



HIT LOCATION TABLES



Roll on the Buggy Hit Location Table to determine where each hit lands. If dealing with hits from weapons then roll for armour penetration as normal. The armour penetration for all weapons is D6 + the Strength of weapon. If dealing with hits from rams, sideswipes, rakes, crashes or collisions then the penetration is automatic.

TECHNICAL KNOW-WOTS

The damage tables contain some tough Orky concepts to understand. Some of these are explained below.

Spin

When a vehicle spins roll the Scatter dice to find out which way it is facing after the spin. Remember, if the vehicle ends up facing in the same direction after a spin then the driver has performed a spectacular 360° spin which will earn him much respect from his fellow mobsters!

Swerve

When a vehicle swerves it is turned 45° to the left or right. Roll a D6: on a 1-3 the vehicle turns left and on a 4-6 it turns right.

Crew

A vehicle's crew includes all the warriors on board except the driver. This means it does include any gunner and enemy warriors fighting in boarding actions.

Driver

The warrior driving the vehicle is called the driver. If the driver is pinned, goes down or is taken out of action the vehicle will swerve and move forward D6" immediately, and in each subsequent movement phase. A bike will fall over after its initial D6" move and will count as immobilised for the rest of the game.



VEHICLE DAMAGE

Unless the vehicle is crippled, all damage to it and any weapons and/or gubbins mounted on it will be repaired by the mob's Spannerz before the next battle for no cost in teef. If the vehicle is crippled then you have to roll on the Permanent Damage table after the battle, see Da Uvver Book for more details.

BUGGY/TRUKK/TRAK HIT LOCATION TABLE

(Roll a D6)

1 CREW (random member) - Armour value: 8 A crew member, other than the driver, has been hit. If there is more than one crew member on board randomise which is hit, then roll to determine damage. If any warrior goes down from a hit the warrior will fall off the vehicle and land D3" away in a random direction, suffering another S3 hit on a D6 roll of 4 or more.

If there is no crew on the vehicle then the driver is hit instead.

- 6 The crewman is hit by the weapon as normal or takes a S3 hit in the case of a ram, swipe, rake, crash or collision.
- 5 Hit by shrapnel – The crewman takes a S3 hit.
- 4 Blast – The crewman hit must roll under his Strength on a D6 to stay on board. If he fails the warrior will fall off and land D3" away in a random direction and take a S3 hit on a D6 roll of 4+.
- 1-3 Stray shot – Roll a D6. If the score is greater than the number of crew then nobody is hit. If the score is less than or equal to the number of crew onboard then one of them is hit by shrapnel and takes a S3 hit.

2 FIXED WEAPON – Armour value: 8

A fixed weapon is hit. Roll a D6 to determine damage.

If the vehicle has no fixed weapons then the crew is hit.

- 6 Weapon explodes – 1S4 hit on the gunner and the weapon may not be used for the rest of the battle.
- 4-5 Slush clip destroyed – The weapon may not be used for the rest of the battle.
- 3 Crank shaft damaged – You must roll a 4+ on a D6 every turn to use the weapon.
- 2 Luck nut damaged – The weapon is at -1 to hit for the rest of this battle.
- 1 Big end jammed – The weapon may not fire in the mob's next turn.

3 GUBBINS – Armour value: 8

If the vehicle has any extra bits of kit – such as boarding planks, extra armour plates, or whatever – then randomise which is hit. It is broken and rendered useless for the rest of the battle on a D6 roll of 4 or more. On a 1-3 the hit has no effect.

If there are no gubbins on the vehicle then the engines are hit.

4 WHEEL/TRACK – Armour value: 8

A wheel or track is hit. Roll a D6 to determine the effect:

- 6 Nob pins destroyed – The vehicle spins and is immobilised.
- 5 Transverse knock shells damaged – The vehicle spins.
- 4 Drivel pipe bent – The vehicle swerves.
- 1-3 Upper cog links damaged – Reduce all moves by -1" (gas engines and each thrust). If moves are reduced to zero then the vehicle is crippled.

5 DRIVER – Armour value: 8

The vehicle's driver has been hit. Roll a D6 to determine the effect. If the driver goes down, is taken out of action or pinned then the vehicle will swerve and move D6" ahead immediately. A member of the crew can try to take over at the start of their next turn on a roll of 4+; if they fail the vehicle swerves and moves D6" again.

If there is no driver, the engine is hit instead.

- 4-6 Driver is hit by the weapon as normal or takes a S3 hit from a ram, swipe, rake, crash or collision.
- 3 Driver caught by shrapnel – The driver takes a S3 hit.
- 2 Driver caught by blast – The driver must take a Leadership test. If he fails, the vehicle swerves.
- 1 Driver OK – Shot whistles past his ear!



6 ENGINES – Armour value: 10

The engine, fuel lines or associated machinery have been hit. Roll a D6 to determine the effect.

- 6 Fuel explodes – Crippling and immobilising the vehicle. All warriors onboard are hurled D6" away in random directions and take 1 S4 hit each.
- 5 Gammy shaft broken – The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a 6 the fuel explodes as in 6, above. The vehicle is crippled if the fuel explodes.
- 4 Outright strut snapped off – The vehicle is immobilised.
- 3 Thrusters damaged – No thruster moves may be taken for the rest of the game
- 2 Gas engines damaged – No gas engine moves may be taken for the rest of the game.
- 1 Thruster jam – The vehicle immediately thrusts in a straight line until you fail a test or ram/crash into something! If it survives, the vehicle may move normally in future turns after the thruster jam is resolved.



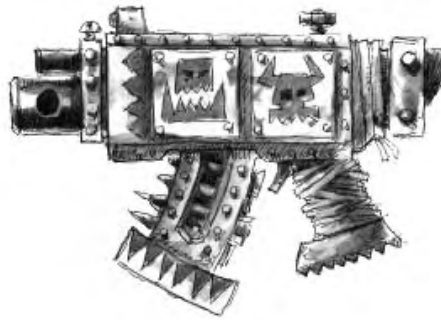
DA BIKE HIT LOCATION TABLE

(Roll a D6)

1 CREW (random member) – Armour value: 0(!) A crew member has been hit. If there is more than one crew member randomise which is hit, then roll to determine damage. Any warrior which goes down or out of action from a hit will fall off the bike and land D3" away in a random direction and suffer a S3 hit on a 4+.

If there is no crew on the bike then the driver is hit.

- 6 The warrior is hit by the weapon as normal, or takes a S3 hit from a ram, swipe, rake, crash or collision.
- 5 Hit by shrapnel – Crewman takes a S3 hit.
- 3-4 Blast – The warrior hit must roll under his Strength on a D6 to stay on board. If he fails he's pitched D3" away in a random direction and suffers a S3 hit on a D6 roll of 4+.
- 1-2 Stray shot – The crew dive to one side to avoid the shot, causing the bike to swerve.



2 FIXED WEAPON – Armour value: 8

The fixed weapon is hit. Roll a D6 to determine damage.

If the bike has no fixed weapons the wheel/track is hit.

- 6 Weapon explodes – 1S4 hit on the driver and the weapon is useless for the rest of the battle.
- 5 Slush clip destroyed – The weapon may not be used for the rest of the battle.
- 4 Crank shaft damaged – You must roll a 4+ on a D6 every turn to use the weapon.
- 3 Luck nut damaged – The weapon is at -1 to hit for the rest of this battle.
- 2 Big end jammed – The weapon may not fire in the mob's next turn.
- 1 Spark tap snaps – The weapon shoots wildly in the air, and as a consequence the bike spins.

3 GUBBINS – Armour value: 8

If the bike has any extra bits of kit – such as extra armour plates – then randomise which is hit. It is destroyed on D6 roll of 4 or more.

If there are no gubbins on the vehicle, the engines are hit.

4 WHEEL/TRACK – Armour value: 8

A wheel or track is hit. Roll a D6 to determine the effect.

- 6 Nob pins destroyed – The bike spins and is immobilised.
- 4-5 Flange bearing damaged – The bike spins.
- 2-3 Drivel pipe bent – The bike swerves.
- 1 Intermediate cog links damaged – Reduce all moves by -2" (gas and each thrust). If moves are reduced to zero then the bike is crippled.

5 DRIVER – Armour value: 8

The bike's driver has been hit. Roll a D6 to determine the effect. If the driver is down, out of action or pinned the bike will swerve, move D6" ahead and fall over, counting as immobilised. Anyone still on board is thrown D3" and takes a S3 hit on a 4+.

- 4-6 Driver is hit by the weapon or takes a S3 hit from a ram, swipe, rake, crash or collision.
- 3 The driver is hit by shrapnel and takes a S3 hit.
- 2 Brake! – The driver hits the brakes as hard as he can. The bike swerves and all warriors on board have to roll under their Strength on a D6. Warriors that fail are thrown D3" in front of the bike and take a S3 hit on a D6 roll of 4+.
- 1 Kaboom! – The driver must take a Leadership test. If he fails the test the bike swerves.

6 ENGINES – Armour value: 10

The engine, fuel lines or associated machinery has been hit. Roll a D6 to determine the effect.

- 6 Fuel explodes – Crippling and immobilising the bike. The crew is hurled D6" away in random direction and take 1 S4 hit.
- 5 Gammy shaft broken – The bike spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a 6 the fuel explodes as in 6. The bike is crippled if the fuel explodes
- 4 Gork strut snapped – The bike is immobilised.
- 3 Thrusters damaged – No thruster moves may be taken for the rest of the game
- 2 Gas engines damaged – No gas engine moves may be taken for the rest of the game.
- 1 Thruster jam – The bike immediately thrusts in a straight line until you fail a test or ram/crash something! The bike may move normally in future turns after the thruster jam is resolved.

