

ASH WASTES

EXPERIMENTAL VEHICLE CAMPAIGN RULES

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*Continuing the vehicle rules from last issue.
This time we learn how vehicles behave in campaigns.*

VEHICLE ROSTER SHEET

Last issue we gave you full rules and vehicle costs for using your buggies, crawlers, bikes, etc. The costs of the vehicle you have purchased and the information about it should be recorded on the Necromunda: Battles in the Ash Wastes vehicles roster opposite (permission is granted to photocopy it or a full version can be downloaded from the Fanatic website). Using this roster keeps costs of your vehicles separate from your gangers and allows you to use your Nomads to raid the Underhive on foot by taking the cost of your vehicles away from your total gang rating.

This roster also has areas to include fixed weapons that are considered part of the vehicle – the cost of which is added to the total cost of the vehicle, not the gunner, and areas for noting down the driver, gunner, etc. An example of a completed roster is given on the right.

VEHICLE PERMANENT DAMAGE

Just as a ganger can be seriously injured in a fight, a gang's vehicles can take permanent damage from enemy fire. Gangs try to keep their transport in the best working order they can, salvaging parts from wrecked vehicles found in the ash wastes and buying replacement parts from the shanty towns. However, some damage cannot be glossed over using a planishing hammer or a coat of paint and will therefore have more detrimental effects.

CRIPPLED VEHICLES

Any vehicle that is crippled has to roll on the Vehicle Permanent Damage table. Any vehicle that was immobilised during the game may become crippled and have to roll on the table, especially if it is abandoned by a gang that bottles out. A vehicle that has no crew or driver at the end of the battle also counts as being immobilised.

IMMOBILISED VEHICLES

Roll a D6 for each immobilised vehicle at the end of the game. On a roll of a 1 the vehicle counts as crippled and you must roll on the Vehicle Permanent Damage table, on a roll of a 2 or

Vehicle Type: Transport Capacity:			Armour Type: Cost:		Vehicle Name: Driver:		Fixed Weapon: Gunner:						Equipment, Permanent Damage and Notes:
Scores	Armour	Area Name	Scores	Armour	Area Name	Short Range	Long Range	To hit short	To hit long	Str Save	Damage	Ammo	
1													
2													
3													

Vehicle Type: Wheeled			Armour Type: Heavy Armour			Vehicle Name: Bertha			Fixed Weapon:			Heavy Stubber		
Transport Capacity: 5			Cost: 300+0+120= 420			Driver: Led Saato			Gunner: Hukk Toulér					
Scores	Armour	Area Name	Scores	Armour	Area Name	Short Range	Long Range	To hit short	To hit long	Str	Save	Damage	Ammo	
1	10	Driver	4	10	Wheel	0-20	20-40			4	-1	1	4+	
2	10	Fixed Weapon	5	12	Vehicle Body	Equipment, Permanent Damage and Notes:								
3	10	Crew	6	12	Engine	2 Sustained Fire dice								

more your gang successfully rescues the vehicle before it is either stripped by another gang or falls prey to the harsh ash waste conditions, meaning it will be repaired in time for the next game. If the gang owning the vehicle bottled out, the chances are that the vehicle will be recovered less. So instead a D6 roll of 1-3 will mean the vehicle is crippled and takes permanent damage; a roll of 4-6 means that it is rescued and repaired.

VEHICLE PERMANENT DAMAGE CHART (D66)

11-13 Destroyed

The vehicle is completely wrecked, the damage it has sustained leaves it beyond repair. If one gang bottled out the other can leave a ganger to strip the vehicle of any parts that could be salvaged, gaining 2D6 x 10 creds (to be added to the gangs income). This means, though, that the ganger cannot scavenge or work a territory this game.

14-16 Wrecked

The vehicle has not been completely destroyed, although repairable it is badly mangled. Roll a further D6 times on this table. Re-roll any 'Destroyed', 'While we were at it...', 'Fixed' or further 'Wrecked' results. Re-roll any duplicate 'Captured' results.

21-22 Armour Weakened

The armour plates that protect the vehicle's vital components and crew are twisted, buckled, have holes blown in them or are completely missing. The vehicle's Armour values should be reduced by -1 on all locations.

23-24 Twisted Chassis

The vehicle's chassis or frame is bent, making it almost impossible to control at high speeds. For each turn you wish to make roll a D6. On a result of a 1 the turn cannot be made at all (i.e. a vehicle travelling at fast speed, that can only make one 45 degree turn, fails its D6 roll and cannot make its turn this Movement phase).

25-26 Engine Problems

The vehicle's propulsion system has taken serious damage during the last battle and now doesn't function perfectly. The driver must make a Leadership test each time he wishes to travel at a different speed (slow, combat or fast) from what was travelled at in the previous Movement phase. A failed leadership test means the engine has malfunctioned and travels at the same speed this turn. A Leadership test must also be made to bring a vehicle to a halt (stationary for a turn) or to move a previously stationary vehicle.

31-32 Boneshaker

The suspension systems are ditched and the vehicle bounces around wildly as it is driven across the uneven ash surface. While moving, all models on board suffer a -1 to hit modifier, when they shoot.

33-34 Annoying Squeak!

Some minor problem such as a knocking sound every time the vehicle accelerates, a rattley gearbox or a squeaky seat has developed and sends the driver mad! The driver suffers -1 Leadership whilst driving this vehicle due to the distraction.

35-36 Unreliable

The vehicle develops a recurring fault which, despite efforts of repair, means it is sometimes out of action. Roll a D6 before each battle. On a result of a 1 the problem is playing up and the vehicle cannot be used for this game. Two 'Unreliable' results mean 2D6 have to be rolled before each game any roll of a 1 the vehicle is unavailable, three means 3D6, etc.

41-56 Fixed

It looks a lot worse than it is, a knock about with a mallet, a few rivets and a coat of paint means the vehicle sustains no long suffering effects.

61-63 Captured

The vehicle is towed away by the opposing gang. Captured vehicles can be exchanged, ransomed or stripped for parts if both gangs hold captured vehicles then they must be exchanged on a one for one basis, starting with vehicles of the highest value. Any remaining vehicles can be bought back by their own gang if the player is willing to pay the captor's asking price. There is no guideline for ransom prices, it is for the players to decide between themselves. Finally, vehicles that have not been exchanged or bought back can be stripped for parts. Any fixed weapons can be added to the capturing mob's stash and the vehicle's components are sold for $3D6 \times 10$ creds. The gang who have lost their vehicle can opt to play a rescue mission to reclaim their valued transport before it is reduced to its component parts.

64-65 Reputation

The knocks, rake marks and bullet holes covering the vehicle means it is recognised as being owned by an experienced gang of merciless killers. The effect of this pride in their transport gives all gang members riding on the vehicle +1 Leadership whilst on board.

66 While we were at it...

The gang's efforts to patch up the vehicle after the last battle seem to have solved another long-standing fault. All permanent damage suffered by the vehicle during its illustrious lifetime is fixed and has no further effect!

