

Vehicles Continued

Bottom armor toughness is equal to the side armor toughness. Top armor toughness is equal to the rear armor toughness. Bottom armor is only attacked by mines or mole mortars. Top armor may be attacked by infantry on the second floor (or higher) of buildings and within 4" of the target.

Flying vehicles may target the top armor of a vehicle under certain conditions. In order to attack top armor the flying vehicle must drop by at least one flight level and the target must be at least as far away in inches (at the end of the flyers move) as the flying vehicle's final elevation in inches (Flight Level 1 =10", Flight Level 2 =20" etc.) This rule represents the fact that flying vehicles cannot shoot straight down!

COLLISIONS AND RAMMING

When a collision occurs, whether accidental or a deliberate ram, the total points of damage for the collision equals the net speed of the two objects in inches. Damage is split between the vehicles according to the relative toughness of the two vehicles (see below). For a front to front collision add the speeds of both participants; for a side hit collision use the speed of the vehicle moving in the current turn only; for a rear hit subtract the target vehicle's speed from the current moving vehicle's speed to get the total damage for the collision. In this case the current moving vehicle's speed must be higher than its opponents for a collision to occur.

The difference in toughness between the vehicles (or other objects) determines how damage is distributed between the vehicles or other objects.

Equal toughness

Each takes 50% of the damage. (FRU)

Toughness difference of one

Tougher one takes one third (FRD) while the other takes two thirds (FRU) of the damage.

Toughness difference of two

Tougher one takes one quarter (FRD) while the other takes three quarters (FRU) of the damage.

Toughness difference of three or more

Tougher one takes no damage while the other takes all of the damage.

Critical hits are taken as normal.

Example: An Ork Battlewagon moving at 20" under speed freak rules hits the front of a Land Raider moving at 10". The resulting collision causes 30 points of damage, 10 to the toughness 9 Battlewagon and 20 to the toughness 8 Land Raider.

Continued on page 8

VEHICLE CRITICAL HITS

Roll 2D6 Location: (Colored die) Damage: (White die)

- | | |
|--------------------------|-----------------------|
| 1. Crew/Passengers (C/P) | 4. Traction, Steering |
| 2. Controls | 5. Weapons, Ammo |
| 3. Misc., Equipment | 6. Powerplant, Fuel |

1. Crew/Passengers (C/P) Shrapnel!

1. One random C/P must make basic save or die.
2. D4 "
3. D6 "
4. D10 "
5. All C/P must make basic save at -1 or die.
6. All C/P must make basic save at -2 or die.

2. Controls

1. Stalls. Restarts on D6 roll of 4+ at beginning of turn.
2. Can only move or fire.
3. Can only move or fire.
4. Can only move or fire.
5. Control systems fried - immobilized. Moves D6", stops.
6. Control systems fried - immobilized and may not fire.

3. Misc., Equipment

1. All targeters destroyed.
2. Random gun traverse damage: Turret may not turn, fixed gun can only fire straight ahead. (No 90° arc - vehicle must be aimed directly at target to shoot.)
3. Powerfield generator and synchronizer destroyed. (If none apply #2 above.)
4. Driver vision blocked by debris. Before any further movement a crewman must move to clear obstruction in fire phase (no reserve move).
5. Systems fried - immobilized. Moves D6" and stops.
6. Controls destroyed, vehicle useless.

4. Traction, Steering

1. Reduce number of 45 degree turns per speed by one (Slow-2 45° turns max). Can only turn at slow and combat speeds.
2. Vehicle can only turn right (1,2,3) or left (4,5,6).
3. Can only turn at slow speed (2 45° turns max).
4. No turns.
5. Immobilized. Moves D6" forward and stops.
6. Violent stop-immobilized-all C/P must make basic save or take one wound.

5. Weapons, Ammo

1. One weapon out of ammo/destroyed
2. D2 "
3. D4 "
4. D6 "
5. Ammo hit, vehicle destroyed, explodes on 5,6. All C/P die. If vehicle doesn't blow, all C/P bail out.
6. Ammo hit-Boom!!!! 4" radius explosion. All C/P die. Any thing in radius takes S6 hit.

6. Powerplant, Fuel

1. Available power reduced, moves no faster than combat speed.
2. Available power reduced, moves at slow speed only.
3. Can only fire or move, not both.
4. Immobilized, can still fire.
5. Fuel supply explodes, engulfing vehicle in flames. All C/P make save at -1. Vehicle destroyed.
6. Boom!!!! 4" radius explosion. All C/P die. Anything in radius takes S6 hit.