

VEHICLES IN WARHAMMER 40,000

In an attempt to streamline the vehicle rules I'm offering this revised set of rules to be used in conjunction with the new weapons and Titan rules from INQUISITOR #3. Matching Dreadnought rules will be in INQUISITOR #5. Shooting to hit and damage remain basically the same as the original vehicle rules (exceptions listed below). These revised vehicle rules use most of the vehicle rules from WD 128 except the rules for shooting to hit and figuring damage. Most of the new (non-shooting and damage) rules in WD 128 have been adopted, including the following paragraphs:

Vehicle Movement
Turning Vehicles
Measuring Turns
Boarding and Leaving
Motive Types
Flying Vehicles
Bike Skid Turns(Optional)
Vehicle Armament
Shooting From A Vehicle
Shooting At Vehicles
Out Of Control?
Vehicles In Close Combat
Hits From Stasis And Tanglefoot
Hits From Vortex (First paragraph only)

All of the new Point Values for vehicles (WD 135) and Dreadnoughts (WD 146) are also adopted.

Shooting at vehicles is the same as the old rules with the following exceptions:

- Most vehicles have varying toughnesses depending on target facing (armor is tougher in the front, weaker in the sides and rear, just like real armored vehicles).
- Vehicles have no armor save roll (most weapons that can damage a vehicle have save mods that render the save useless anyway. Simplify!).
- The amounts of damage a vehicle can take have been lowered.
- Critical hit rolls are based on the total damage taken by the vehicle in the game so far, not on how much damage one hit has caused or how much damage has been taken in the current turn. Critical hit rolls are made at the end of the Shooting Phase after all shooting is done whenever a vehicle's non-powerfield damage total has reached 5, 10, 15, 20, or any other multiple of 5 damage points. Any vehicle whose damage has reached 0 points is destroyed and unusable, including crew. (If you fight to the end you will probably die!)

Example: A vehicle that's taken 9 previous damage points

takes 12 more in the current turn for a total of 21. Roll 3 crits (one each for total damage reaching 10, 15 and 20 points).

- Roll 2D6 (one colored, one white) to determine location and damage on the new simplified Crit Charts
- Vehicles are classified into standardized armored vehicle categories (See Vehicle Data sheet). Any vehicle in the Battle Tank category, for example, has a fixed maximum heavy weapon capacity and standardized movement, armor and damage numbers which vary by race. So deciding what the stats of custom built vehicles are is as simple as placing it in a standardized category (usually dependent on the weapons it carries).

Examples:

1. A Predator can be used as a light tank with three Class 1 weapons and lower toughness or as a battle tank with one Class 2 and 2 Class 1 weapons and a higher toughness.
2. Epicast's new Falcon model can be used in a number of ways:
 - a. As a standard APC (armored personnel carrier) with one Class 1 weapon.
 - b. As a heavy APC with a twin las cannon (like a Land Raider) and a Shuriken cannon.
 - c. As a self-propelled gun with a Class 2 laser and a Shuriken cannon by giving up its troop carrying capabilities. Anything with a Class 2 or higher weapon may not carry troops (Capital Imperialis and Leviathan are exceptions).
 - d. As a heavy self-propelled gun with a Class 3 laser and a Shuriken cannon by giving up its troop carrying capabilities.

TARGET FACING

To determine whether a shot is a front, side or rear shot run a string from the shooting vehicle to the exact center of the target vehicle. If the string passes through the front 90 degrees (also measured from the exact center of the vehicle) the shot is a front shot and uses the frontal armor stat to determine if the vehicle is damaged. This also applies to area target weapons even if the area template is placed or deviates to a different facing. It is the line of fire to the center of the target vehicle that determines which armor facing is used, not the location of the area template. See diagram below.

