

## RAMMING

In "real" warfare the deliberate use of an armored vehicle as a ram against another armored vehicle is a very rare occurrence and certainly one not encouraged by officers or training manuals. I personally do not believe that ramming should be allowed in 40K games, but as an option for all the Orks and adolescents out there, here are the rules. A ramming attempt requires a pre-move LD test with a +3 to the 2D6 roll, +2 for non-Mekboy Orks. The player declares his "charge" then rolls. If successful, he moves his vehicle to contact with the enemy vehicle (giving up shooting in the shoot phase). Work out damage per collision rules above. If the test is failed, the vehicle may not move or fire that turn. As examples, a Marine would only be able to ram on a 5 or less, an Ork on a 4 or less. The target vehicle may avoid the ram on a D6 roll of 4, 5 or 6. If the enemy vehicle avoids the ram, move it out of the path of the charging vehicle and let the charging vehicle finish its full declared move in a straight line from the point of intended contact.

## POP-UP ATTACKS

Falcon Grav Tanks and other skimmers in can utilize their anti-gravitic engines to perform a unique "pop-up" attack. This special attack is made at the end of the Movement Phase by diverting all power to the grav engines which pushes the skimmer up to 10" off the table and allows it to fire before dropping back down behind cover. In order to make a "pop-up" attack a skimmer must have suffered no prior engine damage which might have reduced engine power. The skimmer pops up, turns its facing if necessary, fires its weapons and drops down behind cover landing exactly where it started. No other movement is possible during the turn. Only models or vehicles on overwatch may fire at a vehicle making a "pop-up" attack (firing before the "pop-up" attacker fires).

Flying troops can be disembarked to Flight Level 1 during a "pop-up" attack by troop-carrying skimmers. Pop-Up rules thanks to Nick Tompkins.

## VEHICLE DATA CARDS IN PULLOUT SECTION

These cards have all of the information necessary for play.

**Vehicle:** Vehicle name

**Vehicle Race and Class**

**Speeds:** Speeds, movement and turning are from the new vehicle rules in WD 128. These new movement rules are much simpler and faster than the old rules and should be adopted.

**Armor (toughness):** These stats give the toughnesses for different hit facings of the vehicle.

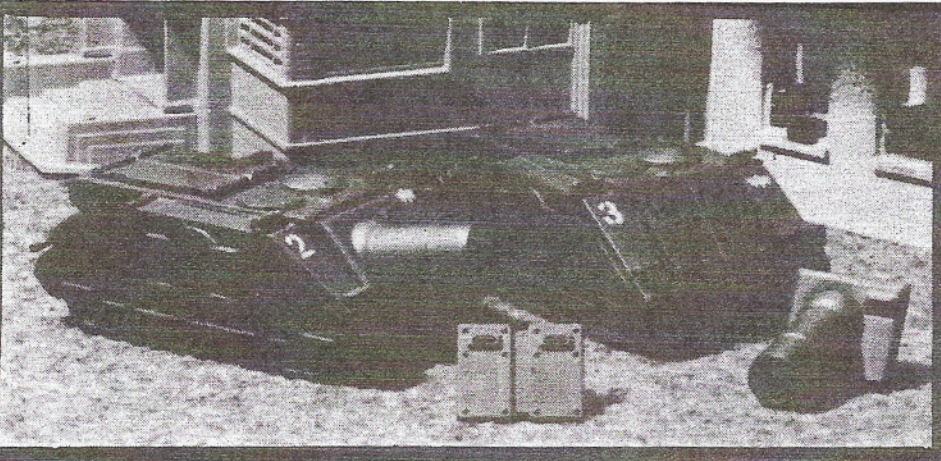
**Dam:** How much damage the vehicle can take before being destroyed. Any vehicle whose damage has reached 0 points is destroyed and unusable and the crew is dead. (If you fight to the end you will probably die.)

**Weapons:** These boxes allow you to have the vehicle's weapon stats with the vehicle stats so you don't have to go back and forth between sheets.

**Damage Boxes:** Record damage points taken and critical hits here.

## OPTIONAL POWERFIELD RULES

Rick Priestley has eliminated Powerfields for vehicles and Dreadnoughts, although they may return in a different form at a later date. For those of you who must have Powerfields, they now cost 75 points each (with synchronizer), have a Toughness of 10 and take 10 Damage points. Rules for flicker (shots go through the field on a D roll of 5 or 6) stay the same. When the field has reached 0 points it is gone permanently. Players must decide before the game whether Powerfields will be allowed. More on Ork Force Fields and Eldar Holofields in the next issue.



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