### Spin

The vehicle spins out of control, roll a scatter dice to dice to determine which way it faces when it comes to rest. A vehicle that collides or crashes before completing a compulsory move that involves a spin, hits the obstacle orientated to the scatter dice (i.e. facing the direction of the arrow). A roll that indicates the vehicle does not seem to change direction means that the vehicle has executed a spectacular 360-degree spin.

### Swerve

When a vehicle swerves it does so 45-degrees to the left or right, roll a D6; on a roll of 1-3 the vehicle swerves to the left, on a result of 4-6 the vehicle swerves to the right.

### Roll

When a vehicle rolls it may do so a number of times before coming to rest, be it the right way up or not. Roll a D6 and consult the table below:

| D6  | Result                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 | The vehicle lands back on its wheels/tracks/whatever, it takes 1 point of damage on a D6 roll of 4+ which automatically penetrates a random locations armour.                                                                                                                                                                                                                                                                                                                                    |
| 2-4 | The vehicle lands on its roof, takes 1 point of damage on a D6 roll of 4+, which automatically penetrates a random locations armour. The vehicle is immobilised for the rest of the game.                                                                                                                                                                                                                                                                                                        |
| 5-6 | The vehicle rolls over completely. It travels D6 inches in its current direction taking 1 point of damage on a D6 roll of 4+, which automatically penetrates a random locations armour. Apply the effects of this damage immediately then roll again on this table and apply the result. (Yes, this means a vehicle can roll and roll taking further damage until it comes to rest!). Note that a result which indicates that the vehicle is immobilised only applies after it finishes rolling. |

NOTE: If any additional damage result indicates that the vehicle moves somehow, this is ignored when a vehicle rolls.

### Driver/Pilot/Rider

The gang member driving the vehicle is called the driver. If a vehicle is in the unfortunate situation that it has no driver, either because he is pinned, down, out, thrown out of the vehicle or whatever the vehicle is referred to as out of control. Out of control vehicles are moved randomly at the start of the movement phase, before any other movement. This is done as follows:



First roll a D6 to see which direction the vehicle moves in; on a 1-2 the vehicle swerves 45-degrees to the left, on a 3-4 it moves straight forward, on a 5-6 it swerves 45-degrees to the right.

Second roll a number of D6 according to the speed your vehicle travelled last turn, and move it that number of inches forwards in a straight line. If your vehicle moved at slow speed it moves D6", if it moved at combat speed it now moves 2D6", if it moved at fast speed it now moves 3D6". After this move the vehicle halts, a bike will fall over after its random move and will count as immobilised for the rest of the game.

#### **Crew**

The crew of a vehicle refers to any models on board except the driver. This means gunners and any enemy models, fighting a boarding action, are included.

### **NOTES ON VEHICLE DAMAGE**

#### **Multiple Hits**

Some attacks, such as rams, may inflict multiple points of damage. If this is the case roll for each to hit random locations as normal, and then roll for damage. Apply the least damaging (i.e. lowest D6 roll) first, working up to the most damaging.

#### **Multiple Wound Weapons**

Some weapons can inflict multiple wounds on an enemy fighter with only a single hit (e.g. krak missile causes D10 damage). These weapons only ever cause one point of damage to vehicles.

#### **Area Effect Weapons**

Some weapons, such as frag grenades or missiles, have an area effect. If an area effect template weapon is roughly centred on the vehicle then it scores D3 hits rather than 1. If the template only partly covers the vehicle then it causes 1 hit on the D6 roll of 4+.

#### **Flamers**

Vehicles can be set alight in just the same manner as fighters, using flamers or similar weapons, like hotshot shells. Roll to see if the locations hit catch fire in the same way as you would for models on foot.

## **BOARDING ACTIONS**

Vehicles do not take part in close combat in the normal sense. Unless immobilised it is not possible to attack them directly, however, enemy fighters may try to leap on board to engage the crew or driver of a vehicle.

#### **Jumping On**

An enemy model may attempt to board a vehicle by declaring that he will do so as a charge (i.e. he declares the charge against the vehicle, but that he will board). A model may attempt to board if he ends his charge move in contact with the sides or rear of the vehicle he is attempting to board. Then make an initiative test by rolling a D6 and comparing it to the fighters initiative. If you roll equal to or under his initiative he has successfully boarded the vehicle, see the rules for hand-to-hand combat on vehicles below. If you roll over his initiative the fighter has misjudged his attack and bounces D3" away from the vehicle, where he is pinned. In addition he takes a S3 hit on a roll of 4+ on a D6. If the vehicle he attempted to board was moving at fast speed this is increased to S4. Note that as mentioned earlier, boarding a vehicle is the only time when its transport capacity can be exceeded.

### Leaping from Another Vehicle

It is possible to leap from a vehicle that moves so it is alongside an enemy vehicle, or that is tailing an enemy vehicle. This is done in exactly the same way as leaping on board from the ground as described above. The maximum distance a fighter can leap from one vehicle to another is 2".

### Boarding Bikes and Single Seater Vehicles

Bikes and single seaters may be boarded just like larger vehicles, although caution is advised, as the vehicle will almost invariably move out of control (and fall over in the case of bikes) – see the vehicles without a driver and out of control vehicles rules in the movement section.

### HAND-TO-HAND COMBAT

Once a model has successfully jumped on to an enemy vehicle it must fight a member of the crew in the hand-to-hand combat phase. The vehicle's owner may pick which crew member fights the boarder – only one crew member may fight, multiple combats are not permitted on board vehicles. The defending player must always pick models that are not pinned over those that are when choosing who will fight the attacker. If there are no other crew members then the driver must fight.

The attacker gets the usual +1 for charging in the first round of combat, although often receives the -1 for attacking over an obstacle, if the vehicle has raised sides for example.

Any models which lose a round of close combat aboard a vehicle are hurled off and bounce D3" in a random direction, before taking a S3 hit on a D6 roll of 4+. If the vehicle was travelling at fast speed this is increased to S4.

Models which do not wish to continue fighting in close combat may leap off the vehicle in their movement phase, however they take a hit just as if they had lost a round of combat and been thrown out.

Check the rules on vehicles without a driver in the movement section to see what happens in case the driver is hurled out of the vehicle. If a round of combat with the driver is drawn (a stand off), then neither model is thrown 'overboard', but the vehicle moves out of control as nobody can drive whilst there is a fight in the driving seat!

### Hit and Run Attacks

A bike rider can make a hand-to-hand combat attack at another model as they pass them during the movement phase. This special attack is handled differently to a normal close combat attack and is called a hit and run attack. The bike can be moved into contact with an enemy model at any point during its move, the rider can then make a single attack out of the normal turn sequence and the enemy model can strike back with one attack before the bike hurtles on. The combat follows the normal rules for close combat except each model can only

use a single attack dice no matter what their attacks characteristic normally is or what they are armed with. The rider is always considered as charging and always considered to have a better initiative in the event of a draw. No parries can be made by either combatant as the attack is made in a split second before their opponent is long gone. Note a bike rider can only make one hit and run attack per turn and if they do so cannot shoot in the same turn.

### ATTACKING VEHICLES IN CLOSE COMBAT

#### Stationary Vehicles

Stationary vehicles include any vehicle that did not move at all in its last movement phase. This may be because they are immobilised, have no driver or simply did not wish to move. Stationary vehicles may be attacked whatever the reason for their lack of movement by both point blank shooting and close combat attacks. Vehicles that moved in their last turn may never be attacked in these ways. Stationary vehicles are in effect scenery, not vehicles, where the rules are concerned with regards targeting and boarding. Close combat between models on foot on stationary vehicles is treated like normal close combat, not a boarding action. Thus losers are not thrown out of the vehicle and multiple combats are permitted. A model does not need to pass an initiative test to climb aboard a stationary vehicle.

#### Attacking Stationary Vehicles

A stationary vehicle may be attacked in close combat, in addition to long range shooting, which is conducted as normal. A model that moves into contact with a vehicle after declaring a charge can make one of the following attacks:

1. Point Blank Shooting. This is conducted in the shooting phase and may not occur after the model has run or charged over 4" (or over his normal move rate). It is just the same as shooting from range except the attack automatically hits and the player may choose which location is attacked, there is no need to roll to hit or randomise location. However, a model should only be allowed to attack feasible locations; if the engine is at the back of a vehicle and the model is positioned around the front then it cannot choose to attack the engine. Armour penetration and damage are calculated as normal.
2. Hand-to-Hand Combat. A fighter may attack a stationary vehicle in hand to hand combat by choosing location like point blank shooting and rolling to damage once per attack characteristic, there is no need to roll to hit (+1 attack if armed with two close combat weapons). Again the location should be within reach of the model. Armour penetration and damage are then calculated as normal.

In both of these cases it is impossible to target crew or driver locations; these would fight back! The crew or driver can only be attacked by close combat or shooting as normal.

## WHEELED VEHICLE HIT LOCATION TABLE

### 1. DRIVER. Armour 8

The driver has been hit, roll a D6 to determine the effect.

- 1 The driver is unharmed, the blast rocks him but he maintains control.
- 2 The driver is violently jolted in his seat by the ram or blast. He must make a Ld test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately. In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

### 2. FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged; it may not be used for the rest of the game.
- 6 The weapons ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead, see result 3.

### 3. CREW. Armour 8

A randomly determined member of the vehicles crew, other than the driver, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit instead, see result 5.

### 4. WHEEL. Armour 8

One of the vehicles wheels is hit, roll a D6 to determine the effects.

- 1-2 Puncture. The vehicles speed is reduced by 2" at slow speed and 4" at combat speed.
- 3 Tyre burst. The vehicles speed is reduced to slow speed only. If this was the vehicle's maximum speed the hit has no effect.
- 4 Wheel buckled. The vehicle swerves.
- 5 Wheel damaged. The vehicle swerves, moves D6" ahead and spins.
- 6 Wheel blown off. (You're grinding metal!) The wheel is blasted clear off its mounting causing the vehicle to swerve, move D6" in a straight line and roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a S4 hit on a D6 roll of 4+. The vehicle is then reduced to slow speed (if it still works at all)

### 5. VEHICLE BODY. Armour 10

The main structure of the vehicle is hit – its shell, chassis or suspension for example. Roll a D6 to find out what effect this has.

- 1-2 Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment it is broken and rendered useless for the rest of the game on a D6 roll of 4+ (see individual gang lists for details of extra vehicle equipment).
- 3 Structure weakened. All rolls to damage the vehicle from now on are with a +1 to the roll.
- 4 Suspension damaged. The vehicle swerves and is reduced to slow speed from now on.
- 5 Chassis twisted. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test by rolling equal to or under their initiative on a D6 or be thrown D3" in a random direction away from the vehicle and take a S3 hit.
- 6 Chassis snapped. (You've broken the rear axle!) The vehicle swerves, lurches D6" forward and rolls. Any models on board (including the driver) are thrown D6" away from the vehicle in a random direction when it stops rolling, and take a S4 hit on a D6 roll of 4+. The vehicle is then crippled and immobilised.

### 6. ENGINE. Armour 10

The vehicles engine, fuel tanks or associated machinery are hit, roll a D6 to determine the effect.

- 1-2 Engine damaged. Reduce the vehicles maximum speed by one speed 'band' i.e. fast becomes combat, combat becomes slow, if the vehicle can only move at slow speed normally then treat as a roll of 3, above
- 3 Gear box damaged. All moves are halved for the rest of the game i.e. slow becomes 3", combat becomes 6" and fast becomes 12".
- 4 Drive shaft broken. The vehicle is immobilised.
- 5 Fuel pipe wrecked. The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a roll of 6 the fuel has exploded in 6, above. The vehicle is crippled if the fuel explodes.
- 6 The vehicles fuel explodes, crippling and immobilising the vehicle. All models on board are thrown D6" in a random direction by the blast and take a S4 hit.

## TRACKED VEHICLE HIT LOCATION TABLE

### 1. DRIVER. Armour 8

The driver has been hit, roll a D6 to determine the effect.

- 1 The driver is unharmed, the blast rocks him but he maintains control.
- 2 The driver is violently jolted in his seat by the ram or blast. He must make a Ld test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately. In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

### 2. FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+.
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged; it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead, see result 3.

### 3. CREW. Armour 8

A randomly determined member of the vehicles crew, other than the driver, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number of crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured).
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit instead, see result 5.)

### 4 TRACKS. Armour 8

The vehicles tracks or associated mechanisms are hit, roll a D6 to determine the effect.

- 1-2 Ricochet. The attack rebounds harmlessly off the sturdy metal track plates.
- 3 Minor track damage. The vehicle may now only move at half speed (i.e. 3" slow speed, 6" combat speed).
- 4 Track jolted. The vehicle swerves.
- 5 Track links destroyed. Some of the links on one of the tracks are destroyed causing the vehicle to constantly steer in one direction. From now on any turns must be made to the side that the track was damaged (i.e. nearest the attack). Randomly determine which direction it may turn if this isn't clear (e.g. after a shunt).
- 6 Track destroyed. One of the tracks is cracked open and flies off causing the vehicle to swerve, move D6" forward and roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a S4 hit on a D6 roll of 4+. The vehicle is then reduced to slow speed (if it still works at all!).

### 5 VEHICLE BODY. Armour 10

The main structure of the vehicle is hit - its shell, chassis or suspension for example. Roll a D6 to find out what affect this has.

- 1-2 Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment it is broken and rendered useless for the rest of the game on a D6 roll of 4+ (see individual gang lists for details of extra vehicle equipment).
- 3 Structure weakened. All rolls to damage the vehicle from now on are with a +1 to the roll.
- 4 Torsion bars damaged. The vehicle swerves and is reduced to slow speed from now on.
- 5 Supporting strut snapped. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test by rolling equal to or under their initiative on a D6 or be thrown D3" in a random direction away from the vehicle and take a S3 hit.
- 6 Structure wrecked. The vehicle swerves, lurches D6" forward and rolls. Any models on board (including the driver) are thrown D6" away from the vehicle in a random direction when it stops rolling, and take a S4 hit on a D6 roll of 4+. The vehicle is then crippled and immobilised.

### 6. ENGINE. Armour 10

The vehicles engine, fuel tanks or associated machinery are hit, roll a D6 to determine the effect.

- 1-2 Engine damaged. Reduce the vehicles maximum speed by one speed 'band' i.e. fast becomes combat, combat becomes slow, if the vehicle can only move at slow speed normally then treat as a roll of 3 below.
- 3 Gear box damaged. All moves are halved for the rest of the game i.e. slow becomes 3", combat becomes 6" and fast becomes 12".
- 4 Drive shaft broken. The vehicle is immobilised.
- 5 Fuel pipe wrecked. The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a roll of 6 the fuel has exploded is in 6, above. The vehicle is crippled if the fuel explodes.
- 6 The vehicles fuel explodes, crippling and immobilising the vehicle. All models on board are thrown D6" in a random direction by the blast and take a S4 hit.

## WALKER HIT LOCATION TABLE

### 1 PILOT. Armour 8

The pilot has been hit, roll a D6 to determine the effect.

- 1 The pilot is unharmed, the blast rocks him but he maintains control.
- 2 The pilot is violently jolted in his seat by the ram or blast. He must make a Ld test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the pilot D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The pilot is caught by shrapnel and takes a S3 hit.
- 4-6 The pilot is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the pilot to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately (this represents the walker stumbling and lurching from side to side). In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

### 2 FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+.
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged, it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead see result 3.

### 3 CREW. Armour 8

A randomly determined member of the vehicles crew, other than the pilot, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured).
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.

6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit.

### 4 - 5 LEGS. Armour 8

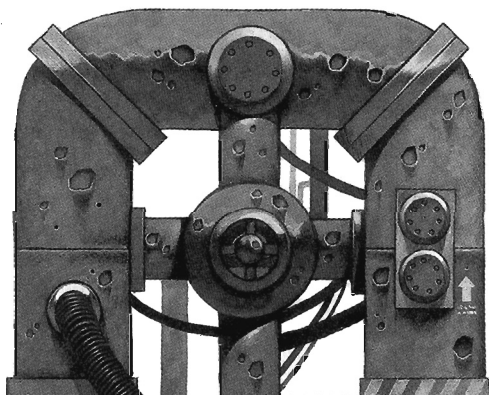
The legs, drive train or other associated machinery have been hit. Roll a D6 to determine the effects.

- 1-2 Superficial damage. The vehicle is undamaged but any one item (randomly determine if more than one) of extra equipment that has been purchased is damaged and may not be used for the rest of the game on a D6 roll of 4+.
- 3 Hydraulic fluid leakage. On a D6 roll of a 1 at the start of each turn the vehicle may not move this turn.
- 4 Servomotor destroyed. One of the walker's servomotors is broken causing the walker to move with a pronounced limp. The vehicles move is halved for the rest of the game. (i.e. slow speed reduced to 3", combat speed to 6").
- 5 Actuators damaged. The vehicle swerves, lurches D6" forward and swerves again. In future turns roll a D6 before moving; on a 1 the walker swerves.
- 6 One of the legs is twisted and the walker crashes to the ground. It is crippled and immobilised. Models on board are pinned but otherwise unharmed.

### 6 POWER PLANT. Armour 10

The Walkers power source is hit; roll a D6 to determine the effect.

- 1 Control gate destroyed. The walker must travel its full maximum move (6" or 12" if a light walker) each turn.
- 2 Power regulator damaged. On a D6 roll of a 1 at the start of each movement phase the vehicle moves out of control for that turn only.
- 3 Flux capacitor damaged. The walker freezes up repeatedly. Roll a D6 each turn before moving, you may only move if you roll a 4+.
- 4 Power drain. The hit causes a massive power loss reducing the walker to half movement for the rest of the game. (i.e. slow speed reduced to 3", combat speed to 6").
- 5 Power plant cracked. Irradiated/toxic fuel spills out of the power plant. Every turn all models on board must roll a D6. On a 1 they take a S3 hit from the fuel.
- 6 The power plant detonates immobilising and crippling the vehicle. Any models on board are thrown D6" in a random direction before taking a S4 hit.



## CRAWLER HIT LOCATION TABLE

\*Note that as all crawlers are heavily armoured the true armour values on locations are included in the table; do not add +2 to these values.

### 1 DRIVER. Armour 10\*

The driver has been hit, roll a D6 to determine the effect.

1-2 The driver is unharmed, the blast rebounds harmlessly off his compartment's armour.

3 The driver is caught by shrapnel and takes a S3 hit.

4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned then in future turns it will move out of control by moving 3" directly forwards each turn (note that this is different to other out of control vehicles), until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

### 2 FIXED WEAPON. Armour 10\*

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.

2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.

3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+

4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.

5 The weapon is hit and badly damaged, it may not be used for the rest of the game.

6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead. See result 3.

### 3 CREW. Armour 10\*

A randomly determined member of the vehicles crew, other than the pilot, is hit. Roll a D6 to determine the effect.

1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)

4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.

5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.

6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the CRAWLER is hit.

### 4-6 CRAWLER HULL. Armour 12\*

A part of the crawler structure itself has been hit. Roll 2D6 to see what effect this has.

2 Our weapons are useless... The Crawler takes no damage.

3-5 Superficial damage. The vehicle is undamaged but any one item (randomly determine if more than one) of extra equipment that has been purchased is damaged and on a D6 roll of 4+ may not be used for the rest of the game.

6 Control mechanisms destroyed. The crawler cannot turn for the rest of the game and must move its full 3".

7 Auto cut-out. The hit causes the crawler's emergency auto cut-out to kick in. The crawler may not move in its next turn.

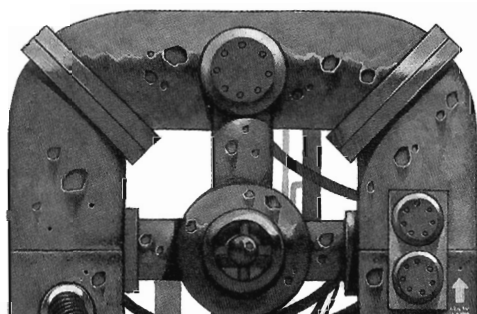
8 Motivator damaged. The crawler's motivator is hit, causing the drive power to the vehicle to cut out intermittently. The crawler may not move unless you first roll 4+ on a D6 at the start of each turn.

9 Fire! A petrochemical spill sets alight, and quickly spreads through the crawler. Each turn from now on roll a D6 before moving the crawler. On a 1 the fire goes out; it either burns itself out or is extinguished by the crew. On a 2-6 the fire keeps burning and the crawler takes 1 damage (automatically penetrates armour) - roll again to see which location takes damage as you would for any other type of hit. Crew members may attempt to try and put out the fire; for each crew member that does nothing else in his turn you get an extra -1 to the roll to see if the fire goes out. However, you must roll a D6 for each crew member employed in this manner - on a 1 they take a S3 hit as the fire burns out of control.

10 The hit penetrates the thick hull armour and with a dull explosion the crawler slows till it stops. The vehicle is immobilised.

11 Grinds to a halt. An armour plate buckles in the blast, jamming the wheels/tracks and bringing the vehicle to a standstill. The crawler is immobilised. Any crew on board need to take an initiative test, if they roll equal to or under their initiative they keep their footing, if they roll over their initiative they take a S3 hit as they hit the fall to the deck, any crew that fall over within 2" of the edge of the crawler fall off, and take hits as models falling off buildings.

12 Lucky Shot! The crawler is hit on a weakened area of hull. The impact damages an electrical system that sparks to ignite a patch of leaking fuel. This in turn causes an immense chain reaction of explosions and the crawler's fuel reserves detonate, showering the area with debris. Unsurprisingly the crawler is crippled and immobilised. All models on board are thrown D6" away from the crawler in a random direction by the blast and take a S4 hit. Any models within a D3" radius of the crawler take a S3 hit on D6 roll of 4+ as they are caught in the explosion.



## SKIMMER HIT LOCATION TABLE

### 1 DRIVER. Armour 8

The driver has been hit, roll a D6 to determine the effect.

- 1 The driver is unharmed, the blast rocks him but he maintains control.
- 2 The driver is violently jolted in his seat by the ram or blast. He must make a Ld test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately. In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

### 2 FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged, it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead. See section 3.

### 3 CREW. Armour 8

A randomly determined member of the vehicles crew, other than the driver, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit.

### 4 VEHICLE BODY. Armour 8

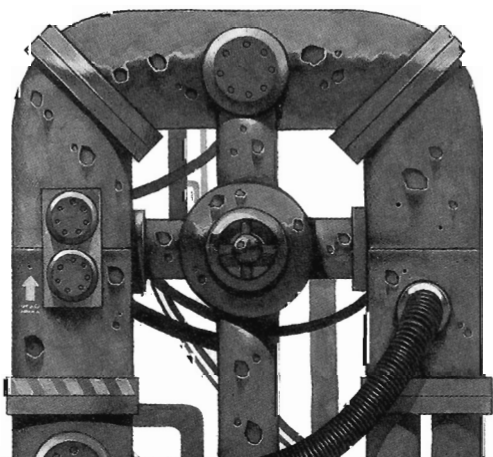
The lightly armoured vehicle body has been hit; roll a D6 to determine the effect.

- 1-2 Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment it is broken and rendered useless for the rest of the game on a D6 roll of 4+ (see individual gang lists for details of extra vehicle equipment).
- 3 Structure weakened. All rolls to damage the vehicle from now on are with a +1 to the roll.
- 4 Torsion bars damaged. The vehicle swerves and is reduced to slow speed from now on.
- 5 Supporting strut snapped. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test by rolling equal to or under their initiative on a D6 or be thrown D3" in a random direction away from the vehicle and take a S3 hit.
- 6 Structure wrecked. The vehicle swerves, lurches D6" forward and rolls. Any models on board (including the driver) are thrown D6" away from the vehicle in a random direction when it stops rolling, and take a S4 hit on a D6 roll of 4+. The vehicle is then crippled and immobilised.

### 5-6 PROPULSION SYSTEM. Armour 10

The complicated turbfans or generator systems of the skimmer have been hit. Roll a D6 to find out the effect.

- 1 Fuel injector hit. The vehicle moves at full speed (6") each turn.
- 2 Geostabiliser damaged. The vehicle swerves.
- 3 Asynchronous thrust damage. The vehicle swerves and moves D6" forwards before spinning.
- 4 Propulsion thruster destroyed. The skimmer is reduced to half speed (3").
- 5 The delicate jet systems are hit sending the skimmer crashing to the ground, immobilised. In addition roll a D6 at the start of each turn; on a 1 the skimmer explodes as described for result 6, above.
- 6 Detonation! The fuel tanks of the skimmer are hit causing the vast amounts of highly flammable fuel to explode, crippling and immobilising the skimmer. Any models on board are hurled D6" from the exploding vehicle and take a S4 hit. Any models within D3" take a S4 hit on a roll of 4+ on a D6 as they are caught by the blast.



## Bike Hit Location Table

### 1-2 RIDER. Armour 8

The rider has been hit, roll a D6 to determine the effect, if this causes the rider to become out of action, down or pinned the bike will swerve, move D6" ahead then fall over and will count as immobilised for the rest of the game.

1 Kaboom! The rider must make a leadership test , if he fails the bike swerves.

2 Brake! The rider hits the brakes as hard as he can, the bike swerves to a halt and he has to roll equal or under his strength on a D6 to stay on the bike. If he fails to do so then he is thrown over the handlebars and lands D3" directly in front of the bike, whereupon he takes S3 hit on a D6 roll of 4+. The bike is not immobilised as it was brought to a 'controlled' stop, this means that if the rider survives he can recover his bike in the next turn, and continue to use it as usual the turn after that.

3 The rider is hit by shrapnel and takes a S3 hit

4 - 6 Driver is hit by the weapon or takes a S3 hit from a ram, swipe, rake, crash or collision (S4 if involved with an armoured vehicle, S5 if involved with a heavy armoured vehicle).

### 3 - 4 Wheel. Armour 8

The wheel has been hit; roll a D6 to determine the effect:

1 Slow puncture, roll a D6 at the start of each of the bikes movement phases on a roll of 1 the tyre now counts as a puncture and should be treated as a roll of 2 - 3 on this table. After this happens no further rolls are made.

2 - 3 Puncture, reduce slow speed to 4", combat to 8" and fast to 16".

4 - 5 Forks damaged, the bike spins.

6 Blow out! The bike swerves, travels D6" in that direction, spins and is immobilised.

### 5 -6 Bike. Armour 10

The engine, fuel tank or associated machinery has been hit; roll a D6 to determine the effect:

1 Throttle jammed open, next turn the bike must move its full distance i.e. usually 24". 6 Fuel tank explodes, crippling and immobilising the bike. The rider is thrown clean off the saddle by the blast and lands D6" away in a random direction. The rider takes a S4 hit upon landing.

2 Gears jammed, the bike can now only travel at combat speed.

3 Front forks twisted, the bike swerves and can now only travel at slow speed.

4 Gear train damaged, the bike is immobilised.

5 Engine damaged, the bike spins and is immobilised. The rider is pinned but can recover as normal in future turns. Roll a D6 at the start of each subsequent turn on a 6 the fuel explodes as in a result of 6 on this table.

6 Fuel tank explodes, crippling and immobilising the bike. The rider is thrown clean off the saddle by the blast and lands D6" away in a random direction. The rider takes a S4 hit upon landing.

## VEHICLE COSTS

Buying a vehicle for your gang is very simple. First look on table 1 below and cross-reference the vehicle type with the transport capacity. Then look at table 2 and add or subtract the creds given by cross-referencing the vehicle type with its motivation type. Any weapons mounted on the vehicle are paid for at the cost given in the Necromunda rule book.

*Example: You decide you want an armoured vehicle which can carry up to 5 people. Looking at table 1 this costs 200 creds. This vehicle will be tracked, this cost an additional 25 points. So the total is 225 creds. If it was mounted with a heavy bolter this would be another 180 costs, making a total of 405 creds.*

| TABLE 1. BASE COST |      | TYPE  |          |                |  |
|--------------------|------|-------|----------|----------------|--|
| TRANSPORT          | bike | light | armoured | heavy armoured |  |
| single seater      | 75   | 100   | 150      | 250            |  |
| up to five         | x    | 150   | 200      | 300            |  |
| transport          | x    | x     | 250      | 350            |  |

| TABLE 2. MOTIVATION COST |      | TYPE  |          |                |  |
|--------------------------|------|-------|----------|----------------|--|
| MOTIVATION               | bike | light | armoured | heavy armoured |  |
| wheeled                  | 0    | 0     | 0        | 0              |  |
| tracked                  | x    | x     | +25      | +50            |  |
| walker                   | x    | +25   | +0       | +50            |  |
| crawler                  | x    | x     | x        | -100           |  |
| skimmer                  | x    | -25   | +50      | x              |  |