

WARHAMMER[®]

40,000

VEHICLE MANUAL

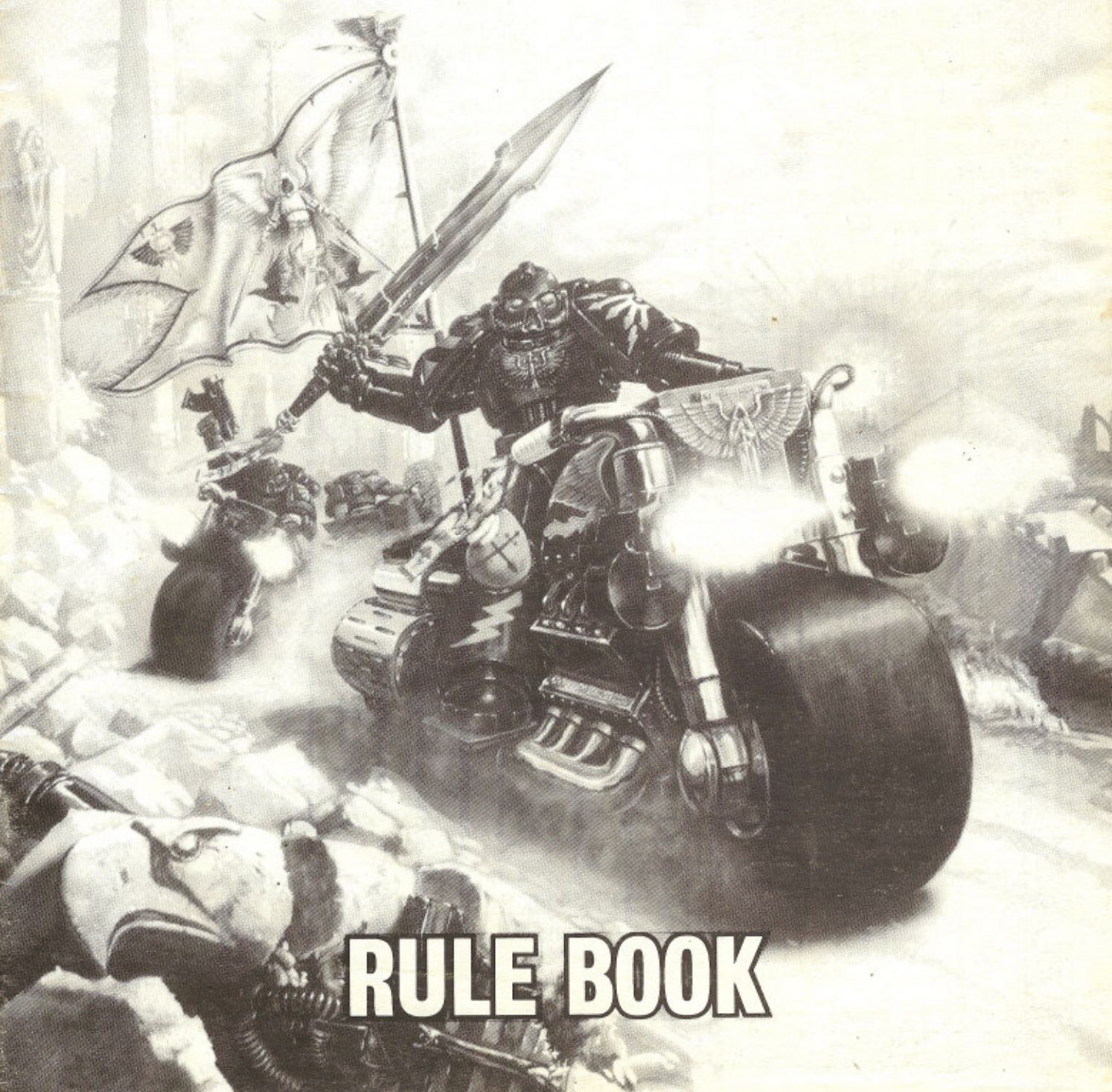


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A WARHAMMER 40,000 SUPPLEMENT CONTAINING RULES
FOR VEHICLE COMBAT IN THE 41st MILLENNIUM

VEHICLE MANUAL



RULE BOOK

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WARHAMMER 40,000 VEHICLE MANUAL

Rules for Vehicles in Warhammer 40,000

by Rick Priestley and Jervis Johnson

Vehicle models for Warhammer 40,000 have been appearing at regular intervals over the last few years and, as a result, have become an integral and important part of the game. We have been aware for some time that the existing rules tend to play down the effect of vehicles on the tabletop, and prove rather complex when more than two or three vehicles are in play on each side. These new vehicle rules entirely replace the old ones, enabling players to field more vehicles more effectively and at a cheaper points cost.

THE NEW SYSTEM

Right from the start it was decided to take a different approach to the original vehicle system from Warhammer 40,000 as these rules had been rendered largely redundant by the current model range. We tried out various ideas, but eventually settled on a concept favoured by Bryan Ansell, which envisaged that every type of vehicle would be represented by a cutaway diagram showing the internal layout of engine, crew, tracks, and so forth. Shots could be worked out by drawing a grid around the diagram and rolling a dice to see where the shot struck.

The Cutaway Diagrams

A few mock-ups of vehicle diagrams were constructed, with the internal areas divided up to represent major internal systems. One immediate advantage was that each area could be given a different armour thickness. This was particularly appropriate for open vehicles such as Land Speeders and bikes where hits could fall on the crewman or the vehicle's body. This was a nice feature and one we decided to keep.

We soon realised we had the core of a good system, but constructing grids over the cutaway diagrams proved rather difficult as the vehicles were all sorts of shapes and sizes, and varying the grid size to fit the vehicle shapes affected the probabilities of hitting. After all, although the chance of hitting a big vehicle should be greater than the chance of hitting a small one, the chance of hitting a single spot on a target of any size should be exactly the same. Initially we numbered the grid 1-100 across the horizontal and vertical and players nominated their aiming point by writing down two sets of numbers. It worked, but was awkward, and slowed down the pace of the game.

The Template

The obvious solution was to remove the grid from the cutaway diagram and put it on a separate standard size plastic template, which could be positioned to cover any target area on the vehicle. The immediate advantage was that we could

do away with the tedious business of nominating coordinates and rolling separate dice to determine the accuracy of the shot. Deciding where you were going to aim was a simple matter of positioning the central cross hairs of the template. All the player had to do was roll 2D6 for the vertical and horizontal axes to discover exactly where his shot landed. As the most common result on 2D6 is 7 (1 in 6 chance) this gave a natural balance towards the centre of the grid.

This built-in bias provided a natural basic hit probability of a direct hit – a 1 in 36 chance, in fact. The chances of scoring a hit somewhere near your aiming point depended entirely on the size of the vehicle.

Number Crunching

We then needed to check out the basic hit probability we had created. To test the system we drew up an outline diagram of a human and tried superimposing our template over it – we then had to work out the probability of scoring a hit as compared to the actual chance of hitting using the normal 'to hit' system. We found that it was definitely harder to hit the human-sized target using our template. This was surprising as our test games had seemed if anything to be faster and more realistic. Still, we would have to redress the balance one way or another.

Fine Tuning

Early versions of the new rules were sent out to playtesting groups, who reported back with their comments and suggestions. One of the biggest bugbears was how to take into account the normal 'to hit' modifiers and the variable Ballistic Skills of different shooters. This was eventually achieved by altering the position of the hit by a simple formula which allowed characters with a high BS to adjust their chance of hitting. The same system could also slightly increase the average chance of hitting, thereby solving the problem of low hit probability which the two 2D6 dice rolls generated.

Since the rules were published in White Dwarf magazine we have received hundreds of letters from gamers telling us what they think of the new system. The information gleaned from these letters allowed us to further refine and improve the vehicle rules, and the result is the completely new game system printed on the following pages. By the way, players who have been using the vehicle rules printed in White Dwarf magazine should read this rulebook just as carefully as any other player, as there are a number of important changes we would not want you to miss!

THE VEHICLE RULES

Vehicles are an important part of the Warhammer 40,000 game, whether simple transports, fast assault bikes, or lumbering heavy tanks bristling with weaponry. The fighting forces of the Imperium, Orks, Squat Homeworlds and the Eldar all have their own unique design philosophy which determines the appearance and tactical role of their fighting vehicles. The rules in this book cover all of these widely differing vehicles, although further special rules apply to the most unusual of them.

Using Vehicles in Games

The quantity and type of vehicles that you may use in a game will be detailed in the army list for the race that you are using. Note that the points values for the vehicles have been changed, so you should always use the points values printed on the Datafax rather than those printed in the army list.

VEHICLE DATAFAX

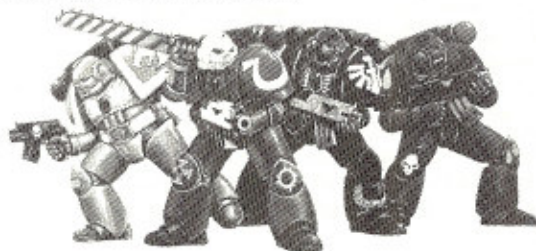
The details of every vehicle's armament, movement and defensive capabilities are included on a single sheet of card called a *Datafax*. The most important aspect of the Datafax is the targeting diagram which is used to determine whether and where shots hit the vehicle and if any hits penetrate its armour.

Every vehicle has its own Datafax in the format shown opposite – this example is the Datafax for the Imperial Predator. As new models are added to the Warhammer 40,000 range their Datafax will be printed in White Dwarf magazine.

The Datafax are all printed on high quality card and been loosely bound in such a way that they will easily remove from the cover.

VEHICLE CREW

With the exception of vehicles such as bikes or trikes which are bought as an upgrade for a Squad or character model, the points value of a vehicle includes its crew. The number of crew needed for a vehicle is recorded on the vehicle's Datafax. The characteristics and equipment carried by a vehicle's crew are shown below.



The crew of a vehicle are allowed to board or leave the vehicle in the same way as any other model. If the driver of a moving vehicle dismounts then his vehicle will go out of control in its next turn. Other crewmen that dismount will obviously not be able to operate the equipment that they were using until they reboard their vehicle. Dismounted crewmen must remain within 6" of their vehicle, unless it has been

destroyed, in which case any surviving crew form their own unit and are subject to the normal rules for unit coherency. As long as the crew stay on their vehicle they are immune to psychology and never have to take rout or panic tests. However, if they dismount then they become subject to the rules for psychology just like any other model.

All crewman on board the same vehicle are assumed to be trained to do each other's jobs, so that they can replace each other if someone is killed or injured. It takes an entire turn for a crewman to swap positions in this way, and he is not allowed to do anything else that turn. Adeptus Mechanicus and their Servitors, Techmarines, Squat Engineers Guild and Ork Mekaniak models are also allowed to take over from crewman in the same way. Other models in a player's army may not take over a position in a vehicle as they have insufficient training to do so.

IMPERIAL GUARD CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	3	1	7	7	7	7

Save – 6+; Move – 4"; Flak armour; Weapons: Lasipistol

SPACE MARINE CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	4	4	4	4	1	4	1	8	8	8	8

Save – 4+; Move – 4"; Power armour; Weapons: Bolt pistol

SQUAT CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
3	4	3	3	4	1	2	1	9	7	9	9

Save – 6+; Move – 3"; Flak armour; Weapons: Lasipistol

ELDAR CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	4	1	8	9	9	8

Save – 5+; Move – 4"; Mesh armour; Weapons: Lasipistol

ORK CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	4	1	2	1	7	5	7	7

Save – 6+; Move – 4"; Flak armour; Weapons: Bolt pistol

CHAOS MARINE CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	4	4	4	4	1	4	1	8	8	10	8

Save – 4+; Move – 4"; Power armour; Weapons: Chainsword

CULTIST CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	3	1	7	7	7	7

Save – 6+; Move – 4"; Flak armour; Weapons: Lasipistol

IMPERIAL PREDATOR

The Predator is one of the Imperial Guard's most common battle tanks, and is also used by the Space Marines. The Predator is based on a substantially up-armoured Rhino body to which a top-mounted turret and two side-mounted sponsons are attached. Each sponson carries a lascannon, while the turret is equipped with a powerful shell-firing autocannon. On the battlefield Predators provide a mighty punch which can stop an enemy assault dead in its tracks or smash through enemy lines and exploit deep into enemy territory.

Weapon	Range	Short	Long	To Hit	Damage	Save Modifier	Special
Lascannon	0-20	20-40	-	-	8	208	-8
Autocannon	0-20	20-72	-	-	8	D6	-3
Smoke Launcher	4	-	-	-	-	-	Sustained fire 8" x 1" area template

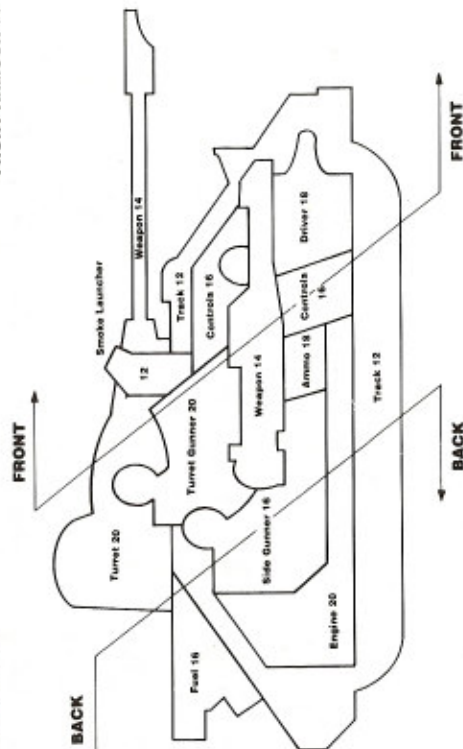
Type	Tracked
Points Value	200
Driver	1
Gunnery	3
Transport	none
Slow Speed	7
Combat Speed	20
Fast Speed	25

The Predator is armed with two lascannons with targeters and 180° field of fire to the left and right, a smoke launcher, and an autocannon with targeter and 360° field of fire.



BACK ARMOUR -1

FRONT ARMOUR +1



IMPERIAL PREDATOR DAMAGE TABLE

ENGINE

- Result**
- D6**
- 1-2 The vehicle ceases to run immediately and remains immobilized for the remainder of the game.
- 3-4 The vehicle moves out of control. In its next turn and then comes to a permanent halt.
- 5 The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
- 6 A spark ignites the vehicle's fuel tank and it bursts into flames. Anything on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

SMOKE LAUNCHER

- Result**
- D6**
- 1 A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
- 2-6 The smoke launcher is destroyed and may not be used for the rest of the game.

TRACK

- Result**
- D6**
- 1-2 The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side. The engine ceases to run and the vehicle is immobilized for the rest of the game, but it may still fire its weapons during its next turn phase so long as one track remains functional.
- 3-4 The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move again once it has halted.
- 5-6 If moving when hit, the vehicle moves out of control. In its following turn, and then comes to a permanent halt. If halted when hit it will remain halted for the rest of the game.

DRIVER

- Result**
- D6**
- 1-3 The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful, the driver remains in control of the vehicle. If not, the driver is killed and the vehicle is brought to a permanent halt. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
- 4-6 The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful, the driver remains in control of the vehicle. If not, the driver is killed and the vehicle is brought to a permanent halt. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL

- Result**
- D6**
- 1 The fuel tank ruptures and starts to leave a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason, then the burning fuel will catch up and spread out as a fuel tank, causing an explosion as described in the rule for a fuel tank.
- 2-3 A large gash is torn in the fuel tank, dripping all of the vehicle's fuel. The vehicle is immobilized for the rest of the game and its next turn, and will then ignite in a ball for the rest of the game.
- 4-6 A spark ignites the vehicle's fuel tank and it bursts into flames. Anything on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

AMMO

- Result**
- D6**
- 1 Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each turn, the vehicle will explode on the roll of a 4-6. The explosion causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6 The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

GUNNERS

- Result**
- D6**
- 1-3 The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful, he is unharmful. If he does not save then he sustains the number of wounds actually caused by the penetrating weapon.
- 4-6 The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful, he is unharmful. If he does not save then he sustains the number of wounds actually caused by the penetrating weapon. If this is successful, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

CONTROLS

- Result**
- D6**
- 1-2 The vehicle is brought to a halt and may not move for the rest of the game. The vehicle is immobilized for the rest of the game, but it may still fire its weapons during its next turn phase so long as one track remains functional.
- 3-4 The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
- 5-6 The vehicle remains in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

TURRET

- Result**
- D6**
- 1 The turret immediately falls to cause any damage in the turret area, but the turret remains in place. The turret is immobilized for the rest of the game, but it may still fire its weapons and do anything in its next turn while it remains in place.
- 2-5 The turret is jammed and may no longer rotate. Any weapons mounted in the turret may only fire in a straight line at targets that are directly in front of them.
- 6 The ammunition stored in the turret explodes and the vehicle is destroyed. All the crew are killed, and the vehicle is blown off its base. Anything 20" or more in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes an automatic 3" hit with a -6 save modifier that causes D6 strength.

WEAPONS

- Result**
- D6**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4-6 on a D6. If the weapon is repaired, it may be used again. If the weapon is not repaired, it may not be used until it has been repaired. Only one crewman may attempt to repair a weapon at a time.
- 2-5 The weapon is destroyed and can no longer be used.
- 6 The weapon explodes and is destroyed. The explosion flares back to the vehicles armor, bypassing all armor, and causing a secondary explosion. Roll on the armor damage table to find out what effect this second explosion has.

VEHICLE MOVEMENT

A player may move his vehicle models during the movement phase of his turn at the same time as foot troopers and other forces. There is no particular need to move vehicles either before or after infantry, the choice is up to the player.



Unlike a human or other living creature, a vehicle has three different move rates: *fast*, *combat speed*, and *slow*. These move rates are indicated on the Datafax. In each case the number shown is the greatest distance that the vehicle can move at that rate. For example, a Predator which moves 12" is travelling at combat speed, a Predator which moves more than 12" is travelling at fast speed.

The fastest a vehicle can travel is its maximum fast move rate. For example, the Imperial Predator has a maximum speed of 16".

Vehicles can move quickly compared to troops on foot, but if they are to shoot weapons accurately and negotiate corners or obstacles they will need to moderate their speed. For this reason, players will probably want to move vehicles at combat speed when fighting, hence the description 'combat speed', this being the move rate most appropriate for combat. Even at combat speed a vehicle is travelling relatively quickly, and will have to reduce its speed to slow rate in order to negotiate corners or tricky obstacles.

At the start of the game you may choose what speed your vehicles are travelling at. From then on, a vehicle may only accelerate or decelerate by one speed band per turn. For example, a vehicle that was travelling at slow speed last turn could accelerate up to combat speed in its next turn, but not up to fast speed. We have included a set of counters to help you keep track of how fast each of your vehicles is travelling. Simply cut the counters from the card sheet and place one of the appropriate type by each vehicle at the start of the game. Alternatively, you can keep track of your vehicles' speed on a scrap of paper.

TURNING VEHICLES

Vehicles normally travel directly forwards in a straight line. Changes in direction are accomplished by means of *turns*.

A vehicle travelling at fast speed may make one turn of up to 45 degrees during its move. This turn may be to the right or left, and may be made at the start of the move, at the end, or at any point in between.

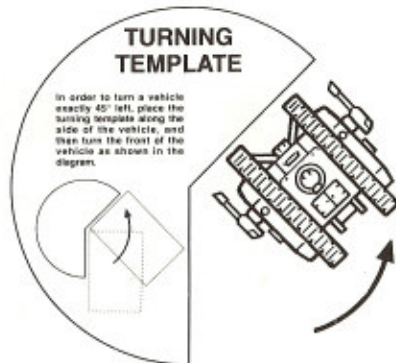
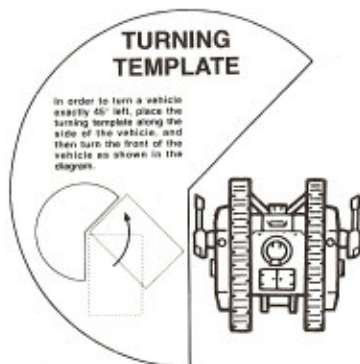
A vehicle travelling at combat speed may make up to two turns during its move. Each turn may be of up to 45 degrees. The two turns may be combined into a single turn of 90 degrees if required.

A vehicle travelling at slow speed may make any number of unrestricted turns during its move. Each turn can be up to 360 degrees.

MEASURING TURNS

The diagram below illustrates a turning template used to measure 45 degree angles left or right. A card turn template is provided in with this rulebook. However, it is often easier not to use the template but to estimate the turn and ask your opponent to approve the move.

It is actually quite simple to estimate 45 degrees by eye, but the template can still be used if your opponent prefers. Generally speaking, we have found it is only necessary to use the template in situations where the exact position of the model is vital to the outcome of the game.



BOARDING AND LEAVING

Some vehicles are capable of carrying troops in addition to their normal crews. The number of troops a vehicle can carry is indicated on its Datafax under the entry for 'transport'. This shows the number of human-sized or smaller troops that can be transported in the vehicle and includes Humans, Squats, Ratlings, Orks, Eldar, and so on. Ogrins, Marines in Terminator Armour and other equivalent-sized creatures take up the same space as two smaller humanoids.

Any number of models may enter or leave a vehicle during a turn, up to the total number of models that can be transported within it. Models leaving a vehicle that is not moving during the turn are positioned within 2" of its sides or rear and may make a normal move immediately. Models leaving a moving vehicle are placed directly behind the vehicle's line of travel and may make a normal move after the vehicle has finished

its move. Normal unit coherency must be maintained between the troops leaving the vehicle and any remaining inside.

Models may board a stationary vehicle if they are within 2" of its side or rear after they have made a normal move, and then the vehicle can move off as normal. Although this means that a trooper may theoretically only reach the position of a vehicle once the vehicle has itself moved off, this doesn't matter as it is assumed the individual runs a little faster in order to catch up and clamber inside.

If a vehicle is moving up to 10", then troops may leave or board it without risk. If a vehicle is moving more than 10" then each model boarding or leaving sustains an automatic hit with the strength shown on the chart below. Any model suffering damage is allowed its normal saving throw and sustains 1 wound if this is failed.

Vehicle's Move	0-10"	11	12	13	14	15	16	17	18	19	20+
Strength of Hit	None	1	2	3	4	5	6	7	8	9	10
Save Modifier	None	0	0	0	-1	-1	-2	-2	-3	-3	-3

COLLISIONS

If a vehicle moves into another vehicle, building, terrain or obstacles that it cannot cross, this results in a *collision*. Where a vehicle collides with another vehicle or building, both may suffer damage.

Collisions are worked out using the chart below. Look up the speed of the fastest moving vehicle involved in the collision on the top, and then read down to find the armour penetration (used against other vehicles), or save modifier (used against infantry).

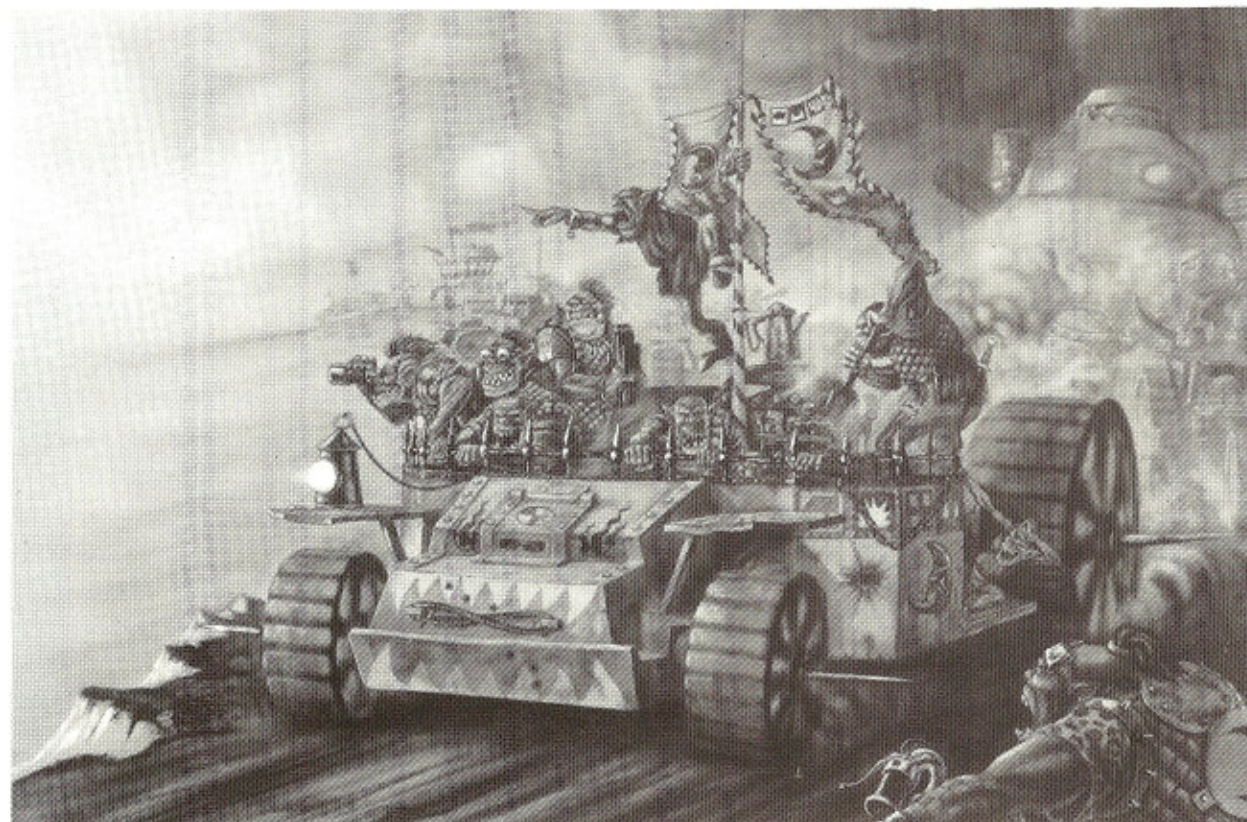
Speed	0-5	6-10	11-15	16-20	21+
Armour Penetration	D6	2D6	3D6	4D6	5D6
Save Modifier	0	-1	-2	-3	-4

In a collision involving two vehicles, roll the number of dice for penetration shown on the Collision Table. Only roll once and apply the result to both vehicles. Any location on either model that has an armour value equal to or less than the dice score is penetrated. Damage is worked out as normal for each location hit. Thus in a collision with a penetration value of 18 any target areas with a value of 18 or less would suffer damage.

In the case of buildings, damage is worked out if the penetration equals or exceeds the building's damage value. Against uncrossable terrain, including walls, trees, and other terrain that the vehicle is unable to cross, work out damage in the same way. As no other vehicles are involved the speed will be the vehicle's own speed and only the vehicle will sustain damage.

A vehicle which is travelling at slow or combat speed may run into foot trooper models without suffering any damage itself. Vehicles moving at fast speed will suffer a randomly located hit with 2D6 armour penetration if they run into foot trooper models during their movement.

Models on foot which are run over must make a successful armour saving throw, modified by the save modifier shown on the Collision Table above, or they sustain D6 wounds. However, the victim may attempt to dive out of the way of oncoming vehicles by rolling equal to or less than their Initiative characteristic value on a D6. A roll of 6 always fails regardless of the model's Initiative. Models that manage to dive out of the way are positioned to either side of the vehicle and are not harmed.



MOTIVE TYPES

The Datafax gives the general motive type of the vehicle – whether it has wheels, legs, gravitic reaction engines or tracks. Some motive types also reflect the vehicle's size or design, such as bikes and jet bikes.

Tracked

Tracked vehicles have caterpillar tracks like tanks. They can move unhindered over most terrain, but cannot move through woods at all. A tracked vehicle moving through a bog or other loose swampy ground at combat or fast speed risks becoming stuck. On the D6 roll of a 6 the vehicle becomes stuck fast in the bog for the remainder of the game and cannot move at all.

A tracked vehicle may move over linear obstacles at slow speed without incurring any penalty; at faster speeds it will crash and incur damage like any other vehicle. Tracked vehicles cannot move over deep water, but can traverse streams and fords without penalty.



Wheeled

Wheeled vehicles have large rugged wheels designed for off-road as well as normal urban use. They cannot cross over difficult or very difficult ground at combat or fast speed. A wheeled vehicle cannot move through a wood at all and may not cross a linear obstacle of any kind.

Bikes and Trikes

Bikes and the larger three wheeled trikes are very much like contemporary motor cycles and trikes. A bike cannot cross a linear obstacle of any kind, if it attempts to do so it will crash. Bikes may cross difficult or very difficult ground, including woods, at slow speed only, at faster speeds they crash and incur damage. They may not cross water other than shallow streams and fords.

Walkers

Walkers have been specially designed to be good at moving over difficult ground, and can move over any type of terrain except woods or deep water unhindered. They can move through woods or walk underwater along a river or sea bed at half rate. Walls over the height of the model's knee will block its progress, but they are big enough to just push their way through hedges or other light vegetation. Walkers can enter buildings if they can find a hole big enough to get in through and the model will physically fit inside.

Skimmers

These vehicles are powered by gravitic reaction motors that allow the vehicle to float a foot or so above the ground surface. A skimmer may move over terrain features without penalty as it can simply fly over any obstacle that gets in its way. The skimmer should also be allowed to finish its move on top of a terrain feature, but as it's next to impossible to balance a Jet-Bike model on top of a building or wood we usually say that it may not end a move on top of such terrain.



VEHICLE ARMAMENT

During the shooting phase any vehicle crewman can fire one of the vehicle's weapons. It does not matter if the crewman is the driver, as the driver can also operate one weapon. Weapons may be fired within the shooting arc as shown on the small shooting arc diagram on the vehicle's Datafax.

Note that some weapons are rigged up to fire in tandem – two or more combined weapons are operated by a single action and fire together at the same target. Although a combined weapon actually consists of two or more weapons it is considered to be a single weapon when it is fired. Only a single crewman is therefore required to fire a combined weapon.

SHOOTING FROM A VEHICLE

If a vehicle is transporting troops in addition to its own crew, these may shoot weapons from the vehicle during their shooting phase. If the vehicle is open topped (such as the Ork Battle Wagon) then all the models inside may shoot so long as they don't fire over the heads of other troops in the vehicle (apart from the driver, who is sensible enough to keep his head down).

If the vehicle is enclosed the maximum number of models that can shoot out depends on the positions of doors and hatches. As these can vary a great deal no specific rules are given to cover firing from specific vehicles. However, players can assume that an access hatch or door is large enough to permit two models to fire through, while only one model can fire through a firing slit or view port.

SHOOTING AT VEHICLES

A model can shoot at an enemy vehicle if it has a line of sight to it in the same way as when firing at another trooper model. Because vehicles are very much larger than ordinary troops, linear obstacles and other low cover do not block the line of sight either to or from them. In other words, an Imperial Land Raider is just too big to hide behind a hedge!

The exception is any sort of bike or trike, where normal line of sight rules continue to apply because bikes are relatively small and low.

PROCEDURE TO HIT

When shooting at a vehicle the normal 'to hit' procedure is not used. Instead, the firer uses the special clear plastic targeting grid.

The gunsight on the targeting grid represents the shooter's view of his target either directly over the gunsights, through a separate targeting device, or via a display projected into his helmet visor. The cross-hairs in the middle of the gunsight show the point of aim.

The shooter refers to the vehicle's Datafax, which includes its own unique targeting diagram. This illustrates the side view of the vehicle divided up to show its internal as well as its external parts. Each area is labelled and has its own armour rating shown as a number. The higher the number the thicker the armour protecting that area.

WARHAMMER 40,000 VEHICLE TARGETING GRID



STANDARD VEHICLE HIT AND DAMAGE PROCEDURE

1. Place the grid over the vehicle's targeting diagram, with the centre over the point of aim.
2. Roll 2D6 and find the corresponding number on the horizontal axis.
3. Roll 2D6 and find the corresponding number on the vertical axis.
4. The shot lands where the two numbers meet. This location may then be moved to either horizontally or vertically – but not diagonally – inside the crosshairs, by a number of squares equal to the Target Shift Score.

TARGET SHIFT SCORE = BS -1 To Hit Modifier

5. To see if the shot does damage, roll for the weapon's

penetration:

PENETRATION = D6 + Weapon's Strength + Weapon's

Damage Dice

6. A shot does 1 point of penetration for each full 20" of range between the attacker and the target, as indicated on the table below:

Range: 0-20" 20-40" 40-60" 60-80" 80-100" 100-120"

Penetration Modifier: 0 -1 -2 -3 -4 -5

7. If the weapon's penetration is equal to or greater than the

penetration value in the target area, roll on the corresponding damage

chart to find the exact damage caused.

AREA EFFECT WEAPONS

1. Roll to hit and for damage (if necessary) using the rules

presented in the Battle Manual. If the vehicle is within the area

effect modifier, follow steps 1-3 and steps 5-6 above the following

number of times:

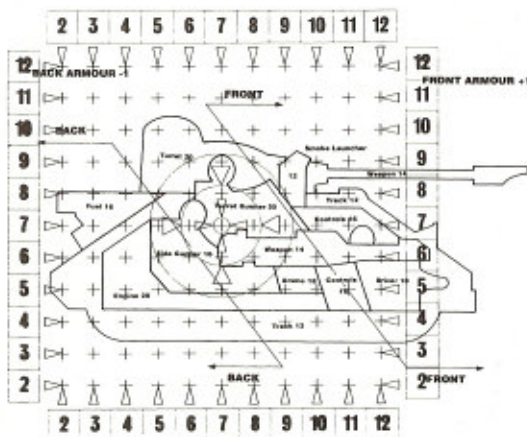
Radius: 1"-1'10" 2

2"-2'10" 3

3"-3'10" 4

Note that no Target Shift is allowed for area effect weapons.

To shoot at a vehicle, take the transparent targeting grid and place it with the central cross-hairs on your chosen point of aim. Roll 2D6 and find the corresponding number along the bottom of the grid. Then roll 2D6 again and find the corresponding number along the side of the grid. The shot lands where the two numbers meet.



Example: The firer chooses to place the gunsight bang in the middle of the target and rolls 8 followed by 4, hitting the vehicle's track.

The shooter may position the target grid anywhere he likes (although see Front and Rear Shots, below, for further details). Where you choose to aim will depend on your weapon, the armour thickness, and how lucky you feel! A fairly central location gives you the best chance of hitting, but may be heavily armoured and difficult or even impossible to penetrate.

Sometimes it is better to place the centre of the target grid over a more lightly armoured peripheral area. Only experience will tell you what is the best position to aim for.

HITS AND MISSES

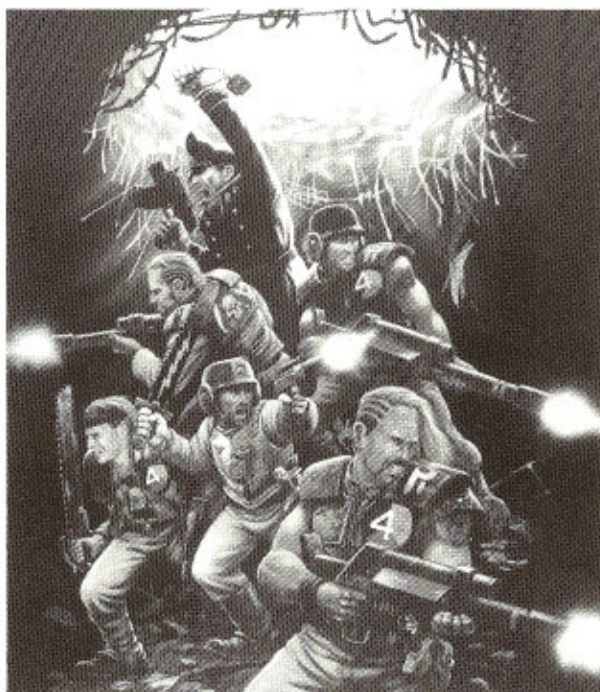
If the shot hits the vehicle then it has struck the area indicated. If the shot misses the vehicle outline entirely then the shot has missed. In the unlikely event of a shot landing exactly on a dividing line then randomly determine which of the two potential areas is hit. However, the final position of the shot can sometimes be modified by Target Shift as explained later.

FRONT AND REAR SHOTS

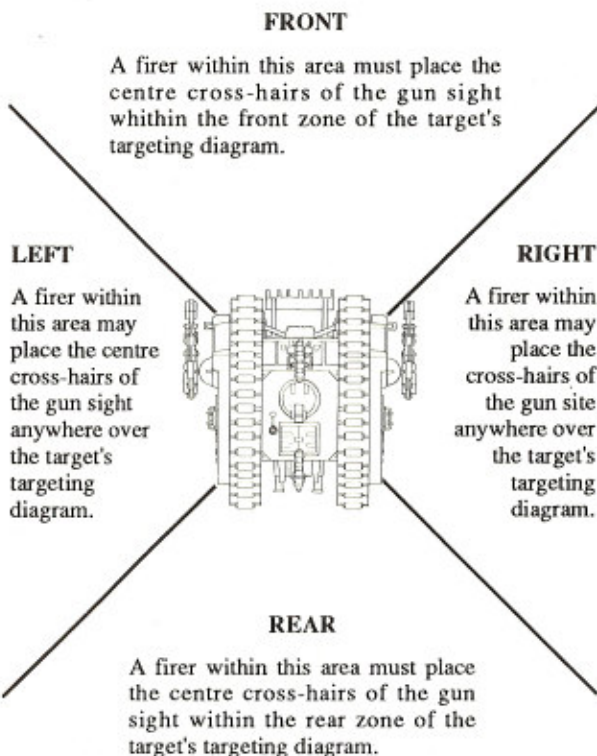
If the firer is shooting at the vehicle's front or rear his choice of target areas is obviously limited to what he can see. This is indicated on the targeting diagrams by the front and rear zones.

If the firer is shooting from in front of the vehicle the cross-hairs of the gun sight must be centred inside the frontal zone. Similarly, if firing from behind the vehicle the cross-hairs must be centred in the rear zone.

Note that although a shot may be fired from the front or rear, the area which is actually hit may lie outside the front/rear zone. This represents the chance of a shot penetrating and going through into a section further back, or which causes internal damage affecting a more distant section. For example, a hole blown in the rear of a vehicle may shatter the armour and send shrapnel spinning into the driver's compartment at the front.



The diagram below shows the positions from which a shooter is considered to be in front of or behind a vehicle. The frontal zone is a 90 degree arc extending forwards from the middle of the vehicle. If the shooter is within this arc the shot must be aimed at the front. Exactly the same is true of the rear except that the 90 degree arc extends backwards. Shooters firing at the side of the vehicle can aim anywhere on the targeting diagram.



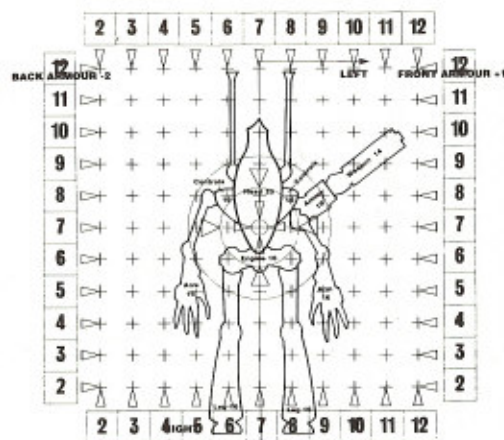
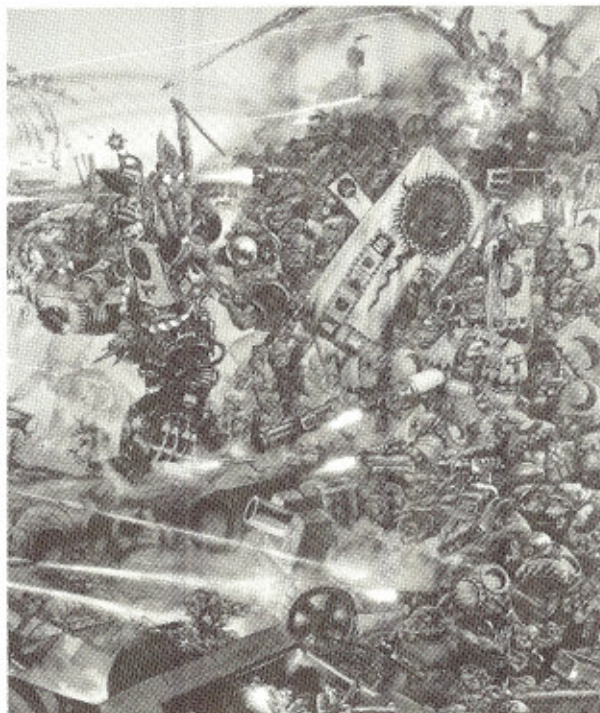
TARGET SHIFT

The chance of scoring a direct hit will naturally vary slightly due to the circumstance, individual skill and the weapon used. Increased accuracy is represented by changing the position of the hit on the targeting grid, moving it vertically or horizontally by one or more grid positions. This is called the *Target Shift*. A player can always apply some, all or none of his potential Target Shift to adjust his hit location roll.

Target Shift is worked out as follows. The shooter takes his Ballistic Skill (BS) and applies Basic and Weapon 'to hit' modifiers (including any modifier for a weapon's targeter). Note that these modifiers are usually applied to the 'to hit' dice roll, but because no separate 'to hit' roll is made when shooting at a vehicle, the modifiers are applied to the Target Shift instead.

For example, if a firer's BS were 4 and modifiers brought this up to 5, this is the Target Shift score. If the Target Shift score is reduced to zero or less by negative modifiers for range, cover, target speed etc then proceed no further: the shot cannot be changed and has either hit the area or missed entirely as indicated originally.

Assuming the Target Shift Score is 1 or more the player may shift the hit by up to that number of positions on the gunsight template. The shift must be in one direction only, either vertically or horizontally (never at an angle) and must always be towards the aiming point at the centre of the gunsight. This represents the increased accuracy of the weapon or shooter, but because the shift must be vertical or horizontal it is still possible to miss even a large target.



The shooter is firing a missile launcher with targeter at an Eldar Dreadnought 48" away and moving at 12" (charge rate). The shooter has a BS of 4, +1 for the targeter and -1 because of a fast target, equals a total Target Shift score of 4.

The firer aims at the Dreadnought's head – a centrally placed target which maximises his chance of hitting. The rolls are 3 and 6, indicating a miss. The player can shift the hit by 4 spaces towards the aiming point, so he can go for either 7/6, the engine or 3/7, another miss! In this situation the player decides to adjust his hit position from the 3/6 point to the 7/6 point and attempts to knock out the Dreadnought's engine.

WEAPONS WITH A BLAST AREA

Attacks with weapons that have a blast area are handled slightly differently to normal weapons. The shooter nominates his target and makes the normal D6 based 'to hit' roll and scatter roll using the standard hit system. Once the blast marker is in place on the table the targeting diagram and grid are used to locate damage if any portion of the vehicle model lies under the blast marker.

Weapons which have a blast area will affect more than one location on the target and can score several potential hits against something as large as a vehicle. Place the targeting grid over the diagram as usual. Then roll for one hit plus an extra hit for every full inch of the weapon's blast radius. The chart below summarises the number of rolls.

Blast Radius	Number of Rolls
1" - 1 1/2"	2
2" - 2 1/2"	3
3"+	4

Weapons with a blast area do not receive any Target Shifts; the firer's skill is used to make sure that the attack is on target and can't be used to direct the effect of the blast.

GAS WEAPONS

There is no need to determine where gas clouds strike a vehicle. Any exposed crew members are automatically hit and sustain damage exactly like foot troopers. Gas weapons are otherwise unable to affect vehicles.

LINKED WEAPONS

Linked weapons such as the twin-mounted Lascannon on the Land Raider score multiple hits. The hits from such weapons will be fairly tightly grouped, so in this case just make one roll for location on the targeting template. Both of the hits strike the same point, but roll penetration and damage separately for each hit.

SUSTAINED FIRE

Weapons capable of sustained fire can hit a number of points because their rapid fire lays down a curtain shots across the target. For these weapons simply roll for the location of the hit and apply any Target Shifts to the result as normal, then make a second roll on the horizontal scale only. The weapon hits each and every target location between the two hits, including the points actually hit. If the second 'horizontal' roll is exactly the same as the first then this location is hit once, but then the weapon jams. The weapon may not be fired again until the jam has been cleared as explained in the rules for sustained fire weapons in the Battle Manual.



ARMOUR PENETRATION

Once it has been established that a shot has hit the target, note the armour value of the location struck. The higher the armour value the thicker the armour and the more difficult it is to penetrate. The player tests to determine whether this armour is penetrated successfully by the shot.

Test as follows: roll a D6 and add the score to the strength of the weapon causing the hit. If the weapon normally causes a variable number of wounds (D3, D4, D6, D10, 2D6, etc) roll the dice indicated and add the score to the total as well. This is the thickness of armour penetrated. If the result is equal to or more than the armour value of the area hit, the shot has penetrated. If the result is less than the armour value the shot has not penetrated and has no further effect.

For example: A lascannon has a strength of 9 and causes 2D6 points of damage. It will therefore penetrate $D6 + 9 + 2D6$ value of armour (a thickness between 12 and 27). The lascannon is an ideal anti-tank weapon because it can penetrate a great thickness of armour. An ordinary bolter can penetrate $D6 + 4$ value of armour (5-10) which is only likely to harm the lightest types of vehicle or exposed crewmen.

RANGE

Attacks that are made at long ranges penetrate less armour than those made at short ranges because the attack loses some of its energy as it travels through the air to the target. To represent this an attack loses 1 point of penetration for each full 24" of range between the attacker and the target. The effects of range on armour penetration are summarised on the table below.

Range	0-24"	24-48"	48-72"	72"+
Penetration Modifier	0	-1	-2	-3

DAMAGE

If a shot penetrates the target's armour then the vehicle will sustain damage. In most cases the area will be destroyed, and in some cases the whole vehicle may be destroyed and rendered useless. Refer to the damage effect chart printed on the back of the vehicle's Datafax corresponding to the location, and roll to determine the effects of penetration.

MULTIPLE HITS ON A LOCATION

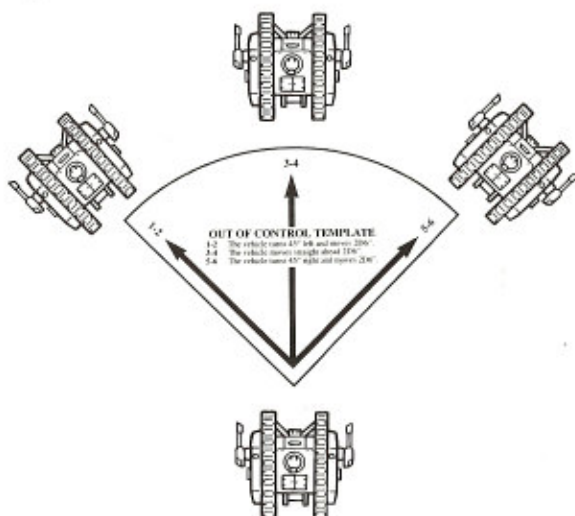
Once an area has been destroyed, a crewman killed, or a weapon destroyed, subsequent hits in that area are not rolled and cannot cause damage. The energy of the hit is absorbed by the existing wreckage and surrounding superstructure.

OUT OF CONTROL

The damage charts indicate situations where vehicles go out of control when hit. Note that only a vehicle which moved in its previous turn can go out of control; stationary vehicles never go out of control.

Vehicles moving out of control are moved before other models at the start of their side's movement phase. A vehicle

which goes out of control is moved 2D6" but no faster than its maximum speed. The vehicle moves straight ahead or towards the right or left as shown on the diagram below. Roll a D6 to determine direction and move the vehicle in its movement phase.



Some damage results specify that vehicles move out of control for one turn and then come to a halt. Other results specify that vehicles move out of control for the remainder of the game, or until the vehicle is brought to a halt by a collision. In the case of a slain driver, it may be possible for another crew member to restore control as explained on the Damage Result Table.



ARMOUR PENETRATION TABLE

This table summarises the armour penetration values of the weapons used in the Warhammer 40,000 rules. You can work out penetration rates for yourself using the profiles, but we thought it would be useful to have a summary.

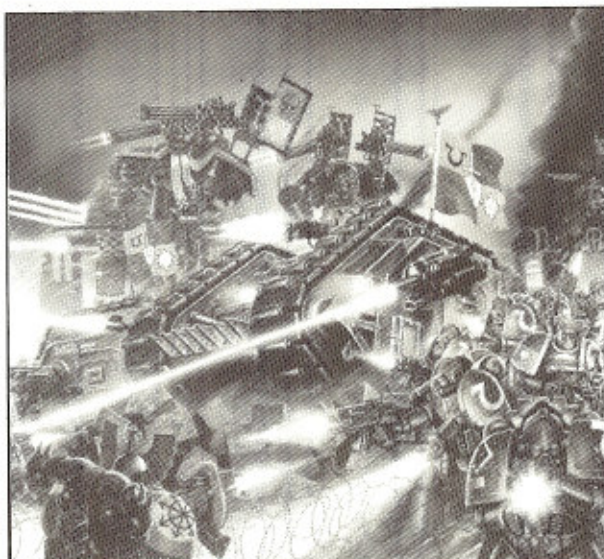
In addition to the penetration value, we've include the minimum and maximum results and the average result a typical dice roll will give you. Obviously you don't need to know these values to play the game, but smart players will quickly realise the usefulness of knowing how much armour they're likely to penetrate with a shot. Remember that the more dice you roll the greater chance you have of obtaining a result close to the average score – so a lascannon with 3D6+9 is more predictable than a plasma gun with D6+7.

PISTOLS	Armour Penetration	Min. Result	Max. Result	Average Result
Autopistol	D6+3	4	9	6.5
Bolt Pistol	D6+4	5	10	7.5
Hand Flamer	D6+4	5	10	7.5
Lasipistol	D6+3	4	9	6.5
Needle Pistol	D6+3	4	9	6.5
Plasma Pistol	D6+6	7	12	9.5
Shuriken Pistol	D6+3	4	9	6.5
Stub Gun	D6+3	4	9	6.5

BASIC WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Autogun	D6+3	4	9	6.5
Boltgun	D6+4	5	10	7.5
Bow	D6+1	2	7	4.5
Crossbow	D6+1	2	7	4.5
Death Spitter	D6+6	7	12	9.5
Flamer	D6+4	5	10	7.5
Fleshborer	D6+4	5	10	7.5
Graviton Gun — Automatically penetrates the target				
Hand Bow	D6+1	2	7	4.5
Lasgun	D6+3	4	9	6.5
Meltagun	2D6+8	10	20	15
Musket	D6+3	4	9	6.5
Sniper Rifle	D6+3	4	9	6.5
Ogryn Ripper	D6+4	5	10	7.5
Plasma Gun	D6+7	8	13	10.5
Shot Gun	D6+4	5	10	7.5
Shuriken Catapult	D6+4	5	10	7.5
Storm Bolter	D6+4	5	10	7.5

GRENADES	Armour Penetration	Min. Result	Max. Result	Average Result
Frag Grenade	D6+3	4	9	7.5
Haywire — Automatically penetrates (see rules)				
Krak Grenade	2D6+6	8	18	13
Plasma Grenade	D6+5	6	11	8.5
Rad Grenade	2D6+D4	3	16	9.5
Vortex Grenade — Automatically penetrates (see rules)				

SUPPORT WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Distort Cannon — Automatically penetrates (see rules)				
Rapier	D6+9+2D10	12	35	23.5
Scatter Laser	D6+6	7	12	9.5
Tarantula	3D6+9	12	27	19.5
Thudd Gun	D6+6	7	12	9.5



HEAVY WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Assault Cannon	D6+D10+8	10	24	17
Auto-Cannon	2D6+8	10	20	15
Battle Cannon	3D6+8	11	26	18.5
Conversion Beamer — Varies with armour value				
1-4 armour	D6	1	6	3.5
5-8 armour	2D6	2	12	7
9-11 armour	3D6	3	18	10.5
12-14 armour	4D6	4	24	14
15+ armour	5D6	5	30	17.5
Cyclone	D10+D6+8	10	24	17
Heavy Bolter	D6+D4+5	7	15	11
Heavy Flamer	D6+5	6	11	8.5
Heavy Plasma Gun — Varies according to power setting				
Max. Power	D6+D10+10	12	26	19
Low Energy	7+D4+D6	9	17	1
Heavy Stub Gun	D6+4	5	10	7.5
Lascannon	3D6+9	12	27	19.5
Mole Mortar — Varies according to burst type				
Airburst	D6+3	4	9	7.5
Surface Burst	D6+4	5	10	8.5
Ground Burst	D6+4	5	10	8.5
Subterranean	D6+3	4	9	7.5
Missile Launcher — Varies according to missile type				
Krak Missile	D6+D10+8	10	24	17
Frag Missile	D6+4	5	10	7.5
Melta Missile	2D6+8	10	20	15
Multi-laser	D6+D4+6	8	16	1
Multi-launcher	D6+D10+8	10	24	17
Multimelta	D6+2D12+8	11	38	24.5
Shuriken Cann.	D6+D4+5	7	15	11
Scorcher	D6+D3+6	8	15	11.5

HAND TO HAND COMBAT

Attacking a vehicle in hand to hand combat is a desperate and terrifying affair for a model on foot. Machines like Dreadnoughts and Robots are perfectly capable of defeating all but the most awesome flesh and blood opponent in hand to hand combat, pounding them into a bloody pulp with their inhuman strength. Against other vehicles an attacker risks being run over and crushed under wheel or track if his attack should fail, and even against light vehicles like bikes or trikes there is the armed and highly skilled rider to defeat before the vehicle can be disabled.

A vehicle, then, is a formidable opponent for a normal model. However, not everything is in the vehicle's favour, and against a skilled or lucky opponent a vehicle can be very vulnerable to a hand to hand attack. In hand to hand combat the attacker can take his time to locate any weak points on the vehicle, climb up onto the structure, push his gun barrel through hatches, etc, and therefore make sure that the attack hits the exact location that he wants.

Vehicles are even more vulnerable in dense terrain such as woods or cities. In such close terrain infantry can move up on the vehicle under cover, avoiding the vehicle's firepower until the last possible moment, and then overwhelm it by sheer weight of numbers. The wise vehicle commander will learn to keep well away from such areas without adequate infantry support of his own.

DREADNOUGHTS

Dreadnoughts, or indeed any type of vehicle that is given a Weapon Skill on its Datafax, may engage in hand to hand combat, using the hand to hand combat rules from the Battle Manual. However, some special rules do apply to them. Normally models engaged in close combat can't move away from each other, but Dreadnoughts are an exception and may move out of hand to hand combat if the player wishes. The vehicle just uses its strength and size to brush man-size opponents out of the way. If it is fighting another model of similar size, like a Greater Daemon, it may not move away and must continue to fight just like an infantry model.

A Dreadnought fights in hand to hand combat using the attacks, initiative and weapon skill ratings indicated on its Datafax record. In most cases this is one attack with each arm plus an additional attack for kicking or crushing with its feet. These attacks are lost if the limb is damaged as indicated on the damage charts. The strength, save modifier and damage for attacks by the machine are given on the profile and represents the smashing or punching power of the machine in close combat.

If the Dreadnought wins the close combat then it inflicts any damage using the normal rules. If it loses then its opponent can make one of the special attacks described below. Whichever option is chosen, the player may choose which location is hit and does not have to roll for Target Shifts. Note that the attacker only scores one hit on the Dreadnought no matter how many points it won the combat by.



VEHICLES

Vehicles cannot engage in hand to hand combat as such, but a model may attack any vehicle it is touching during the hand to hand combat phase. This is not a proper hand to hand combat engagement and does not restrict movement of either the vehicle or the attacker in their subsequent movement phases.

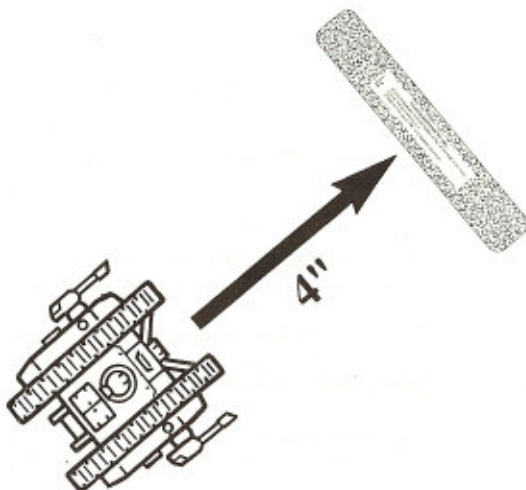
A model which is touching a vehicle can automatically hit it with one of the special attacks described below. You may choose the location hit and do not have to roll for Target Shift as you would for a shooting attack. There is plenty of time to make sure that the attack hits the exact location that is chosen. Armour penetration and damage effects are worked out as already described for shooting. Note that the attacker only scores one hit on the vehicle no matter how many attacks it has on its profile.

SMOKE LAUNCHERS

Some Imperial vehicles, most notably the Rhino and Predator, are armed with smoke launchers. These are loaded with a number of smoke grenades before the start of the battle, which can be discharged to form a temporary smoke screen to protect the vehicle from enemy fire.

The smoke launchers may only be used once per battle, and cannot be reloaded after they have been used. They are fired in the shooting phase just like any other weapon. The resulting smoke screen is 6" wide and 1" deep, and should be positioned 4" in front of the firing vehicle. No hit roll is required; the smoke screen always lands on target and never scatters.

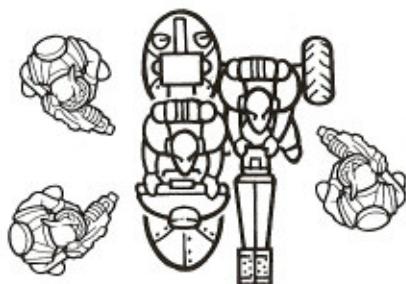
The smoke screen can be represented by a row of cotton wool balls, or with the special card template provided. Once in position the smoke screen follows the rules described for smoke grenades in the Battle Manual.



CREWMEN

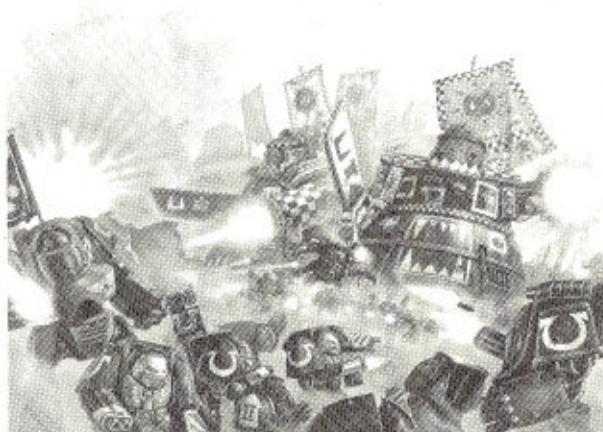
Many vehicles have crewmen that ride on the outside of the vehicle and who carry swords or pistols to fight in close combat. Examples include the bike and trike crews and many others. Crewmen such as these must fight enemy models in hand to hand combat if the enemy models are touching the vehicle that they are riding in the hand to hand combat phase. The enemy are not allowed to choose to attack the vehicle, but must attack the crew instead. When a vehicle has more than one crew then any models on foot always attack the nearest crew member.

Each combat is resolved using the rules for hand to hand combat presented in the Battle Manual. Any hits are inflicted on the crewmen, and damage and saving throws are worked out as normal by comparing the strength of the attacker to the toughness of the defender, and using the crewman's armour saving throw and the attacker's saving throw modifier. The armour penetration rules are not used in this case. If the driver of a vehicle is killed then it will go out of control in its next turn, while other crewmen will obviously not be able to operate the equipment that they were using.



The Space Marine Bike and Sidecar is being attacked by three Orks. The two Orks on the left are closest to the driver, and must attack him in hand to hand combat. The remaining Ork on the right is closer to the gunner and engages him instead.

The driver manages to kill one Ork but is then cut down himself by the second one. The gunner manages to kill off his opponent. The Bike will move out of control in the Space Marine player's next turn unless he decides to have the gunner take over the controls instead of shooting his multi-melta.



SPECIAL ATTACKS

The following special attacks may be used in hand to hand combat against a vehicle as described above.

POUND

The attacker pounds at the target vehicle with all his might. The number of dice rolled for penetration can be found by looking up the attacking model's strength, or the strength of any hand to hand weapon it is using, on the table below.

Attacker's Strength	1-2	3-4	5	6	7	8	9	10
Armour Penetration	D6	2D6	3D6	4D6	5D6	6D6	7D6	8D6

Roll for damage as normal if the location hit is penetrated.

SHOOT

If the attacker is armed with a grenade or any ranged weapon he may use this in hand to hand combat against a vehicle. Note that these weapons can't normally be used in close combat, so this is an exception to the normal rules. This allows for troops pushing gun barrels into hatches or through vision ports, or throwing grenades into exposed compartments. As the attacker can take his time to locate any weak points, the weapon used receives an armour penetration bonus of a further +1D6. Any area effect of the weapon is ignored, the blast being contained inside or under the vehicle, and any sustained fire ability is ignored.



TEAR

The attacker grabs part of the vehicle and pulls it off with sheer brute strength. The number of dice rolled for penetration can be found by looking up the attacking model's strength on the table below.

Attacker's Strength	1-3	4-5	6-7	8-9	10
Armour Penetration	D6	2D6	3D6	4D6	5D6

If the location chosen is penetrated the part is torn away. Treat damage as if the player had rolled a 6 on the damage chart. A model armed with weapons like a power glove or power claw that can be used to grab things may use that weapon's strength instead of their own, but no other type of weapon may be used to make this type of attack.

BIKES AND TRIKES

The warring races of the 41st millennium employ all kinds of well armed and highly mobile troops for reconnaissance and seizing forward positions from the enemy. Bikes and trikes fulfill these roles throughout the Imperium and the Squat Home Worlds, with squads of bikers acting as shock/assault troops and trikes carrying heavy weaponry providing highly mobile support. Away from the battlefield bikes and trikes are invaluable in scouting and pursuit, compiling vital data on enemy troop movements and harrying opposing forces with lightning raids.



Bikes and trikes can be bought to mount individual characters and entire squads in accordance with the rules in the various specific army lists, though the points costs for doing so need to be recalculated using the new points values given on the Datafax. It is also possible to mount part of a squad on bikes or trikes if desired – it's not unusual for some members of a squad to be mounted so that they can act as couriers or rove ahead of the main group scouting.

Simply pay the requisite number of points to buy the bikes or trikes and removed the appropriate number of models from the squad. Mounted squad members are not tied to their original squad by the unit coherency rules, they form a new separate unit altogether and it can be assumed that a senior trooper or veteran is leading them. Even Imperial Guard squads are permitted to split up if some of them are mounted. Troops on bikes must stay within 6" of each other to maintain unit coherency.

MOVING BIKES & TRIKES

Bikes and trikes move like normal vehicles, having a slow, a combat and a fast speed. Bikes and trikes are unusual because they can accelerate very quickly, so they are capable of going from slow speed to fast speed in one turn whereas most vehicles must spend a turn at combat speed before they can move at fast speed. However, it's worth noting that bikes can only decelerate at the same rate as other vehicles. Bikes and trikes may also attempt special skid turns as described below.

Bikes and the larger three wheeled trikes are very much like contemporary motor cycles and trikes. A bike cannot cross a linear obstacle of any kind, if it attempts to do so it will crash. Bikes may cross difficult or very difficult ground, including woods, at slow speed only, at faster speeds they crash and incur damage. They may not cross water other than shallow streams and fords.

SKID TURNS

A bike or trike travelling at slow speed can make as many turns as the player wishes, but when travelling at faster speeds they are limited to one or two turns exactly like other vehicles. However, bikes or trikes are also allowed to make additional turns of up to 45 degrees called *skid turns*. Skid turns therefore allow a bike to change direction several times even while travelling at high speed.

These manoeuvres are quite dangerous and call for extra skill on the part of the rider. The biker revs his engine and swings his machine round in a controlled skid, dipping low to the ground to balance the machine. This is a spectacular manoeuvre, all the more so when it goes wrong!

A bike wishing to make a skid turn must take a *skid test*. A bike may attempt as many skid turns as the player wishes, but a separate test has to be made for each. Skid turns can be made immediately after normal turns or after each other, allowing the biker to turn 90 degrees or more. Of course, the greater the change in direction the more tests the biker will have to take and the greater the chance of crashing. To determine if the skid turn is completed successfully roll a D6, reference the score with the vehicle's speed and read the final result.

BIKE SKID TABLE

Bike Speed		Result
Combat	Fast	
-	1	The bike crashes and is destroyed together with its rider. The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.
1	2	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger (who is more interested in holding on than shooting).
2-3	3-4	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons, including bike weapons, this turn. A passenger or sidecar crewman may shoot as normal.
4+	5+	The biker successfully completes the manoeuvre.

MOUNTING, DISMOUNTING AND FALLING OFF BIKES

A trooper can mount a stationary bike or trike which is within 2" of him at the end of his move and ride off at the start of his next turn. A passenger can jump on or off a bike at any point in the bike's movement, but obviously if the bike is travelling quickly this is rather risky. If the bike is moving up to 10", then troops may mount or dismount it without risk. If it's moving more than 10" then a model trying to jump on or off sustains an automatic hit with the strength shown on the chart below. Any model suffering damage is allowed its normal saving throw and sustains 1 wound if this is failed. A rider can jump off a moving bike if he wants to but this is even more dangerous! A moving bike without a rider will move out of control for one turn and then fall over and come to a halt.

MOUNTING/ DISMOUNTING A SPEEDING BIKE CHART

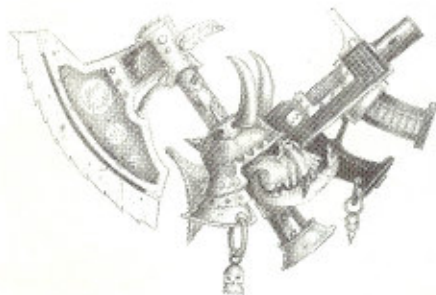
Bike's Move	0-10"	11	12	13	14	15	16	17	18	19	20+
Strength of Hit	None	1	2	3	4	5	6	7	8	9	10
Save Modifier	None	0	0	0	-1	-1	-2	-2	-3	-3	-3

COLLISIONS

Bikes are considerably smaller and lighter than most other vehicles and so will not cause nearly as much damage when they crash into something. To represent this, a bike or trike which crashes into a larger vehicle will only cause damage to one of the locations that has an armour value equal to or less than the penetration score, rather than all of them. Decide randomly which location is affected. In addition, a bike or trike will suffer a randomly located hit with 2D6 armour penetration if it runs into foot trooper models during its movement, no matter what speed it was travelling at, unlike other vehicles which only take damage when travelling at fast speed.

SHOOTING FROM BIKES

Bikes often carry fixed weapons mounted to fire directly ahead. The rider can fire these during the shooting phase at targets in his forward arc unless he's trying to control his bike after a skid turn or suffering damage effects which prevent him shooting. Trikes carry a pintel-mounted weapon which can fire under the same restrictions.



Instead of firing weapons mounted on the bike or trike a rider can fire a pistol during the shooting phase. A passenger can fire any basic weapon if he doesn't fire his pintel-mounted weapon. The advantage of firing a bolt pistol or bolter instead of a mounted weapon is that the biker has an unrestricted fire arc so he can shoot all round.

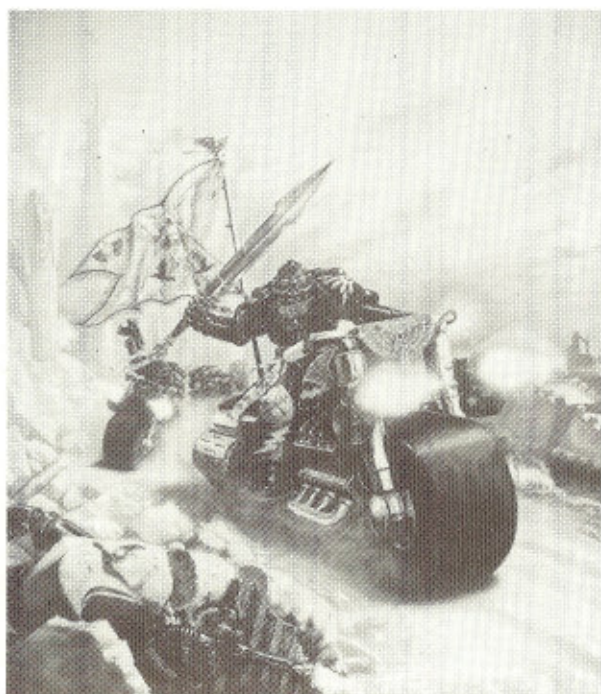
HIT AND RUN ATTACKS

Riders and passengers on bikes and trikes can take blows at other models as they pass them during their move. This is a special type of attack called a *hit and run attack*. It is handled slightly differently to ordinary close combat as the bike or trike is not halted when it moves into close combat with a foot trooper. Instead, the rider or passenger makes a single attack out of the normal turn sequence when the bike moves into contact and the foot trooper strikes back before the bike hurtles on.



The biker is always considered to be charging, and to have a better initiative than his target. The combat is resolved using the hand to hand combat rules in the Battle Manual, except that each player may only roll one attack dice no matter what their model's Attacks characteristic normally is, and no matter what the model is armed with. This represents the fact that both sides only have a fleeting moment to deliver their attack before their opponent is gone!

Damage and saving throws are worked by comparing the strength of the attacker to the toughness of the defender, and using the crewman's armour saving throw and the attacker's saving throw modifier. The armour penetration rules are not used in this case. A crewman can only make one close combat attack against an enemy model during his movement in this way, and may not shoot in the same turn that he made a close combat attack.



ORK WARTRAK SCORCHER

The Scorchers are heavily modified Wartraks with an armoured turret and a trailing fuel tank. It takes its name from the Scorchers fire thrower weapon with which it is armed. This is a very unusual weapon which runs off the dangerous unstable compound that Orks use for fuel. It works like a huge flame-thrower or blow-lamp: fuel is pumped through to the weapon and ignited to produce a sheet of flame. The Scorchers has a crew of two Orks plus a Snotling who is chained to the fuel tank and whose duties extend no further than operating the valve pump that supplies fuel to the Scorchers. The weapon has a relatively short range, although to some extent this relies on how hard the Snotling is prepared to pump the mechanism. Runtherds always have an eye for specially talented Snotlings to perform specific roles, and any who show remarkable strength and persistence may be trained as Scorchers crew.

The Scorchers has a 360 degree arc of fire and can be fired directly over the driver's head. Most of the flames should miss him, so there is not need to worry.

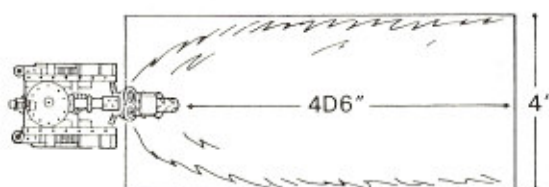
Range	To Hit	Strength	Damage
Up to 24"	Special	6	D3

Determine if the Scorchers hits its target as follows.

1. Nominate the direction in which the weapon is fired.
2. Roll 4D6 to determine the length of the flame jet. All models within 2" either side of the line of fire are automatically hit (friend or foe... so watch out!). Any vehicles within this corridor of flame

are potential targets – use the gunsight template and targeting diagram to determine if the vehicle is hit and if so where.

The driver of the Wartrak Scorchers cannot be harmed by the flames as he very sensibly keeps his head down. It is widely supposed that it was the Wartrak drivers who first coined the term 'scorchers' and it is easy to imagine why. The length of flame jet is unpredictable thanks to the somewhat erratic efforts of the Snotling operative and so its range is rolled every time the weapon is fired.

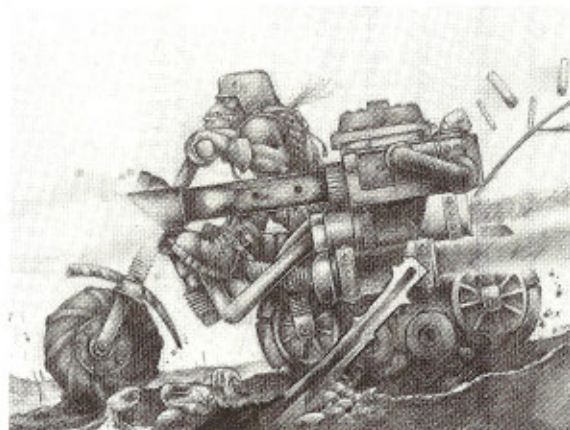


3. Work out damage on any models which have been hit. Models which survive Scorchers hits are not set on fire like models which are hit by flamers or hand flamers – the Scorchers mixture ignites and burns up all at once.



ORK WARBIKE

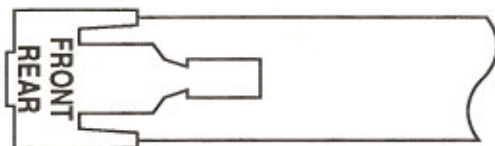
The Ork warbike is armed with two autocannons, and the kick-back from these weapons tends to affect the handling of the bike. To help keep the vehicle balanced the two Autocannons are always fired together in a salvo. If just one autocannon were to fire the bike would spin on the spot like a top!



When the warbike fires an autocannon salvo the player first rolls to see if the bike keeps on an even keel. Roll a D6:

- 1 Bike pivots 45° to the left
- 2-5 Bike retains its current direction
- 6 Bike pivots 45° to the right

Once this test has been made work out whether the salvo hits as follows. The salvo shoots along a 2" wide corridor directly in front of the vehicle, the target is always the first thing in the fire corridor. Because the bike's direction might change as a result of firing the weapon, it may be that the intended target is no longer in the corridor. In fact, if the bike changes direction there may be no target at all, or a different enemy target, or even a friendly model!



If there is any target at all (even a friendly model) roll once to hit. If the result is a hit then both autocannons hit the target. If the result is a miss then both autocannons miss. Remember, the target is always the first thing in the fire corridor. For example, if there is a Space Marine 12" in front of the bike and a Land Speeder 16" in front, then the warbike fires at the Space Marine and not the Land Speeder.

If the first salvo hits and kills/destroys its target then the bike can fire immediately at the next target in its fire

corridor, ie the Land Speeder in the previous example. Note that the player does not have to fire again if he doesn't want to – it's up to the player to decide. If the second target is also destroyed a third may be engaged, if this is destroyed a fourth, and so on until either a target is not destroyed or there are no targets left. All these extra shots are worked out with the same fire corridor. No additional tests are necessary to establish the bike's position. Note that the warbike's autocannons do not have the usual area effect, the spread of fire is represented by the salvo fire rules instead.

The warbike is a cross between a bike and a tracked vehicle, so there are special movement rules to represent this. Warbikes can move over any ground without penalty, but can only move through woods at a maximum speed of 8". If attempting to move into a wood at a faster speed they strike a tree/rock or other object and are immediately brought to a halt having sustained substantial collision damage.

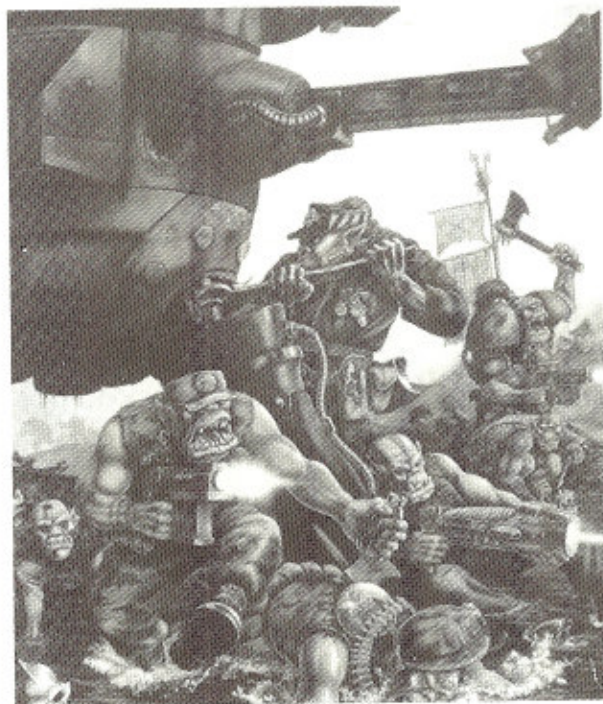
Warbikes which are moving 8" or less may also move over linear obstacles less than 2 metres high (ie 1 tabletop inch). This means that a warbike can move over most walls, hedges and low lying lines of scrub without any penalty or hindrance. Of course, if the warbike attempts to move over the obstacle at a faster speed it will crash into it and is brought to a halt having sustained damage from the collision in the same way as if speeding through a wood. Otherwise, the warbike uses the same movement rules as any other bike and may make skid turns as described in the main rules.



DREADNOUGHTS, SENTINELS & WAR WALKERS

In this chapter we will be taking a special look at vehicles that move about on legs rather than using wheels or tracks to move about the battlefield. By far the most common of these are Dreadnoughts: heavily armoured fighting machines which contain the living consciousness of a sentient mind. Dreadnoughts are a common sight on battlefields across the galaxy, being ideally suited to close support and spearheading attacks in dense terrain where their thick armour and heavy weapons are a real advantage.

Amongst the Craftworld colonies Dreadnoughts are very rare. Instead, Eldar War Walkers are used with great success to scout and ambush enemy forces, while the Sentinel performs the same service for the Imperial Guard. Employed by every race in the Warhammer 40,000 universe, Walkers form a very distinct class of war machine and as such they have their own special rules.



DATAFAX

Dreadnoughts, Sentinels and War Walkers have a Datafax record similar to the standard vehicle Datafax. The main difference is that they have a characteristic profile like that used for a living creature, with a Movement allowance, Weapon Skill and Ballistic Skill and so on. Note that the profile does not have an entry for the machine's Toughness as this is included in its armour values. We have only printed one personal characteristic, the machine's Ld, because the model's CI, Int and WP are assumed to have the same value.

Dreadnought, Sentinel and War Walker weapons are fully integrated into the machine's control systems, allowing the occupant to shoot with any or all weapons during the shooting phase. This is different from most other vehicles, where one crewman may only fire one weapon.

MOVEMENT

Dreadnoughts, Sentinels and War Walkers have legs as their motive power, so they move and turn using much the same movement rules as ordinary infantry. They have a basic movement allowance included in their characteristic profile and can make a double-distance move when they charge into close combat, and so on.

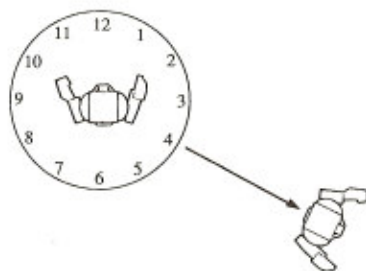
A Dreadnought, Sentinel or War Walker must move in a straight line in the direction they are facing but they can change their facing by up to 90 degrees at the start and the end of their movement for free. If they need to change direction during their movement (to manoeuvre around an obstacle for instance) each facing change of up to 90 degrees costs 1" of their movement.

Dreadnoughts, Sentinels or War Walkers have been specially designed to be good at moving over difficult ground, and can move over any type of terrain except woods or deep water unhindered. They can move through woods or walk underwater along a river or sea bed at half rate. Walls over the height of the model's knee will stop it moving over them, but they are big enough to just push their way through hedges or other light vegetation.

Dreadnoughts, Sentinels or War Walkers can enter buildings if they can find a hole big enough to get in through and the model will physically fit inside.

OUT OF CONTROL

Heavy damage can destroy a Dreadnought, Sentinel or War Walker's control systems and cause it to stagger around out of control, as indicated on the damage charts. The model is turned to face in a random direction and moved D6" (rather than 2D6" as for other vehicles) in its movement phase.



The player gets a 4 on a D12 for direction and 5 on a D6 for the distance the dreadnought moves when out of control.

CRASHES AND COLLISIONS

Dreadnoughts, Sentinels or War Walkers are designed to move more or less like living creatures. They can avoid collisions by stepping aside and can move up to and then fight enemy models in hand to hand combat. For these reasons they are not normally affected by the collision and crash rules for vehicles given in the main vehicle rules above. However, if a Dreadnought, Sentinel or War Walker is out of

control and attempts to move through another vehicle, building or terrain that it cannot cross, then it is treated exactly like any other vehicle and normal crash rules apply.

A Dreadnought, Sentinel or War Walker, or indeed any other vehicle that has a weapon skill, must attack foot troopers in hand to hand combat in order to cause damage. Its ponderous movements present no accidental threat to troops, so the machine may not harm infantry by running them down as vehicles can. Models on foot which are run over by a staggering or out of control Dreadnought, Sentinel or War Walker must make a successful armour saving throw or they sustain D6 wounds. Victims may attempt to dive out of the way by rolling equal to or less than their initiative characteristic value on a D6. A roll of 6 always fails regardless of the model's initiative.

SHOOTING AT DREADNOUGHTS, SENTINELS OR WAR WALKERS

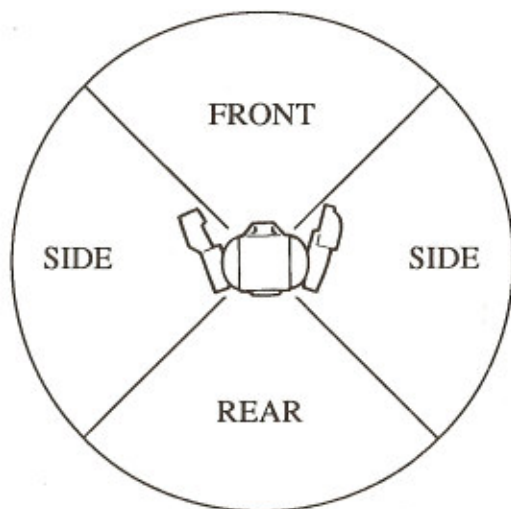
On the whole, firing at a Dreadnought, Sentinel or War Walker is carried out in the same way as firing at any other vehicle. The only really major difference is that their Datafax targeting diagram is split into left and right zones rather than front and back as for other vehicles.

If the firer is shooting from the left or right of the model the cross-hairs of the grid must be centred inside the appropriate zone. Shooters firing at the rear of the model can aim anywhere on the targeting matrix, but the armour ratings of the locations may be lower to represent the thinner armour protecting the vehicle's 'back'.

Note that although a shot may be fired from the left or right, the area actually hit may lie outside the appropriate zone. This represents the chance of a shot penetrating and going through into a section further back, or which causes internal damage affecting a more distant section. For example, a shot fired from the left of a Dreadnought may shatter a chunk of armour and send shrapnel spinning into the right arm.



The diagram below shows the positions from which a shooter is considered to be in relation to the target. The frontal zone is a 90 degree arc extending forwards from the middle of the model. If the shooter is within this arc the shot must be aimed at the front. Exactly the same is true of the rear except that the 90 degree arc extends backwards. Shooters firing at the side of the model are restricted to aiming at the appropriate half of the targeting matrix.



CRUSH ATTACKS

Some Dreadnoughts are allowed to make a special type of attack called a *crush attack*. This is noted on their Datafax. In order to use the crush attack the Dreadnought must elect to forgo all of its normal attacks for the single crush attack, and will therefore only roll one attack dice in hand to hand combat. If the Dreadnought wins the combat then it has hugged its opponent and may try to crush it.

The target remains caught in the crushing grip until it is either crushed or escapes. It cannot move while hugged, although it can still attack as normal. The number of dice rolled for damage or armour penetration is equal to the Dreadnought's strength divided by 4, rounding any fractions up. So a creature with a strength of 8 would roll 2 dice for armour penetration ($8/4=2$). Roll the appropriate number of dice to see how much armour the attack penetrates during the first round. In the next round roll the same number of dice again, but add the amount of armour you penetrated in the first round to the score, and so on. So, during the first round a 2D6 crush attack might penetrate $3+5=8$, in the next round $2+4+$ the original $8 = 14$, in the third round $4+5+$ the 14 from the last round $= 23$ and so on. If any of the dice rolled in a round come up with '1' the victim has struggled free without suffering any effect, otherwise the victim remains 'hugged' until the attacker lets it go.

A living creature is killed, no matter how many wounds it has, once the armour penetration value exceeds its toughness. Against vehicles the crush damages a location as soon as the dice total equals or exceeds the armour value of that location. Once a location has been penetrated, it will receive damage again every hand to hand combat phase while the target remains hugged, or until that location is destroyed.

JUGGERNAUTS OF KHORNE

Juggernauts of Khorne are massive riding beasts of groaning iron and brass. Their heavy, wide mouthed heads are filled with brazen fangs and their thick, powerful legs drive forward a huge body taller than a man's and many tons in weight. They are ridden by favoured Champions of Khorne, mighty warriors who have proved their worth on countless battlefields across the galaxy. A charging Juggernaut is a terrifying sight: the ground trembles under its huge weight, while its ferocious bellowing drowns out all other sounds. As the Juggernaut smashes into the enemy, it hurls men aside or crushes them underfoot. Even armoured vehicles can be smashed apart by the Juggernaut's almost unstoppable charge.

Any World Eater character model may be mounted on a Juggernaut at a cost of 75 points per model. Due to its large size and immense toughness, the Juggernaut is treated as a vehicle and has its own Datafax and hit location template. Juggernauts follow the rules for Dreadnoughts.

The Juggernaut's supernatural resilience and toughness is represented by the armour values on its targeting diagram, while its special powers and abilities are included in the rules below.

SPECIAL RULES

Crush Attack

If a Juggernaut wins a round of hand to hand combat it may choose to forgo its normal hits and replace them with a single crush attack. A hit from a crush attack automatically causes 1 wound on a model, the target's toughness and its armour are no protection. Against a vehicle it will automatically penetrate the armour on the location hit, simply roll on the locations damage table to see what happens.

Fear

Juggernauts are horrendous and powerful creatures, and therefore cause *fear* as described on page 35 of the Warhammer 40,000 rulebook.

Hand to hand combat

In hand to hand combat the Juggernaut and its rider fight as two separate models. This means that the Juggernaut can fight one opponent while the rider fights another. If the Juggernaut and its rider both attack the same opponent then the rules for multiple combat apply. Whichever of the two fights second will be entitled to roll an extra dice and add +1 to its weapon skill.

THE BLOOD SLAUGHTERER

DAEMONIC ROBOT OF KHORNE

Amongst the greatest of Khorne's weapons are the part magical, part technological Daemon Engines. Daemon Engines are literally daemonic machine creatures made of iron and brass. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines are deadly, hulking monstrosities bristling with weapons. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

The Blood Slaughterer is a deadly opponent as it hurtles across the battlefield on its iron bound wheels, spraying bloody death from the heavy bolters mounted in its chest, or tearing enemies apart with its axe and whip in hand to hand combat. The Blood Slaughterer will charge anything that gets in its way, attacking ferociously until it is destroyed.

One Blood Slaughterer may be included in a World Eater army for each assault squad. For example, if your army has three assault squads then it may also include up to three Blood Slaughterers at a cost of 125 points per model. The Blood Slaughterer is a vehicle and has its own Datafax and hit location template. It must follow the rules for Dreadnoughts.

Like the Juggernaut, the Blood Slaughterer's unnatural mechanical hardness is represented by the armour values on its targeting diagram. The special rules for fighting battles with Blood Slaughterers are printed below. These override the rules for Summoned Daemons in Realm of

Chaos – Slaves To Darkness and you can just use these instead.

SPECIAL RULES

Lash of Khorne

The Slaughterer is armed with a powerful energy whip called the Lash of Khorne. The whip crackles with energy, while the iron claws at the tip of each whip drip with corrosive venom.

In hand to hand combat you should note how many of the Slaughterer's attack dice roll a '6'. Each of these dice cause 1 hit from the Lash of Khorne, no matter what the result of the combat was, and no matter who won or lost. So for example, if two of the Slaughterer's attack dice rolled a '6' it would cause two hits with the Lash of Khorne in addition to any hits it causes as a result of the combat.

Range		To Hit		Strength	Damage	Save Modifier
Short	Long	Short	Long			
Close Combat Only				4	1	0

Fear

A Slaughterer is a horrendous and powerful opponent and causes *fear* as described on page 35 of the Warhammer 40,000 rulebook.

ELDAR DREADNOUGHTS

CONTROLLING WRAITHGUARD

If the Wraithguard is within 8" of any Eldar model (except another Wraithguard) at the start of the turn, the Wraithguard follows the actions of the nearest Eldar unit or individual model. If two or more units or individual models are equally close, the Eldar player can choose which the Wraithguard follows.

The Wraithguard becomes psychically attuned to the unit it follows and will perform similar actions – so if the unit advances the Wraithguard will advance, if the unit fires the Wraithguard will fire, and so on.

Use the following guidelines to decide what the Wraithguard can do.

Nearest Eldar unit moves.

If the nearest Eldar unit moves, you can also move the Wraithguard. The Wraithguard doesn't have to move in the same direction as the other Eldar and you can choose to keep it stationary. The Wraithguard may charge into hand to hand combat with the enemy if you want.

Nearest Eldar unit moves away from enemy.

If the nearest Eldar unit moves away from the enemy, you can either choose to move the Wraithguard away from the enemy or keep it stationary. If you move the Wraithguard it must end its move further from the enemy than it started. It doesn't have to move to the same position as the Eldar unit it mimics.

Nearest Eldar unit charges into hand-to-hand combat.

If the nearest Eldar unit charges into hand to hand combat, you must move the Wraithguard toward the enemy. It doesn't have to move to the same position as the Eldar unit it mimics and it doesn't have to charge into hand to hand combat (though it can if you want it to). It must end its move closer to the enemy than it started.

Nearest Eldar unit remains stationary.

If the nearest Eldar unit remains stationary, the Wraithguard remains stationary. You can turn it to face another direction if you want.

Nearest Eldar unit fires its weapons.

If the nearest Eldar unit fires its weapons (this includes shooting pistols in hand to hand combat), the Wraithguard can also shoot. It doesn't have to shoot at the same targets as the Eldar unit it mimics.

The Wraithguard ends its move in base-to-base contact with an enemy model.

If the Wraithguard ends its moves in base-to-base contact with an enemy model it can always attack in hand to hand combat. It doesn't matter whether or not the Eldar it mimics are also fighting in hand to hand combat.

If the Wraithguard is further than 8" from the nearest Eldar model, it becomes confused unless an Eldar psyker makes a psychic link with the Wraithguard to control it. Any Eldar psyker anywhere on the board can make a psychic link with the Wraithguard provided it can see the model. The psychic link means the Eldar player can control the Wraithguard, moving and firing it how he wants regardless of what nearby Eldar units are doing. However, the psyker cannot use any

other psychic powers that turn – making the psychic link prevents him using his powers for any other purpose.

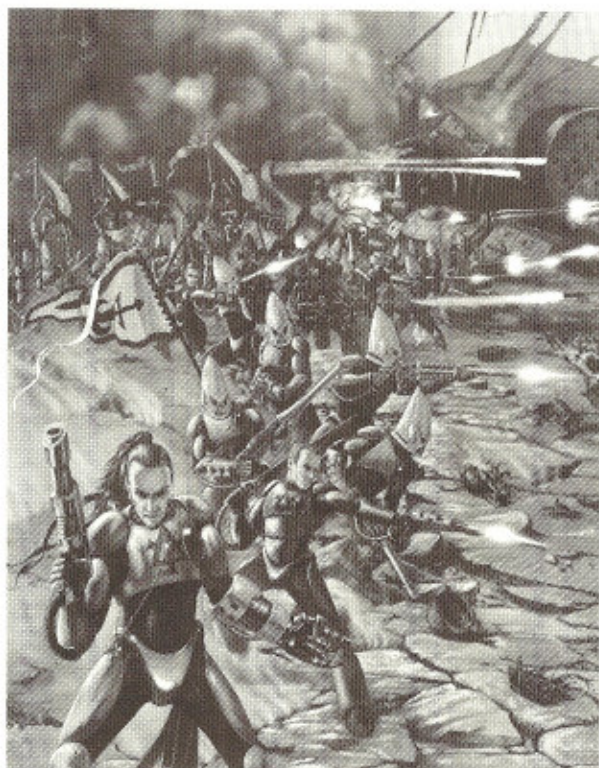
Even if the Wraithguard is within 8" of another Eldar model, you can choose to have one of your psykers take control of the Wraithguard with a psychic link. In this case, you can move and shoot the Wraithguard however you want – it doesn't matter what the nearest Eldar unit is doing.

A psyker can only control one Wraithguard each turn but he can control different Wraithguards from turn to turn. A Wraithguard can be controlled by different psykers in different turns.

If the Wraithguard is not within 8" of another Eldar model and is not controlled by a psyker, it becomes confused. Roll a D6 at the start of the turn to see what it does:

- 1-2 The Wraithguard moves towards the nearest Eldar unit, stopping as soon as it comes within 4". If the unit shoots during this turn, the Wraithguard shoots at the same targets.
- 3 The Wraithguard stands still and shoots at the nearest enemy model.
- 4 The Wraithguard moves towards the nearest cover, stopping as soon as it is under cover. It shoots at the nearest enemy model.
- 5-6 The Wraithguard moves towards the nearest enemy model. If it reaches the model, it fights in hand to hand combat. If it doesn't reach the model, it shoots at it.

The only exception to this is a Wraithguard that is in base-to-base contact with an enemy model. The Wraithguard automatically attacks the model in hand to hand combat and doesn't have to roll as if it were confused.



LAND SPEEDERS AND JET BIKES

Land Speeders and Jet Bikes hover above the ground by using powerful gravitic jet motors – a highly advanced form of anti-gravity motor. Because of their unique mode of movement they are known as skimmers. When you move a skimmer it has the option of climbing above the terrain features on the table such as woods and buildings so that it can move over them. In addition, they are allowed to make a special type of attack which allows the skimmer to pop up out of cover, make an attack, and then drop back down into cover all in the same turn.

SKIMMER MOVEMENT

A skimmer may move over terrain features without penalty as it can simply fly over any obstacle that gets in its way. The skimmer should also be allowed to finish its move on top of a terrain feature, but as it's next to impossible to balance a Jet-Bike model on top of a building or wood we will say that it may not end a move on top of such terrain.

Skimmers can land if they are travelling at slow speed, but will crash if going any faster. A landed skimmer can move no further on the turn that it lands. The skimmer can take off in any subsequent move phase, travelling off at slow speed.

Skimmers are allowed to halt and remain stationary without landing – this is called hovering. A hovering skimmer may turn by any amount.

OUT OF CONTROL

A skimmer that goes out of control ends its move at the point that control was lost. If it has not moved the minimum distance required for its speed, move it straight ahead until it has done so. In its next turn the skimmer will move out of control 2D6" in a random direction just like any other vehicle. However, you must make an additional roll to see if the skimmer zooms up or down a level as it moves. Roll on this table to see what happens:

- 1 The skimmer swoops down and crashes into the ground.
- 2-5 Stay at same altitude.
- 6 The skimmer zooms straight up, stalls, and then crashes to ground 2D6" in a random direction.



POP-UP ATTACKS

A skimmer that was either stationary or travelled at slow speed in its previous move is allowed to make a special type of attack called a *pop-up attack*. You must declare that a skimmer will pop-up in the move phase. Instead of moving across the table the skimmer moves upwards; place the skimmer on a mug, plastic cup or some other object to show that it has popped up to high altitude. Enemy models that are on overwatch are allowed to shoot at the skimmer as it pops-up – in fact this is usually the only way the skimmer can be shot at when it uses this tactic.

In the shooting phase skimmers that are making a pop-up attack may trace their line of sight to a target as if they were up to 12" above the table – as can any enemy models shooting back on overwatch! Models that fire on a skimmer that has popped up must add 12" to the range. Note that this does not apply when the skimmer shoots back, as the attacking bullets don't have to fight against the force of gravity!

After the attack has been completed the skimmer drops back down – remove it from the plastic cup to show this. In its next turn it can pop-up again, or move off at slow speed.



SKIMMERS IN HAND TO HAND COMBAT

As long as a skimmer is airborne it may only fight other skimmers in hand to hand combat. Skimmers may only be engaged in close combat by troops on the ground if the skimmer has landed. The one exception to this are the crews of skimmers armed with close combat weapons such as swords or pistols. These crewmen are allowed to make 'hit and run' attacks as they move, in the same way as the rider of an ordinary bike.

Therider is always considered to have a better initiative than his target. The combat is resolved using the hand to hand combat rules in the Battle Manual, except that each player may only roll one attack dice no matter what their model's Attacks characteristic normally is, and no matter what the model is armed with. This represents the fact that both sides only have a fleeting moment to deliver their attack before their opponent is gone!

Damage and saving throws are worked out by comparing the strength of the attacker to the toughness of the defender, and using the crewman's armour saving throw and the attacker's saving throw modifier. The armour penetration rules are not used in this case. A crewman can only make one close combat attack against an enemy model during his movement in this way, and may not shoot in the same turn that he made a close combat attack.

MODELLING WORKSHOP

TURNING YOUR RHINO INTO A WHIRLWIND

This Modelling Workshop first appeared in White Dwarf issue 117. It is an excellent introduction to the possibilities of converting Games Workshop models to create exciting new vehicles for your games. Don't worry if you've never converted a kit before – it's very easy, and it's great fun.

In this article we use the Rhino model kit as the source material for the Whirlwind, one of the thousands of vehicles currently in Imperial service. The Whirlwind is a Rhino variant armed with a multi-launcher. The conversion uses everything contained within the Rhino kit plus the parts listed below. You will need special tools for this conversion; a sharp knife and a steel ruler should prove more than adequate.



CONSTRUCTING THE WHIRLWIND

The following instructions take you through the Whirlwind's construction step by step. If you follow the sequence in order you should have no problems putting the kit together. The numbers preceded by a 'W' refer to those parts of the kit that are specially made for this model; their construction is covered in the first section, Making the New Parts for the Whirlwind. The other numbers match those given on the Rhino instruction leaflet.

MAKING THE NEW PARTS FOR THE WHIRLWIND

Parts W1, W3, W4, W5 and W6 can be made from either plastic card or cardboard. Plastic card can be bought from model shops and comes in a variety of thicknesses. A thickness of 0.03" is the most suitable for this conversion. Lightly glue a photocopy of the templates provided to your card or plastic card with a contact adhesive and using the templates as a guide cut out the shapes with a sharp knife. You'll find a steel ruler is useful for cutting straight lines. If you're using plastic card you'll just need to score it with the knife after which bending will cause it to break neatly down the cut. Be very careful when you are cutting out the templates, and remember never to cut towards yourself.

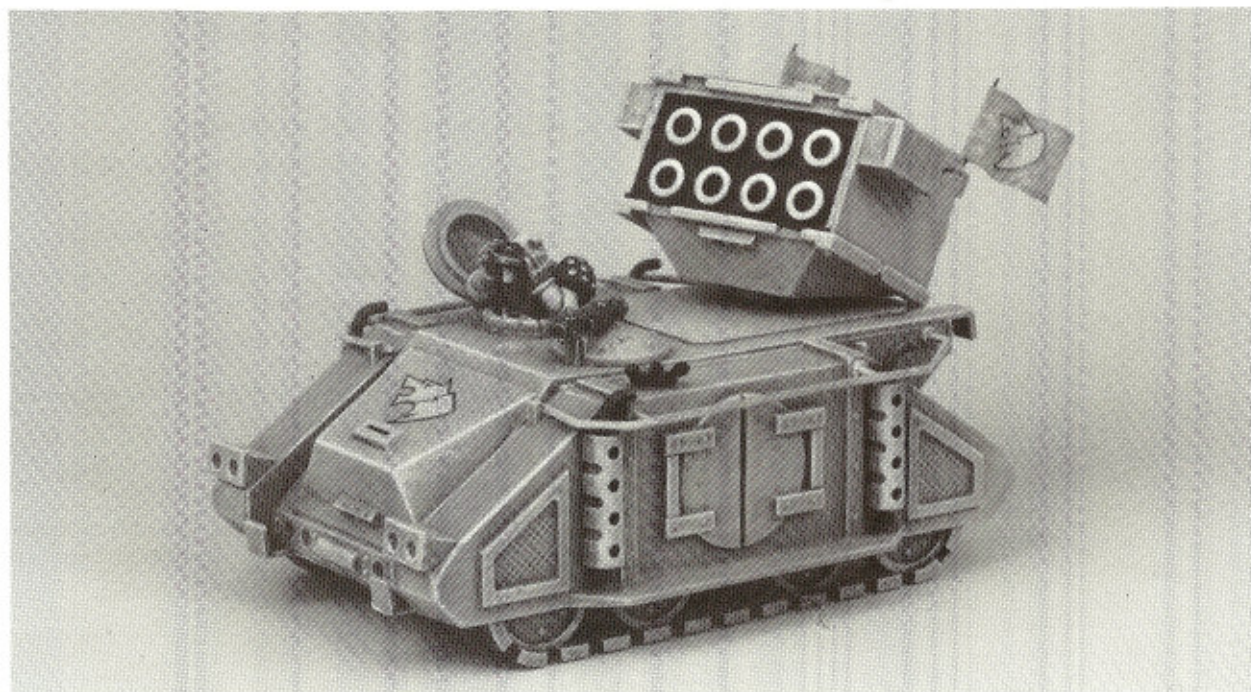
Part W2 is made by cutting a Citadel 40mm slot base in half and trimming off the unwanted side edges.

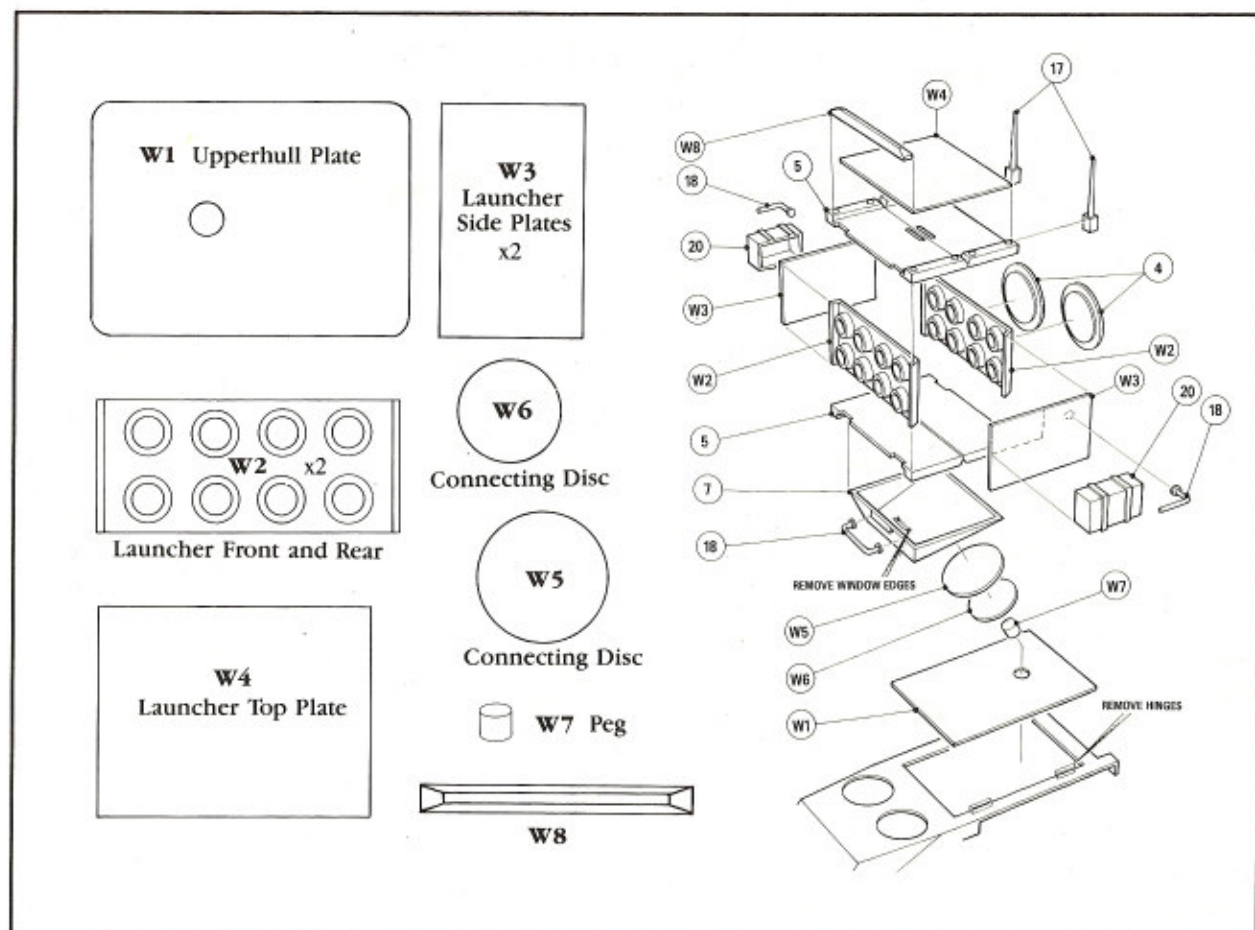
Part W7 can be made from a plastic rod or round plastic sprue.

Part W8 is made from a 35mm length of sprue taken from the Rhino kit. The ends are then tapered using a knife.

Any of the parts that you have made from plastic can have their edges smoothed using fine sand paper.

Plastic pieces can be stuck together using polystyrene cement. If using cardboard these pieces can be glued together with a contact adhesive or epoxy glue.





WHIRLWIND CONVERSION ASSEMBLY

A. VEHICLE BODY ASSEMBLY

1. Build the Rhino kit as normal but leave off both hatches (5), circular hatches (4), aeriels (17), stowage boxes (20), grab rails (18), and dozer blades (10).
2. Remove the hinges on the upper hull rear using a sharp knife.
3. Glue the new plate (W1) over the hole in the upper hull.

4. Glue the spare 'tailgate' strip (9) to the front of the Rhino.
5. The holes in the underside of the vehicle may be covered with plastic card/cardboard.

B. MULTI-LAUNCHER ASSEMBLY

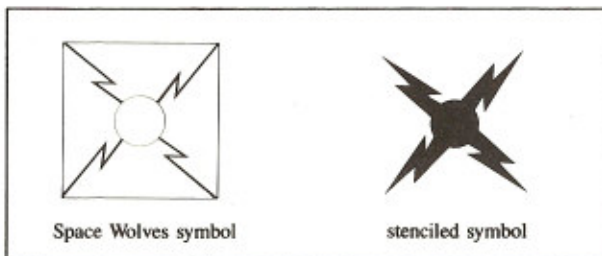
1. Glue the launcher front (W2) and rear (W2) to the bottom of the 'hatch' (5).
2. Glue the other hatch (5) to the top of the launcher.
3. Glue both side pieces (W3) to the launcher and the top plate (W4) to the upper hatch.
4. Remove the window edges from the ramp (7) using a knife. Glue the ramp (7) to the underside of the launcher and then fix discs (W5) and W6) and the peg (W7) to the ramp.
5. Cut one grab rail (18) in two and glue them, along with the boxes (20) to both sides of the launcher.
6. Fix the other grab rail (18) to the front of the launcher and the circular hatches (4) and aeriels to the rear.
7. Glue part W8 to the top of the launcher.

Place, but do not glue, the launcher onto the top of the vehicle.



PAINTING THE WHIRLWIND

Whirlwinds are painted in the same colours as normal Rhinos, but carry an additional identification symbol on the top of the multi-launcher. Although the symbol varies between different Space Marine Chapters or Imperial Guard Regiments, it always retains the same basic shape. Two examples of the multi-launcher symbol are shown below



The first, the three colour variant used by the Space Wolves, may simply be photocopied, painted in the appropriate colours, cut out and stuck onto the vehicle using contact adhesive. The centre circle is Chaos Black, while the opposite pairs of triangles are Sunburst Yellow and Blood Red.

The second symbol is the version displayed by most of the Imperial Guard regiments, although some Space Marine Chapters also use it. The symbol is stencilled onto the top of the multi-launcher in a contrasting colour. Photocopy the symbol, making sure that it is in the centre of the page. Attach the photocopy to a piece of this card and carefully cut it out so that you have a piece of card with a symbol shaped hole in the centre. Place this on the model and lightly tape it in place. Keeping the card as flat as possible, spray paint the area around the hole using an aerosol can or an airbrush. If you don't have access to either you can achieve the same result by stippling paint through the hole using an old brush. Be careful to only have a little bit of paint on the brush at a time otherwise the paint will seep beneath the card board. When you remove the card, you should be left with a clearly defined multi-launcher symbol on your model.

USING THE WHIRLWIND IN WARHAMMER 40,000

Most of the information you will need in order to use the Whirlwind is included on its Datafax. However, the vehicle is equipped with a new and extremely potent weapon called a multi-launcher, and this is described below.

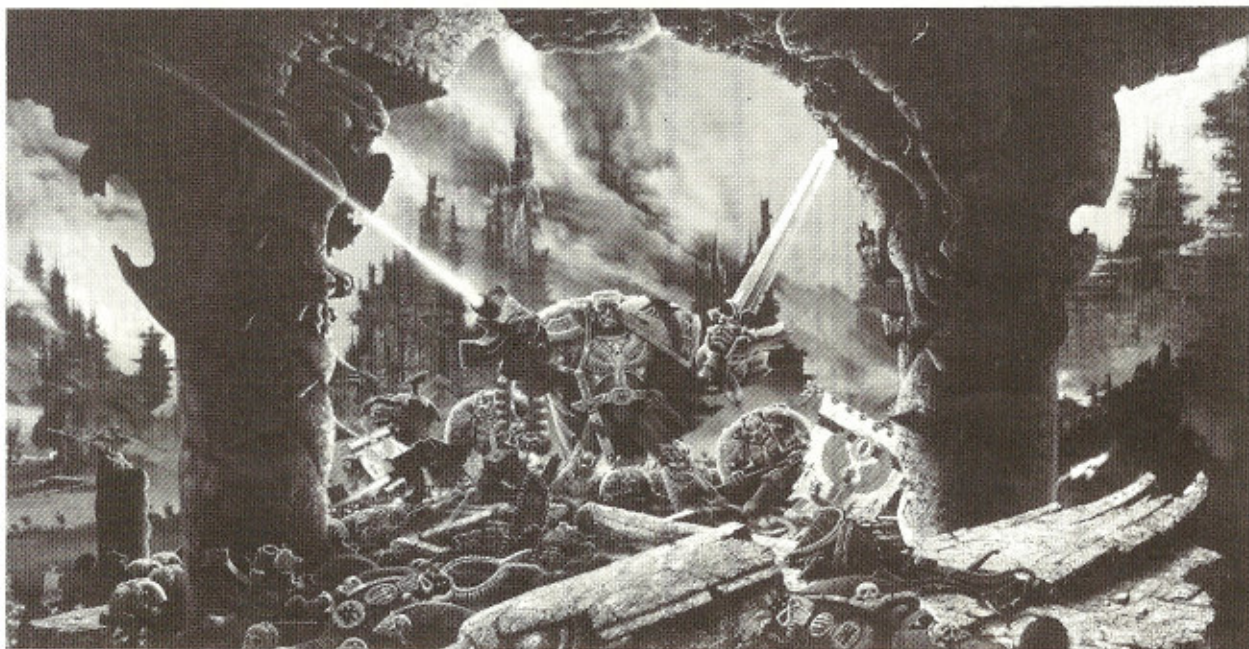
The multi-launcher is a multiple missile launcher housed in a turret that may be rapidly rotated to face any approaching threat; with a salvo of high-explosive shells the target's destruction is certain. When fired the rockets scream skyward in a flaming arc, shooting overhead in large numbers. They fall to the ground in a series of massive explosions, scattering shrapnel and bodies over a vast area as their targets are torn apart. In a single instant the multi-launcher can bring utter destruction to a huge area of the battlefield.

The multi-launcher is loaded with 24 krak missiles. The player must record how many missiles have been fired. The multi-launcher is loaded and armed prior to battle, and cannot be reloaded during the game. This means that once all 24 missiles have been fired the multi-launcher cannot be used again in the same game.

The multi-launcher fires its missiles together to produce a saturation effect of fire and destruction called a salvo. Up to eight missiles may be fired together in a salvo, though the player may choose to fire less than eight if he wants.

A salvo is worked out as follows. Roll to hit as normal and position a burst template with a radius of 1/2" for every missile in the salvo. The more missiles that are fired the larger the burst will be. Strength, damage and save modifiers remain the same no matter how many missiles are fired.

Range		To Hit		Strength	Damage	Save Modifier
Short	Long	Short	Long			
0-20	20-72	0	0	8	D10	-6



WARHAMMER 40,000 ORK GOBSMASHA

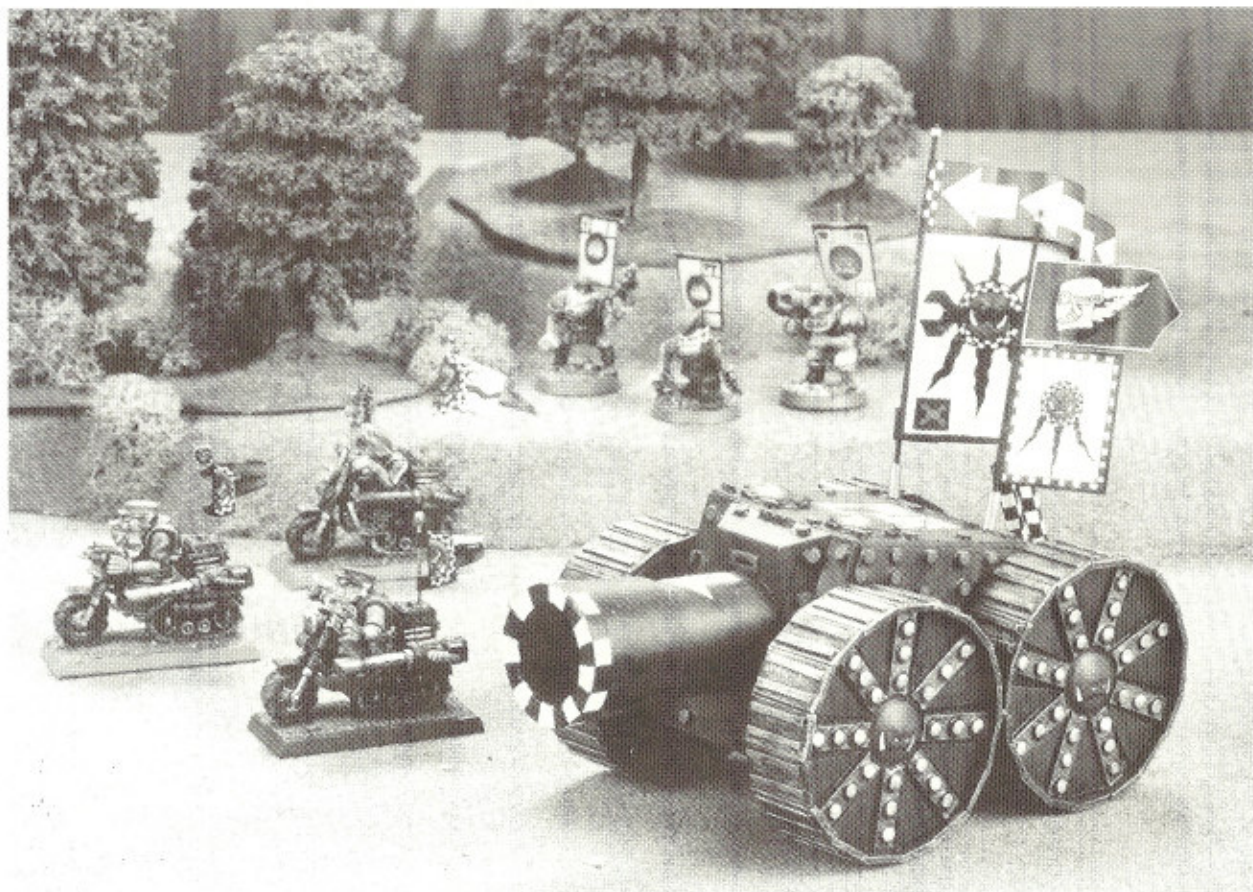
The Gobsmasha is an Evil Sunz war buggy characterised by its blocky, armoured hull and four large metal wheels. The Gobsmasha benefits from having thicker, fully enclosed armour and a bigger gun than ordinary war buggies. Evil sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orkish kultur and the joys of driving around at high speed – the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by two or three Wildboyz (who jump around and try to grab the steering wheel off each other) and a hoary old Ork veteran (who fires the gun and stops the young Orks doing anything too daft.).

This article provides templates and full instructions to build an Ork Gobsmasha for use with Warhammer 40,000. The techniques are simple and the materials easy to come by so this is the perfect thing to build even if you've never made a model before, you'll be able to build yourself a Gobsmasha.

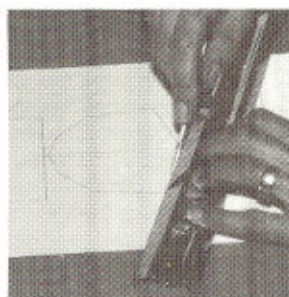
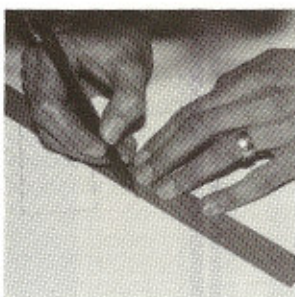
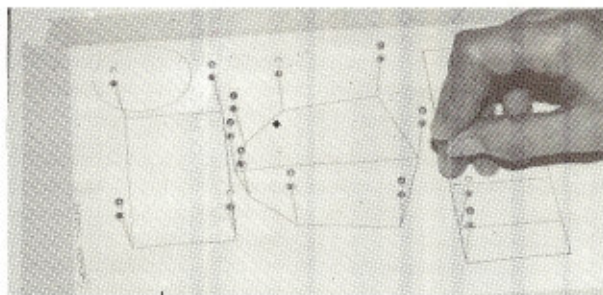
The materials are cheap and easy to get hold of, you will need some cardboard, glue and a few odds and ends from your bits box – you'll probably have most of the things around the house anyway. And the techniques are simplicity itself: if you can cut a straight line and glue two pieces of card together you can make the Gobsmasha – its as easy as that!



As you'll see, we've made a straightforward version of the Gobsmasha that keeps to a basic box shape with simple wheels. On top of this basic shape you can then add as much Orky detail as you want – pipes, exhausts, hatches, plates, boilers, rivets, guns, mesh, ladders, valves, gauges, ropes, wires... you name it, the Orks add it to their Gobsmashas.

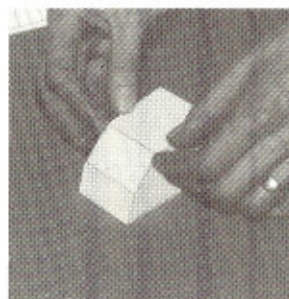
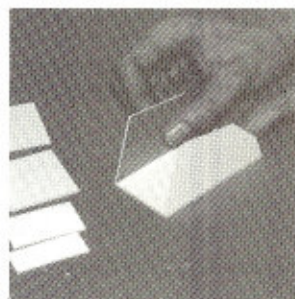


BUILDING THE GOBSMASHA



Photocopy the templates and fix them to your card sheet with masking tape or small pieces of sellotape. Keep the templates as flat as possible so that you get an accurate copy on the card.

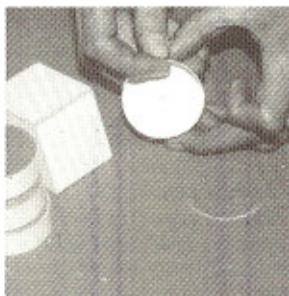
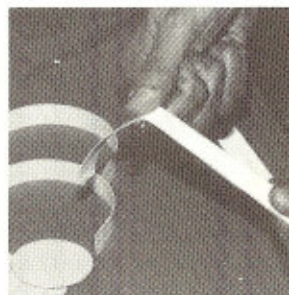
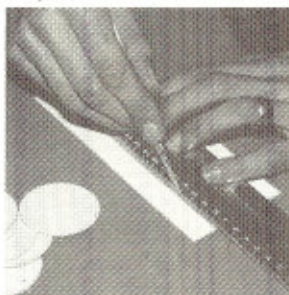
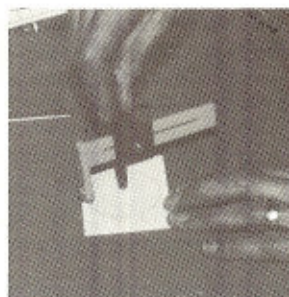
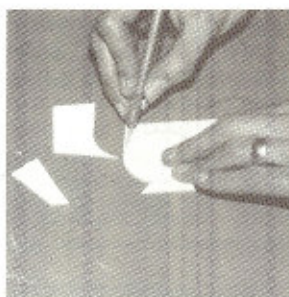
Now use a pin and push a hole through the marked points on the templates into the card underneath. Once you've gone round all the holes, remove the templates from the card. Use a pencil to join the holes in the card – you should get the same shapes as the templates.



Cut out the 8 pieces that make up the body of the Gobsmasha. Glue the two sides to the base and then fix the body panels in place – see the diagrams.

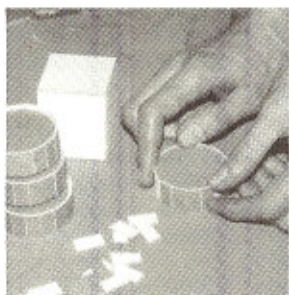
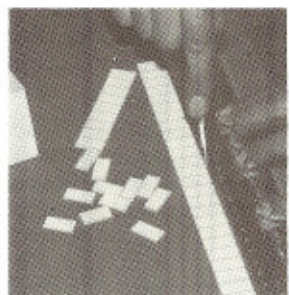
There are two easy ways to make the wheels. One way is to cut all the pieces out of card and glue them together – this is described below. The other way is to use the plastic lids of coffee jars (or any other sort of jar that has a lid with a deepish side) – these should be about 50mm (2") across. All you need to do for these is cut out a circle of card to fit into the bottom of the lid and make it solid – you can use the lid itself as a template and then trim the card slightly smaller than the circle you've drawn round the lid.

If you can't get hold of 4 coffee jar lids of the same size, you can easily make your wheels out of card. For these, you'll find a compass is the best thing to draw the shapes. You need circles of about 25mm (1") radius. Cut these out either with your modelling knife or, if you're using fairly thin card, with a pair of scissors. Alternatively, if you've got one, you can use a circle cutter – this is a tool rather like a pair of compasses but with a blade instead of a pencil.



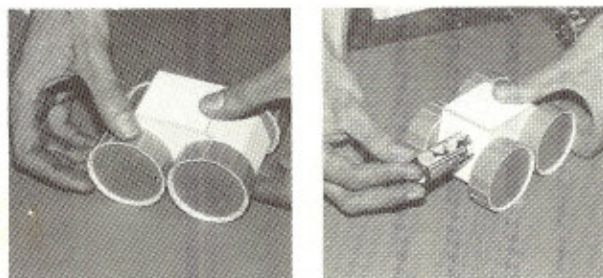
For the wheel rims, cut out 4 strips of thinner card about 16-17mm ($\frac{2}{3}$ ") wide and 160mm (6 $\frac{1}{2}$ ") long. You'll need to curve these to fit round the outside of the wheel hubs. The best way to do this is to pinch one end of the strip between your thumb and a pen or pencil and then pull the strip through. Repeat this a couple of times for each strip until it's roughly curled round into a circle – this will help prevent creases when you stick it to the wheel hub.

To get the length of each rim correct, hold it in place around one of the hubs and mark where it overlaps – cut it off here. Glue the rim into place flush with the side of the wheel using all-purpose glue and hold it firmly until the glue sets. Once the glue's dry, glue the other hub into place.



Now you need to cut out and glue on the plates that create the tread of the wheel. These should be about 20mm ($\frac{3}{4}$ ") long and 10mm ($\frac{1}{2}$ ") or so wide. You'll need about 17 plates of this size to go right round the wheel. Simply glue the plates into place so that they butt up to each other and slightly overlap on each side of the rim.

It doesn't matter if all the plates aren't exactly the same size – this is an Ork vehicle, after all! And if you have to cut the last one a bit thicker or thinner than the others, just put it at the bottom of the wheel where it won't show. If you've used coffee jar lids for the wheels, you may be able to skip this stage if the lids are suitably ribbed. Once you've made all four wheels, stick them to the body of the Gobsmasha with all-purpose glue.



The last thing you need to make is the battle cannon. For this, the best thing to use is something like a Smarties tube but any tube about 25mm (1") across will do fine. Cut it down to about 50-60mm (2" or so) and glue it into place on the front of the Gobsmasha.

Your basic model's now finished and, with a quick coat of paint, it's ready to take to the tabletop as part of your Warhammer 40,000 Ork army. If you want, you can go on to add extra detail to the Battlewagon, either now or after you've played a few games using it as it is.

ADDING DETAIL

When you're adding detail to your Battlewagon, you don't have to follow the examples we've given here. Remember that every Mekaniak personalises the Battlewagons he builds. Although there are certain general resemblances between types, no two Battlewagons are ever exactly the same.

If a Battlewagon design proves particularly successful in battle, however improbable or outrageously lucky its success, the design will be copied by Meks who saw the Battlewagon in action or heard rumours of its effectiveness. Even so, no Mekaniak will ever build a perfect copy of a Battlewagon – partly because each Mek has to make do with whatever materials he can scavenge and partly because it's a point of honour for a Mek to do the best kustomisin' job he can.

To give you some inspiration for kustomisin', we've described the details we added to our Gobsmasha. For your own Battlewagon, look through your bits box and see what odds and ends of weapons, sprue offcuts, spare model parts and so on you can find – from these you can make all sorts of extra worky bitz, flash bitz and gubbinz!

We made the rivets from small sections of plastic sprue, stuck into place with superglue. Superglue is easier to use and more precise for this kind of thing – if you use all-purpose glue for fiddly little bits like rivets you'll probably end up with long fine strands of glue all over your model! We've found the easiest way to position the rivets is first to put a tiny drop of glue into the right place, then use a pin or the end of your modelling knife to pick up the rivet and push it onto the glue – hold it for a few seconds until the glue sets and then simply withdraw the pin or knife.

PAINTING THE GOBSMASHA

We made this model to add to Waa-Skumrot, an Evil Sunz army (the list for Waa-Skumrot appears in the forthcoming Freebooterz book containing army lists for Death Skulls, Blood Axes and Freebooter Mobz as well as the Evil Sunz). The Battlewagon belongs to Mekteef and flies his banners. We also rolled on the Kult of Speed table in 'Ere We Go and determined that it is driven by a Speed Freek.

Being an Evil Sunz vehicle, we decided to paint it in their favourite colour of bright red – as everyone knows, red wunz go fasta! Its Evil Sunz Mek owner and Speed Freek driver helped us decide on the banners and symbols for the vehicle.

To start with, we gave the whole model an undercoat of Skull White. Over this, we painted a base coat of Go Fasta Red. For the highlights we used a mix of Go Fasta Red and Blood Angel Orange, finishing up with a final highlight of just Blood Angel Orange.

We wanted the rivets on the body to be a bit lighter so they stood out, so we used a mix of Blood Angel Orange and Sunburst Yellow.

We painted the wheels with a mix of Chaos Black and Black Ink. We drybrushed this with Boltgun Metal and then gave it a wash of Orange Ink mixed with Brown Ink for a rusty

sheen. Finally, the wheels were highlighted with Mithril Silver. The triangular plates between the struts were painted red in the same colours as the rest of the vehicle body.

For the check patterns, Evil Sunz faces and symbols, we started with a black outline of the relevant shape painted with a fine brush (00 or 000) using Chaos Black thinned with Black Ink – this allows the paint to flow freely while keeping it black. We then carefully filled in the colours.

The banners are based on designs that have been drawn for the forthcoming Freebooterz book. We photocopied the designs and then painted the colours in. The Kult of Speed banners have a Go Fasta Red background, with Chaos Black and Sunburst Yellow designs. The Mek and household banners use a mix of Bleached Bone and Skull White for the background. For the detail of the symbols we used Go Fasta Red, Chaos Black, Sunburst Yellow and Striking Scorpion Green.

We've included black and white copies of the banners from our Gobsmasha – you can photocopy these for use on your own Battlewagons if you want. If you're making any Ork vehicles or putting together an Ork army, you'll be interested to know that we're soon going to be releasing a set of Ork glyph transfers to make it even easier to add glyphs to vehicles, back plates and banners.

We used lengths of plastic sprue for the exhaust vents at the rear of the Gobsmasha, along with some spare parts from a Rhino kit.

Rather than glue our gun straight onto the Gobsmasha, we've stuck on a spare ramp plate from a Rhino kit and glued the battle cannon onto the plate.

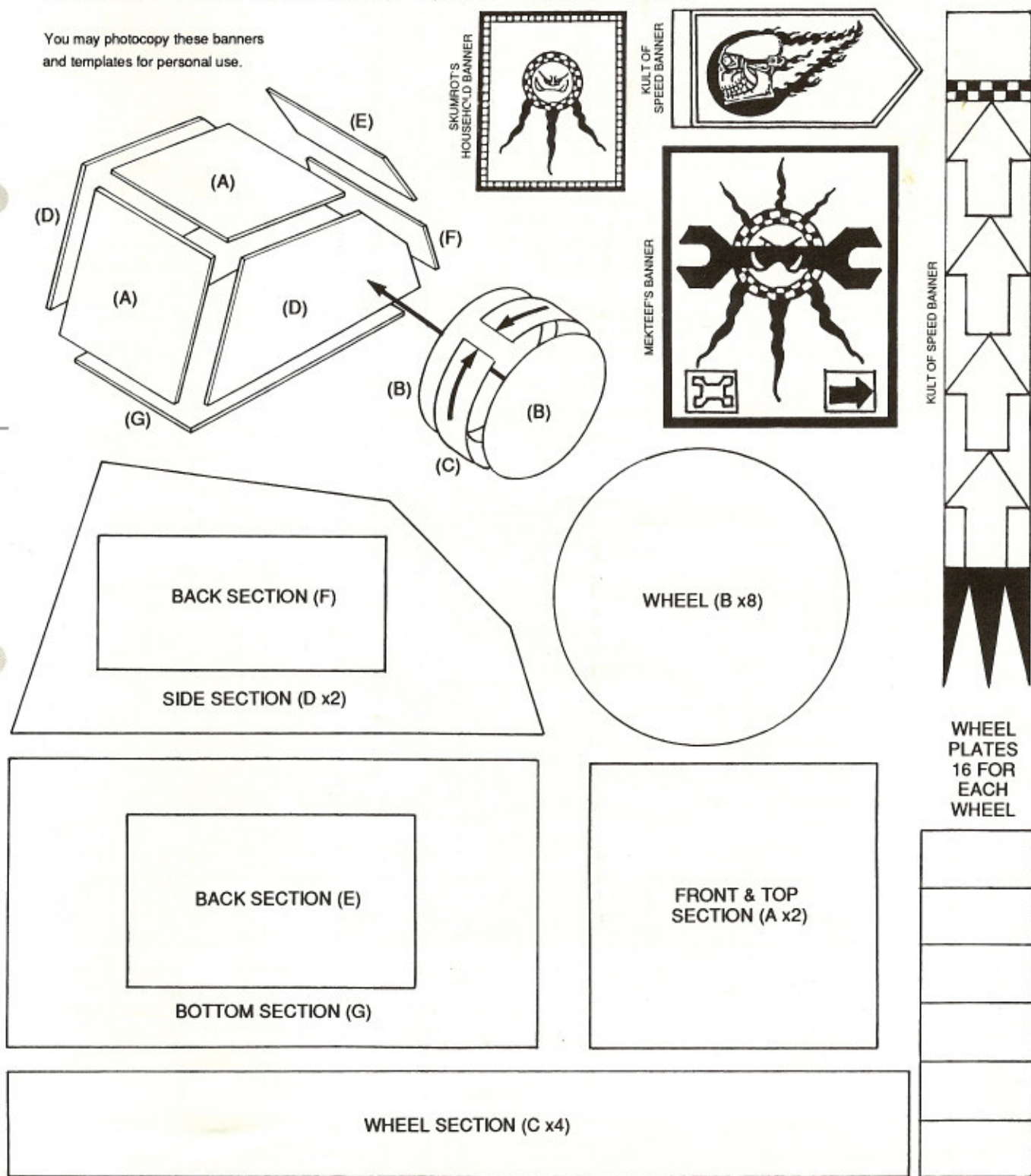
The wider end of the battle cannon (added for its extra imposing appearance and increased noise) is a sawn-down Citadel Paints pot. We simply sawed the bottom off the pot with a hacksaw, glued the pot onto the barrel and then filled any gaps with plasticine. Note that holding something round like a paint pot while you saw it is a bit tricky – if you're a

young modeller, we recommend that you ask a parent to help you with this bit.

Many Gobsmashas have extra weapons like heavy bolters or heavy plasma guns. You can add one or more of these to the front of your Gobsmasha by simply cutting the back off a plastic Citadel weapon and gluing it beside the battle cannon.

We've added extra plates to the body and wheels of the Gobsmasha with thin card. We then used thicker card (or you could use two layers of thin card) to make the wheel struts – this is so they stood out from the triangular plates on the wheels. The hubcaps and hatches are plain round shields from Marauder Miniatures.

You may photocopy these banners and templates for personal use.



VEHICLE MANUAL

The Vehicle Manual adds an exciting new dimension to your Warhammer 40,000 games. It updates and expands the vehicle rules from the Warhammer 40,000 rulebook, and allows you to use any of the model vehicles produced by Citadel Miniatures for Warhammer 40,000 in your games.



The Vehicle Manual includes:

Revised and expanded rules for all of the different types of vehicles found in the Warhammer 40,000 universe, including wheeled and tracked vehicles, bikes, dreadnoughts, walkers and skimmers.

30 card *Datafax*. Each Datafax contains all the information you will need to use the vehicle in a game of Warhammer 40,000, including its speed, points value, weaponry and armour. The Datafax are printed on card to ensure that they will survive a lifetime of play.

Card reference sheets and templates, including a unique targeting template made of clear plastic which allows you to aim at *any* point on a target vehicle.

Full instructions on how to convert the Citadel Rhino kit into the awesome Whirlwind, and to build the heavily armed and armoured Gobsmasha battlewagon.

The Datafax are all printed on high quality card and have been loosely bound in such a way that they will easily remove from the cover. Inside and on the back of the cover are printed reference sheets, charts and tables for handy reference during play

THE VEHICLE MANUAL IS NOT A COMPLETE GAME. YOU WILL NEED A COPY OF THE WARHAMMER 40,000 RULEBOOK AND BATTLE MANUAL TO USE THE INFORMATION IN THIS BOOK.



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VEHICLE MANUAL SUMMARY

VEHICLE MOVEMENT RULES SUMMARY

A vehicle has three different move rates: slow, combat and fast. These move rates are indicated on the Datafax. A vehicle may only accelerate or decelerate by one speed band per turn. A vehicle travelling at fast speed may make one turn of up to 45 degrees during its move. A vehicle travelling at combat speed may make up to two turns during its move. The two turns may be combined into a single turn of 90 degrees if required. A vehicle travelling at slow speed may make any number of turns during its move.

TERRAIN EFFECTS TABLE

Tracked. May not move through woods. Becomes stuck in marshy ground on a D6 roll of a 6. May move over linear obstacles at slow speed. May not move over deep water, but can traverse streams and fords without penalty.

Wheeled. May only cross over difficult or very difficult ground at slow speed. May not move through a wood at all and may not cross a linear obstacle of any kind. May not cross water other than shallow streams and fords.

Bikes/Trikes. May only cross over difficult or very difficult ground at slow speed. May not cross a linear obstacle of any kind. May not cross water other than shallow streams and fords.

Walkers. Can move over any type of terrain except woods or deep water unhindered. Can move through woods or walk underwater along a river or sea bed at half rate. Walls over the height of the model's knee will stop it moving over them, but they are big enough to just push their way through hedges or other light vegetation. Can enter buildings if they can find a hole big enough to get in through and the model will physically fit inside.

Skimmers. May move over terrain features without penalty. Can land if they are travelling at slow speed, but will crash if going any faster.

EMBARKING/DISEMBARKING A SPEEDING VEHICLE TABLE

If a vehicle is moving up to 10", then troops may leave or board it without risk. If a vehicle is moving more than 10" then each model boarding or leaving sustains an automatic hit with the strength shown on the chart below. Any model suffering damage is allowed its normal saving throw and sustains 1 wound if this is failed. Models that successfully disembark may make a normal move after the vehicle has finished its move.

Vehicle's Move	0-10	11	12	13	14	15	16	17	18	19	20+
Strength of Hit	-	1	2	3	4	5	6	7	8	9	10
Save Modifier	-	0	0	0	-1	-1	-2	-2	-3	-3	-3

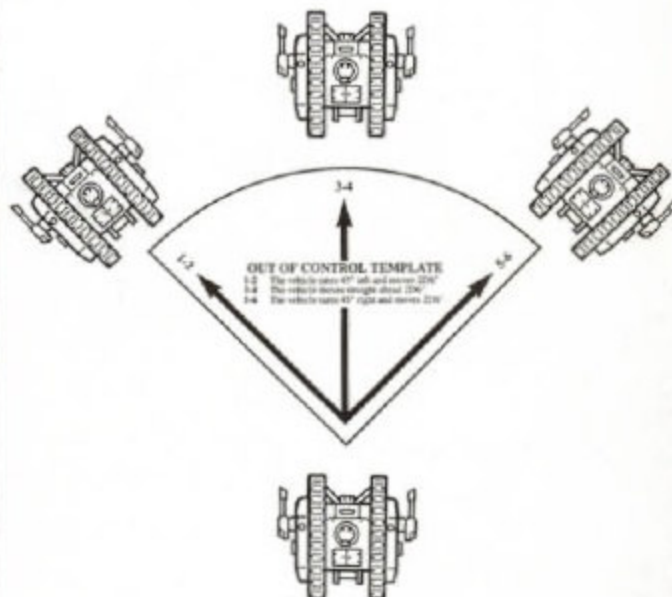
VEHICLE COLLISION TABLE

Collisions are worked out using the chart below. In a collision involving two vehicles, roll the number of dice for penetration shown. Any location on either model that has an armour value equal to or less than the dice score is damaged. A vehicle which is travelling at slow or combat speed may run into foot trooper models without suffering any damage itself. Vehicles moving at fast speed will suffer a randomly located hit with 2D6 armour penetration. Models on foot which are run over must make a successful armour saving throw or sustain D6 wounds. The victim may dive out of the way by rolling equal to or less than their initiative on a D6.

Speed	0-5	6-10	11-15	16-20	21+
Armour Penetration	D6	2D6	3D6	4D6	5D6
Save Modifier	0	-1	-2	-3	-4

OUT OF CONTROL RULES

Vehicles moving out of control are moved before other models at the start of their side's movement phase. A vehicle which goes out of control is moved 2D6" but no faster than its maximum speed. The vehicle moves straight ahead or towards the right or left as shown on the diagram below. Roll a D6 to determine direction and move the vehicle in its movement phase.



Make an additional roll for out of control skimmers on the following table.

D6	Result
1	The skimmer dives down and crashes into the ground.
2-5	Stay at same altitude.
6	The skimmer zooms straight up, stalls, and then crashes to the ground 2D6" in a random direction.

BIKE SKID TURNS TABLE

A bike wishing to make a skid turn must take a skid test. A bike may attempt as many skid turns as the player wishes. To determine if the skid turn is completed successfully roll a D6, reference the score with the vehicle's speed and read the final result on the chart below.

SPEED

Combat Fast

D6	D6	Result
-	1	The bike crashes and is destroyed together with its rider. The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.
1	2	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger (who is more interested in holding on than shooting).
2-3	3-4	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons, including bike weapons, this turn. A passenger or sidecar crewman may shoot as normal.
4+	5+	The biker successfully completes the manoeuvre.

VEHICLE HIT AND DAMAGE PROCEDURE

Place the grid over the vehicle's targeting diagram, with the centre over the point of aim. Roll 2D6 and find the corresponding number on the horizontal axis. Roll 2D6 and find the corresponding number on the vertical axis. The shot lands where the two numbers meet. This location may then be moved either horizontally or vertically - but not diagonally - towards the crosshairs, by a number of squares equal to the Target Shift Score:

$$\text{TARGET SHIFT SCORE} = \text{BS} \pm \text{TO HIT MODIFIERS}$$

To see if the shot does damage, roll for the weapon's penetration:

$$\text{PENETRATION} = \text{D6} + \text{WEAPON'S STRENGTH} + \text{WEAPON'S DAMAGE DICE}$$

If the weapon's penetration is equal to or greater than the armour value in the target area, roll on the corresponding damage chart to find the exact damage caused.

A shot loses 1 point of penetration for each full 24" of range between the attacker and the target, as summarised on the table below.

Range	0-24"	24-48"	48-72"	72"+
Penetration Modifier	0	-1	-2	-3

BLAST AREA WEAPONS

Roll to hit and for scatter (if necessary) using the rules presented in the Battle Manual. If the vehicle is within the blast area, follow the steps described above the following number of times:

Radius	Number
1"-1½"	2
2"-2½"	3
3"+	4

Note that no Target Shift is allowed for weapons with a blast area.

CREW CHARACTERISTICS

IMPERIAL GUARD CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	3	1	7	7	7	7

Flak armour: save 6+ Weapons: laspistol

SPACE MARINE CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	4	4	4	4	1	4	1	8	8	8	8

Power armour: save 4+ Weapons: bolt pistol

SQUAT CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
3	4	3	3	4	1	2	1	9	7	9	9

Flak armour: save 6+ Weapons: laspistol

ELDAR CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	4	1	8	9	9	8

Mesh armour: save 5+ Weapons: laspistol

CHAOS MARINE CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	4	4	4	4	1	4	1	8	8	10	8

Power armour: save 4+ Weapons: chainsword

ORK CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	4	1	2	1	7	5	7	7

Flak armour: save 6+ Weapons: bolt pistol

CULTIST CREWMAN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	1	3	1	7	7	7	7

Flak armour: save 6+ Weapons: laspistol

ARMOUR PENETRATION TABLE

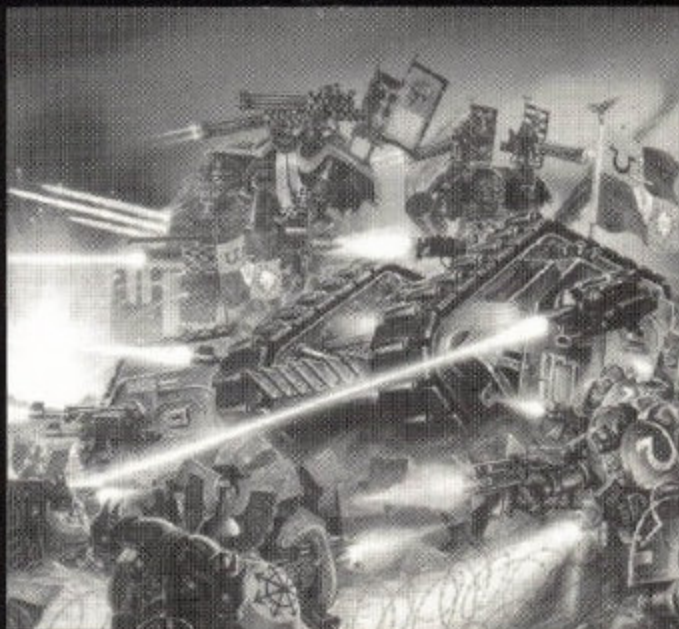
This table summarises the armour penetration values of the weapons used in the Warhammer 40,000 rules. You can work out penetration rates for yourself using the profiles, but we thought it would be useful to have a summary. In addition to the penetration value, we've include the minimum and maximum results and the average result a typical dice roll will give you. Obviously you don't need to know these values to play the game, but smart players will quickly realise the usefulness of knowing how much armour they're likely to penetrate with a shot. Remember that the more dice you roll the greater chance you have of obtaining a result close to the average score – so a lascannon with 3D6+9 is more predictable than a plasma gun with D6+7.

PISTOLS	Armour Penetration	Min. Result	Max. Result	Average Result
Autopistol	D6+3	4	9	6.5
Bolt Pistol	D6+4	5	10	7.5
Hand Flamer	D6+4	5	10	7.5
Lasapistol	D6+3	4	9	6.5
Needle Pistol	D6+3	4	9	6.5
Plasma Pistol	D6+6	7	12	9.5
Shuriken Pistol	D6+3	4	9	6.5
Stub Gun	D6+3	4	9	6.5

BASIC WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Autogun	D6+3	4	9	6.5
Boltgun	D6+4	5	10	7.5
Bow	D6+1	2	7	4.5
Crossbow	D6+1	2	7	4.5
Death Spitter	D6+6	7	12	9.5
Flamer	D6+4	5	10	7.5
Fleshborer	D6+4	5	10	7.5
Graviton Gun — Automatically penetrates the target				
Hand Bow	D6+1	2	7	4.5
Lasgun	D6+3	4	9	6.5
Meltagun	2D6+8	10	20	15
Musket	D6+3	4	9	6.5
Sniper Rifle	D6+3	4	9	6.5
Ogryn Ripper	D6+4	5	10	7.5
Plasma Gun	D6+7	8	13	10.5
Shot Gun	D6+4	5	10	7.5
Shuriken Catapult	D6+4	5	10	7.5
Storm Bolter	D6+4	5	10	7.5

GRENADES	Armour Penetration	Min. Result	Max. Result	Average Result
Frag Grenade	D6+3	4	9	7.5
Haywire — Automatically penetrates (see rules)				
Krak Grenade	2D6+6	8	18	13
Plasma Grenade	D6+5	6	11	8.5
Rad Grenade	2D6+4	3	16	9.5
Vortex Grenade — Automatically penetrates (see rules)				

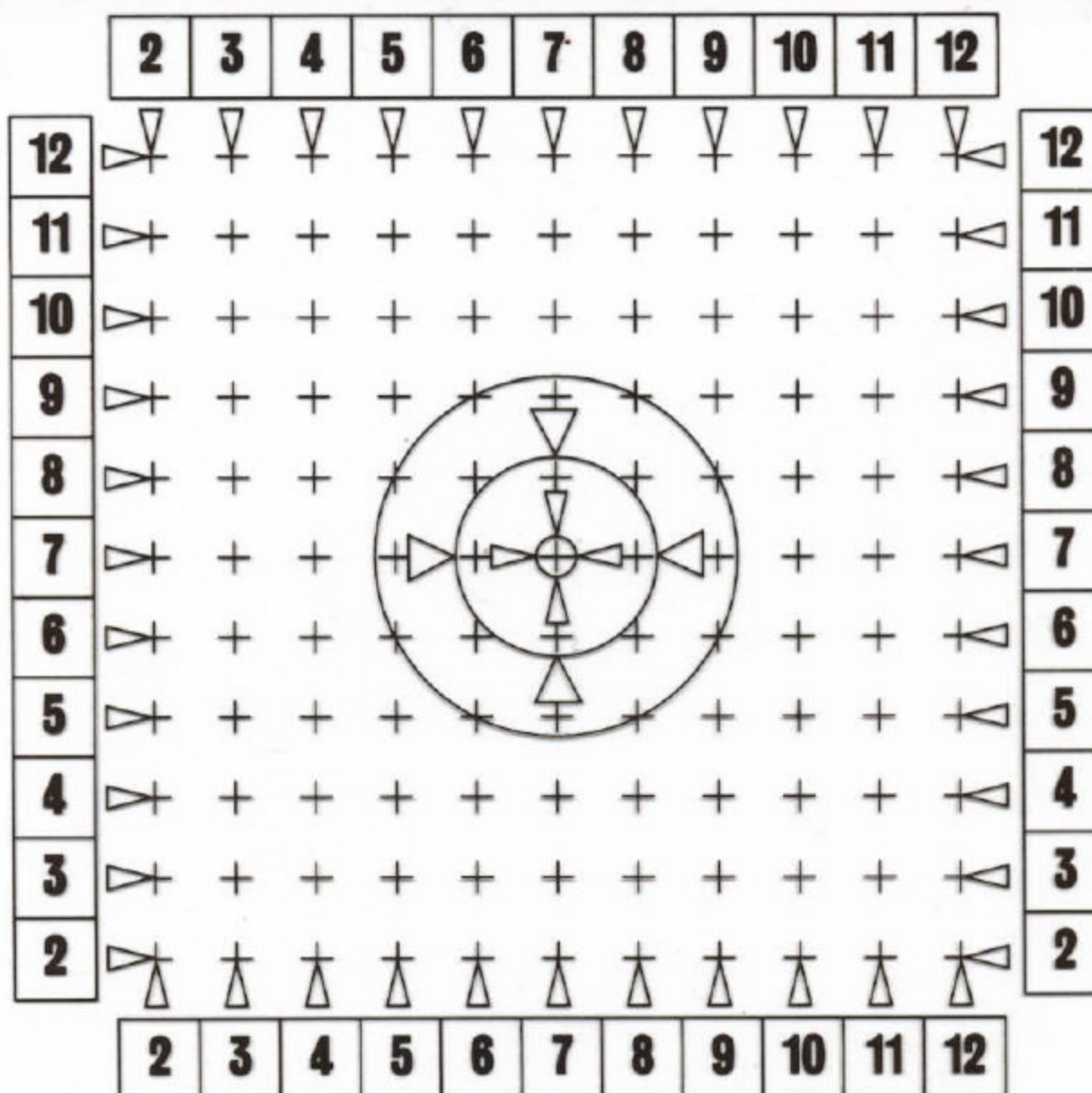
SUPPORT WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Distort Cannon — Automatically penetrates (see rules)				
Rapier	D6+9+2D10	12	35	23.5
Scatter Laser	D6+6	7	12	9.5
Tarantula	3D6+9	12	27	19.5
Thudd Gun	D6+6	7	12	9.5



HEAVY WEAPONS	Armour Penetration	Min. Result	Max. Result	Average Result
Assault Cannon	D6+D10+8	10	24	17
Auto-Cannon	2D6+8	10	20	15
Battle Cannon	3D6+8	11	26	18.5
Conversion Beamer — Varies with armour value				
1-4 armour	D6	1	6	3.5
5-8 armour	2D6	2	12	7
9-11 armour	3D6	3	18	10.5
12-14 armour	4D6	4	24	14
15+ armour	5D6	5	30	17.5
Cyclone	D10+D6+8	10	24	17
Heavy Bolter	D6+D4+5	7	15	11
Heavy Flamer	D6+5	6	11	8.5
Heavy Plasma Gun — Varies according to power setting				
Max. Power	D6+D10+10	12	26	19
Low Energy	7+D4+D6	9	17	11
Heavy Stub Gun	D6+4	5	10	7.5
Lascannon	3D6+9	12	27	19.5
Mole Mortar — Varies according to burst type				
Airburst	D6+3	4	9	7.5
Surface Burst	D6+4	5	10	8.5
Ground Burst	D6+4	5	10	8.5
Subterranean	D6+3	4	9	7.5
Missile Launcher — Varies according to missile type				
Krak Missile	D6+D10+8	10	24	17
Frag Missile	D6+4	5	10	7.5
Melta Missile	2D6+8	10	20	15
Multi-laser	D6+D4+6	8	16	11
Multi-launcher	D6+D10+8	10	24	17
Multimelta	D6+2D12+8	11	38	24.5
Shuriken Cann.	D6+D4+5	7	15	11
Scorcher	D6+D3+6	8	15	11.5

The Datafax pages in this book have been loosely bound to enable you to remove them for use in your games.

WARHAMMER 40,000 VEHICLE TARGETING GRID



STANDARD VEHICLE HIT AND DAMAGE PROCEDURE

1. Place the grid over the vehicle's targeting diagram, with the centre over the point of aim.
2. Roll 2D6 and find the corresponding number on the horizontal axis.
3. Roll 2D6 and find the corresponding number on the vertical axis.
4. The shot lands where the two numbers meet. This location may then be moved in either horizontally or vertically - but not diagonally - towards the crosshairs, by a number of squares equal to the Target Shift Score:

TARGET SHIFT SCORE = BS +/- To Hit Modifiers

5. To see if the shot does damage, roll for the weapon's penetration:

PENETRATION = D6 + Weapon's Strength + Weapon's Damage Dice

6. A shot loses 1 point of penetration for each full 24" of range between the attacker and the target, as summarised on the table below.

Range	0-24"	24-48"	48-72"	72"+
Penetration Modifier	0	-1	-2	-3

7. If the weapon's penetration is equal to or greater than the armour value in the target area, roll on the corresponding damage chart to find the exact damage caused.

AREA EFFECT WEAPONS

1. Roll to hit and for deviation (if necessary) using the rules presented in the Battle Manual. If the vehicle is within the area effect marker, follow steps 1-3 and steps 5-6 above the following number of times:

Radius	Number
1"-1 1/2"	2
2"-2 1/2"	3
3"+	4

Note that no Target Shift is allowed for area effect weapons.

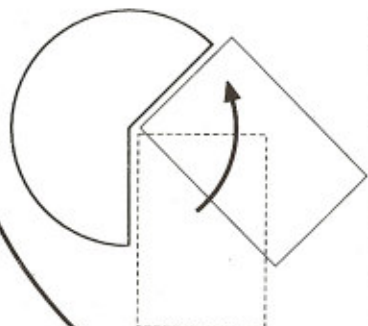
VEHICLE MANUAL TEMPLATES

SPEED MARKERS

SLOW	COMBAT	FAST
SPEED	SPEED	SPEED
SLOW	COMBAT	FAST
SPEED	SPEED	SPEED
SLOW	COMBAT	FAST
SPEED	SPEED	SPEED
SLOW	COMBAT	FAST
SPEED	SPEED	SPEED

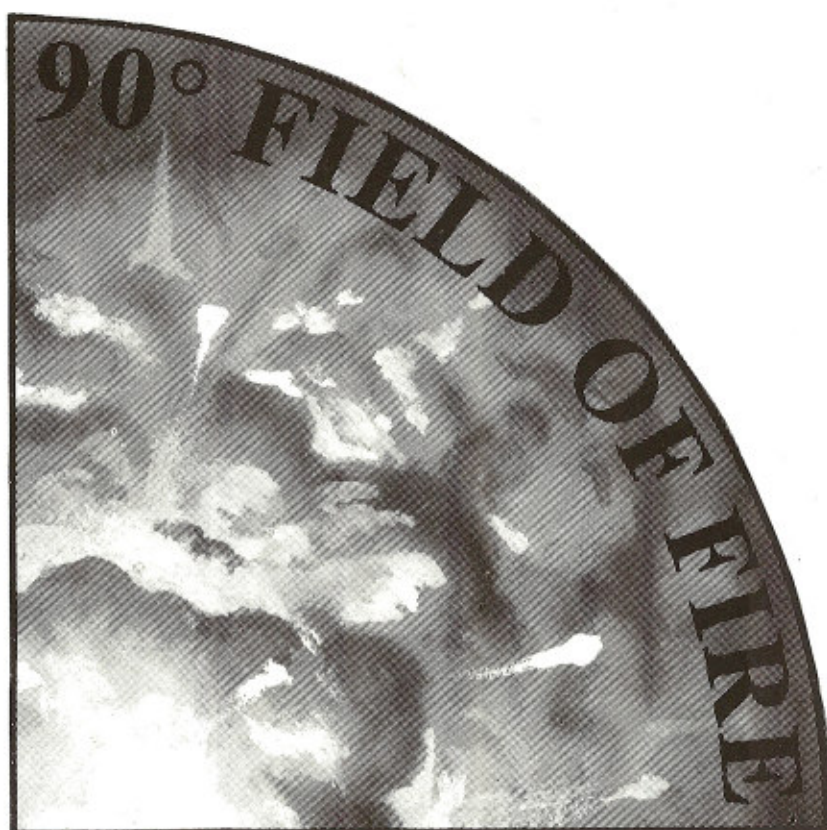
TURNING TEMPLATE

In order to turn a vehicle exactly 45° left, place the turning template along the side of the vehicle, and then turn the front of the vehicle as shown in the diagram.



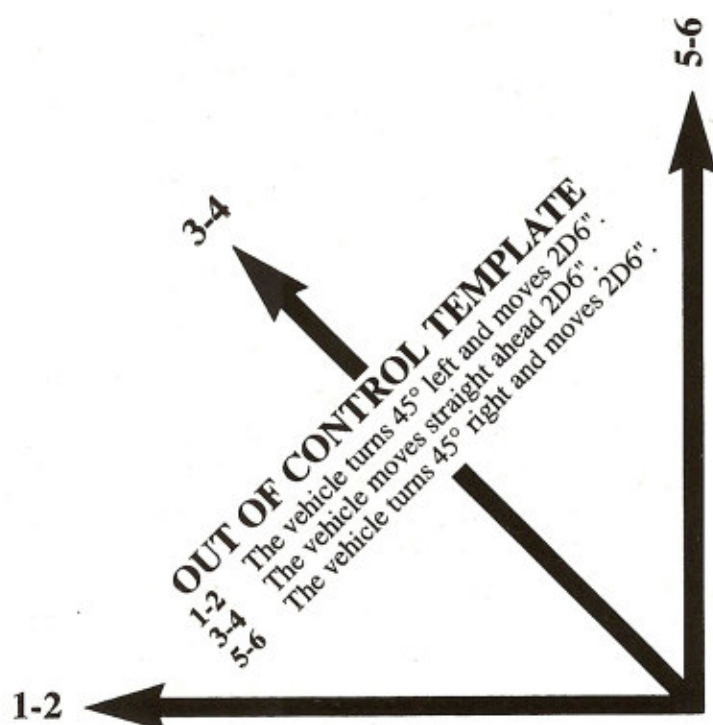
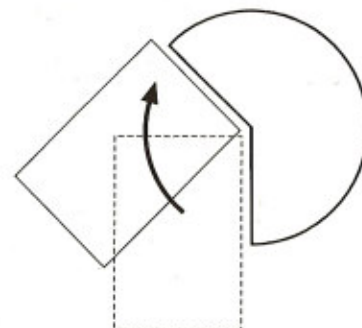
SMOKE LAUNCHER TEMPLATE

CLOUD MOVEMENT (D6)	
1	Cloud disappears with no further effect at the end of this turn.
2-4	Cloud remains where it is.
5-6	Cloud moves away D6" in a random direction.



TURNING TEMPLATE

In order to turn a vehicle exactly 45° right, place the turning template along the side of the vehicle, and then turn the front of the vehicle as shown in the diagram.



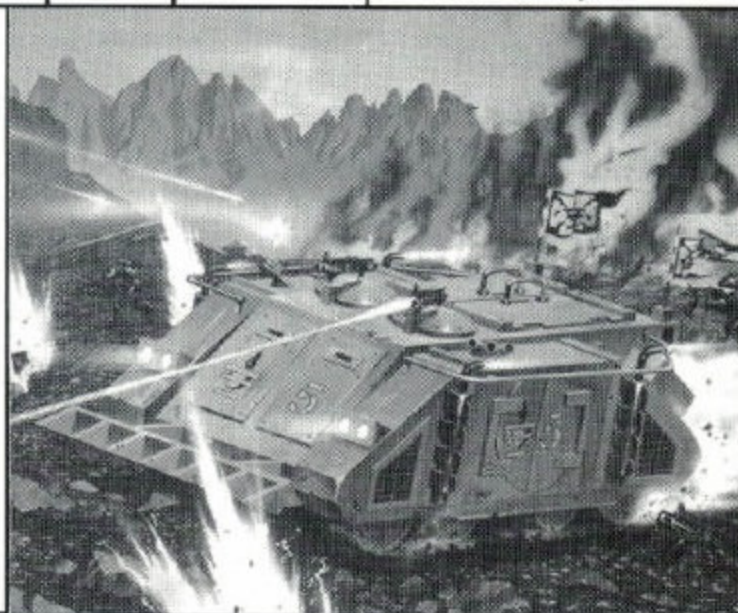
IMPERIAL RHINO

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from a wide range of materials, from steel to high-tech thermo-plasteen. It can be modified to suit local climates or to fulfil different military roles.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Smoke Launcher	4	-	-	-	-	-	-	6" x 1" area template

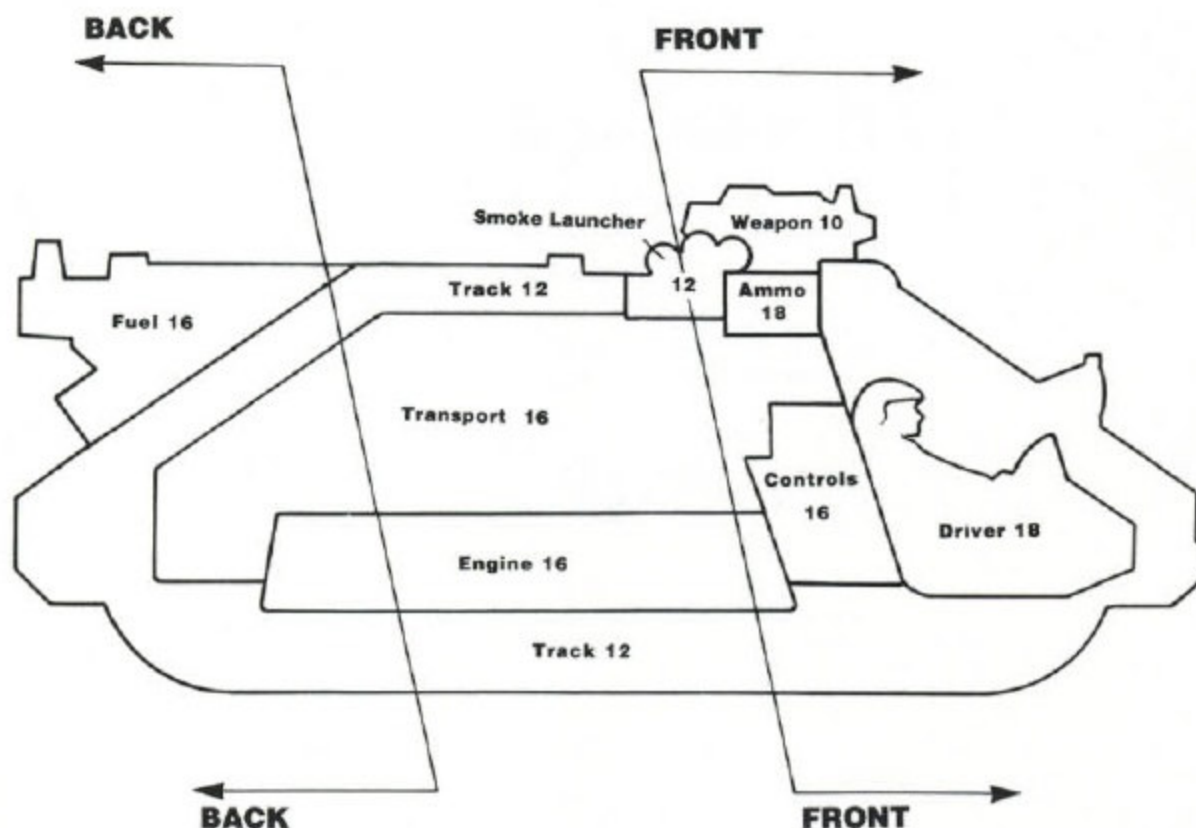
Type	Tracked
Points Value	25
Driver	1
Gunners	1
Transport	10
Slow Speed	8
Combat Speed	18
Fast Speed	25

The Imperial Rhino is armed with twin bolters with 360° field of fire, and a smoke launcher.



BACK ARMOUR -1

FRONT ARMOUR +1



IMPERIAL RHINO DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

SMOKE LAUNCHER

D6	Result
1	A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
2-6	The smoke launcher is destroyed and may not be used for the rest of the game.

TRANSPORT

D6	Result
1	The attack miraculously fails to cause any damage in the transport section, but the huge explosion stuns any models there. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
2-5	The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
6	As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

TRACK

D6	Result
1-2	The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
3-4	The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.
5-6	If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain stationary for the rest of the game.

WEAPONS

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

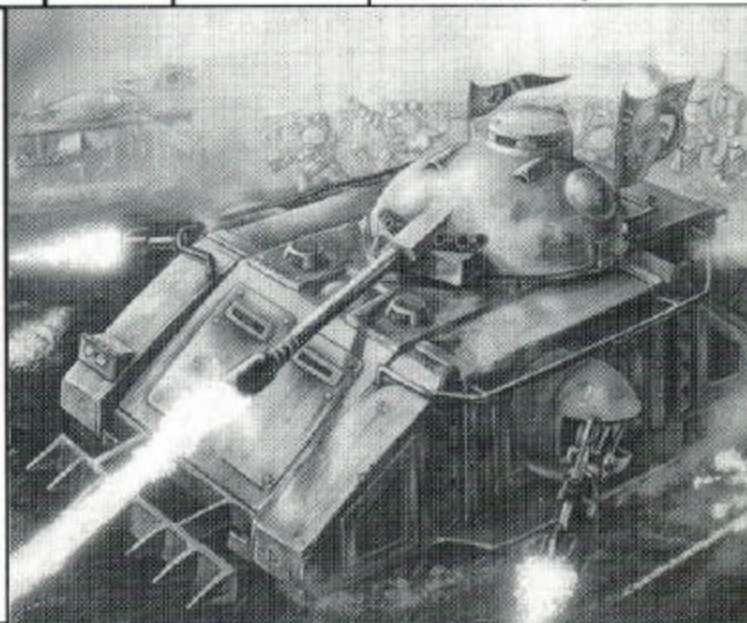
IMPERIAL PREDATOR

The Predator is one of the Imperial Guard's most common battletanks, and is also used by the Space Marines. The Predator is based on a substantially up-armoured Rhino body to which a top-mounted turret and two side-mounted sponsons are attached. Each sponson carries a lascannon, while the turret is equipped with a powerful shell-firing autocannon. On the battlefield Predators provide a mighty punch which can stop an enemy assault dead in its tracks or smash through enemy lines and exploit deep into enemy territory.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	2D6	-6	Sustained fire 6" x 1" area template
Autocannon	0-20	20-72	-	-	8	D6	-3	
Smoke Launcher	4	-	-	-	-	-	-	

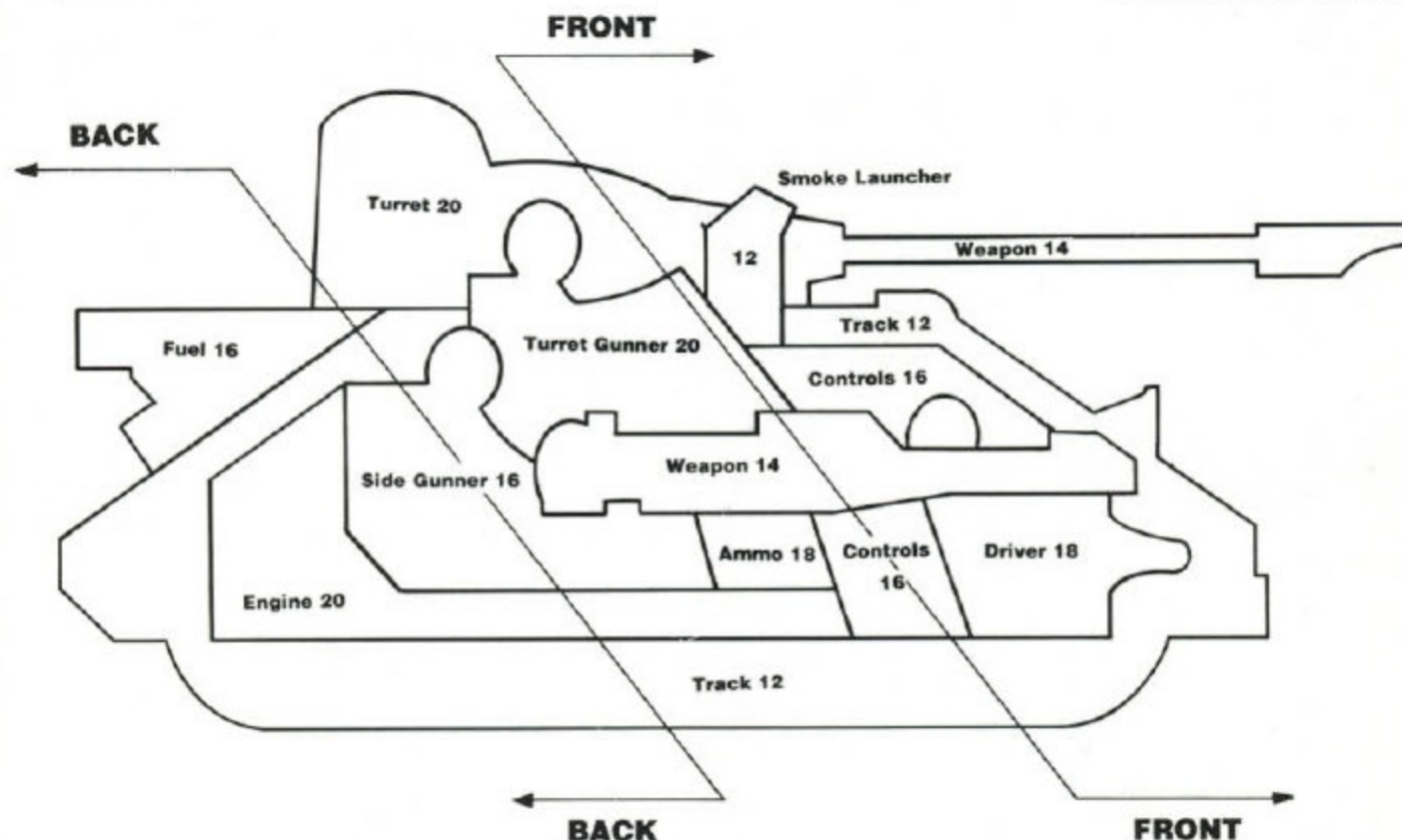
Type	Tracked
Points Value	200
Driver	1
Gunners	3
Transport	none
Slow Speed	7
Combat Speed	20
Fast Speed	25

The Predator is armed with two lascannons with targeters and 180° field of fire to the left and right, a smoke launcher, and an autocannon with targeter and 360° field of fire



BACK ARMOUR -1

FRONT ARMOUR +1



IMPERIAL PREDATOR DAMAGE TABLE

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

SMOKE LAUNCHER

D6	Result
1	A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
2-6	The smoke launcher is destroyed and may not be used for the rest of the game.

TRACK

D6	Result
1-2	The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
3-4	The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.
5-6	If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain halted for the rest of the game.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain. It will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL

D6	Result
1	The fuel tank ruptures and starts to leave a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason, then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

GUNNERS

D6	Result
1-3	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
4-6	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

TURRET

D6	Result
1	The attack miraculously fails to cause any damage in the turret section, but the huge explosion stuns the turret gunner. The gunner may not do anything in his next turn while he recovers from the effects of the explosion.
2-5	The turret is jammed and may no longer rotate. Any weapons mounted in the turret may only fire in a straight line at targets that are directly in front of them.
6	The ammunition stored in the turret explodes and the vehicle is destroyed. All the crew are killed, and the vehicles turret is blown off its body, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes an automatic S9 hit with a -6 save modifier that causes 1D6 wounds.

WEAPONS

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

IMPERIAL WHIRLWIND

The Whirlwind is a very simple modification to the Rhino, designed to provide supporting fire and bombard enemy positions. It has proved its worth time and again and is used in large numbers by both the Imperial Guard and the Space Marines. The Rhino remains largely unchanged, save for the addition of a multi-launcher to its roof. The multi-launcher is a multiple missile launcher housed in a turret that can be rapidly rotated to face any approaching threat. When fired the rockets shoot skywards in a flaming arc, screaming overhead in large numbers. They fall to the ground in a series of massive explosions, devastating a huge area and scattering shrapnel and bodies in all directions.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Multi-Launcher	0-20	20-72	-	-	8	D10	-6	Special rules in Vehicle Manual
Smoke Launcher	4	-	-	-	-	-	-	6" x 1" area template

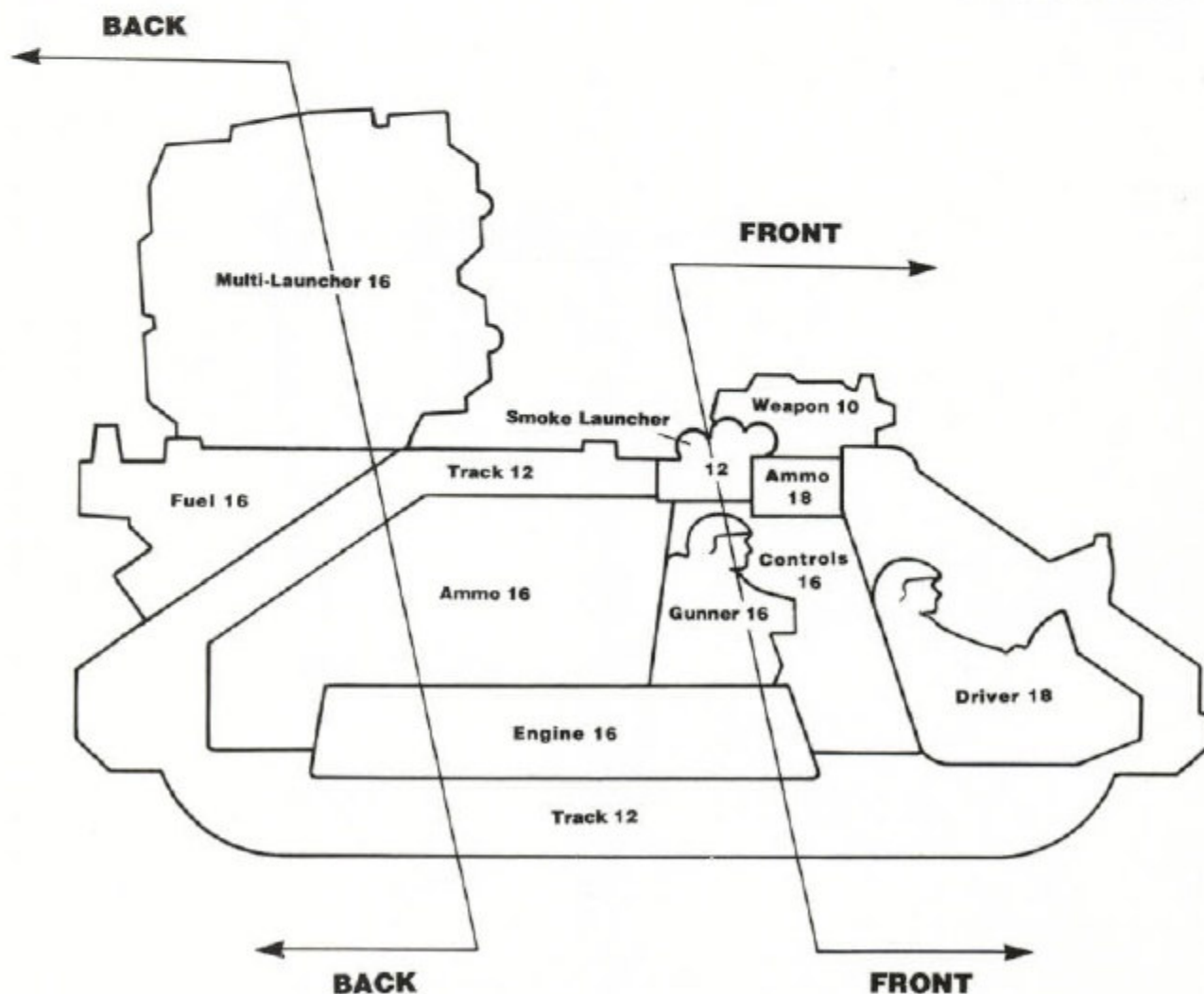
Type	Tracked
Points Value	150
Driver	1
Gunners	1
Transport	none
Slow Speed	7
Combat Speed	14
Fast Speed	20

The Imperial Whirlwind is armed with twin bolters with 360° field of fire, a smoke launcher, and a multi-launcher with targeter and 360° field of fire.



BACK ARMOUR -1

FRONT ARMOUR +1



IMPERIAL WHIRLWIND DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

SMOKE LAUNCHER

D6	Result
1	A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
2-6	The smoke launcher is destroyed and may not be used for the rest of the game.

TRANSPORT

D6	Result
1	The attack miraculously fails to cause any damage in the transport section, but the huge explosion stun any models there. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
2-5	The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
6	As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

TRACK

D6	Result
1-2	The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
3-4	The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.
5-6	If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain halted for the rest of the game.

MULTI-LAUNCHER

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-3	The weapon is destroyed and can no longer be used.
4-6	The missiles loaded in the weapon explode and the Whirlwind is torn apart in a spectacular pyrotechnic display. Any model within 2D6" of the Whirlwind suffers D6 strength 8 hits with a -6 saving throw modifier.

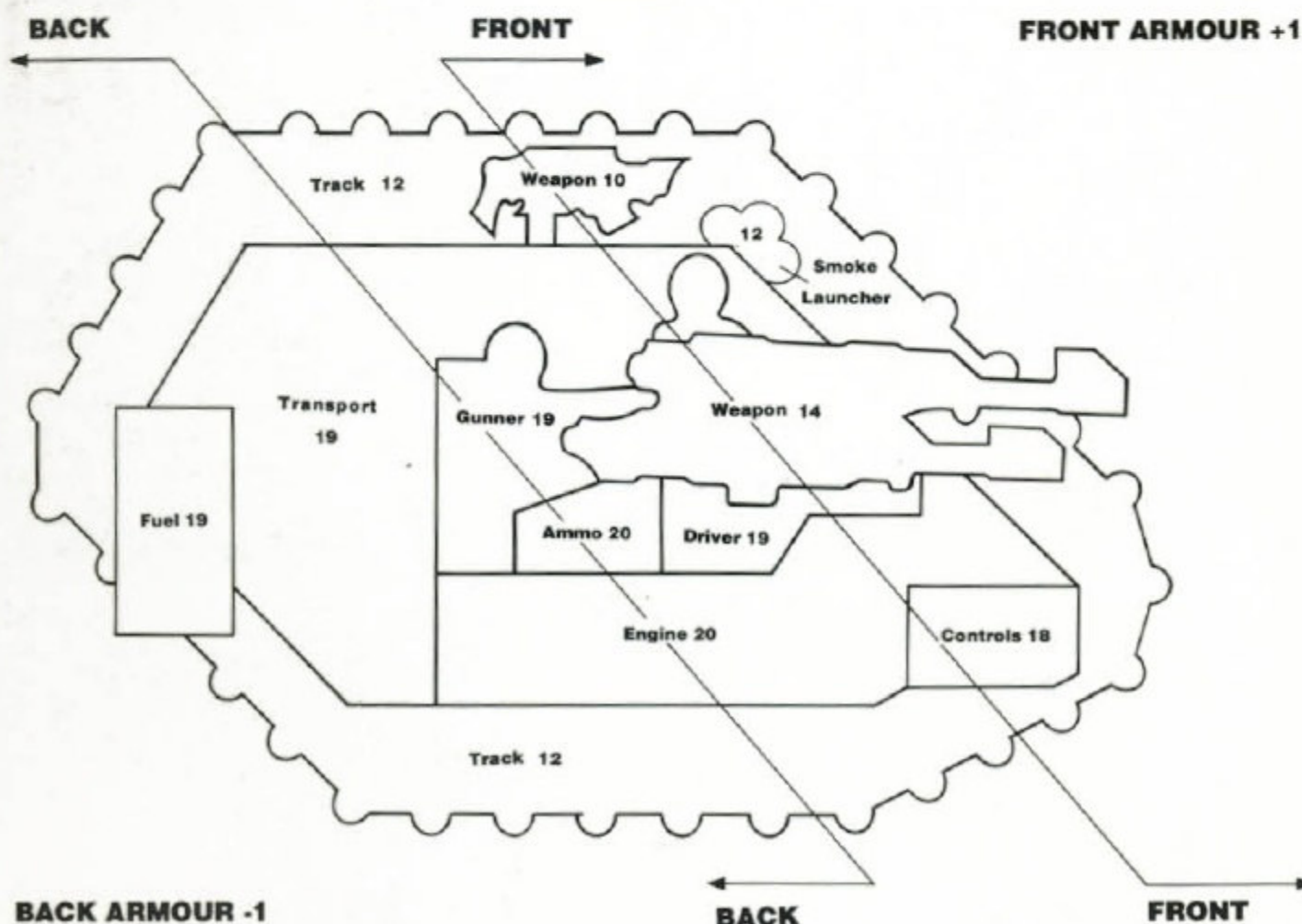
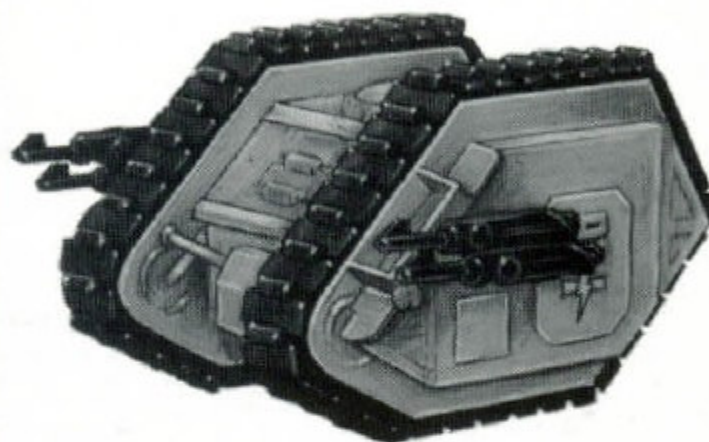
IMPERIAL LAND RAIDER

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines. Although some Land Raiders are built by the Adeptus Mechanicus, most Space Marine Chapters prefer to build Land Raiders in their own armouries where they can incorporate their own modifications. The Land Raider can carry ten Space Marines, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view of the battlefield, and use the Land Raider's long range firepower to pick off the enemy from a distance.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	2D6	-6	
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	Sustained Fire
Smoke Launcher	4	-	-	-	-	-	-	6" x 1" area template

Type	Tracked
Points Value	250
Driver	1
Gunners	2
Transport	10
Slow Speed	7
Combat Speed	14
Fast Speed	20

The Land Raider is armed with twin lascannon with targeter and a 90° field of fire to the front left and right quadrants, a smoke launcher, and a twin heavy bolter with targeter and a 360° field of fire.



IMPERIAL LAND RAIDER DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3".

SMOKE LAUNCHER

D6	Result
1	A malfunction causes the smoke launcher to fire prematurely. Place a smoke template 4" in front of the vehicle; the smoke launcher is now useless for the rest of the game.
2-6	The smoke launcher is destroyed and may not be used for the rest of the game.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL TANKS

D6	Result
1	The fuel tank ruptures and starts to leave a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicle's fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All on board systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

GUNNERS

D6	Result
1-3	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
4-6	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

TRACK

D6	Result
1-2	The vehicle is brought to a permanent halt. If moving when hit, the vehicle immediately turns 45 degrees towards the damaged side before it comes to a halt. The vehicle may not move for the rest of the game, but may turn to face any direction during its movement phase so long as one track remains functional.
3-4	The vehicle is brought to a permanent halt. If moving when hit, the vehicle turns 45 degrees towards its damaged side before it comes to a halt. The vehicle may not move nor turn once it has halted.
5-6	If moving when hit, the vehicle moves out of control in its following turn, and then comes to a permanent halt. If halted when hit it will remain stationary for the rest of the game.

TRANSPORT

D6	Result
1	The attack miraculously fails to cause any serious damage, but the huge explosion stuns any models in the section. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
2-5	The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
6	As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

WEAPONS

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

IMPERIAL SPACE MARINE DREADNOUGHT

The pilot of a Space Marine Dreadnought is not an ordinary Space Marine but one of the Old Ones - a Space Marine mortally wounded in battle long ago. Rather than being allowed to die he has been implanted inside the Dreadnought, his nervous system connected directly to the machine itself. The Space Marine now only exists as a tightly curled and shrivelled organic component deep inside the Dreadnought. He loses all sensation from his body and relies completely on the artificial senses of the machine. Dreadnoughts are often very ancient, sometimes many thousands of years old. They are revered by the other Space Marines as potent warriors and also as living embodiments of the Chapter's proud history.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Storm bolter	0-12	12-24	+1	-	4	1	-1	Sustained Fire
Lascannon	0-20	20-60	-	-	9	2D6	-6	
Krak missile	0-20	20-72	-	-	8	D10	-6	2" Blast Area Close combat
Frag missile	0-20	20-72	-	-	4	1	-1	
Power fist	-	-	-	-	8	1	-5	

M	WS	BS	S	I	A	Ld
4	6	5	6	5	3	8

Type Walker

Points Value 150

Crew 1 Space Marine

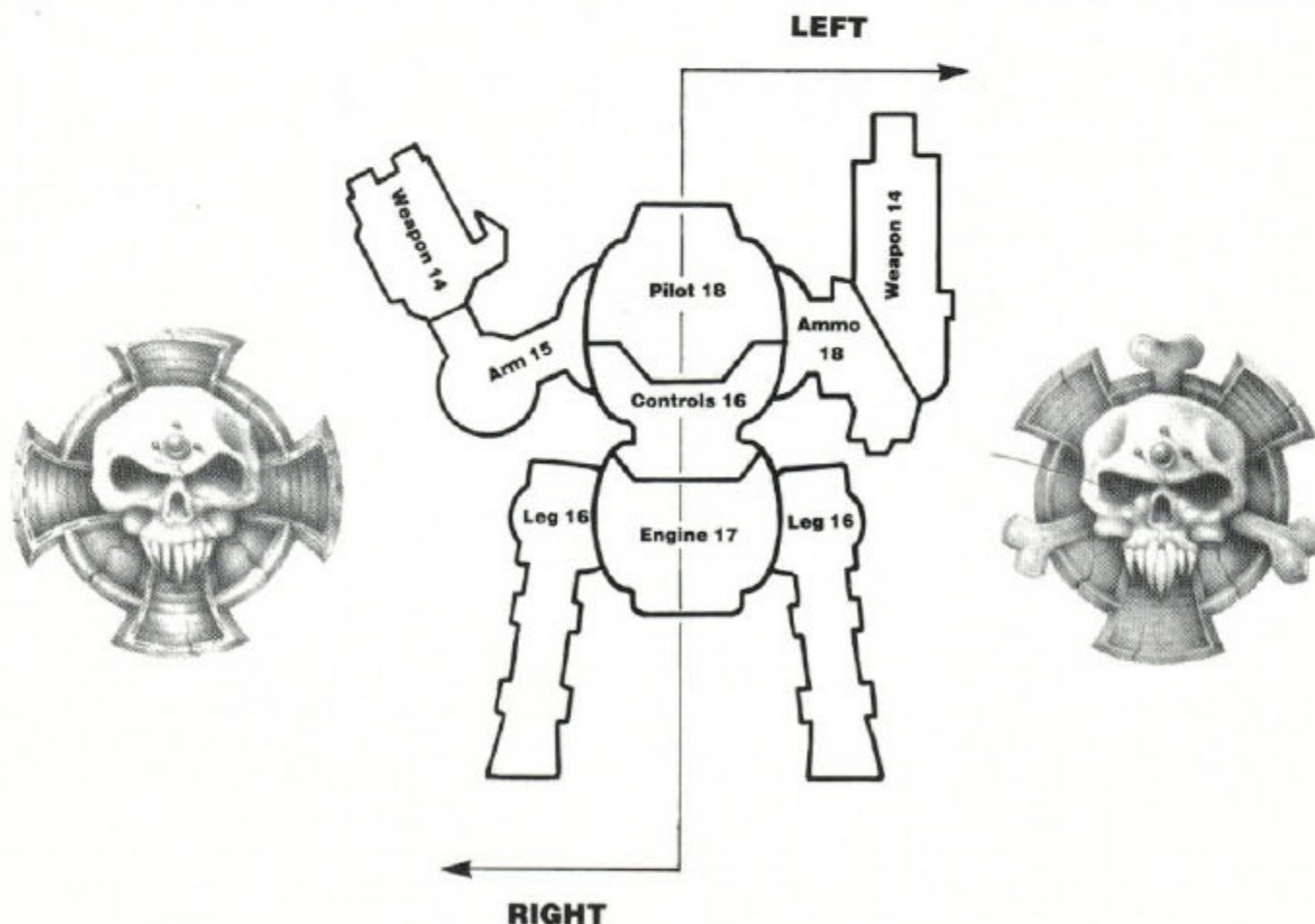
The Dreadnought can also use the special CRUSH attacks in hand to hand combat.

The Space Marine Dreadnought is armed with one power fist with a built in storm bolter and targeter with a 90° field of fire to the front, and ONE of the following weapons: a second power fist with built in storm bolter and targeter with a 90° field of fire to the front; a lascannon with targeter and a 90° field of fire to the front; a missile launcher with frag and krak missiles and targeter with a 90° field of fire to the front.



BACK ARMOUR -1

FRONT ARMOUR +1



SPACE MARINE DREADNOUGHT DAMAGE TABLE

AMMO

- | D6 | Result |
|-----|--|
| 1 | Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle. |
| 2-6 | The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle. |

ARM

- | D6 | Result |
|-----|--|
| 1-2 | The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point. |
| 3-6 | The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point. |

CONTROLS

- | D6 | Result |
|-----|--|
| 1-3 | The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else. |
| 4-6 | The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all! |

DREADNOUGHT PILOT

- | D6 | Result |
|-----|--|
| 1-2 | The pilot is mortally injured. If the Dreadnought moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the Dreadnought may only fire weapons or move if the owning player first rolls a '6' on a D6 at the start of his turn. |
| 3-6 | The pilot is slain and the machine comes to an immediate halt. The Dreadnought is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. |

ENGINE

- | D6 | Result |
|-----|--|
| 1-2 | The vehicle comes to an immediate halt and remains immobilised for the remainder of the game. |
| 3-4 | The vehicle moves out of control in its next turn and then comes to a permanent halt. |
| 5 | The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt. |
| 6 | The Engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle. |

LEG

- | D6 | Result |
|-----|---|
| 1-2 | The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below. |
| 3-4 | The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game. |
| 5-6 | The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game. |



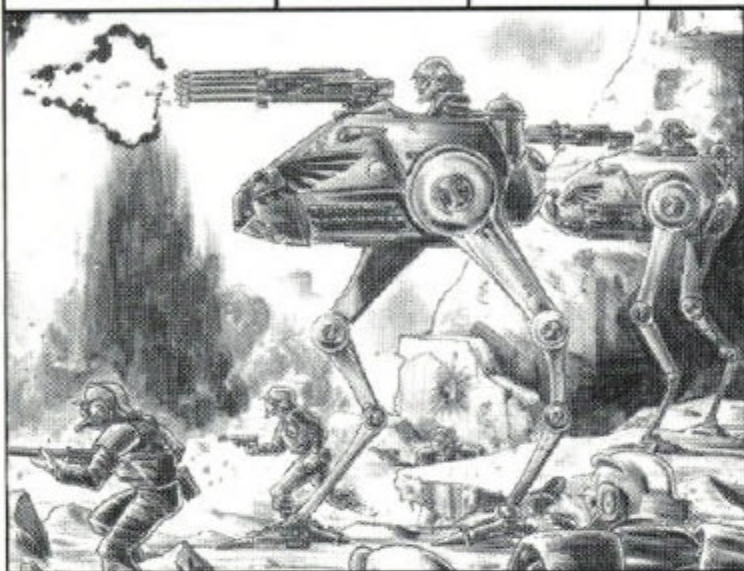
WEAPON

- | D6 | Result |
|-----|--|
| 1 | The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once. |
| 2-5 | The weapon is destroyed and can no longer be used. |
| 6 | The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has. |

IMPERIAL SENTINEL

The Sentinel is the vehicle equivalent to a sentry, scout, or guide. It is mainly used for reconnaissance work where it is particularly valuable as its locomotive legs and light-weight construction enable it to traverse territory normally considered as fit only for lightly equipped foot soldiers. Its high body also affords an excellent view of the surrounding landscape. However, against lightly equipped troops it has a useful armoured attack role similar to that of a Land Speeder.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Assault cannon	0-12	12-32	+1	-	8	D10	-3	Sustained Fire



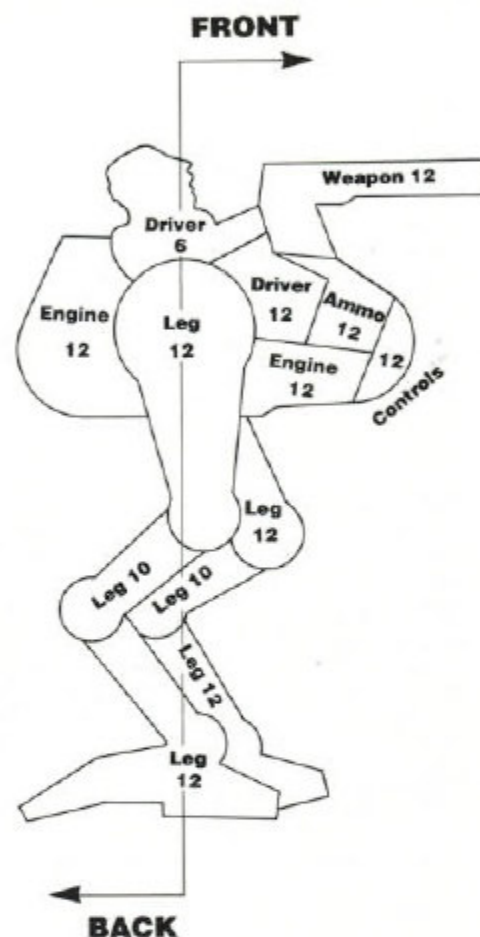
M	WS	BS	S	I	A	Ld
8	3	3	5	3	1	7

Type Walker

Points Value 50

Crew 1 Imperial Guard

The Imperial Sentinel is armed with an assault cannon and targeter with 90° field of fire to the front. The driver may not fight in hand to hand combat while he is mounted in the Sentinel.



SENTINEL DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

CONTROLS

D6	Result
1-3	The Sentinel's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Sentinel's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn <i>both</i> players roll a D6. The player with the highest result may move the Sentinel that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Sentinel may not move or fire at all!

DRIVER

D6	Result
1-2	The driver is mortally injured. If the Sentinel moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the Sentinel may only fire weapons or move if the owning player first rolls a '6' on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The Sentinel is effectively destroyed and grinds to a halt. The driver may be replaced by any model qualified to drive a vehicle. It takes an entire turn for the model to remove the dead driver and take his place, during which time it may not do anything else.

ENGINE

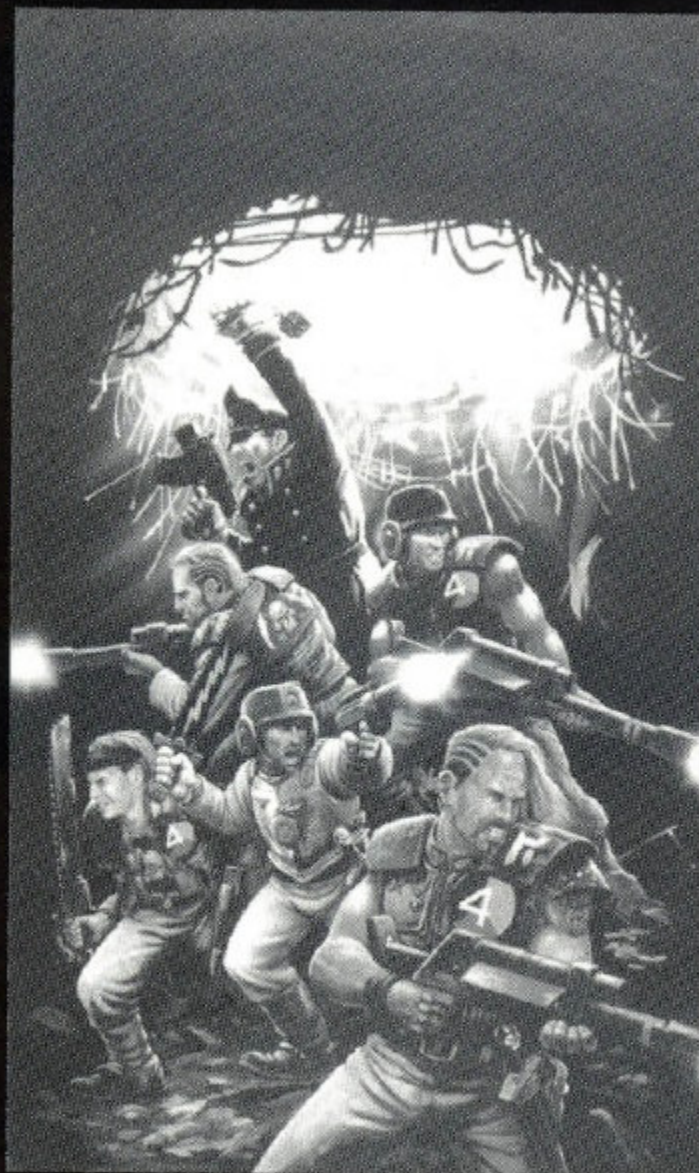
D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon may not be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.



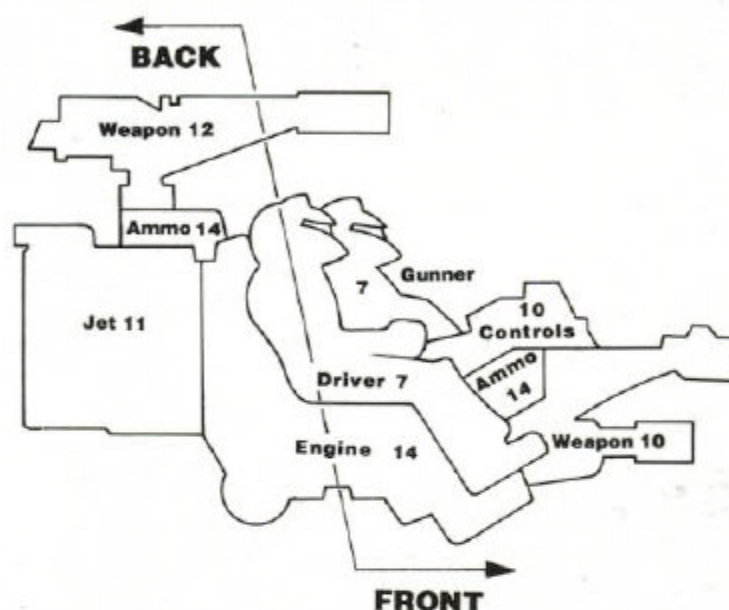
IMPERIAL SPACE MARINE LAND SPEEDER

The Land Speeder is a fast two man light attack vehicle powered by gravitic-reaction jets which allow it to fly through the air much like a present day attack helicopter. The Land Speeder's speed and manoeuvrability allow it to be used for scouting in the same way as bikes and jet bikes. However, it carries considerably heavier firepower than these lighter vehicles, and so can be used in much more aggressive roles as well. A tactic much favoured by the Space Marines is to send fast moving Land Speeder detachments deep into enemy territory. Once behind enemy lines the Land Speeders ambush enemy troops, popping up from behind cover, blasting any targets with a sudden barrage of fire, and then vanishing before their surprised opponents get a chance to respond.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Meltagun	0-8	8-12	+1	-	8	D6	-4	2" Blast area
Multimelta	0-12	12-24	+1	-	8	2D12	-4	

Type	Skimmer
Points Value	100
Driver	1
Gunners	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	30

The Imperial Space Marine Land Speeder is armed with a meltagun and targeter with 90° field of fire to front, and a Multimelta with targeter with 180° field of fire to front.



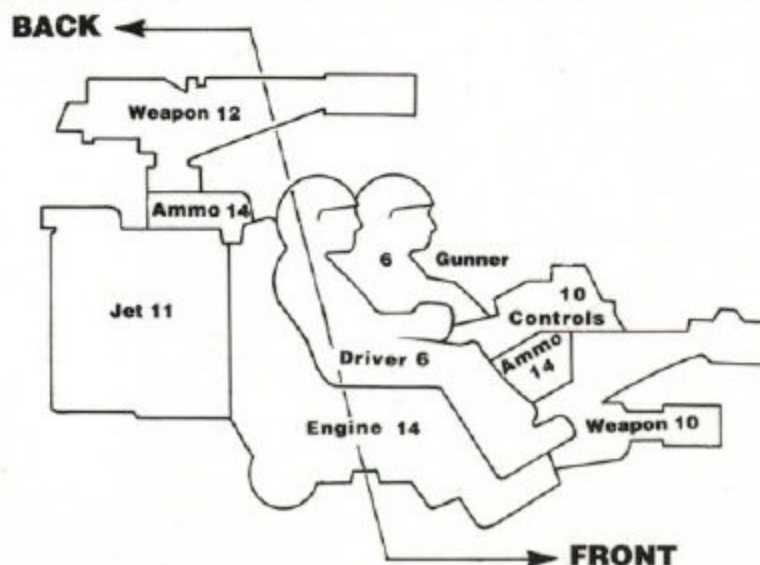
IMPERIAL GUARD LAND SPEEDER

The Imperial Guard Land Speeder is nearly identical to the Space Marine variant, except that the fixed ventral meltagun and a dorsal multimelta of the Space Marine machine are replaced with a heavy bolter and heavy plasma gun on the Imperial Guard model. The different weapons mounted on the Imperial Guard Land Speeder reflect the different role it is expected to fulfil. On the offensive the long ranged weapons fitted to the Imperial Guard machine are used to provide supporting fire for assaults by Imperial Guard foot troops. On the defensive, Imperial Guard Land Speeders are used as a mobile 'fire brigade', rushing to areas of the front line that are under attack to provide supporting fire for the hard pressed defenders, and then swiftly moving on to the next crisis point.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-20	20-40	+1	-	4	1	-1	1" Blast. 2 turns to recharge
Heavy plasma gun	0-20	20-40	-	-	7	D4	-2	
Low energy	0-20	20-40	-	-	7	D4	-2	
Maximum power	0-20	20-72	-	-	10	D10	-6	

Type	Skimmer
Points Value	100
Driver	1
Gunners	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	30

The Imperial Guard Land Speeder is armed with a heavy bolter and targeter with 45° field of fire to the front, and a heavy plasma gun with targeter and 360° field of fire.



LAND SPEEDER DAMAGE TABLES

CONTROLS

D6	Result
1-2	The Land Speeder moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
3-6	The rider loses control of the Land Speeder. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER / GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the Land Speeder is moving at more than 10" a turn. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The Land Speeder coasts 1D6" to the ground and remains immobilised for the remainder of the game.
3-5	The engine cuts out and the Land Speeder crashes to the ground 2D6" away in a random direction. The crew are able to leap from the vehicle before it crashes, but will suffer damage if it was moving at more than 10" a turn in its previous move.
6	The engine is explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the Land Speeders interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

JETS

D6	Result
1	The Jet is damaged, reducing its power output. The Land Speeder may not move faster than its slow movement rate for the rest of the game.
2-5	If already stationary the Land Speeder is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
6	The Jets go wild and the Land Speeder hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

LAND SPEEDER DAMAGE TABLES

CONTROLS

D6	Result
1-2	The Land Speeder moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
3-6	The rider loses control of the Land Speeder. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER / GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the Land Speeder is moving at more than 10" a turn. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The Land Speeder coasts 1D6" to the ground and remains immobilised for the remainder of the game.
3-5	The engine cuts out and the Land Speeder crashes to the ground 2D6" away in a random direction. The crew are able to leap from the vehicle before it crashes, but will suffer damage if it was moving at more than 10" a turn in its previous move.
6	The engine is explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the Land Speeders interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

JETS

D6	Result
1	The Jet is damaged, reducing its power output. The Land Speeder may not move faster than its slow movement rate for the rest of the game.
2-5	If already stationary the Land Speeder is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
6	The Jets go wild and the Land Speeder hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

IMPERIAL BIKE

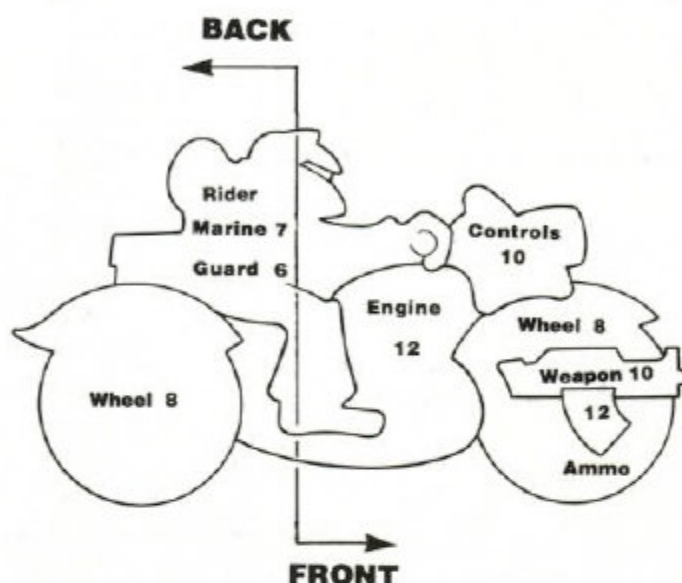
Bikes are common vehicles throughout the galaxy. They are used extensively by the Imperial Guard and the Space Marines for reconnaissance and pursuit missions. In an assault, squads of bikers act as shock/assault troops, while away from the battlefield the bike is invaluable for scouting and pursuit, compiling vital data on enemy troop movements and harrying opposing forces with lightning raids. This Datafax represents the standard Space Marine bike, the famous Black Shadow.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	

Type	Bike
Points Value	15
Driver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	15
Fast Speed	30



The bike is armed with twin bolters with targeter and a 90° field of fire to the front.



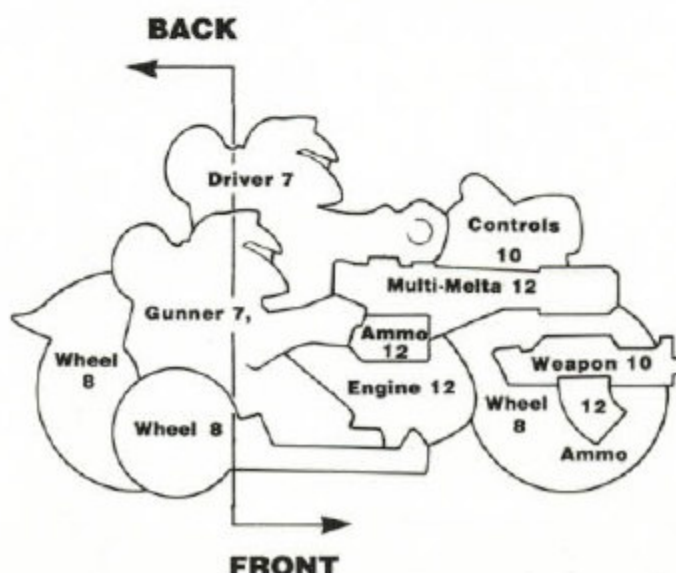
IMPERIAL BIKE AND SIDECAR

The bike and side car is a multi-purpose attack and support vehicle mounting twin fixed boltguns and a pintle mounted multi-melta. The Black Shadow bike is a very common machine in Imperial forces and the armoured side car unit is a popular modification offering additional crew carrying capability and increased firepower with little loss in power. Bikes with side cars appear in all types of human forces from planetary police to galactic pirate raiders and although this Datafax shows the standard Space Marine bike and side car it can be taken as good for any similar vehicle.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Multimelta	0-12	12-24	+1	-	8	2D12	-4	2" Blast area

Type	Bike
Points Value	50
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	18
Fast Speed	24

The Bike and Sidecar is armed with twin bolters and targeter with 90° field of fire to front, and a multimelta with a targeter and a 180° field of fire to front.



IMPERIAL BIKE DAMAGE TABLES

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within 3" radius.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bikes maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

BIKE & SIDE CAR DAMAGE TABLES

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within 3" radius.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bikes maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10".

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

DRIVER/GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

IMPERIAL JET BIKE

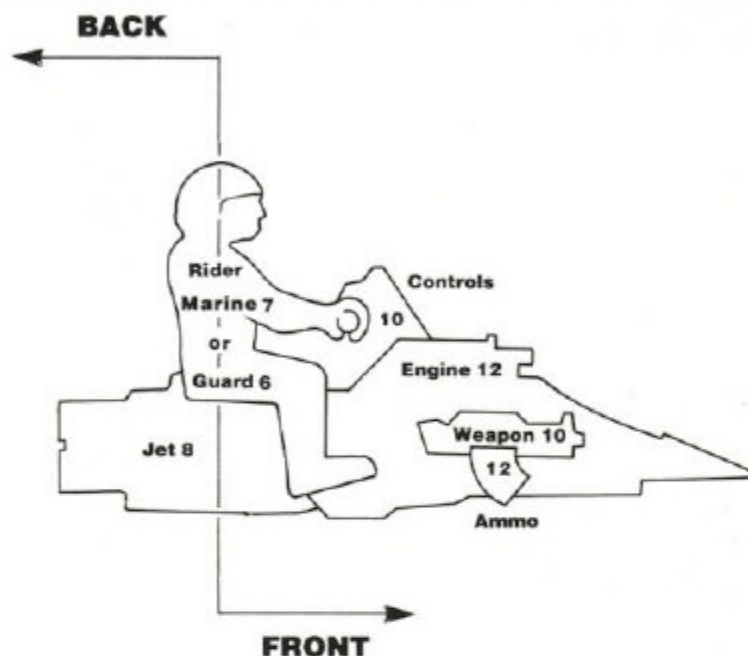
Imperial Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them above the ground surface and can be used to carry them into the air above the maelstrom of battle. Each Jet Bike is armed with twin forward-firing bolters that are synchronised to fire simultaneously and which can lay down a withering hail of fire against lightly armoured targets.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	

Type	Skimmer
Points Value	20
Driver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	18
Fast Speed	35



The Imperial Jet Bike is armed with twin bolters with a 45° field of fire to the front.



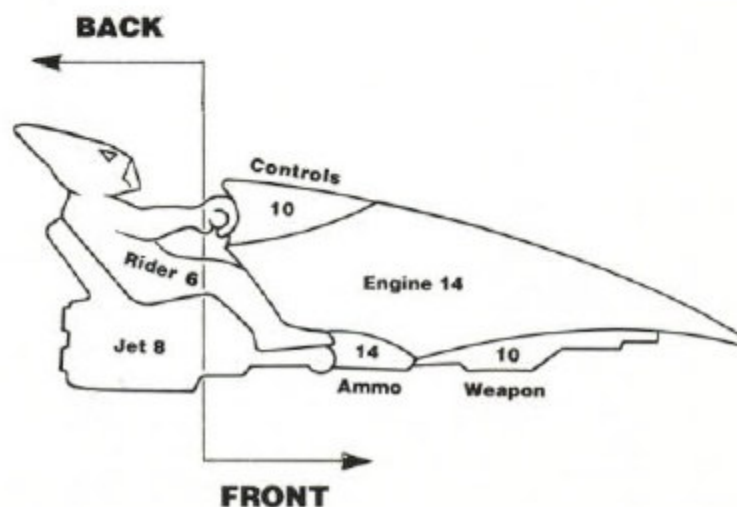
ELDAR JET BIKE

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them above the ground surface and can be used to carry them into the air above the maelstrom of battle. Each Jet Bike is armed with twin forward-firing shuriken catapults that are synchronised to fire simultaneously, or a single deadly Shuriken cannon.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Shuriken cannon	0-20	20-40	+1	-	5	D4	-3	Sustained fire
Shuriken catapult	0-12	12-24	+1	-	4	1	-1	Sustained fire

Type	Skimmer
Points Value	25
Driver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	18
Fast Speed	35

The Eldar Jet Bike may be armed with twin shuriken catapults with a 45° field of fire to the front or a single shuriken cannon with a 45° field of fire to the front.



IMPERIAL JET BIKE DAMAGE TABLES

ENGINE

D6	Result
1-2	The bike coasts 1D6" to the ground and remains immobilised for the remainder of the game.
3-5	The engine cuts out and the bike crashes to the ground 2D6" away in a random direction. The rider is able to leap from the bike before it crashes, but will suffer damage if the bike was moving at more than 10" a turn in its previous move.
6	The engine explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't make his saving throw, then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

JETS

D6	Result
1	The Jet is damaged reducing its power output. The bike may not move faster than its slow movement rate for the rest of the game.
2-5	If already stationary the vehicle is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
6	The Jets go wild and the bike hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

ELDAR JET BIKE DAMAGE TABLES

ENGINE

D6	Result
1-2	The bike coasts 1D6" to the ground and remains immobilised for the remainder of the game.
3-5	The engine cuts out and the bike crashes to the ground 2D6" away in a random direction. The rider is able to leap from the bike before it crashes, but will suffer damage if the bike was moving at more than 10" a turn in its previous move.
6	The engine explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't make his saving throw, then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

JETS

D6	Result
1	The Jet is damaged reducing its power output. The bike may not move faster than its slow movement rate for the rest of the game.
2-5	If already stationary the vehicle is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
6	The Jets go wild and the bike hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

ELDAR DREADNOUGHT

Wraithguard are cybernetic warriors controlled by the spirits of dead Eldar heroes. Wraithguard bodies come in a number of different sizes ranging from man-sized to Dreadnoughts. Indeed, Eldar Titans are in a sense large Wraithguard themselves. The Eldar spirits are held in *spirit stones* and interface directly into the psychic Wraithbone core of the Wraithguard suits. The spirits gradually lose their perception of the material universe in a physical respect, eventually 'seeing' purely in terms of emotions and psychic flux. Because of their increasingly psychic perception Wraithguard need to have friendly troops or psykers nearby to act as an anchor or reference point for their perception of reality, otherwise they become confused and act randomly. Because of their nature Wraithguard make powerful opponents for daemons, being in a sense daemons of the material universe themselves.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Flamer	Template		Special		4	1	-2	Target burns on a 4+
Shuriken catapult	0-12	12-24	+1	-	4	1	-2	Sustained Fire
Power fist	-	-	-	-	8	1	-5	Close combat

M	WS	BS	S	I	A	Ld
6	6	6	5	6	3	8

Type	Walker
Points Value	125
Crew	1 SPIRIT STONE

The Eldar Dreadnought is armed with two power fists. Each power fist may either have a built in flamer and targeter, or have a built in shuriken catapult and targeter. Both weapons have a 90° field of fire to the front. For an additional 50 points the Dreadnought

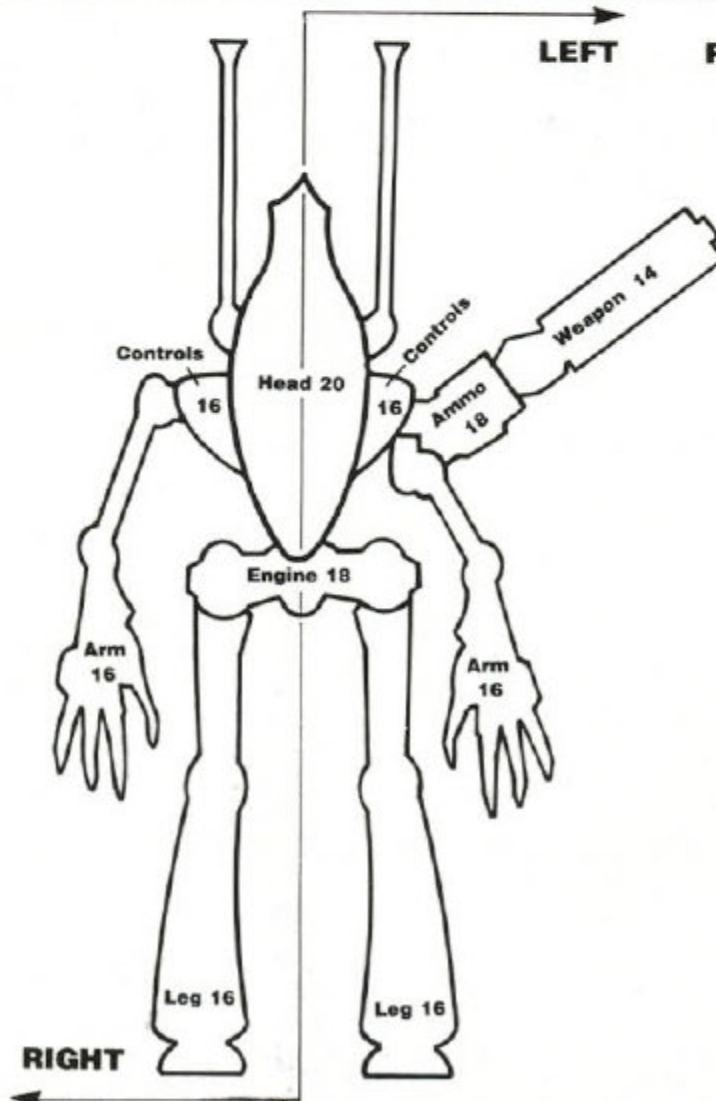
may carry ONE of the following weapons mounted on its shoulder: a distortion cannon and targeter with a 90° field of fire to the front; a lascannon with targeter and a 90° field of fire to the front; a missile launcher with frag and krak missiles and targeter with a 90° field of fire to the front; a heavy plasma gun and targeter with a 90° field of fire to the front; a scatter laser and targeter with a 90° field of fire to the front.



BACK ARMOUR -2

LEFT

FRONT ARMOUR +1



ELDAR DREADNOUGHT DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point.

ELDAR DREADNOUGHT HEAD AND CONTROLS

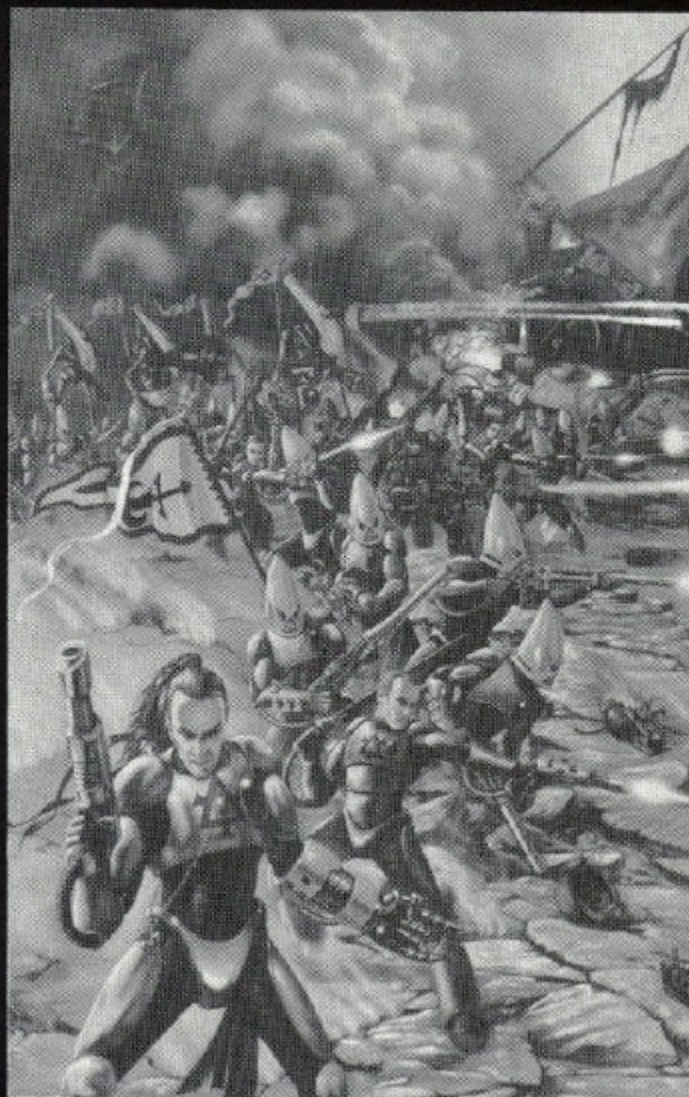
D6	Result
1-3	The Dreadnought's control gear goes crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each of its turns both sides roll a D6. The player with the highest result may move the Dreadnought that turn. Whichever side moves the machine, the other side may fire any weapons or fight in hand to hand combat. Although the enemy player may be doing the moving or firing, these actions still take place during the Dreadnought's own turn.
4-5	The spirit stone is destroyed. The Dreadnought comes to an immediate halt and cannot move or fire. The sudden release of psychic energy as the spirit stone is destroyed paralyses any psyker within 4D6" of the Dreadnought. This affects Eldar psykers and enemy psykers equally. The psyker is rooted to the spot and cannot do anything at all. Roll a D6 at the start of each of the psyker's following turns - on a roll of 4, 5 or 6 the psyker recovers and can act as usual.
6	The spirit stone is destroyed and the Dreadnought comes to a permanent halt and cannot move or fire. The Eldar spirit is released and immediately consumed by Slaanesh, and the psychic shock stuns all Eldar psykers. All Eldar psykers are rooted to the spot and cannot do anything at all. Roll a D6 at for each Eldar psyker at the start of each of the Eldar player's turns - on a roll of 4, 5 or 6 the psyker recovers and can act as usual.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.



WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

ELDAR WAR WALKER

The Eldar War Walker is a unique vehicle. It consists of a robotic frame built around a driving position from which its solitary Eldar crewman controls the War Walker's movements. The Eldar pilot is protected not by armour, but by shield of energy called a powerfield. A powerfield is an invisible barrier of pure force which deflects or absorbs the energy of laser bolts and projectiles. A powerfield can only be penetrated by heavy weapons, so the pilot is completely protected from bolter or lasgun fire but has all the advantages of an open vehicle. The War Walker is most extensively used by Eldar Scouts and Exodites in the dense terrain of the heavily forested maiden worlds. Craftworld Guardian squads also use the War Walker's great mobility and firepower for scouting and mounting flank attacks.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Scatter laser	0-20	20-60	+1	-	6	1	-1	See Battle Manual
Lascannon	0-20	20-60	-	-	9	2D6	-6	

M	WS	BS	S	I	A	Ld
8	4	4	5	4	1	8

Type	Walker
Points Value	150
Crew	1 Eldar

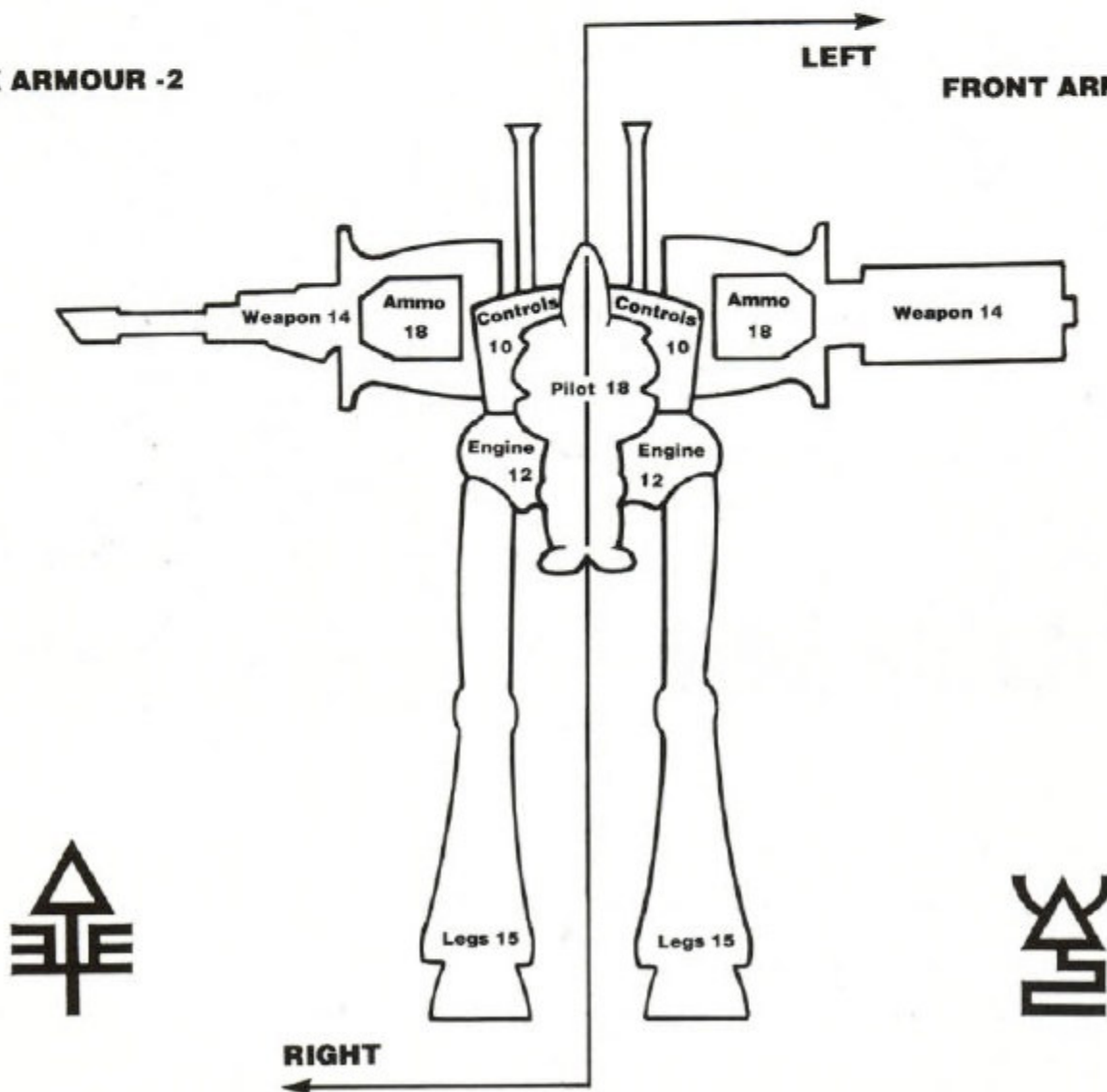
The Eldar Walker is armed with a scatter laser with targeter and a 90° field of fire to the front, and a lascannon with targeter and a 90° field of fire to the front.



BACK ARMOUR -2

LEFT

FRONT ARMOUR +1



ELDAR WAR WALKER DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

ENGINE

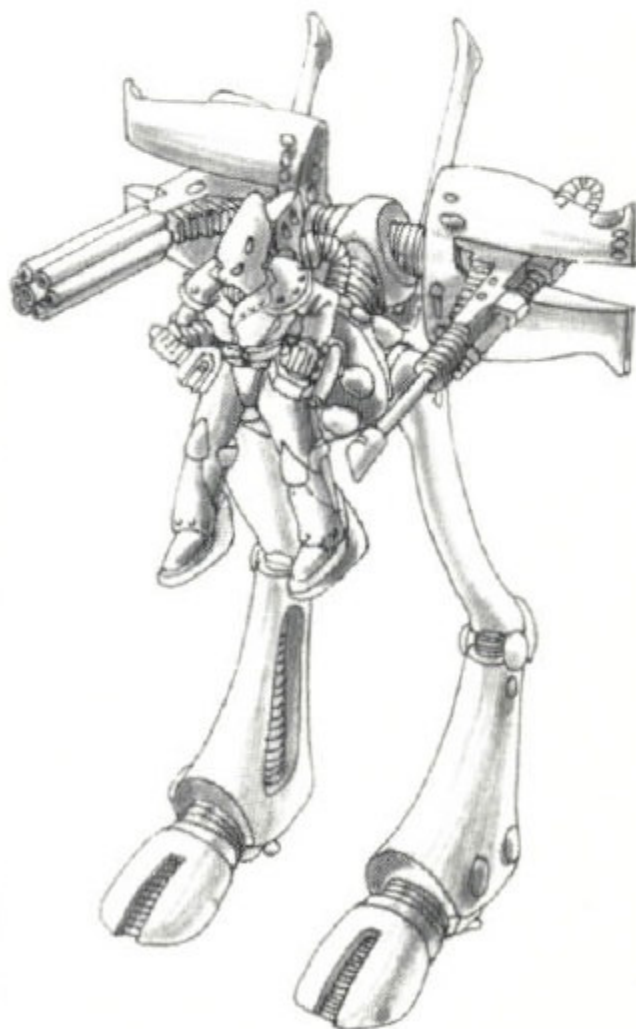
D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

PILOT

D6	Result
1-2	The pilot is mortally injured. If the War Walker moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the War Walker may only fire weapons or move if the owning player first rolls a '6' on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The War Walker is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield.



ORK BATTLEWAGON

The Battlewagon is an extremely common type of large vehicle used by the Orks. Its design conforms to one of the traditional types known throughout Orkdom and copied by Mekboyz for many generations. Battlewagons are large vehicles designed to carry a whole fighting Mob of Orks including any Gretchin and Snotling servants that accompany it. It is possible to squash an almost unlimited number of these underlings into the Battlewagon, and any that can't fit inside will quite happily hang onto the bodywork or grab hold of the vehicle's flagpole. As Battlewagons are mostly owned by Ork families it is armed with weapons belonging to that family - and these will naturally vary a great deal.

Type	Wheeled
Points Value	25
Driver	1 Ork
Gunners	none
Transport	special
Slow Speed	8
Combat Speed	18
Fast Speed	25

Because the Orks are carrying their own weapons the field of fire is based on the position of each Ork model firing from within the vehicle.

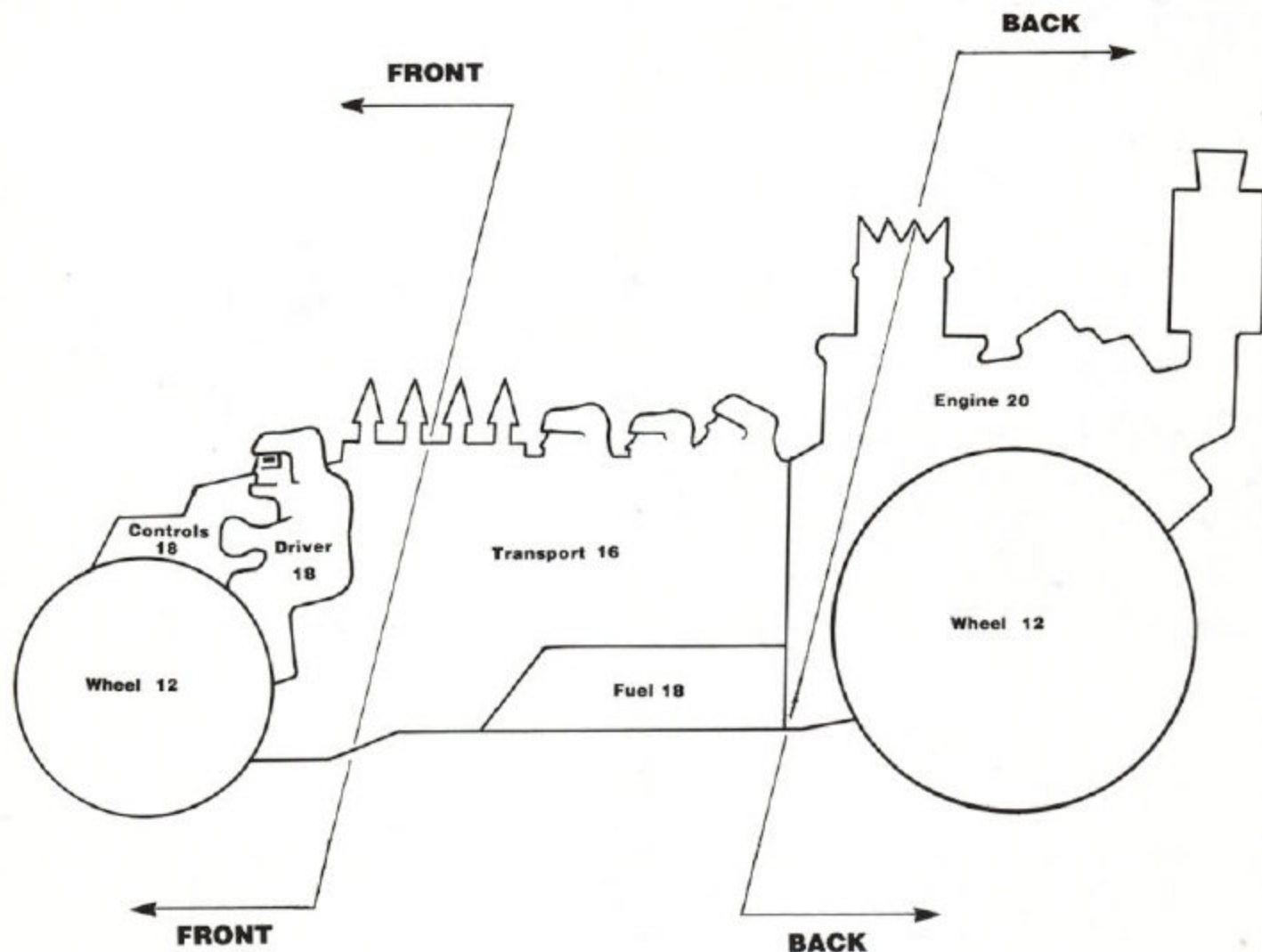
WEAPONS

There is no limit to the number of Orks or servants that may be placed inside the vehicle, other than the number of models that you can fit inside or balance on top of the Battlewagon. Any models which fall off during the game are judged to have actually fallen off.

Because of the tremendous weapon variation no weapons have been included on the Datafax. Orks in or on the Battlewagon may use any weapons that they are carrying. A Battlewagon may also be used to tow a piece of Ork artillery such as the Hop-Splat Field Gun, with the crew from the weapon riding inside the Battlewagon.

FRONT ARMOUR +1

BACK ARMOUR -1



ORK BATTLEWAGON DAMAGE TABLE

TRANSPORT

D6	Result
1	The attack miraculously fails to cause any damage in the transport section, but the huge explosion stuns any models there. Any models being transported in the vehicle may not do anything in their next turn while they recover from the effects of the explosion.
2-5	The weapon hits a randomly chosen model in the transport section, causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast area then all other models in the transport section will be hit as well.
6	As above, but the transport section is so badly damaged that any surviving models must disembark in their next turn.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.
3-4	The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
5-6	If the vehicle is stationary it is permanently halted. If moving it will cease to move forward and spin round to face a random direction (roll a D12 with straight ahead as 12 o'clock). Once halted it cannot move for the rest of the game.

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.



ORK GOBSMASHA

The Gobsmasha is a common Battlewagon variant much favoured by the Evil Sunz. The Gobsmasha benefits from having thicker, fully enclosed armour and a selection of large weapons mounted on the front. Evil Sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orks kultur and the joys of driving around at high speed - the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by three young Orks (who jump around and fire all the guns) and a hoary old Ork veteran (who drives the vehicle and keeps the young Orks from doing anything too daft).

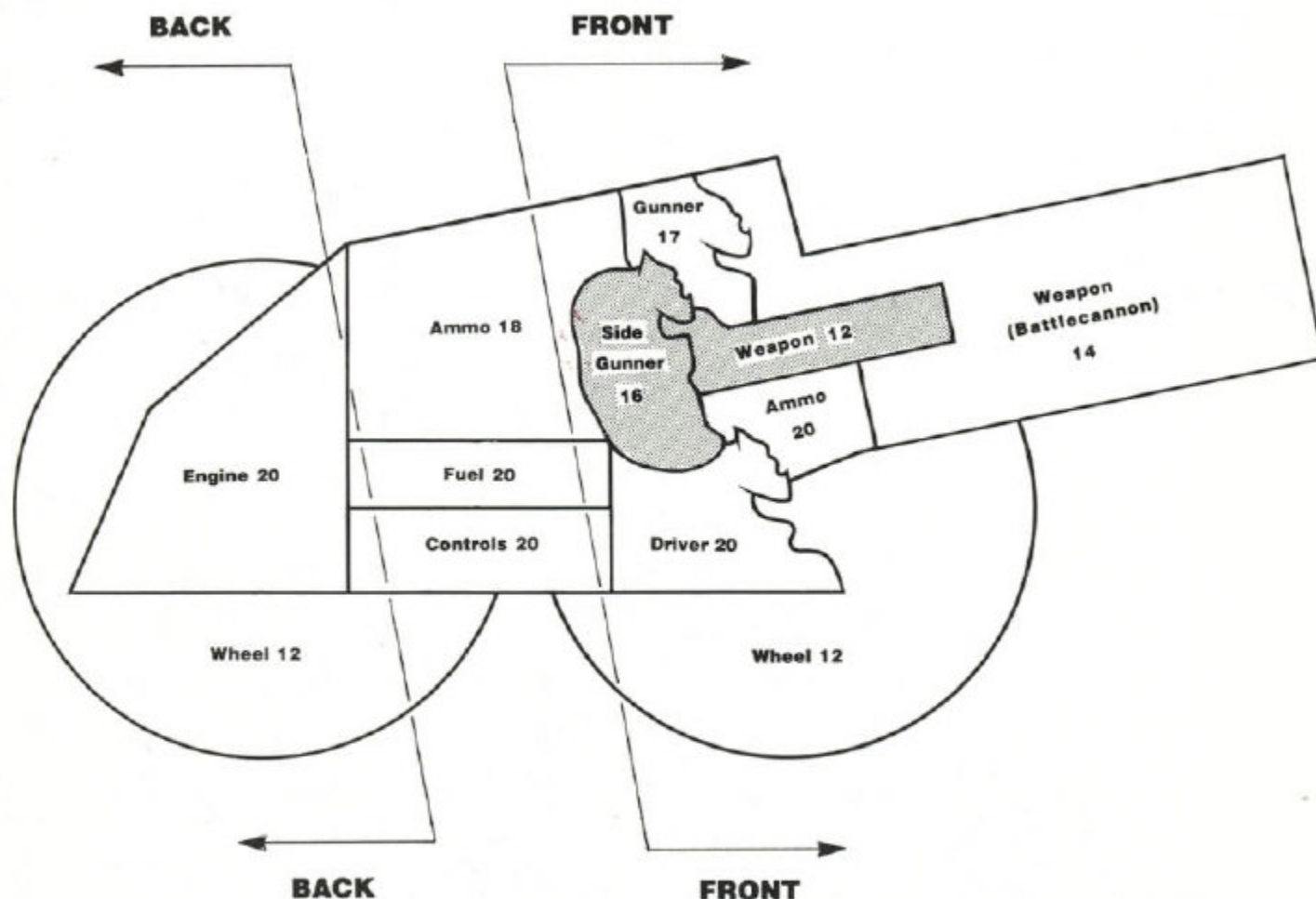
Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Battle Cannon	0-20	20-72	-	-	8	2D6	-3	1 1/2" Blast area
Heavy Plasma Gun								
Low energy	0-20	20-40	-	-	7	D4	-2	
Max power	0-20	20-72	-	-	10	D10	-6	1" Blast, 2 turns to recharge
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	Sustained Fire

Type	Wheeled
Points Value	75
Driver	1 Ork
Gunners	3 Orks
Transport	none
Slow Speed	6
Combat Speed	14
Fast Speed	20

The Gobsmasha is armed with a battle cannon with a 90° field of fire to the front. It may also be armed with a heavy plasma gun and/or a heavy bolter, both with a 90° field of fire to the front, at an additional cost of 25 points each. The hit diagram allows for these two extra weapons, and shows the position of the Ork gunners needed to fire them. If you decide to model your Gobsmasha without these side mounted weapons, the shaded areas should be treated as being part of the battle cannon.

BACK ARMOUR -1

FRONT ARMOUR +1



ORK GOBSMASHA DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

GUNNERS

D6	Result
1-3	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
4-6	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undriveable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can carry on moving as normal in its next turn, and will then grind to a halt for the rest of the battle.
4-6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.
3-4	The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
5-6	If the vehicle is stationary it is permanently halted. If moving it will cease to move forward and spin round to face a random direction (roll a D12 with straight ahead as 12 o'clock). Once halted it cannot move for the rest of the game.

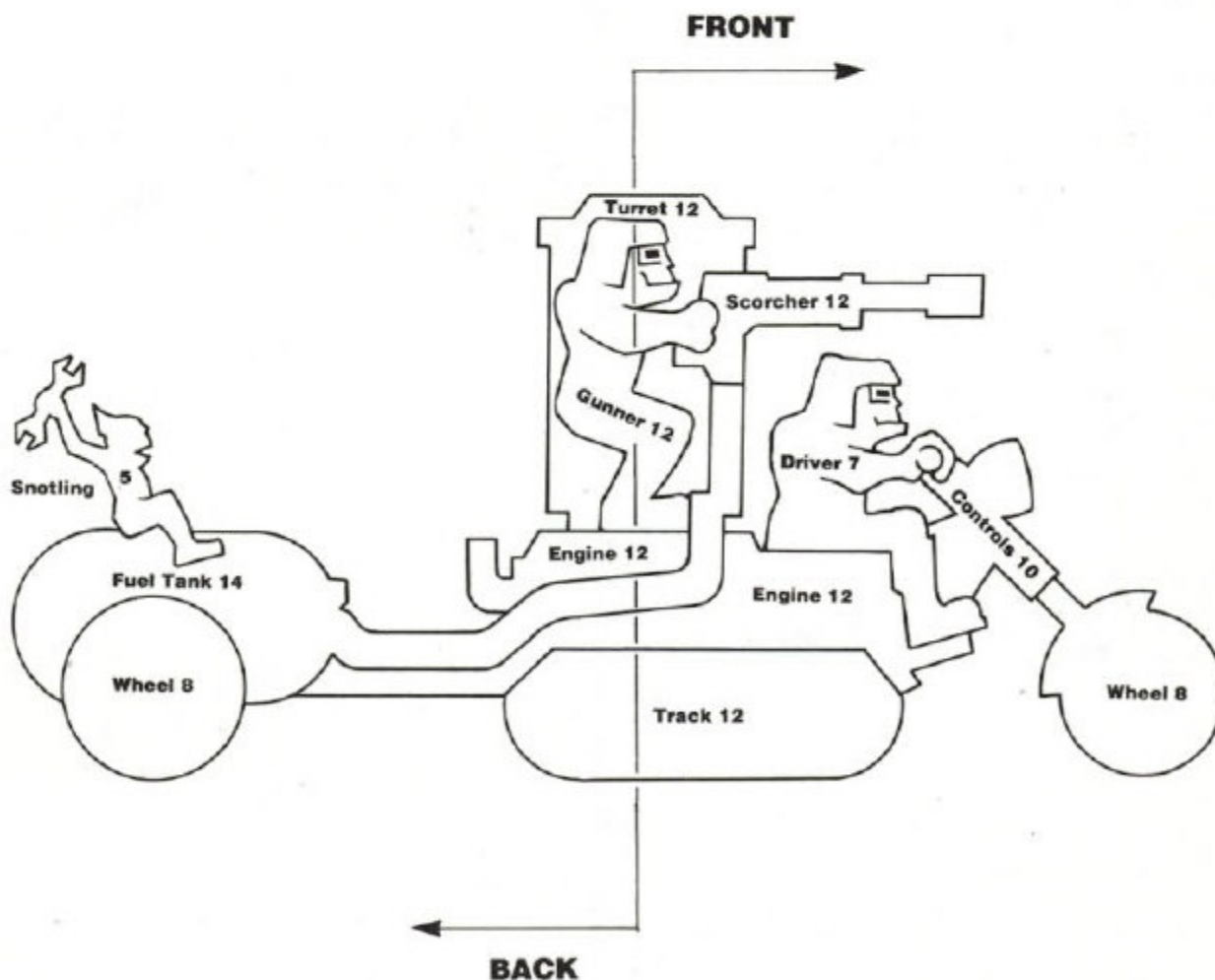
ORK SCORCHER

The Scorchers is a heavily modified Wartrak with an armoured turret and fuel tank on a trailer. It takes its name from the scorcher fire thrower with which it is armed. The scorcher is a dangerous weapon which runs off the unstable compound that Orks use for fuel. The fuel is pumped from the trailer through the turret and out of broad nozzle. A burner ignites the fuel as it passes through the nozzle and produces a sheet of flame. The burning fuel washes over and through cover, lapping through windows and doors or setting vegetation alight so that the cover provides no protection, making the scorcher particularly good against infantry.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Scorchers	406"	-	-	-	6	D3	-3	See Vehicle manual rule book

Type	Tracked
Points Value	50
Diver	1 Ork
Gunners	1 Ork
Transport	none
Slow Speed	8
Combat Speed	20
Fast Speed	30

The Scorchers is armed with the scorcher fire thrower with a 4" wide fire corridor and a 360° field of fire.



ORK SCORCHER DAMAGE TABLE

CONTROLS

D6	Result
1-2	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless but weapons may be fired and doors opened manually. When firing weapons note that turrets may not turn and targeter devices are rendered inoperative.
3-4	The vehicle is brought to a halt and may not move for the rest of the game. All onboard systems are rendered useless and all doors jam shut. Models inside a totally enclosed vehicle are trapped. Weapons may be fired, although turrets may not turn and targeter devices will not operate.
5-6	The vehicle moves in a dangerous and unpredictable fashion. The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER

D6	Result
1-3	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Unless someone else takes over the controls the vehicle will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
4-6	The driver is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. In addition, the driver's controls are so badly damaged that the vehicle becomes undrivable regardless of whether the driver is slain and will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	A spark ignites the vehicle's fuel tank and it bursts into flames. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

GUNNER

D6	Result
1-3	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon.
4-6	The gunner is allowed his normal saving throw modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. Regardless of whether the crewman survives, the weapon he is operating is so badly damaged by the hit that it can no longer be used.

SNOTLING

D6	Result
1	The Snotling ducks just in time and the attack whistles over his head! However he is so scared by the experience that he forgets to pump for a turn. The Scorchers range is reduced to 3D6" the next time it is used as the Snotling recovers his composure.
2-5	The Snotling is killed and the Scorchers must rely on the pressure built up in the tank from now on. The next time the Scorchers shoots, its range will be 3D6". The following time it fires its range will be 2D6". After that any shots have a range of D6".
6	The Snotling is killed, but as he dies he accidentally hits the emergency fuel release button. Gallons of highly volatile fuel pour out over the Scorchers and then burst into flame, ignited by a stray spark. The vehicle is destroyed and grinds to a halt, while its crew and any models within 2" are caught by the fire ball and take a single S5 hit that causes D4 wounds. Normal saving rolls apply.

FUEL TANK

D6	Result
1	The fuel tank ruptures and starts leaving a burning trail of fuel behind the vehicle. This is not a problem as long as the vehicle keeps on moving. However, if the vehicle stops for any reason then the burning fuel will catch up and spread into the fuel tank, causing an explosion as described for a roll of 4-6 below.
2-3	A huge gash is torn in the fuel tank, dumping all of the vehicles fuel on the ground. The vehicle can move and fire as normal in its next turn, and will then grind to a permanent halt and be unable to fire for the rest of the battle.
4-6	The fuel explodes, destroying the vehicle and killing the crew. Any models within 2D6" of the vehicle are caught in the explosion, suffering damage exactly as if they had been hit by a heavy flamer.

SCORCHER

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.
3-4	The vehicle moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.
5-6	If the vehicle is stationary it is permanently halted. If moving it will cease to move forward and spin round to face a random direction (roll a D12 with straight ahead as 12 o'clock). Once halted it cannot move for the rest of the game.

ORK SUPER HEAVY DREADNOUGHT

The Super-Heavy Ork Dreadnought is almost identical to the smaller, two armed, version. However, the fact that it is both bigger *and* capable of carrying twice as much weaponry makes it by far the most popular model with most Ork Warlords. As with the smaller version, the Super Heavy Ork Dreadnought is piloted by a Gretchin who has been implanted into the machine by the combined efforts of a Painboy and a Mekaniak. Only the very brightest Gretchin are used in Super Heavy Dreadnoughts, as they must be capable of operating all four of the Dreadnought's arms at the same time. This is no easy task, but on the whole the Gretchin seem to manage well enough, and only occasionally get confused and fire off a weapon at the wrong time...

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-12	12-24	+1	-	4	1	-1	Sustained Fire
Las-cannon	0-12	12-24	+1	-	4	1	-2	Sustained Fire
Krak missile	0-20	20-72	-	-	8	D10	-6	
Frag missile	0-20	20-72	-	-	4	1	-1	2" Blast Area
Heavy flamer	Template		Special		5	1	-3	
Power claw	-	-	-	-	8	1	-5	Close combat

M	WS	BS	S	I	A	Ld
4	5	4	6	3	4	6

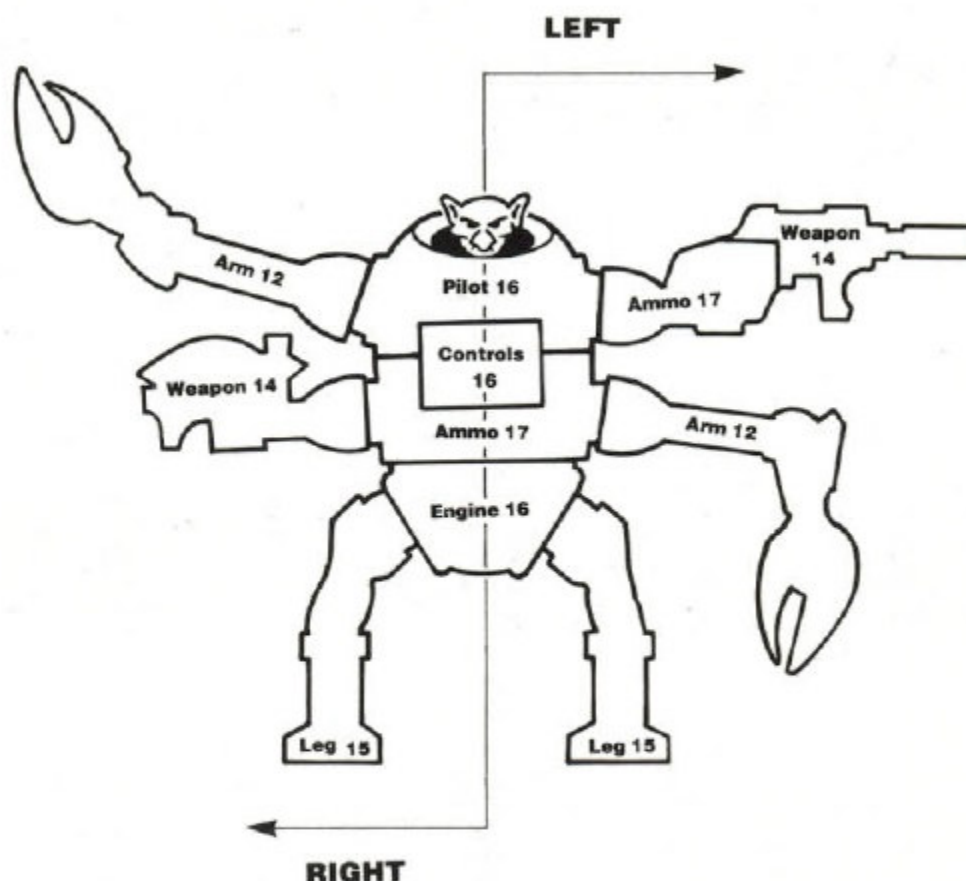
Type	Walker
Points Value	125
Crew	1 Gretchin

The Ork Super Heavy Dreadnought is armed with two power claws, plus two weapons chosen from the following list: a lascannon with a 90° field of fire to the front; a missile launcher with frag and krak missiles, with a 90° field of fire to the front; a heavy flamer with a 90° field of fire to the front; a heavy bolter with a 90° field of fire to the front.

As long as both power claws are in working order the Dreadnought can use the special CRUSH attack described in the Vehicle Manual rulebook.

BACK ARMOUR -2

FRONT ARMOUR +1



ORK DREADNOUGHT DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point.

CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

GRETCHIN DREADNOUGHT PILOT

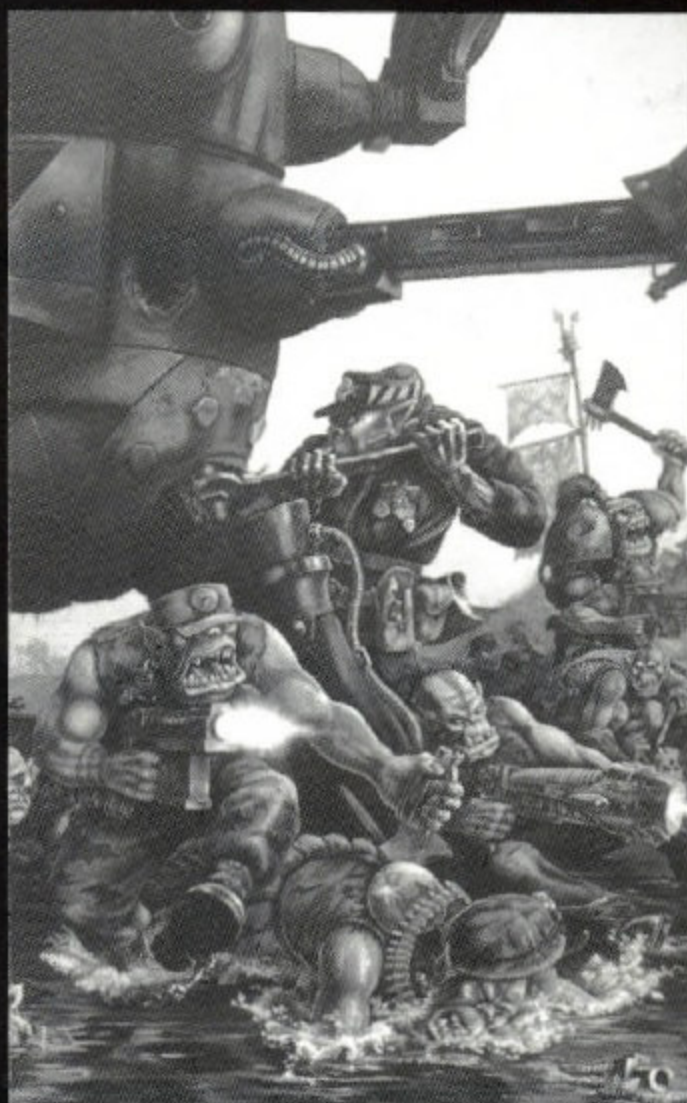
D6	Result
1-2	The Gretchin suffers a massive electrical shock through his control cables, driving him half mad and sending the Dreadnought on the rampage! Move the Dreadnought D6" in a random direction in its next movement phase. It will attack anything in its path in close combat or fire its weapons at the closest target, friend or foe! The rampage will continue until the Dreadnought is destroyed or leaves the table.
3-6	The Gretchin is slain and the machine comes to an immediate halt. The Dreadnought may do nothing for the remainder of the battle and is effectively destroyed.

LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The Engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.



WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

ORK DREADNOUGHT

The Ork Dreadnought is piloted by a Gretchin which has been surgically implanted into the machine by the combined efforts of an Ork Painboy and Ork Mekboy. Gretchin are fortunately very resilient and usually survive the operation to wake up and find themselves wired into a huge metal body which is even bigger and stronger than an Orks! This is very cheering for the Gretchin who has had to suffer years of beating from his Ork masters, and not surprisingly the power goes to his head. In battle Ork Dreadnoughts often charge off towards the first enemy they see, bellowing loud metallic "Waaargh!" noises out of their speakers. Fortunately most Ork Dreadnoughts are equipped with a fearsome Power Claw so that the Gretchin can work off some of its angst in close combat and then (hopefully) settle down for the rest of the battle.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-12	12-24	+1	-	4	1	-1	Sustained Fire
Lascannon	0-12	12-24	+1	-	4	1	-2	Sustained Fire
Krak missile	0-20	20-72	-	-	8	D10	-6	
Frag missile	0-20	20-72	-	-	4	1	-1	2" Blast Area
Heavy flamer	Template		Special		5	1	-3	
Power claw	-	-	-	-	8	1	-5	Close combat

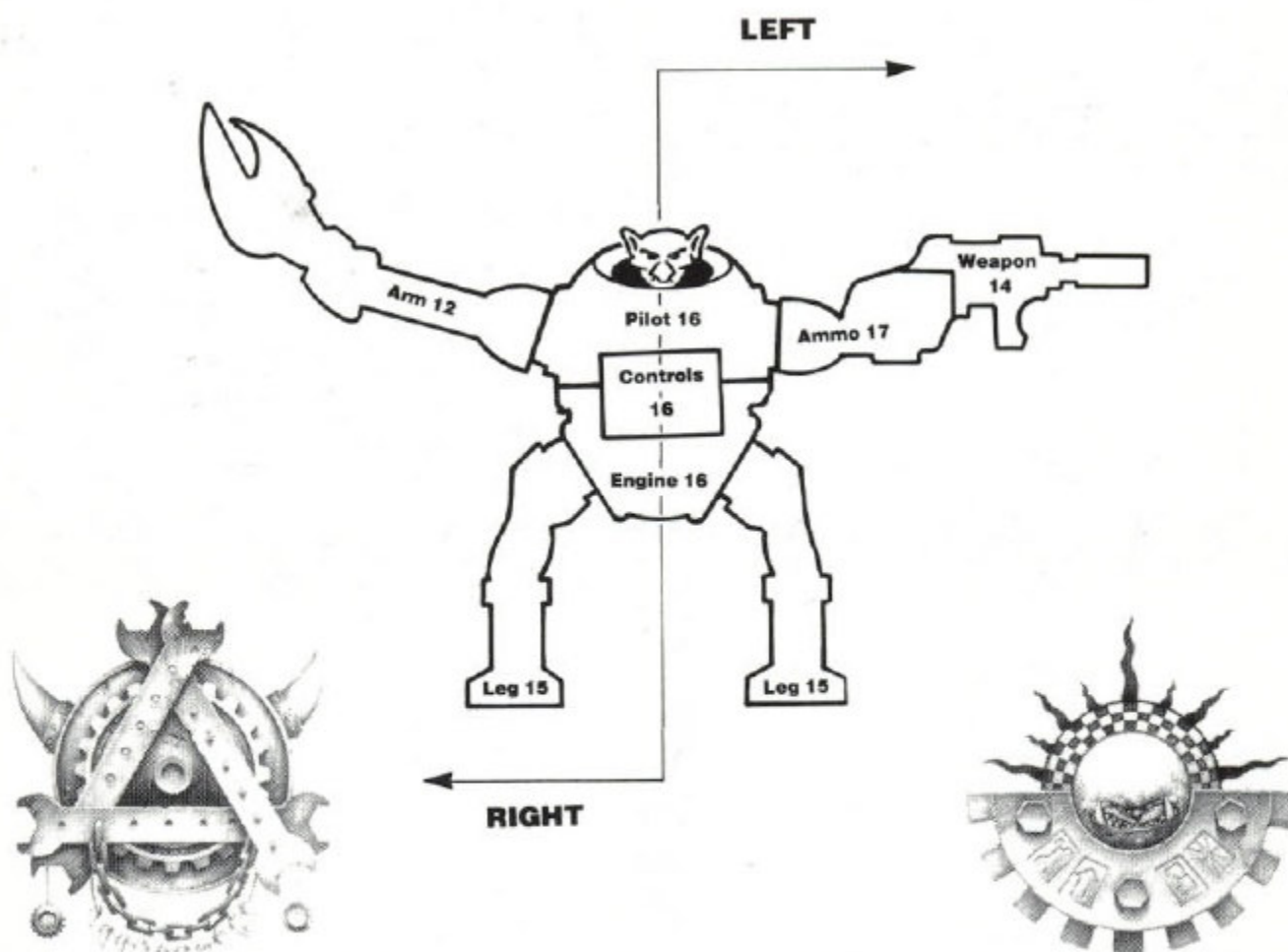
M	WS	BS	S	I	A	Ld
4	5	4	6	3	3	6

Type	Walker
Points Value	75
Crew	1 Gretchin

The Ork Dreadnought is armed with one power claw on the right arm, plus one weapon chosen from the following list on the left arm: a lascannon with a 90° field of fire to the front; a missile launcher with frag and krak missiles, with a 90° field of fire to the front; a heavy flamer with a 90° field of fire to the front; a heavy bolter with a 90° field of fire to the front.

BACK ARMOUR -2

FRONT ARMOUR +1



ORK DREADNOUGHT DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.



ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attacks characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attacks characteristic is reduced by one point.

CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

GRETCHIN DREADNOUGHT PILOT

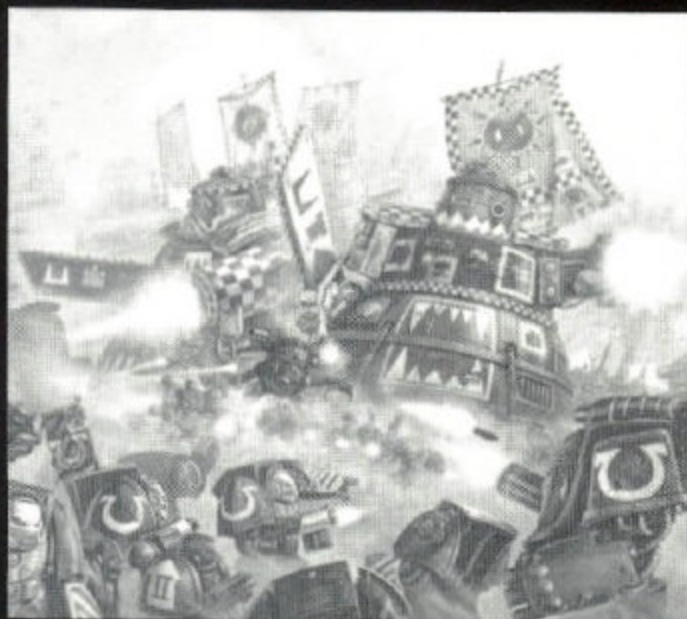
D6	Result
1-2	The Gretchin suffers a massive electrical shock through his control cables, driving him half mad and sending the Dreadnought on the rampage! Move the Dreadnought D6" in a random direction in its next movement phase. It will attack anything in its path in close combat or fire its weapons at the closest target, friend or foe! The rampage will continue until the Dreadnought is destroyed or leaves the table.
3-6	The Gretchin is slain and the machine comes to an immediate halt. The Dreadnought may do nothing for the remainder of the battle and is effectively destroyed.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The Engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.



WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicles ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

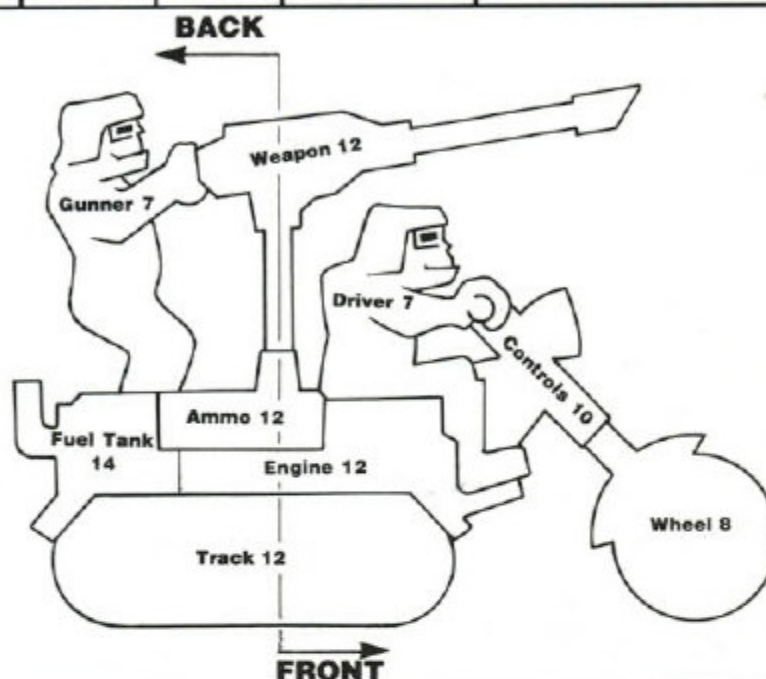
ORK WARTRAK

Like the War Buggy, the Wartrak is an extremely common type of vehicle built by Ork Mekboyz from all clans. It has a set of tracks and a bike-type front suspension so it is fast and doesn't get bogged down in mud or other bad terrain. The crew of two Orks sit behind each other with one acting as the driver and the other as the gunner. Wartraks are very mobile and can mount various different weapons - though lascannons are the most popular choice.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	2D6	-6	

Type	Tracked
Points Value	40
Driver	1
Gunners	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	28

The Wartrak is armed with a Lascannon with a 360° field of fire.



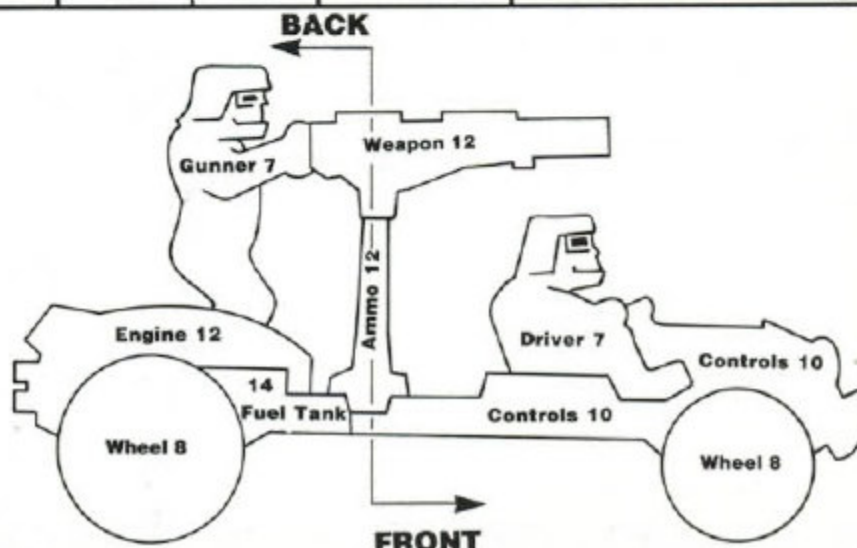
ORK WAR BUGGY

War Buggies are one of the most popular of all Ork vehicles. Although individual War Buggies vary greatly in the detail lavished on them by their creators, the basic design is always the same. The Buggy consists of a sturdy chassis, has four wheels and is driven by an engine at the back. It has a driver who is often a young Ork training as a Mekboy. The vehicle's other crewman rides behind on a raised seat so that he fires his weapons over the driver's head.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-20	20-40	-	-	5	D4	-2	Sustained fire 2" Blast area
Multimelta	0-12	12-24	+1	-	8	2D12	-4	
Heavy plasma gun								
Low energy	0-20	20-40	-	-	7	D4	-2	1" Blast. 2 turns to recharge
Maximum power	0-20	20-72	-	-	10	D10	-6	

Type	Wheeled
Points Value	50
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	16
Fast Speed	30

The War Buggy may be armed with one of the following: twin heavy bolters with 360° field of fire, a multimelta with 360° field of fire, or a heavy plasma gun with 360° field of fire.



WARTRAK DAMAGE TABLES

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

TRACK/WHEEL

D6	Result
1-2	The track or wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The track or wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

DRIVER/GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the save modifier for the weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

FUEL

D6	Result
1-2	A huge gash is torn in the fuel tank. The vehicle can carry on moving in its next turn, and will then grind to a halt for the rest of the battle.
3-6	The fuel catches fire. Anybody onboard is killed and the flaming wreck moves out of control next turn and then explodes. Any model within 3" suffers damage exactly as if they had been hit by a heavy flamer.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-6	The bike moves out of control in its next turn and then comes to a permanent halt.

WAR BUGGY DAMAGE TABLES

DRIVER/GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the save modifier for the weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the buggy's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the buggy is stationary it is permanently halted. If moving the buggy will slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. The gunner may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. If he does so he cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The buggy coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The buggy moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the buggy will slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the buggy explodes, causing a strength 6 hit inflicting D6 wounds on all models within 3" radius.

CONTROLS

D6	Result
1-2	The buggy moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the buggy. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. Roll a D6 at the beginning of each following turn; the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

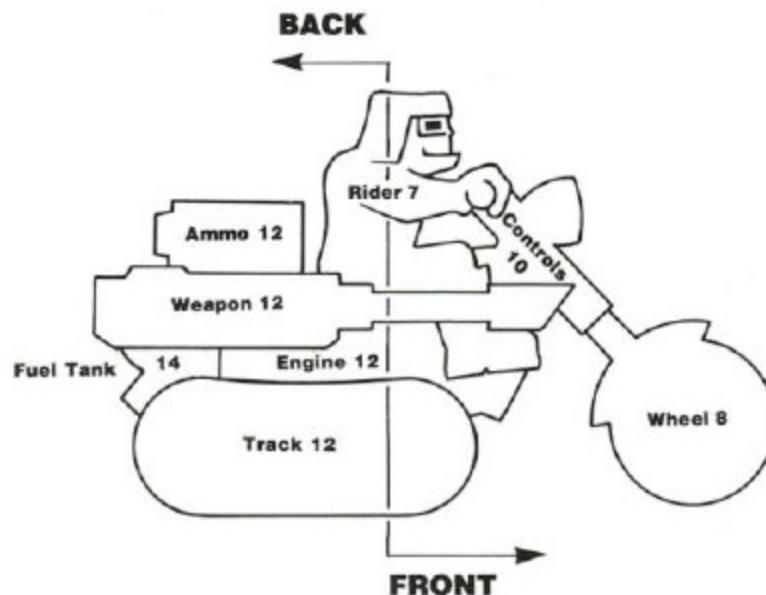
ORK WARBIKE

The Ork Warbike is a single-seat attack bike with twin autocannon - an exceptionally heavy armament for such a small vehicle. Of course, fixing such a lethal combination of weaponry onto a small and relatively light bike poses a few problems - not the least of which is its tendency to spin wildly out of control every time the guns are fired. Fortunately, Orks don't regard petty problems of this kind as any kind of deterrent, rather that they add to the character of the bike and make it more exciting to ride.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Autocannon	0-20	20-72	-	-	8	D10	-3	Sustained fire

Type	Bike
Points Value	35
Driver	1
Gunners	none
Transport	none
Slow Speed	8
Combat Speed	12
Fast Speed	30

The Warbike is armed with twin forward firing autocannons with a 2" wide fire corridor directly in front of the model. Special rules apply to this weapon as described in the main rules.



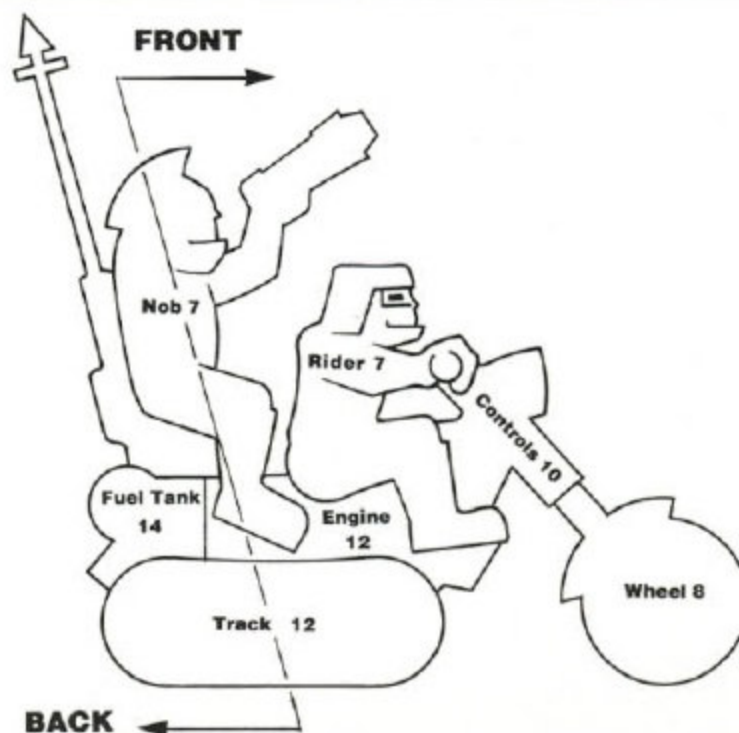
ORK NOBZ BIKE

The Nobz Bike is the ultimate personel transport for a Nob who wants fast, individual mobility, with no waiting around for the rest of the Boyz. Nobz don't drive the bikes themselves, that would distract them from the real fun which (as everybody knows) is shooting the biggest, loudest, and most devastating weapon that he can carry. Instead, the bike is driven by a trusted servant from the Nob's household, someone he can trust to put his foot down and get to where the action is really fast! The Boyz who drive the Nobz Bikes consider themselves a cut above the average Boy. They perhaps nurture dreams of being Nobz themselves one day - if they live long enough!

Type	Bike
Points Value	10
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	12
Fast Speed	30



Although the Nobz bike is unarmed the Nob riding it may fire any of his weapons in a 360° fire arc.



ORK WARBIKE DAMAGE TABLES

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the save modifier for the weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the rider is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the rider is knocked off then the bike will flip over and be destroyed.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

TRACK/WHEEL

D6	Result
1-2	The track or wheel and mountings are badly buckled. From now on the bikes maximum speed is reduced to its slow rate only.
3-6	The track or wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving at over 10" a turn.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-6	The bike moves out of control in its next turn and then comes to a permanent halt.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

FUEL

D6	Result
1-2	A huge gash is torn in the fuel tank. The vehicle can carry on moving in its next turn, and will then grind to a halt for the rest of the battle.
3-6	The fuel catches fire. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Any model within 3" suffers damage exactly as if they had been hit by a heavy flamer.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

NOBZ BIKE DAMAGE TABLES

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

NOB

D6	Result
1-4	The Nob gets his normal saving throw modified by the save modifier for the attacking weapon. If this is successful he is unharmed. If he doesn't make his save then he sustains the number of wounds normally caused by the weapon.
5-6	The Nob is hit as above. Even if he survives the hit, he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn.

TRACK/WHEEL

D6	Result
1-2	The track or wheel and mountings are badly buckled. From now on the bikes maximum speed is reduced to its slow rate only.
3-6	The track or wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-6	The bike moves out of control in its next turn and then comes to a permanent halt.

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the save modifier for the attacking weapon. If this is successful he is unharmed. If he doesn't make his save then he sustains the number of wounds normally caused by the weapon. If the rider is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit, he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the rider is knocked off then the bike will flip over and be destroyed.

FUEL

D6	Result
1-2	A huge gash is torn in the fuel tank. The vehicle can carry on moving in its next turn, and will then grind to a halt for the rest of the battle.
3-6	The fuel catches fire. Anybody on board is killed and the flaming wreck moves out of control next turn and then explodes. Any model within 3" suffers damage exactly as if they had been hit by a heavy flamer.

SQUAT BIKE

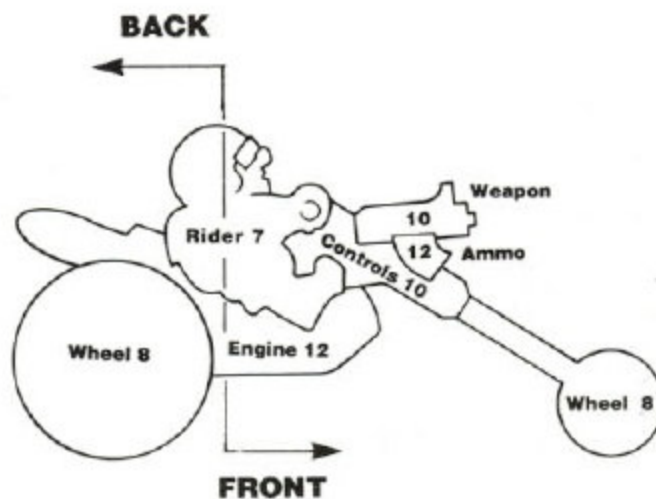
Squats use bikes and small trikes extensively for personal transport across the bleak and inhospitable landscape of the Squat Homeworlds. A number of younger Squats get so attached to the idea of roaring around at high speed that they mount weapons on their bikes and use them on the battlefield. The Engineers Guild is most renowned of all for its love of bikes and trikes (or Hogs and Sickles as they call them in their obscure technical jargon), often fielding entire Squads of Guild Bikers in support of the foot warrior brotherhoods.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	

Type	Bike
Points Value	15
Driver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	15
Fast Speed	30



The Squat bike is armed with twin bolters with targeter and a 90° field of fire to the front.



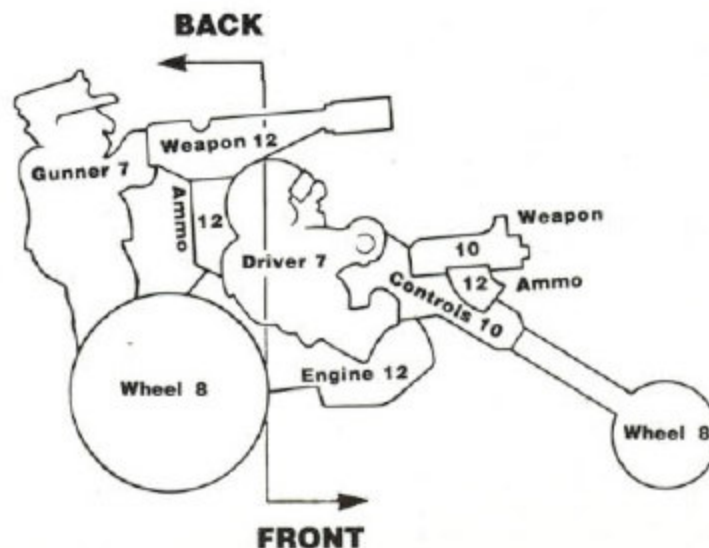
SQUAT GUILD TRIKE

This distinctive vehicle is used exclusively by the renowned Squat Guild of Engineers. The very sound of the thundering four-stroke engines of Guild Trikes is enough to send foes scurrying for cover and if they don't the barrage of melta-fire that follows will make them wish that they had. Guild Trike teams are famed for their fearless leaps and daredevil skid turns, evading enemy fire as they make their hit and run attacks with stunning bravado.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	
Multimelta	0-12	12-24	+1	-	8	2D12	-4	2" Blast area

Type	Skimmer
Points Value	60
Driver	1
Gunners	1
Transport	none
Slow Speed	8
Combat Speed	20
Fast Speed	30

The Squat Guild Trike is armed with twin bolters and targeter with 90° field of fire to the front, and a multimelta with targeter and 180° field of fire to the front.



SQUAT BIKE DAMAGE TABLES

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within a 3" radius.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

GUILD TRIKE DAMAGE TABLES

DRIVER/GUNNER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed. If a gunner is killed then his weapon may no longer be used.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within a 3" radius.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

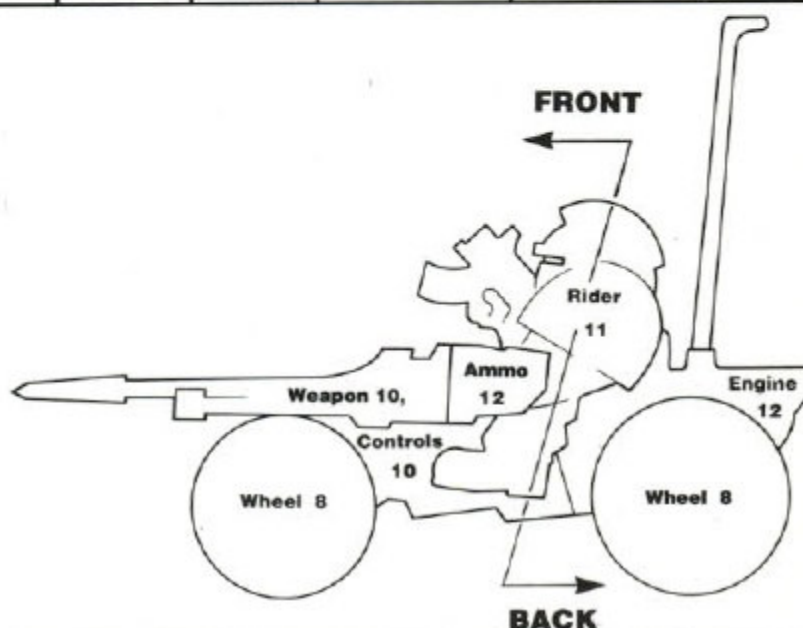
SQUAT EXO-ARMOUR TRIKE

The warrior aristocracy of a Squat Stronghold often ride into battle on a trike that has been heavily-reinforced to allow them to wear exo-armour and carry the feared Doom Lance. The Doom Lance is a specialised weapon incorporated into the left arm of an exo-armour suit. Only one arm is needed to operate the weapon, leaving the other free to fire a pistol or gun. The Doom Lance is thrust at the enemy in exactly the same way as a spear or lance would be. However, if it hits, a cunning spring-loaded mechanism in the tip acts a trigger which fires a single heavy bolter shell at the target. At such short range the shell is almost certain to destroy all but the most heavily armoured target.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Doom Lance	-	-	-	-	5	D4	-2	Close combat only

Type	Trike
Points Value	20
Diver	1
Gunners	none
Transport	none
Slow Speed	10
Combat Speed	15
Fast Speed	30

The Squat Exo-Armour Trike has no weapons of its own but the Squat rider may fire any of his weapons in a 360° fire arc.



JUGGERNAUT OF KHORNE

Juggernauts of Khorne are massive riding beasts of groaning iron and brass. Their heavy, wide-mouthed heads are filled with brazen fangs. They are ridden by favoured Champions of Khorne. A charging Juggernaut is a terrifying sight: the ground trembles under its incredible weight, while its ferocious bellowing drowns out all other sound. Then, with an enormous crash the Juggernaut smashes into its enemy, hurling men aside or crushing them underfoot. Even armoured vehicles can be smashed apart by the Juggernaut's almost unstoppable charge!

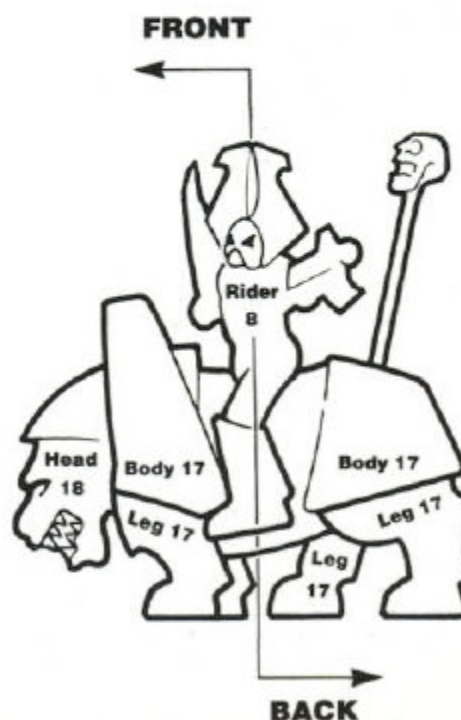
M	WS	BS	S	I	A	Ld
7	3	0	5	2	2	10

Type	Walker
Points Value	75
Driver	1



The Juggernaut of Khorne has no weapons of its own but the rider may fire his weapons in a 360° field of fire.

The Juggernaut causes fear. If the rider is removed from the Juggernaut or disabled in any way then the Juggernaut becomes subject to frenzy.



EXO-ARMOUR TRIKE DAMAGE TABLES

RIDER

D6	Result
1-4	The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will flip over and be destroyed.
5-6	The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is knocked off then the bike will flip over and be destroyed.

WHEEL

D6	Result
1-2	The wheel and mountings are badly buckled. From now on the bikes maximum speed is reduced to its slow rate only.
3-6	The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. Any crew will fall off at the start of the move and will suffer damage if the bike was moving over 10" a turn.

WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
2-6	The weapon is destroyed and can no longer be used.

ENGINE

D6	Result
1-2	The bike coasts 1D6" to a halt and remains immobilised for the remainder of the game.
3-5	The bike moves out of control in its next turn and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames, killing the crew. If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of the move the bike explodes, causing a strength 6 hit inflicting D6 wounds on all models within a 3" radius.

CONTROLS

D6	Result
1-2	The bike moves out of control on its next turn and then comes to a permanent halt.
3-6	The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

JUGGERNAUT DAMAGE TABLE

HEAD

D6	Result
1	The Juggernaut is stunned. In its next move it will stagger D6" in a random direction, colliding with anything in its path. The rider is allowed to shoot or fight in hand to hand combat as normal.
2-5	The hit drills the Juggernaut neatly between the eyes killing it instantly. Unfortunately it takes a while for the Juggernauts body to realise this! The Juggernaut may move and attack as normal for one more turn and then drops down dead.
6	The Juggernaut is struck squarely in the face and decisively blown away! It is hurled back D6" and collides with anything in its way. All troops on the side opposing the Juggernaut that have a LOS to this spectacular kill are immune to panic and will not rout this turn - they also give a mighty cheer! Routing troops with a LOS immediately rally. As the Juggernaut falls it rolls over the rider, crushing him and causing an automatic wound with no saving throw allowed.

BODY

D6	Result
1	The shot is deflected by the Juggernauts iron hard skin, but it is spun 90° in a random direction by the force of the impact.
2-5	The Juggernaut is badly injured but keeps on coming! Roll a D6 at the end of each of the Chaos player's turns: on a roll of 1-3 the Juggernaut finally expires, but on a roll of 4-6 it may carry on for another turn.
6	The attack rips a gaping hole in the Juggernauts chest and it collapses to the ground stone dead! As the Juggernaut falls it rolls over the rider, crushing him and causing an automatic wound with no saving throw allowed.

LEG

D6	Result
1	The Juggernaut suffers a shallow leg wound that causes it to stagger D6" in a random direction, colliding with anything in its path. It then steadies itself and carries on as if nothing had happened.
2-5	The Juggernauts leg is badly wounded, and it can not use it for the rest of the battle. It is forced to limp along only using the other legs which reduces it to half speed. If another leg is badly wounded then the Juggernaut will collapse to the ground and will not be able to move any further.
6	With a shower of ichor and gristle the leg is blown off. The Juggernaut is able to limp along at half speed for one more turn and then collapses and dies.

RIDER

D6	Result
1	The rider is knocked off the Juggernaut by the impact but is otherwise unharmed.
2-5	The rider gets his normal saving throw modified by the save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon.
6	The rider gets his normal saving throw modified by the save modifier for the penetrating weapon. If this is successful is knocked off the Juggernaut by the impact but is otherwise unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon as well as being knocked off the Juggernaut.

CHAOS DREADNOUGHT

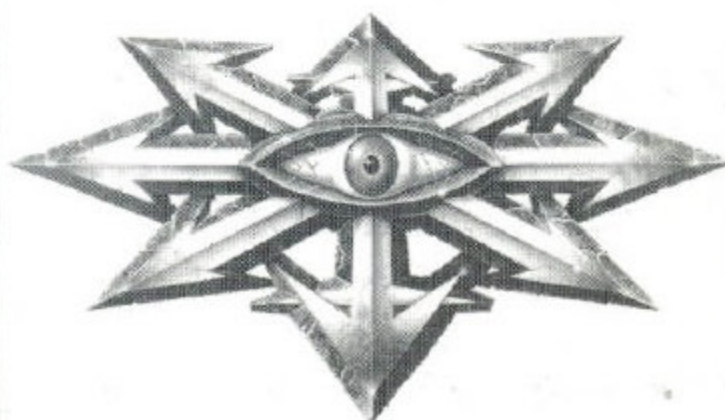
A great Chaos Space Marine Champion may be fortunate enough to find himself implanted into a Dreadnought rather than die of his wounds. Just as Space Marine Dreadnoughts combine the barely living remnants of a Space Marine into a complex fighting machine, so Chaos Dreadnoughts use sophisticated technology and arcane secrets to prolong the life of a Chaos Champion in machine form. Chaos Dreadnoughts derive from the ancient time before the Horus Heresy, but many of these machines have mutated under the warping power of Chaos into a combination of bone, metal, and living flesh. Relatively few survive and they are carefully maintained and repaired by Chaos Dwarf artificers. If the Dreadnought's occupant is killed in action the Dreadnought is recovered and refurbished to house a new Chaos Champion.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy plasma gun								
Low Energy	0-20	20-40	-	-	7	D4	-2	
Maximum power	0-20	20-72	-	-	10	D10	-6	1" Blast, 2 turns to recharge
Power Claw	-	-	-	-	8	1	-5	Close combat

M	WS	BS	S	I	A	Ld
4	7	5	6	5	3	8

Type	Walker
Points Value	150
Crew	1 Chaos Champion

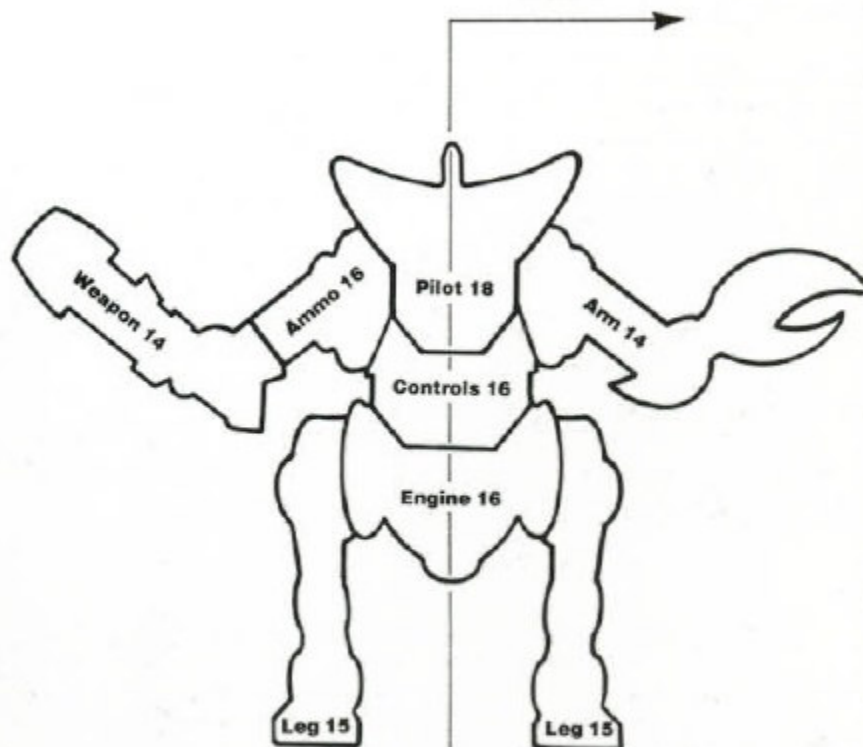
The Chaos Dreadnought is armed with a heavy plasma gun with targeter and a 90° field of fire to the front, and a power claw.



BACK ARMOUR -1

FRONT ARMOUR +1

LEFT



RIGHT

CHAOS DREADNOUGHT DAMAGE TABLE

AMMO

D6	Result
1	Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
2-6	The ammunition explodes immediately! An exploding vehicle automatically causes D6 strength 10 hits with a -3 save modifier on all models within 3" of the vehicle.

ARM

D6	Result
1-2	The arm is hit and partially paralysed. Any weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand to hand combat. Reduce the machine's Attack characteristic by one point.
3-6	The arm is torn from the machine's body. Any weapon mounted on the arm is destroyed, and the machine cannot use the arm in hand to hand combat. The machine's Attack characteristic is reduced by one point.

CONTROLS

D6	Result
1-3	The Dreadnought's control gear is smashed and the machine comes to an immediate and permanent halt. The pilot may use emergency controls to fire 1 weapon during the shooting phase, but may do nothing else.
4-6	The Dreadnought's controls go crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each turn both players roll a D6. The player with the highest result may move the Dreadnought that turn, while the other player may fire 1 weapon during the shooting phase. In the case of a tie the Dreadnought may not move or fire at all!

DREADNOUGHT PILOT

D6	Result
1-2	The pilot is mortally injured. If the Dreadnought moved in its previous turn, it will spin round to face a random direction and move D6" before coming to a halt. From now on the Dreadnought may only fire weapons or move if the owning player first rolls a '6' on a D6 at the start of his turn.
3-6	The pilot is slain and the machine comes to an immediate halt. The Dreadnought is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield.

ENGINE

D6	Result
1-2	The vehicle comes to an immediate halt and remains immobilised for the remainder of the game.
3-4	The vehicle moves out of control in its next turn and then comes to a permanent halt.
5	The vehicle is spun round to face a random direction by the force of the explosion and then comes to a permanent halt.
6	The engine is destroyed and bursts into flames. The machine is immobilised for the rest of the game and may not fire any weapons. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 6. An exploding vehicle automatically causes D6 strength 10 hits with a -3 saving throw modifier on all models within 3" of the vehicle.

LEG

D6	Result
1-2	The vehicle is destabilised by the loss or severe damage caused to a limb and is permanently halted. If moving when hit it stops and falls over on the D6 roll of a 1 or 2. A falling vehicle will collapse as described for a roll of 3-4 below.
3-4	The vehicle collapses into a heap and may not move for the remainder of the game. On the D6 roll of a 5 or 6 the vehicle collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the vehicle's weapons may not be used for the rest of the game.
5-6	The vehicle collapses into a heap and may not move for the remainder of the game. Its weapons are broken or fall in such a way that they may not be fired for the rest of the game.



WEAPON

D6	Result
1	The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may successfully repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired. Only one crewman may attempt to repair a weapon at once.
2-5	The weapon is destroyed and can no longer be used.
6	The weapon explodes and is destroyed. The explosion flashes back to the vehicle's ammo, bypassing all armour, and causing a secondary explosion. Roll on the ammo damage table to find out what effect this second explosion has.

BLOOD SLAUGHTERER

Amongst the greatest of Khorne's weapons are the part magical, part technological Daemon Engines. Daemon Engines are literally daemonic machine creatures made of iron and brass. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines are deadly, hulking monstrosities bristling with weapons. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

The Blood Slaughterer is a deadly opponent as it hurtles across the battlefield on its iron bound wheels, spraying bloody death from the heavy bolters mounted in its chest, or tearing its enemies apart with its axe and whip in hand-to-hand combat. The Blood Slaughterer will charge anything that gets in its way, attacking ferociously until it is destroyed.

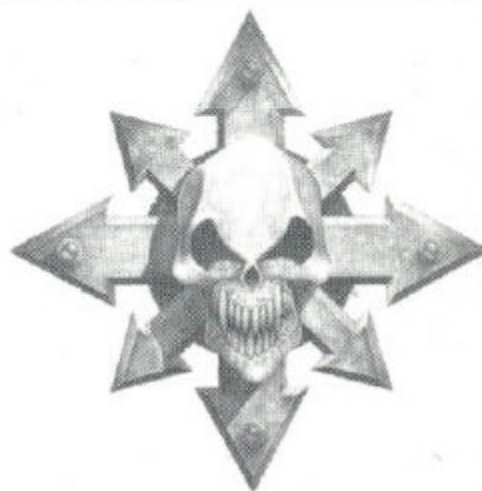
Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy Bolters	0-20	20-40	-	-	5	D4	-2	Sustained Fire
Lash of Khorne	-	-	-	-	4	1	-	Special see main rules
Power Axe	-	-	-	-	6	1	-3	Close combat only

M	WS	BS	S	I	A	Ld
8	4	4	4	4	3	8

Type	Wheeled
Points Value	125

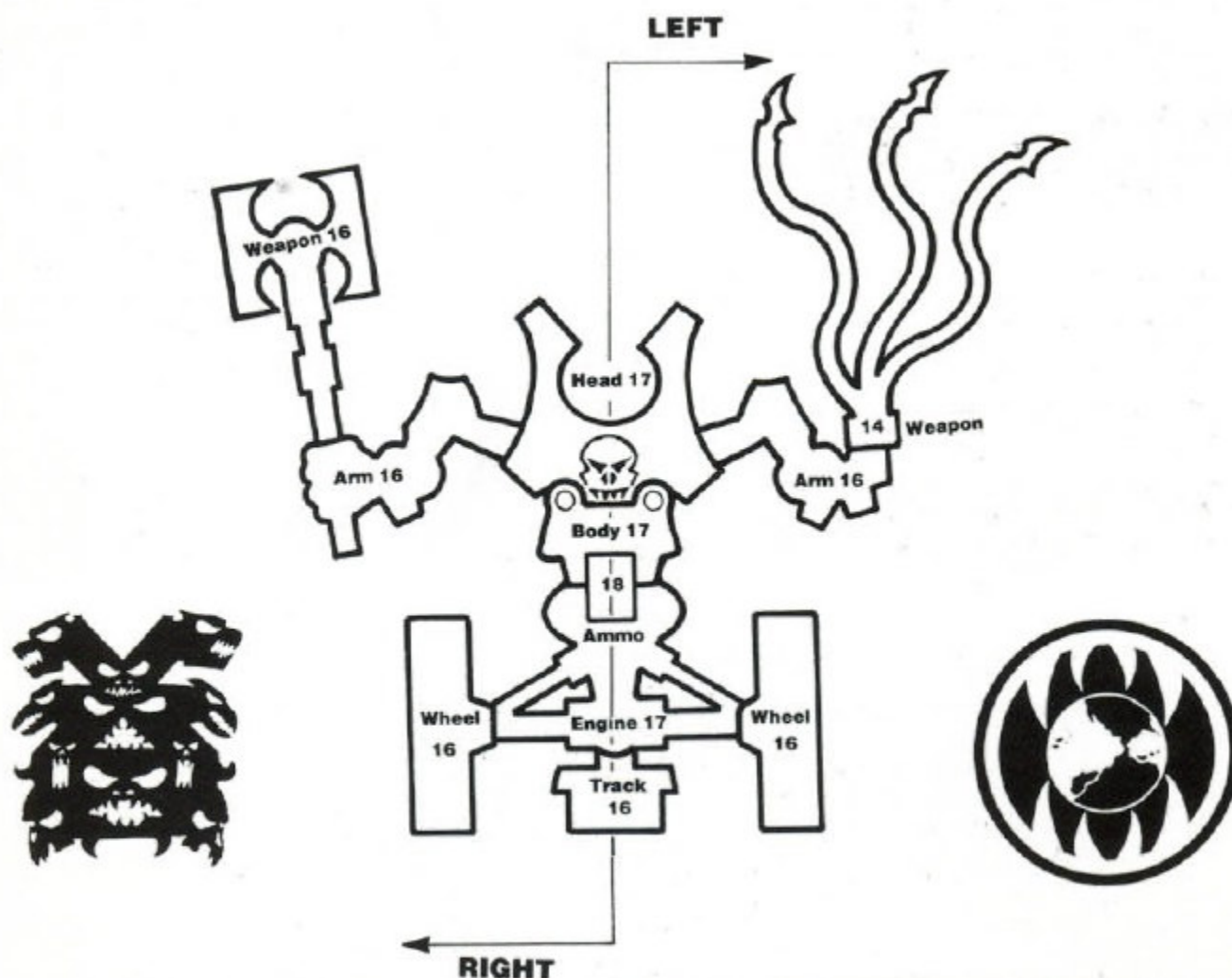
The Blood Slaughterer is armed with twin heavy bolters with a 90° field of fire, a power axe and a Lash of Khorne.

The Slaughterer causes Fear and will go into Frenzy as soon as it is in charge range of the enemy.



BACK ARMOUR -1

FRONT ARMOUR +1



BLOOD SLAUGHTERER DAMAGE TABLES

HEAD

D6	Result
1-2	The delicate sighting mechanisms in the Slaughterer's head are damaged by the force of the attack. The Slaughterer's Weapon Skill and Ballistic Skill are reduced by 1 point each for the rest of the battle.
3-4	The Slaughterer is stunned for one turn. In its next move it will stagger D6" in a random direction, colliding with anything in its path. It may not shoot, but may attack in hand to hand combat.
5	The hit drills the Slaughterer neatly between the eyes killing it instantly. The machine grinds to a halt and may not move or attack for the rest of the battle.
6	The Slaughterer is struck squarely in the face and decisively blown away! It is hurled back D6" and collides with anything in its way. All troops on the side opposing the Slaughterer that have a LOS to this spectacular kill are immune to panic and will not rout this turn - they also give a mighty cheer! Routing troops with a LOS immediately rally.

AMMO

D6	Result
1	The ammo casing is split. Roll a D6 at the start of each of the Slaughterer's turns: on a roll of 1-3 the ammo explodes destroying the Slaughterer. Any model within 3" of the Slaughterer is caught in the explosion and takes a S6 hit, with a -1 saving throw modifier that causes D3 wounds. On a roll of 4-6 nothing happens - this turn...
2-5	The ammo explodes destroying the Slaughterer. Any model within 3" of the Slaughterer is caught in the explosion and takes a S6 hit, with a -1 saving throw modifier that causes D3 wounds.
6	The ammo explodes destroying the Slaughterer and scattering debris over a wide area. Any model within 3" of the Slaughterer is caught in the explosion and takes a S6 hit, with a -1 saving throw modifier that causes D3 wounds. In addition, any model within 2D6" is hit by flying debris, inflicting a S3 hit which will cause 1 wound. Normal saving rolls apply against damage inflicted by the debris.

BODY

D6	Result
1	The ammo feeds to the heavy bolters mounted in the body are jammed and the Slaughterer's heavy bolters may not be used until they are repaired. Roll a D6 at the start of each of the Chaos player's turns: on a roll of 5-6 the jam is cleared and the weapon may be used as normal.
2-5	The heavy bolters mounted in the body are destroyed and may no longer be used.
6	The heavy bolters mounted in the body are destroyed and may no longer be used. In addition there is a flashback to the Slaughterer's ammo. Roll on the ammo damage table to see what happens.

WHEEL OR TRACK

D6	Result
1	The wheel or track is damaged and the Slaughterer's maximum move is halved.
2-5	The Slaughterer moves out of control in its next turn and then slows to a halt. It can turn in place on subsequent turns, but if it loses another wheel and/or track it comes to a permanent halt. It may still shoot and fight in hand to hand combat as normal.
6	The Slaughterer is flipped over by the explosion and is destroyed. Decide randomly which way the Slaughterer falls; anything that is fallen on takes a S5 hit with a -1 saving throw modifier.

ENGINE

D6	Result
1	The Slaughterer's maximum move is halved.
2-5	The Slaughterer moves out of control in its next move, and then grinds to a halt, unable to move or attack for the rest of the game.
6	A spark ignites the Slaughterer's fuel tank and it bursts into flames. The flaming wreck moves out of control next turn and then explodes. Anything within 2D6" of the point where it ends up is hit by debris on a roll of 4+, inflicting a S3 hit which will cause 1 wound. Normal saving rolls apply.

ARM

D6	Result
1	The arm is damaged and may not be used until repaired. Roll a D6 at the end of each of the Chaos player's turns: on a roll of 5-6 the arm is fixed and starts working normally. Until then the number of attacks the Slaughterer may make is reduced by 1, and it may not use the weapon attached to the arm.
2-5	The arm is destroyed. The number of attacks the Slaughterer may make is reduced by 1, and it may not use the weapon attached to the arm.
6	The arm is blown off and flies 2D6" in a random direction. Anything standing where it lands takes an automatic S7 hit with a -2 saving throw modifier. The number of attacks the Slaughterer may make is reduced by 1, and it may not use the weapon attached to the arm.



WEAPON

D6	Result
1	The weapon is damaged and may not be used until repaired. Roll a D6 at the end of each of the Chaos player's turns: on a roll of 5-6 the weapon is fixed and starts working normally.
2-5	The weapon is destroyed.
6	The weapon is blown off and flies 2D6" in a random direction. Anything standing where it lands takes an automatic S7 hit with a -2 saving throw modifier.

SCREAMER KILLER

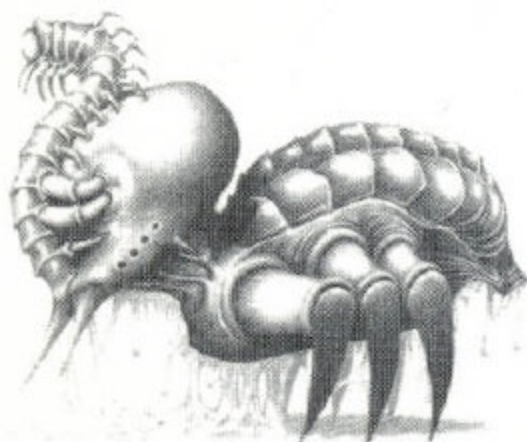
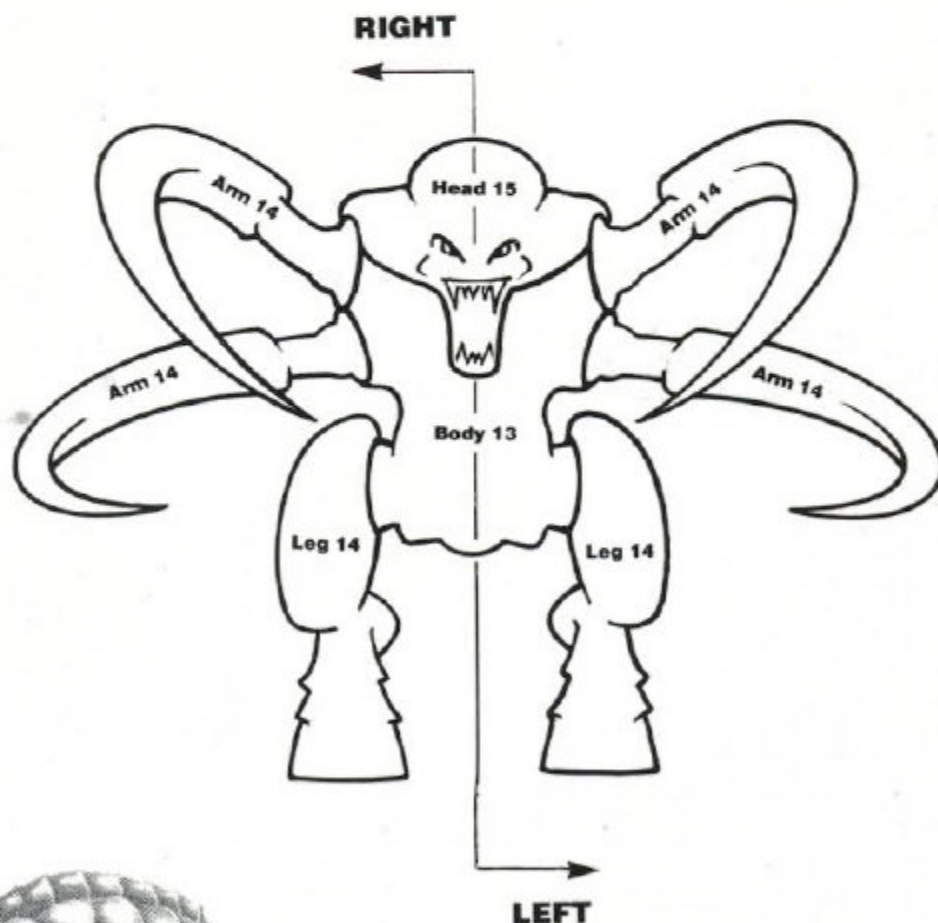
The Screamer Killer is one of the larger Tyranid bio-constructs: a living engine of destruction designed for use in assaults, boarding actions and massed battles. Because of its exceptional size and toughness the Screamer Killer is treated as a Dreadnought in all respects, even though it is a living creature. At close quarters it uses its deadly claws to tear the enemy to pieces, ripping through armour and shredding flesh with ease. The Screamer Killer's ranged attack is even more terrible. Rasping plates in the mouth, gases secreted in the lungs, and a high frequency scream produced by the creature's vocal cords combine to produce a highly unstable bio-plasma energy bolt. This forms for a split-second in front of the Screamer Killer, held in place by a flickering electrical field generated around the creature's claws, before it is belched forth to burn its path across the battlefield and explode with incandescent fury.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bio-plasma	0-18	18-36	+1	-	8	1D6	-4	2" Blast area

M	WS	BS	S	I	A	Ld
6	6	4	7	6	4	8

Type	Walker
Points Value	150
Crew	none

The Tyranid Screamer Killer can fire its bio-plasma discharge in a 90° field of fire to its front.



SCREAMER KILLER DAMAGE TABLE

ARM

D6	Result
1	The shot clips the creature's shoulder, spinning the model round 90° but having no other effect.
2	The arm is numbed by the shock of the impact. The Screamer Killer loses one attack until end of next turn.
3	Sub-utaneous storage cells and static columns are shaken up causing the Screamer Killer's bio-field to be disrupted. It may make no ranged attack next turn.
4	The Screamer Killer is knocked sprawling. It staggers D6" in a random direction, colliding with anything it moves into.
5	The Screamer Killer's arm is seriously wounded. It loses 1 from its attacks for rest of game. If 2 different arms are wounded then the Screamer Killer may use no more ranged attacks for the rest of the game.
6	The Screamer Killer's arm is ripped off by the hit. It loses 1 from its attacks and may use no more ranged attacks for the rest of the game.

BODY

D6	Result
1	The shot is deflected by the Screamer Killer's shoulder, spinning the model round 90° but having no other effect.
2	The Screamer Killer's reinforced rib cage absorbs the blow, but the force of the attack knocks it over. The Screamer Killer must spend next move standing up, and it may not use its ranged attack while it does so.
3	The Screamer Killer is knocked sprawling by the impact. It staggers D6" backwards, colliding with anything moved into.
4	The Screamer Killer is badly injured by the hit, but still moving! Loss of vital fluids slows the Screamer Killer to half move and also halves its WS & BS for the rest of the game.
5	The shot rips a gaping hole in the Screamer Killer's chest. It collapses but then starts to slowly get up! The Screamer Killer must spend next move standing up, and it may not use its ranged attack while it does so. Its WS & BS are halved for the rest of the game.
6	The creature is apparently mortally wounded and collapses. Roll a D6 at start of next turn. On a roll of 1-3 the creature dies. On a roll of 4-6, treat it as seriously wounded - result 5 above.

LEG

D6	Result
1	The inch-thick chitinous plates on the Screamer Killer's leg hold, but the force of the blow knocks it over. The Screamer Killer must spend next move standing up, and it may not use its ranged attack while it does so.
2	The Screamer Killer suffers a shallow leg wound. Its movement rate is halved for the rest of the game.
3	The Screamer Killer is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
4	The leg is seriously wounded. The Screamer Killer may now only limp 1D3" per turn. If it rolls a 1 for movement it falls over as for result 1 above.
5	The Screamer Killers leg is crippled. It may not move but it can still turn in place.
6	With a shower of ichor and gristle the leg is blown off. The Screamer Killer is completely incapacitated for the rest of the game.



HEAD

D6	Result
1	The creature is stunned and may do nothing in its next turn.
2	The Screamer Killer's domed skull deflects the blow but the force stuns (see 1 above) and knocks over the Screamer killer. The Screamer Killer may do nothing in its next turn and must spend its next move after that standing up. It may not use its ranged attack while it does so.
3	The Screamer Killer is badly injured by the hit, but still moving! Synapse damage halves its WS, BS & I for the rest of the game.
4	The shot shears through the creature's spine, severing the Hive Mind synapse and driving it mad with pain for the few seconds before it expires. Move the Screamer Killer D6" in a random direction. It will attack anyone moved into (including friends). Then roll a D6. On anything but a 6 the creature dies immediately, on a 6 the creature will rampage again during the next movement phase.
5	The hit drills the Screamer Killer neatly between the eyes and the creature drops down dead!
6	The Screamer Killer is struck squarely in the face and decisively blown away! it is hurled back D6" and collides with anything in the way. All opposing troops that have a LOS to this spectacular kill are immune to panic and will not rout this turn, they also give a mighty cheer! Routing troops with a LOS immediately rally.