

STREAMLINED NECROMUNDA VEHICLE RULES

Developed by Blood Donor

based on the Ash Waste/ Gorkamorka Vehicle Rules by Games Workshop
and the Simplified Vehicle Rules by jimjimjimmyjim

The following rules are made to offer easy to follow vehicle rules that operate on the same mechanics as Necromunda, and are applicable to specific scenarios involving single or small numbers of vehicles in the less dense areas within the Underhive, as well as full on vehicular combat in the expanses of the Ash Wastes.

INTRODUCTION

There are three different classes of vehicles in Necromunda/ Ash Wastes: Small Vehicles, Medium Vehicles, and Large Vehicles. Each of these classes has restrictions to the size, speed, maneuverability, durability, capacity, cost, and requirements for upkeep. Vehicles may only be driven by Gang Leaders and Gangers, but any gang member may be a passenger regardless of their class. Vehicle weapons are not limited to those on House Weapon Lists. In addition to the unique rules that apply to the individual vehicle classes, all vehicles have the following characteristics:

Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
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Where:

- **Movement** is the distance in inches a vehicle can move at normal speed
- **Strength** is how hard a vehicle can ram
- **Toughness: Shooting** is how hard a vehicle can be hit by a fired shot or a vehicular ram
- **Toughness: Close Combat** is how hard a vehicle can be hit with a close combat attack
- **Armour Save** is the vehicle's unmodified armour save
- **Damage** are the amount of times a vehicle can be successfully hit before suffering lethal damage
- **Capacity** is the amount of characters or loot tokens a vehicle can carry, the first passenger always being the driver

And

- **Maintenance** is the number of gangers required to spend their post battle action working on the vehicle in order to keep it functioning for the next battle

When designing a vehicle based on this rules set, a player first selects the size of a vehicle based on its class. The three vehicle classes have the following profiles:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
SMALL	10	N/A	4	3	N/A	2	2	1
MEDIUM	8	5	5	3	6+	3	5	2
LARGE	6	6	6	3	5+	4	10	4

These represent the base stats for any vehicles, which can be augmented by the selected Propulsion System, Armour, Weapons, or Equipment that a vehicle can be loaded with. The rules for using vehicles in Necromunda and the Ash Wastes cover **Vehicle Movement, Loading/ Unloading Passengers/ Loot, Shooting from/ at Vehicles, Ramming, Attacking Vehicles in Close Combat, Spin-outs, Taking Damage, Maintenance and Post Battle Actions**, as well as **Vehicle Equipment and Purchasing Vehicles**. In regards to standard Necromunda rules, vehicles and their passengers are unable to Hide, go on Overwatch, Infiltrate, nor use any other special deployment rules. While vehicles can not be pinned, their passengers may. While characters may use vehicles as cover, they cannot hide behind their own vehicles until the vehicle is Crippled.

VEHICLE MOVEMENT

A vehicle's ability to move through open and difficult terrain is dictated by its Class and by its Propulsion System. Propulsion Systems will determine how a vehicle will move based on the modifiers to the vehicle class. The four Propulsion System options, Walker, Wheeled, Tracked, and Skimmer, have the following characteristics:

	Normal Movement: DISTANCE	Normal Movement: # of 45° TURNS	Reverse Movement: DISTANCE	Turbo Movement: DISTANCE	Turbo Movement: # of 45° TURNS	Difficult Terrain Test	Spin Out Test
WALKER	Normal Rate	Any	1/2 x Rate	N/A	N/A	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ N/A Impassible Terrain @ N/A	N/A
WHEELED	1 1/2 x Rate	3	Normal Rate	3 x Rate	2	Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Very Difficult Terrain @ N/A Impassible Terrain @ N/A	Pass on a 5+
TRACKED	1 1/2 x Rate	4	Normal Rate	2 x Rate	3	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Impassible Terrain @ N/A	Pass on a 4+
SKIMMER	Normal Rate	4	1/2 x Rate	2 x Rate	2	Difficult Terrain @ Normal Rate Very Difficult Terrain @ 1/2 Rate Impassible Terrain @ 1/2 Rate, Requires Spin Out Test	Pass on a 6+

Note that in between any turns a vehicle makes, it must move 1". Half-tracks are considered to be Tracked, not Wheeled. While vehicles may never climb ladders to access higher levels, they may use ramps that connect two different heights directly at no penalty to their movement rate. Vehicles other than Walkers may also use jumps, which are ramps that do not connect directly to an upper level, to launch themselves great distances on the level they took off from or onto a platform one level up from where they are. In order to do this they must pass an Initiative Test based on the Driver's Characteristic Value. If passed, the vehicle can successfully travel up to 2D6" from the lip of the takeoff and land smoothly, but if the Initiative Test is failed they are placed on the surface immediately after the lip of the jump and must take a Spin Out Test. The same process occurs for jumping off of a level, however vehicles can not jump off a level greater than 3", else the standard rules for falling are applied. Note that this method of jumping up a level only works to access the next level up, where levels are predominantly standardized at 3" heights.

LOADING/ UNLOADING PASSENGERS/ LOOT

In order to load onto vehicles, characters must be within base contact with the vehicle and have at least 1" of Movement which they can allocate towards embarking onto the vehicle. The first character to load onto a vehicle always becomes the vehicle's Driver, but may not drive the vehicle the same turn that they embark. Characters that are Down or Pinned may not load onto a vehicle.

A vehicle that moves its Normal Movement Distance may load or unload passengers at any point during its Movement phase, however in order to do so 1" of its Movement rate must be used every time it stops to do so. Vehicles that make a Turbo Movement Distance are moving too fast for passengers to load or unload from it. If the Driver disembarks, the vehicle may not move again that turn, however if there is another passenger that remains on board and becomes the new Driver, it is considered to be done during the same turn so that the vehicle may move normally the following turn. Characters that disembark from vehicles at the beginning of their turn may move and shoot normally, but unloading from a vehicle costs 1" of their Movement distance.

In order to load Loot onto a vehicle it must end its movement beside a Loot Token. The vehicle may not shoot that turn, and if it is not Wounded, the Loot is considered to be moved safely on board by the start of the next turn, where the vehicle may move and shoot as normal. A vehicle must have a Loot Carrier attachment from the Equipment section in order to do this.

SHOOTING AT/ FROM VEHICLES

When firing upon a vehicle, passengers may be targeted instead of the actual vehicle, however there is a -1 To Hit penalty when doing so, as well as the modifier for Rapid Moving Targets when applicable to targeting both vehicle and passengers. If the vehicle is targeted, the shot receives the +1 To Hit modifier for being a Large Target, however this bonus does not transfer over to targeted passengers. Cover Saves and Armour Saves apply to passengers depending on the vehicle's Armour. The Armour Save modifiers of various weapons apply normally to vehicles. As vehicles are not living tissue, weapons such as Needle Rifles/ Pistols and Web Pistols have no effect, and in addition any Drivers within an Enclosed Cockpit will not be affected by Choke Grenades, Scare Grenades, Hallucinogen Grenades, or Photon Flash Flares. Passengers who are hit are only Pinned on a D6 roll of a +4, but Drivers will not be pinned unless the hit causes them to be Downed. Any passenger who is Pinned, goes Down or OOA must remain on the vehicle until either they recover from Down to a Flesh Wound, or until the end of the game. If a character goes OOA while on a vehicle, their spot in the vehicle's Capacity is considered to be filled for the remainder of the game. Note that if the Driver is Downed it is not the driver's seat that is considered to be filled, just one slot in the vehicle's capacity.

Passengers may fire from a vehicle at a -1 To Hit penalty while the vehicle is moving its Normal Moving Distance, but cannot shoot while the vehicle is moving its Turbo Moving Distance as they are too busy holding on. Drivers may not fire a weapon unless they have the Wheel-Mounted Trigger attachment from the Equipment section, and if so may fire only one of their ballistic weapons per turn. Passengers are considered to be stationary while inside a vehicle for the purposes of firing Secondary Weapons or using Skills that also follow the Move-or-Shoot rules, however a vehicle's Main Weapon may only be fired if the vehicle did not move that turn. Each weapon mounted to a vehicle must have a passenger stationed to it in order for it to be fired, and any class of ganger may fire a vehicle mounted weapon regardless of if they are heavy or special weapons.

ATTACKING VEHICLES IN CLOSE COMBAT

If a vehicle is charged by any opposing characters, they may target any available passengers individually or choose to attack the vehicle itself. Passengers available to engage in Close Combat are always considered to be Higher Up. Drivers in vehicles with an Enclosed Cockpit are not available for Close Combat, nor are any passengers in a vehicle with Heavy Armour. Any Close Combat hits against the vehicle rather than any crew are counted as D3 automatic hits against the vehicle, unless the vehicle is equipped with a Combat Arm as described in the Combat Arms rules. A vehicle is considered to be locked in combat, and in order to leave combat must test to flee combat using the Driver's Initiative value at the beginning of its turn. If passed, the opposing characters engaged in combat are awarded one free hit each, which they can allocate against the vehicle or passengers, before the vehicle may move its Normal Movement Distance away from opposing characters and towards cover. Any opposing characters that were engaged in Close Combat will automatically dive out of the vehicle's way if they are in its path. If a vehicle flees from combat it may not load, unload, or shoot that turn.

RAMMING

Vehicles can be used to ram other vehicles or characters on foot. In order to ram pedestrian characters, a vehicle must move a portion of their movement distance where the target characters are positioned at some point along the vehicle's trajectory path. Provided the pedestrian character is not down, they may make an Initiative Test which, if successful, allows the character to dive out of the way unharmed, and they are not considered pinned. A player does this by moving their character to whichever side of the path of the vehicle they wish. If the pedestrian character fails the Initiative Test, the vehicle causes D3 Wounds using its Strength value. A vehicle may ram several pedestrian characters in a single move.

If a vehicle rams another vehicle it's assumed the hit is automatic. The ramming vehicle must be placed in contact with the target vehicle, then use the attacking vehicle's Strength value against the target vehicle's Toughness: Shooting value when determining whether the hit caused damage. Normal rules for Armour Saves apply if valid. Regardless of whether the ram caused damage or not, rotate the target vehicle up to 45° away from the angle of the impact, move it D6" in that direction, and rotate the ramming vehicle 90° opposite the direction the target vehicle was moved. If a target vehicle collides with Impassible Terrain due to its D6" move, it takes a second hit equal to its own Strength. If a hit from a ram fails to do damage against the target, the vehicle performing the ram will take a hit equal to its own Strength on a D6 result of +4.

SPIN-OUTS

When attempting to make a turn while moving its Turbo Moving Distance, or when attempting to cross a specific level of Difficult Terrain based on its Propulsion System, a vehicle must make a Spin Out Test. After a vehicle has made a turn at Turbo speed or crossed over the Difficult Terrain causing the test, a D6 Test must be made based on the Spin Out Test value dictated by the vehicle's Propulsion System. If the test is failed, the vehicle can attempt to make an Armour Save, but if it is unsuccessful it suffers an automatically wounding hit. The vehicle must also be rotated 90° in the direction of its last turn and moved D6” in that direction. If a vehicle has not made any turns yet the player may choose which direction the vehicle rotates. A Spin Out Test is required for every turn made at Turbo speed. If a vehicle collides with Impassible Terrain due to its D6” move, it takes a second hit equal to its own Strength. If ever a vehicle fails a Spin Out Test it counts as an immediate end to its movement phase.

TAKING DAMAGE

Vehicles take damage based on the same rules that gangers do, where they have a set Damage value, and this value is reduced by 1 for each wounding hit. However in regards to vehicles, weapons that can cause multiple damage, such as D3 damage, can still only reduce the Damage value by -1. A vehicle may have additional Armour which may protect it from a hit:

	Toughness	Armour Save	Damage	Cover for Passengers
NONE	As Vehicle	As Vehicle	As Vehicle	None
LIGHT	As Vehicle	6+	As Vehicle +1	Partial
MEDIUM	As Vehicle +1	5+	As Vehicle +2	Full
HEAVY	As Vehicle +1	4+	As Vehicle +3	Passengers may not be targeted

If an attack successfully reduces a vehicle's Damage value, it must roll a D6 with the following outcomes:

- 1-2: **Stunned.** The vehicle may not move the following turn.
- 3-4: **Light Damage.** The vehicle now receives -1 to all spin out checks. The result is cumulative.
- 5: **Immobilized.** The vehicle may not move for the rest of the game.
- 6: **Crippled.** The vehicle is no longer useful in any way for the rest of the game. All passengers and loot must unload except for Dedicated Crew, who are considered OOA.

If a vehicle is reduced to zero Damage, it is considered to automatically roll a 6 on the table.

Any vehicle that goes OOA during a game must roll on the table for Serious Damage during the Post Battle Sequence. As some results reduce a vehicle's Characteristic Values, it should be noted that Characteristic Values may only be reduced to a minimum of 1, and only apply to a vehicle's base Characteristic Value. Roll D66 on the following table:

- 11-12: Vehicle Destroyed
- 13-16: -1 Wound
- 21-26: -1 Armour Save
- 31-36: -1 Toughness: Shooting
- 41-44: -1 Strength
- 45-46: +1 Upkeep
- 51-56: Damage Repaired
- 61-62: Captured
- 63-65: Menacing-Looking Damage. Friendly characters within 4” receive +1 Ld. Further results count as Damage Repaired
- 66: Miraculous Repairs. In addition to all damage being repaired, the mechanic finds a way for an extra piece of Equipment mounted on the vehicle beyond its allowed maximum.

MAINTENANCE AND POST BATTLE ACTIONS

A vehicle has a Maintenance value according to its class, which dictates the number of man-hours it will take for the vehicle to receive the work appropriate to make it ready to be used again. Only Gangers may perform vehicular Maintenance during the Post Battle Sequence, and if they do they may not work any Territories or accompany the Gang Leader to the Trading Post. The Maintenance value represents man-hours which may be stacked, so for example when a Large vehicle has a Maintenance Value of 4, a player may allocate four Gangers to work on it immediately after the game to have it available for the next, or they may allocate one Ganger to work on it after each successive game to have it ready for the start of the fifth game, or any combination of the sort.

If a gang has an Auto Repairer, a ganger may be employed to use it specifically for repairing a vehicle. Note that this ganger cannot also use the Auto Repairer for working on the gang's weapons, but an additional ganger may simultaneously. A D6 is rolled for the vehicle, and on a 5+ a single result from the Serious Injury Table may be stricken from the vehicle's stats.

If a vehicle does not have any required Maintenance, such as if it was ready for battle but not used in a game, it may be taken by the Gang Leader to the Trading Post. As these locations are often ripe with gawkers and impressionable gear-heads, a Gang Leader will receive an additional Rare Trade Item based on the kudos of having their vehicle fully maintained and on display for the crowds. They may also re-roll one of the die on their D66 roll for a single Rare Trade Item that turn. Similarly to weapons and equipment, vehicles may be sold at the Trading Post for 1/2 their total value.

While vehicles do not gain XP on their own, their values are still used when determining the Gang Rating of a gang. A vehicle's total cost, including all weapons, crew, and equipment belonging to it, is added to a gang's Gang Rating.

If a vehicle is captured, a rescue attempt may be made based on normal rules in Necromunda for doing so, and any Dedicated Crew will automatically be rescued along with the vehicle. If a rescue is failed or is not attempted then the vehicle is sold to a chop shop for half of the vehicle's value, and Dedicated Crew are sold to Guilders as slaves for 15 Creds each. A capturing gang is not able to keep the vehicle for their own use.

PURCHASING VEHICLES

The following is information on the costs and availability of Propulsion Systems, Armour, Weapons, and Equipment based on the class of vehicle. Weapons for vehicles are often less expensive than those that may be carried by gang members because of their larger weight and size, however they still have the same stat lines. Note that weapons reloads may be purchased for vehicle mounted weapons in the form of Ammo Caches, but a passenger may not use their personal weapons reload on the vehicle's weapon even if they are the same weapon. The following sections cover **Small Vehicles**, **Medium Vehicles**, **Large Vehicles**, as well as **Vehicle Equipment** that does not have rules covered in the NCE.

SMALL VEHICLES

50 credits

Small vehicles are the standard one-to-two person vehicles such as Bikes, Jetbikes, Assault Bikes, Sentinels, Dreadnoughts, War Walkers, Landspeeders, Eldar Vypers, Tau Pirhanas and Small Buggies. They usually offer a way for a ganger to rush into Close Combat and attack with their own melee weapons rather than having the ability to ram others. Small vehicles have the following base stat-line:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
SMALL	10	N/A	4	3	N/A	2	2	1

The reason Small vehicles do not have a Strength value is because they cannot ram other vehicles, and instead use the Strength of the ganger(s) on board for any Close Combat attacks. Any move into Close Combat by a Small vehicle counts as a Charge, but it must be declared at the beginning of its move that it is doing so. They may also take the following options:

Propulsion Systems:

Choose one of the following options:

Walker:	35 creds	Wheeled:	25 creds
Tracked:	35 creds	Skimmer:	45 creds

Armour Options:

Choose one of the following options:

None:	free	Light:	50 creds
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Weapons/ Equipment Options:

Any number of the following options (items cannot be taken twice unless stated cost is for each):

Enclosed Cockpit:	20 creds	Dedicated Crew:	35 creds each
Reinforced Structure		Combat Arms:	25 creds each
(Walkers Only):	75 creds		

Choose up to two of the following Secondary Weapons options:

Bolter:	20 creds	Lasgun:	10 creds
Flamer:	40 creds	Smoke Grenade Launcher:	30 creds

Choose up to one of the following Main Weapon options:

Autoslugger:	40 creds	Heavy Stubber:	100 creds
Heavy Bolter:	150 creds	Autocannon:	200 creds
Lascannon:	250 creds	Meltagun:	80 creds

Choose up to two of the following options:

Supercharged:	25 creds	Wheel-Mounted Trigger:	25 creds
Hotshot Ignition:	5 creds	Tracking Beacon:	25 creds
Main Weapon Pintle:	20 creds	Loot Carrier:	Free
Ammo Crate:	30 creds	Heat-seaker RPG:	50 creds

MEDIUM VEHICLES

100 credits

Medium vehicles are typical of the truck or buggy style, a four-door kind of vehicle that includes Light Trucks or Humvees, 1:48 scale Half-Tracks, Dark Eldar Raiders and Ravagers, Space Marine Landspeeder Storms, or the Astra Militarum Taurox. They have access to every type of propulsion system, a larger arsenal, and heavier armour than Small Vehicles. Their roles are often for getting small groups of characters into tactical positions, out of harm, or scooping up loot or objectives, and then provide covering fire or act as distraction targets. Medium vehicles have the following base stat-line:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
MEDIUM	8	5	5	3	6+	3	5	2

They may also take the following options:

Propulsion Systems:

Choose one of the following options:

Walker:	35 creds	Wheeled:	25 creds
Tracked:	35 creds	Skimmer:	45 creds

Armour Options:

Choose one of the following options:

Light:	50 creds	Medium:	100 creds
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Weapons/ Equipment Options:

Any number of the following options (items cannot be taken twice unless stated cost is for each):

Enclosed Cockpit:	20 creds	Dedicated Crew:	35 creds each
Ram Bumper:	25 creds	Combat Arms:	50 creds each

Choose up to two of the following Secondary Weapons options:

Bolter:	20 creds	Lasgun:	10 creds
Flamer:	40 creds	Smoke Grenade Launcher:	30 creds
Autosluggers:	40 creds	Heavy Stubber:	100 creds

Choose up to one of the following Main Weapon options:

Heavy Bolter:	150 creds	Autocannon:	200 creds
Lascannon:	250 creds		

Choose up to three of the following options:

Supercharger:	25 creds	Wheel-Mounted Trigger:	25 creds
Hotshot Ignition:	5 creds	Tracking Beacon:	25 creds
Main Weapon Pintle:	20 creds	Loot Carrier:	5 creds
Stability Equalizer:	25 creds	Ammo Crate:	30 creds
Heat-seaker RPG:	50 creds	Twin Linked Main Weapon:	Weapon Cost + 50 creds

LARGE VEHICLES

150 credits

Large vehicles are the tanks and APC's of the Necromunda world. Capable of carrying an entire gang through the Underhive, these vehicles are taken as mobile fortifications. Slower than the smaller vehicle classes, Large vehicles have higher Toughness, Strength, and Armour Save values to make them effective at ramming other vehicles and safely moving passengers across the board to deploy closer to the opposition. Large vehicles are typically modelled as bigger and heavier versions of their Medium-sized counterparts: GW Tanks, Trukks, Battlewagons and Grav Tanks, as well as 1:35 or 1:48 scale Tanks all make for good Large vehicles. Large vehicles have the following base stat-line:

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
LARGE	6	6	6	3	5+	4	10	4

They may also take the following options:

Propulsion Systems:

Choose one of the following options:

Walker:	35 creds	Wheeled:	25 creds
Tracked:	35 creds	Skimmer:	45 creds

Armour Options:

Choose one of the following options:

Medium:	100 creds	Heavy	150 creds
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Weapons/ Equipment Options:

Any number of the following options (items cannot be taken twice unless stated cost is for each):

Enclosed Cockpit:	20 creds	Dedicated Crew:	35 creds each
Ram Bumper:	25 creds	Combat Arms:	50 creds each
Hull-Mounted Lasguns (only if equipped with Heavy Armour):	10 creds each	Smoke Grenade Launcher:	30 creds

Choose up to four of the following Secondary Weapons options:

Flamer:	40 creds	Autosluggers:	40 creds
Heavy Stubber:	100 creds	Heavy Bolter (max 2):	200 creds
Heavy Plasma Gun (max 2):	250 creds	Heavy Flamer (max 2):	100 creds
Meltagun (max 2):	80 creds	Lascannon (max 1):	250 creds

Choose up to one of the following Main Weapon options:

Autocannon:	200 creds	Lascannon:	250 creds
Heavy Bolter:	150 creds	Cannon:	350 creds

Choose up to four of the following options:

Supercharger:	25 creds	Wheel-Mounted Trigger:	25 creds
Hotshot Ignition:	5 creds	Tracking Beacon:	25 creds
Main Weapon Pintle:	30 creds	Loot Carrier:	5 creds
Stability Equalizer:	25 creds	Ammo Crate:	30 creds
Heat-seaker RPG:	50 creds	Twin Linked Main Weapon:	Weapon Cost + 50 creds

VEHICLE EQUIPMENT

The following items are available as purchased additions for vehicles depending on their class. Items which are not covered in this section are covered in the NCE rulebook and take their stat values from there.

- **Ammo Cache:** Any weapons mounted to the vehicle receive a +2 to their Ammo Roll, and any passengers receive a +1 to their Ammo Roll. An Ammo Cache reduces the Capacity by 1.
- **Cannon:** A cannon fires a shell with the same stat line as a Frag Rocket, only with a +1 to its Strength. Cannons can not be Twin Linked.
- **Combat Arms:** These combat weapon attachments allow for a single Strength 5 attack with a -2 Armour Save modifier to be made during close combat per arm, are given the Higher Up modifier for their Combat Score, and use a set WS value of 3. Combat Arms require a Passenger to be stationed on them and are only effective against opponents within their 90° arc. If a vehicle has a Wheel-Mounted Trigger, the Driver can control multiple Combat Arms so long as they are mounted on either the front or sides of the vehicle, and may roll a Combat Die for each Combat Arm the vehicle is equipped with. Any opponent attacking a vehicle with a Combat Arm from within the weapon's 90° arc must roll a Combat Dice against the vehicle rather than scoring an automatic hit.
- **Dedicated Crew:** Dedicated crew are gangers hired explicitly to use a vehicle. The first Dedicated Crew-member is always the Driver. They have the stat line of a basic ganger, cannot gain XP, cannot do anything in the Post Battle Sequence other than perform Maintenance on their assigned vehicle, and if a vehicle is Crippled they will remain on board, going OOA but are considered to roll a Full Recovery on the Serious Injury Table. If a vehicle rolls Vehicle Destroyed on the Serious Damage Table all its Dedicated Crew are considered Dead, and are considered Captured if a vehicle rolls Captured on the Serious Damage Table.
- **Enclosed Cockpit:** This enclosure around the driver means that they may not be targeted individually from opponent's Shooting, as well as being unavailable for Close Combat.
- **Heat Seeker RPG:** A rocket with the same stat line as a Krak Rocket, only with a -1 to its Strength, the Heat Seeker RPG can only be used against other vehicles based on their heat-trace. Heat Seeker RPG's count as Secondary Weapons for purposes of Move-and-Shoot firing, and direct line of sight is still required.
- **Hotshot Ignition:** A vehicle may now move the same turn the passengers loaded onto it.
- **Loot Carrier:** A vehicle may be used to gather loot. A Loot Carrier reduces the Capacity by 1.
- **Main Weapon Pintle:** A vehicle's Main Weapon increases its firing arc to 180°.
- **Ram Bumper:** Ram bumpers increase a vehicle's Strength for Ramming by +1.
- **Reinforced Structure:** The extra material used in construction allows a Small Walker with Light Armour to be upgraded to Medium Armour, and includes an Enclosed Cockpit.
- **Stability Equalizer:** A vehicle receives +1 on all Spin-Out tests. A Stability Equalizer reduces the Capacity by 1.
- **Supercharged:** A supercharged vehicle may move D6" in addition to its Normal Movement Distance. The larger engine size reduces the Capacity by 1.
- **Tracking Beacon:** Any Serious Damage result of captured may be re-rolled.
- **Twin Linked Main Weapon:** A vehicle may re-roll the To Hit roll for its Main Weapon. Must be purchased in addition to the Main Weapon.
- **Wheel-Mounted Trigger:** A Driver may fire one of the vehicle's BS weapons and also move in the same turn, however this ability to perform a Move-and-Shoot action does not apply to Main Weapons.

QUICK REFERENCE CHARTS

VEHICLE TYPE

CLASS	Movement	Strength	Toughness: Shooting	Toughness: Close Combat	Armour Save	Damage	Capacity	Maintenance
SMALL	10	N/A	4	3	N/A	2	2	1
MEDIUM	8	5	5	3	6+	3	5	2
LARGE	6	6	6	3	5+	4	10	4

PROPULSION OPTIONS

	Normal Movement: DISTANCE	Normal Movement: # of 45° TURNS	Reverse Movement: DISTANCE	Turbo Movement: DISTANCE	Turbo Movement: # of 45° TURNS	Difficult Terrain Test	Spin Out Test
WALKER	Normal Rate	Any	1/2 x Rate	N/A	N/A	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ N/A Impassible Terrain @ N/A	N/A
WHEELED	1 1/2 x Rate	3	Normal Rate	3 x Rate	2	Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Very Difficult Terrain @ N/A Impassible Terrain @ N/A	Pass on a 5+
TRACKED	1 1/2 x Rate	4	Normal Rate	2 x Rate	3	Difficult Terrain @ 1/2 Rate Very Difficult Terrain @ 1/2 Rate, Requires Spin Out Test Impassible Terrain @ N/A	Pass on a 4+
SKIMMER	Normal Rate	4	1/2 x Rate	2 x Rate	2	Difficult Terrain @ Normal Rate Very Difficult Terrain @ 1/2 Rate Impassible Terrain @ 1/2 Rate, Requires Spin Out Test	Pass on a 6+

ARMOUR OPTIONS

	Toughness	Armour Save	Damage	Cover for Passengers
NONE	As Vehicle	As Vehicle	As Vehicle	None
LIGHT	As Vehicle	6+	As Vehicle +1	Partial
MEDIUM	As Vehicle +1	5+	As Vehicle +2	Full
HEAVY	As Vehicle +2	4+	As Vehicle +3	Passengers may not be targeted