VEHICLE EQUIPMENT

by Chris Ward &Stuart Witter

There is already a massive variety of equipment within the Necromunda rules, much of which can be used with the Vehicle rules already published. Heavy weapons in particular can be mounted on vehicles and certain beasts to allow move or fire weapons to be fired on the move, although sacrificing the flexibility of the weapon (see Necro mag 4). However, there are more weapons and equipment that are only found in the Ash Wastes, often crude and brutal weapons that can be easily constructed from the few materials available, but sometimes also highly technical equipment, such as that favoured by House prospector teams. The following rules give details of some of this equipment. It can be bought from the trading post at any time and be added to a gangs existing vehicle or can be purchased with and added to a new vehicle.

Harpoon Gun **70 points**

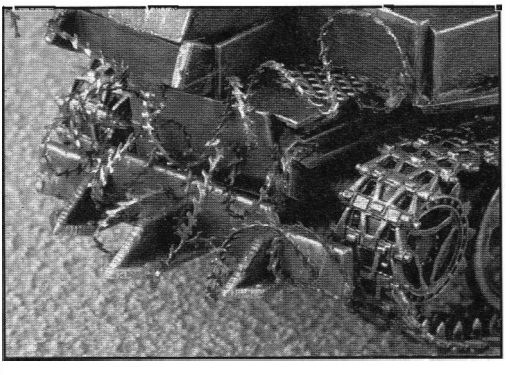
Similar to the harpoon guns used by Scalies in the Underhive, the harpoon gun is a mechanically compressed spring used to propel a shaped spear from a simple tube.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Ammo Roll	Special
0-12	12-18	–	-1	5	D3	-2	4+	2D6 +2 vs Vehicles

This spear is attached to the firing mount by a sturdy cable or chain. In combat the harpoon can then be used to pull chunks of armour or equipment from vehicles attacked.

The variable effect of the harpoon gun – ranging from nothing but a glancing blow to ripping great chunks off an opposing vehicle – is represented by the weapon's variable strength against vehicles. Harpoon guns may only be mounted to vehicles or beasts that are large or bigger. They may never be carried by models on foot.

Note: More adventurous players may wish to experiment with the rules for this highly entertaining weapon – remember there are walkers in Necromunda: Battles in the Ash Wastes.

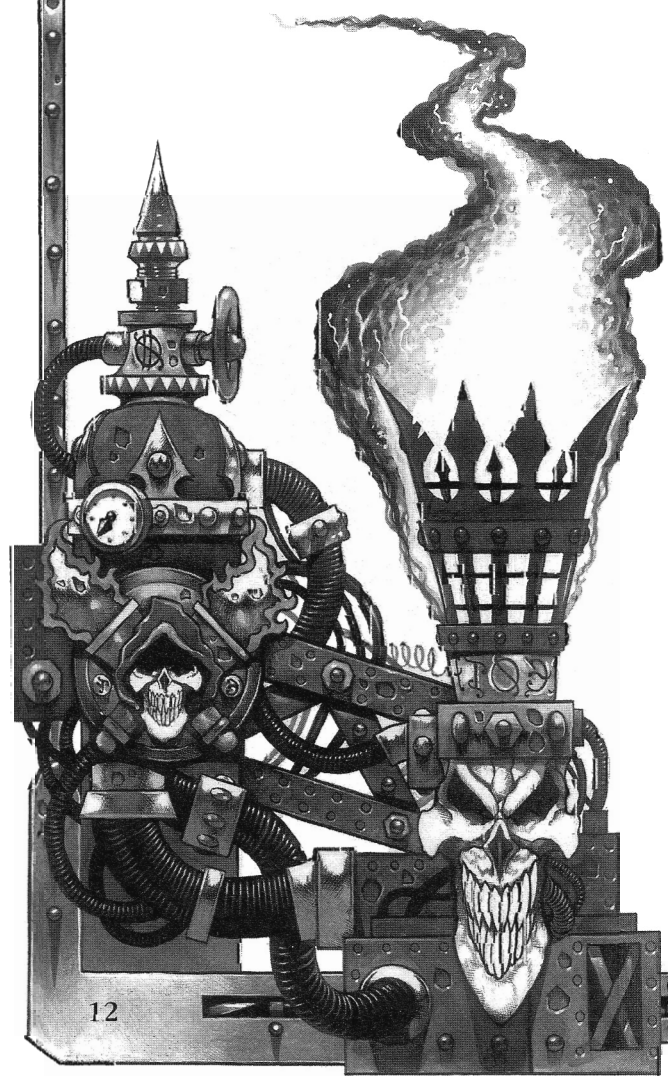


Sharpened Spikes (Equipment) **25 points**

Many gangs in the wastes choose to attach blades, spikes, razor wire or other nasty bits to their vehicles. Shanty gangs in particular make use of this modification as it is simple to do and helps prevent their weak gang members from close combat attacks. This does not affect a vehicle's ability to cause damage to other vehicles, but can make them harder to board in a fight. Any models trying to board a vehicle fitted with

sharpened spikes are at -1 to their Initiative roll as they must not only board but also avoid the spikes. This modification may be made to a vehicle once only.

Searchlight (Equipment) 50 points
With light conditions in the wastes being so poor, thanks to the thick layer of smog that coats the whole planet, searchlights are common additions to a gang's vehicles. A gang member may operate a searchlight once per turn at the start of the Shooting phase instead of shooting. Place a 2" template anywhere within 24" of the searchlight (although the beam cannot pass through solid objects such as buildings, so use your common sense). Any models under this template are revealed if hiding and may be seen and shot at by any models within range. The searchlight also reveals enemy who are too far away to be seen normally in poor light conditions.



Scanner (Equipment) 70 points
A vehicle mounted scanner has considerable power when compared to a handheld device. A scanner is automatically used by a vehicle's driver and needs no other operator. It may be used in addition to any other actions to reveal all hidden models within 12" of the vehicle at the end of the Movement phase.

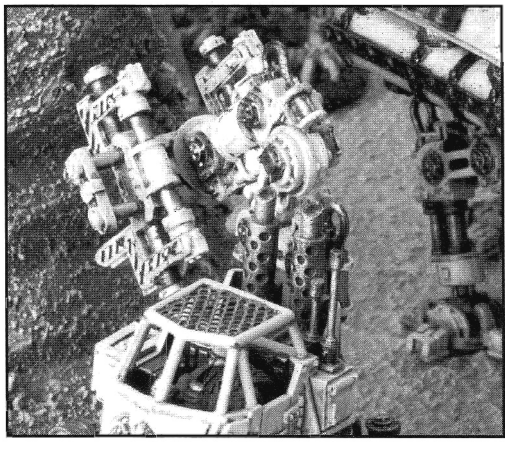
Ram Bar (Equipment) 50 points
A ram bar is a simple way of reinforcing a vehicle to make it harder to damage in ramming actions. It is a reinforced bar on the front of the vehicle, often spiked to inflict extra damage on its targets. Any ram damage inflicted by a vehicle with a ram bar when ramming with the front of the vehicle will cause an extra point of damage to the target vehicle on a D6 roll of 4+. For example, a vehicle with a ram bar that shunts an opposing vehicle will cause 1 point of automatic damage and 1 extra point on a roll of 4+. Rakes and sideswipes are therefore not affected by a ram bar; they don't involve the front of the vehicle. Ram bars may only be fitted to wheeled or tracked vehicles; skimmers are too light in construction to mount a ram bar, while walkers would be more likely to damage themselves than anything else they hit! Bikes may never fit a ram bar (for obvious reasons).

Tow Cable (Equipment) 25 points
Tow bars, cables and winches all have their uses in the wastes of Necromunda, for recovering damaged vehicles and moving heavy loads. If at the end of a game you have a vehicle with tow cable that is still operable (ie, not immobilised) then you may re-roll the serious damage result for one other vehicle that has taken permanent damage. (See Necro mag 5 for details on permanent damage).

Run-flat Tyres (Equipment) 40 points
Tyres specially designed to stay functional even if punctured can come in extremely useful in the wastes, especially when other people are shooting at them! This modification allows you to ignore a roll of 1-3 on the Wheel Damage table of a wheeled vehicle or bike.

Spare wheel/tracks (Equipment) 30 points
This modification may be fitted to any bikes or wheeled or tracked vehicles. If a vehicle with this modification remains stationary for the entire Movement phase, any damage taken to the tracks or wheels is repaired in the Recovery phase. The driver may take no other actions in order for this to take effect (he may not shoot or fight in close combat, for example). This may be used once per game.

Ablative Armour (Equipment) 35 points
Extra armour plates, hub caps, etc, are welded on to the vehicle to temporarily protect it from some damage. Ablative armour will absorb the first penetrating hit the vehicle takes, thus preventing damage. After this the ablative armour is too damaged to be of further use and plays no further part in the game. It is automatically patched up in time for the next game.



Weapon Linkage (Equipment) 2 x weapon cost
Some weapons may be cleverly fitted together to allow two weapons to be mounted on a vehicle rather than one, by making them twin-linked. The cost of this is equal to the cost of the two weapons (which must be of the same type), plus half the cost of the weapon ie, two and a half times the weapon cost. Twin-linked weapons are then treated as if they were just one weapon, except that if a hit is scored this is doubled to two hits. Sustained fire weapons are slightly different in that the number of Sustained Fire dice are added to create on very rapid firing weapon! And yes, if you link two bolters together you can use it as a storm bolter if you want.

Industrial Machinery (Equipment) 60points
There are several types of industrial machinery, ranging from rock drills to pneumatic buckets and lifting claws. A vehicle fitted with industrial equipment may be one of two types. The equipment may be completely or partially automatic and requires no other operator, freeing gang members to undertake other actions, or it may be operated by a dedicated gang member, who may do nothing else while he operates the machinery. Obviously this second option is much cheaper, and often used by House prospector teams, who hard-wire servitors to perform this function. Whichever the type, industrial machinery may be used when the equipped vehicle declares a ram action, where it may cause more damage. The standard ram damage is inflicted as normal, but an extra hit at S4+D6 is also caused. This is automatic for machinery with a dedicated operator, but only occurs on a D6 roll of 4+ for automatic machinery.

We do have additional equipment that we are currently playtesting. Feel free to devise your own if you have any great idea's let us known.

We haven't included rules for a sidecar to be attached to a bike here as they proved to be incredibly complicated in playtesting. If you have a bike with sidecar model, simply buy it as a light vehicle and use the rules from there.