



1. MOVEMENT 2. SHOOTING 3. HAND-TO-HAND 4. RECOVERY

MOVEMENT: ON FOOT

A warrior may move its Movement characteristic in inches (usually 4"), unless it chooses to charge, run or go on overwatch. Moving normally allows a warrior to shoot in the shooting phase.

CHARGING:

The warrior may move at twice its normal movement (4"x2=8") and may enter hand-to-hand combat. A charging warrior must move towards the nearest enemy warrior and cannot shoot.

OVERWATCH:

A warrior may go on overwatch if you declare this at the start of the movement phase. A warrior on overwatch cannot move except to turn in place, but may fire in the enemy's turn.

RUNNING:

A warrior may run up to twice its normal movement (4"x2=8") a turn. A warrior which runs cannot fire a ranged weapon.

MOVEMENT: VEHICLES

GAS ENGINES

Allow a vehicle to move up to 6", during which it may make up to two 45° turns, moving 1"-3" between each turn.

THRUSTING

Thrust up to 6" forward (5" for traks). First thrust is OK on a 2+, second on a 3+, and subsequent thrusts on a 4+. Failure means the vehicle's move ends and you must roll a D6 on the Thruster Buster table. A vehicle may turn 45° at the end of each thrust on a successful Ld test. Failing the test moves the vehicle D6" forward and ends the vehicle's movement.

D6 RESULT THRUSTER BUSTER TABLE

1	<i>Spin Roll the Scatter dice to determine what direction the vehicle ends up facing</i>
2	<i>Move D6" forward and spin (see above)</i>
3	<i>Swerves Roll a D6: 1-3 swerve to the left 4-6 swerve to the right</i>
	<i>Turn 45° in direction rolled and move D6" forward</i>
4+	<i>Move D6" forward</i>

CHASING

If a vehicle ends up within 2" of an enemy vehicle at the end of its move (and didn't ram) the player may elect to chase the enemy vehicle. A chasing vehicle follows the enemy vehicle in its movement phase, testing for thrusting, turning under thrusters and so on. If a vehicle successfully chases an enemy for its movement phase it may shoot in the opposing shooting phase, before the enemy shoot.

SLOW SPEED MANOEUVRES

Allow a vehicle to move up to 3", forward or backwards, making a 45° turn every inch. A vehicle may not thrust or use gas engines in the same turn as this manoeuvre.

MOVEMENT: RAMMING



SHUNT



T-BONE



HEAD-ON

SWEERVE: If the target passes a Leadership test, it swerves out of the way, otherwise it is rammed.

RAM DAMAGE

The amount of damage each type of ram causes to both the rammer and target is shown below. Each point of damage automatically penetrates the vehicle's armour.

RAM TYPE	RAMMER DAMAGE	TARGET DAMAGE
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Head-On	D6	D6
Bikes involved in a head-on with a larger vehicle only inflict 1 damage.		
T-Bone	1	D3
Bikes involved in a T-bone with a larger vehicle inflict no damage, whether it is the target or the rammer.		
Shunt	0	1
A shunting bike does no damage to a larger target and takes D3 damage if shunted by a larger rammer.		

HEAD-ON RAM

In a head-on ram the target may not test to swerve. Instead each player secretly places a D6.

1 or 2 Left swerve 3 or 4 Forward 5 or 6 Right swerve
If the vehicles move into each other, they ram. In addition to damage, a vehicle in a head-on ram is immobilised on a D6 roll of 4+.

MOVEMENT: BOARDING

A warrior must charge up to the sides or the rear of the vehicle to jump aboard. A warrior may jump from one vehicle to another if it is within 2" of the target vehicle. The charger must roll equal to or under its Initiative on a D6, if it passes, it is safely aboard. Failure means it bounces D3" back and takes a S3 hit on a D6 roll of 4+. The attacker gets +1 for charging in the first round of combat and only fights one enemy on the vehicle at a time.

If anyone loses a close combat, in addition to any wounds, they are thrown off the vehicle D3" away in a random direction and take a S3 hit on a D6 roll of 4+. An attacker may not follow up, he simply fights one crew member each turn. After the first round of combat no-one counts as charging. The attacker may leap off the vehicle in any of his movement phases in which case he takes a S3 hit on a D6 roll of 4+.

LOSS OF THE DRIVER

If the driver is thrown off the vehicle then one of the crew must take over. At the end of the hand-to-hand combat phase roll a D6 for one unengaged warrior. On a roll of 4+ the warrior may take over. If nobody is driving a vehicle or the driver is in close combat at the start of a movement phase the vehicle swerves. Refer to the table below.

D6 RESULT

1-3 Swerve 45° to left and move D6" forward

4-6 Swerve 45° to right and move D6" forward

Bikes fall over at the end of their movement. Any warrior still on the bike when it crashes is thrown D3" away and takes a S3 hit on a D6 roll of 4+.

SHOOTING: TO HIT

Use the shooter's BS to find the D6 roll needed to hit the target. A roll of a 1 always misses.

BS	1	2	3	4	5	6	7	8	9	10
D6	6+	5+	4+	3+	2+	1+	0	-1	-2	-3

HIT MODIFIER CHART

-1 Target in partial cover	
-2 Target in cover	
-1 Appearing/disappearing or charging target (Overwatch only)	
-1 Firing from a vehicle which used its thrusters	
-1 Target used its thrusters	
+1 Large target (All vehicles except bikes)	
-1 Small target	
+/- Weapon to hit modifiers for range	

SHOOTING: TO WOUND

Compare the hit's Strength with the target's Toughness. The result is the D6 score needed to inflict a wound.

STRENGTH OF HIT	THE TARGET'S TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Against vehicles roll for hit location at the back of Da Roolz, then equal or beat armour by rolling D6+ the weapon's Strength.

WEAPONS SUMMARY

	RANGE SHORT LONG	TO HIT SHORT LONG	STRENGTH	SAVE MODIFIER	DAMAGE MODIFIER	AMMO ROLL	NOTES
Bow	12 18	- -1	3	+1	1	4+	
Crossbow	12 18	- -1	4	0	1	4+	Move or fire
Shoota	12 18	+1 -	3	0	1	4+	
Kannon	4 18	- -1	4	0	1	4+	Knockback
Blunderbuss	6 -	+3 -	3	+1	1	4+	
Slugga	6 12	+1 -	3	0	1	4+	
'Uge club/Choppa	-	-	user +2	varies	1	-	Double handed. Opponent wins draws
Club/Choppa	-	-	user +1	varies	1	-	
Knife/Knuckles	-	-	user	varies	1	-	
Chain/Flail	-	-	user +1	varies	1	-	Opponent can't block. Fumble x2.
Spear	8 -	-1 -	user	varies	1	-	+1 Initiative. Throw once per game.
Six Shoota	6 12	+1 -	3	0	1	4+	1 Sus. Fire dice. 1 turn to reload.
Eavy Shoota	20 40	- -	5	-2	1	4+	2 Sustained Fire dice
Rokkit Launcher	12 30	- -1	6	-3	D6	6+	
Harpoon Gun	12 18	- -1	D6+2	-2	D3	4+	
Spear Gun	12 18	+1 -	4	-1	1	4+	2 Sustained Fire dice
Scorcha	template	-	4	-2	1	4+	Set on fire. D3 hits versus vehicles.

CUNZ

HAND-TO-HAND

BIG CUNZ

HAND-TO-HAND

In the hand-to-hand combat phase both mobs may fight with all warriors that are in base-to-base contact.

1 THROW ATTACK DICE

Warrior's roll 1D6 for each Attack on their profile.

2 COMBAT SCORE

Each warrior's combat score equals their highest dice roll plus their WS plus any modifiers from the chart below.

3 WINNER

The warrior with the highest combat score has won. The winner scores 1 hit for each point they beat their opponent by. If the result is a draw the warrior with the highest Initiative wins and inflicts 1 hit. If both have the same initiative, no hits are inflicted.

4 DAMAGE

Roll to wound for each hit using the Strength/Toughness chart in the Shooting: To Wound section.

5 INJURIES

Roll saving throws and determine the extent of any injuries, as for shooting. A warrior in single combat puts their opponent out of action if they take their opponent down.

COMBAT SCORE MODIFIER

+1	Fumble - For each 1 rolled by opponent
+1	Critical Hit - For each roll of 6 after the first
+1	Charging - If the model charged that turn
+1	Higher up - If fighting from a higher position
-1	Obstacle - If enemy is behind an obstacle

MULTIPLE COMBATS

In combats involving more than two warriors, subsequent attackers gain the following benefits.

The second warrior on the same side in a combat rolls an extra attack dice and gets an additional +1 modifier, the third gets two extra dice and +2, and so on.

INJURIES

Roll a D6 for each warrior which is down in the recovery phase

1-2 Flesh Wound - Fights on at -1 WS and -1 BS

3-5 Down - Can crawl 2", may not fight.

Roll on this chart again next recovery phase

6 Out of Action - Remove warrior