WARHAMMER 40,000

SPEED FREEKS

HIGH-SPEED COMBAT IN THE 41ST MILLENNIUM

START YER ENGINZ!

Speed Freeks is a fast-paced game of vehicular combat for two or more players, in which each player takes one or more ragtag, souped-up vehicles and hurls them into combat against their rivals in high-speed battles – either on Vigilus, where the Speedwaaagh! runs hot, or in a similar Waaagh! across the galaxy.

Across the scrap-strewn wastelands of Vigilus blow the searing winds of battle, carrying with them the sound of roaring engines, booming cannons and screaming casualties. The desolate landscapes between the planet's Imperial hivesprawls are wide open and sandy, perfect for high-octane races. They are the latest conquest of the Speedwaaagh! – the greatest of all running battles in the galaxy. Every new dawn, ten thousand Speed Freeks saddle up and race headlong across the vast swathes of land between Vigilus' tracks, fighting each other as they go.

Some of these Ork adrenaline junkies have become truly infamous. Most often these are the ones fighting to claim the lead, for to these green-skinned maniacs, breakneck speed is king. It is thought the two mobs most likely to be in pole position are the Blastamob of the Evil Sunz – velocity-maddened maniacs who fervently believe that 'red ones go fasta' – and the Shokkaboyz of the Bad Moons – a bunch of show-offs who have more money than sense, and the snazzy Mek-wagons to prove it.

In Vigilus' Speedwaaagh!, the debris and detritus left by the frontrunners are used as raw materials and cobbled together into shanty towns by those behind. Only the cagiest gits wait for the flames of war to go out before they start looting. The planet's wastes are streaked with long trails of scrap metal that enterprising Meks can use to build the fastest,

shootiest wagons they can devise. So famous has this speedster planet become that legends of its pioneering Ork racers have sprung up across the galaxy. Copycat machines have been built and raced in the hopes that their creators might share some of their glory, but there is only one original Speedwaaagh!, and as the war escalates it rages faster and harder than ever.

The goals of the Speed Freeks upon Vigilus are twofold. First and foremost, they want to win the great race – or die trying. Secondly, in the process of careening to the front, they hope to catch up with the fastest Ork of all: the legendary rider Wazdakka Gutsmek. Some Speed Freeks have even claimed to see him in the dust-mirages of the horizon, mounted upon his mighty warbike, the Steed of the Aporkalypse. If they have to gun down their rivals, press the pedal through the metal and trash everything in their path on the way to prove themselves the fastest Ork in the galaxy, then so much the better. After all, what Ork's life is complete without the pulse-pounding, brain-rattling combination of dakka and vroom?

Within this book you will find all the information you need to fight epic running battles with your Orks. Its pages include an overview of the game, rules for moving your speeding wagons and the Warbikers that race alongside them, shooting your rivals, and duffing the enemy up in close combat. You'll have the chance to pull off daring manoeuvres, kill enemy crew, set fire to each other's rides, upgrade your vehicles with deadly new gubbinz, ram your opponents at high speed and strew the racing track with obstacles to spice up the high-speed chase. We've also included a set of missions in case you fancy a bit of strategy with your high-octane carnage, and comprehensive datacards and 'kustom job' cards to help you get the most out of your vehicles. So sound your Waaagh-horn: it's time to start the race!

To find out more about the universe in which Speed Freeks takes place, visit warhammer40000.com.

GAME OVERVIEW

Engines rev, power cells whine, saw blades spin up to speed and loading mechanisms snap chunky shells into deadly experimental weapons. Meks make last-minute adjustments with hammers and wrenches. Da Speedwaaagh! is on!

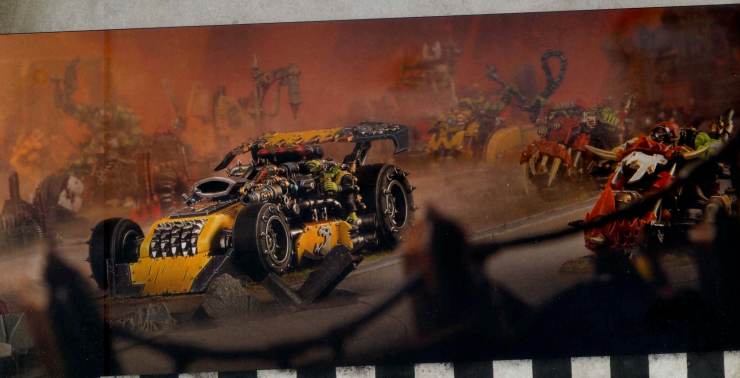
Speed Freeks is a game for two or more players. Each player commands a Speedmob of Ork vehicles, comprising Warbikers and a variety of bizarre and deadly Wagons.

The members of each Speedmob are represented by Citadel Miniatures, and the battlefield over which they are fighting is represented by specific Speed Freeks game boards and obstacles. The players alternate picking each of their models to move, shoot their various guns, and attack up close with their melee weapons, aiming to destroy their rival racers and become the greatest Speedmob in the galaxy!

If a group of players wish, they can play a campaign, each taking command of a Speedmob of Ork vehicles in a series of games, played in succession to see who is the greatest racer.

'Lissen up, ya runts. I got to da front of da Speedwaaagh! once, before da big krash, so I know me know-wots from me gubbinz. I'll get ya up and running in no time.'

- Da Wheelboss, Cybork Speedmek



WOT'S IN DA BOX?

Speed Freeks contains a variety of components required to play the game, as described below.

Each model in Speed Freeks has a datacard. On the card you will find all the information you need to use that model in your games, as described on page 4.

Kustom job cards describe upgrades that models can gain in various ways. Suggestions for how to use these cards can be found on page 21.

Damage cards are used when a model suffers damage in battle. These are placed in a stack, face down, near the battlefield. When instructed, draw the top card and apply the result.

Speed Freeks includes a selection of gaming boards that can be set up in a variety of configurations to create the battlefield, as described in each rukk (pg 15-19).

The Speed Freeks screens are used in the Kunnin' phase (pg 7) to keep your dice allocation secret, while the dashboards ensure your dice do not get mixed up.

Speed Freeks uses special six-sided dice, as well as an eight-sided dice, referred to as a D8. It also includes a ruler for measuring ranges for gunz and abilities.

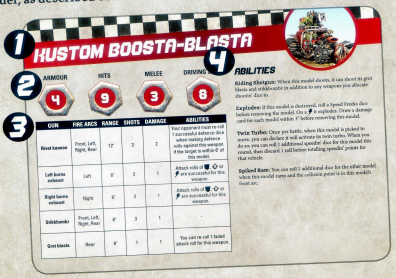
Speed Freeks also includes an initiative marker to show who goes first, and a number of damage counters to show how many points of damage a model has suffered. You will also find numbered markers used for Da Big Race rukk (pg 18-19).

The fire arc markers are used to determine whether a vehicle's gunz are able to target the enemy (pg 5), as well as to determine the angle of ramming (pg 10) or for drifting (pg 11).

Gubbinz (pg 10) come in four types. Basic gubbinz are marked with single arrows, speshul gubbinz have double arrows, and snazzy gubbinz have red triple arrows. There is also a reversing gubbinz for getting out of trouble!

DATACARDS

The rules and characteristics for all models in Speed Freeks are presented on datacards, which you will need in order to use the models in battle. Each card contains a variety of information about its model, as described below.



1 KUSTOM BOOSTA-BLASTA

2

ARMOUR	HITS	MELEE	DRIVING
4	9	3	8

3

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Kustom kannon	Front, Left, Right, Rear	12"	3	2	Your opponent must re-roll 1 successful defence dice when making defence rolls against this weapon if the target is within ½" of this model.
Left burna exhaust	Left	6"	2	1	Attack rolls of 🗡 or ⚡ are successful for this weapon.
Right burna exhaust	Right	6"	2	1	Attack rolls of 🗡 or ⚡ are successful for this weapon.
Skikkbombs	Front, Left, Right, Rear	9"	3	1	
Grot blasta	Rear	8"	5	1	You can re-roll 1 failed attack roll for this weapon.

4 ABILITIES

Hiding Shotgun: When this model shoots, it can shoot its grot blasta and shikkbombs in addition to any weapons you allocate shoots' dice to.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a 🗡 or ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

Twin Turbo: Once per battle, when this model is picked to move, you can declare it will activate its turn twice. When you do so, you can roll 1 additional speedin' dice for this model this round, then discard 1 roll before totalling speedin' points for that vehicle.

Spiked Ram: You can roll 1 additional dice for the ram model when this model rams and the collision point is in this model's front arc.

1 **Vehicle Name:** This section contains the name of the model, and a photograph to help identify it.

2 **Vehicle Profile:** This section contains the following statistics which describe how powerful each model is:

Armour: This indicates how difficult the vehicle is to harm.

Hits: This indicates how much damage the vehicle can take before it is destroyed.

Melee: This shows how dangerous the vehicle is up close.

Driving Skill: This shows how talented the driver is and how much control they have over their vehicle.

3 **Gunz:** Weapons are described using the following characteristics:

Fire Arcs: The directions that weapon can fire, as determined by the fire arc marker.

Range: How close to the target the model must be to fire the weapon.

Shots: The number of attack dice you roll for the weapon.

Damage: The number of damage cards that are drawn for each successful attack dice.

Abilities: This tells you any additional rules which apply when firing the weapon.

4 **Abilities:** Any additional abilities which affect this model in the various phases of the game are described here.

GENERAL RULEZ

The rules on these pages contain everything you need to know in order to use your Speed Freeks miniatures to race across the galaxy, trailing pretenders in your wake.

MEASURING DISTANCES

Distances in Speed Freeks are measured in inches ("), between the closest points of the bases of the models you're measuring to and from. You can measure distances whenever you wish.

DICE

Speed Freeks uses custom 6-sided dice, referred to as Speed Freeks dice. It also uses an 8-sided dice, referred to as a D8.

WARBIKES AND WAGONS

Speedmobs are usually made up of Warbikers and larger models. Throughout the rules, all models apart from Warbikers are referred to as Wagons.

TERRAIN FEATURES

You may wish to use additional pieces of terrain on your Speed Freeks boards, such as ruined buildings or copses of dead trees. These are referred to as 'terrain features'.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once.

ALTERNATING

If a rule asks players to alternate, begin with the player that has the initiative marker, and then proceed clockwise until all players have taken that action.

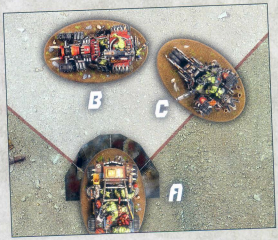
OBSTACLES

Speed Freeks includes 6 scrap piles which are referred to as 'obstacles'. Details on how obstacles are used are found on page 14.

FIRE ARCS

On each model's datacard, you will find that each of its gunz and some of its abilities have a fire arc. This is the various directions that weapon can be angled to shoot at or strike at enemy vehicles. When attacking with a weapon, you will need to see which enemy models are eligible targets. To do so, place a fire arc marker against your model's base, either on the front or rear, as shown below, and check which of the arcs the enemy vehicle is in. If a model is in several fire arcs, it can be targeted by weapons from any arc that a part of that model is in.

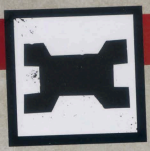
In the example below, model A is making shootin' attacks. Model B is an eligible target for any ranged weapons with a Front fire arc. Model C is an eligible target for any ranged weapons with a Front or Right fire arc.



THE GAME ROUND

A game of Speed Freeks takes place over a number of rounds, each of which is divided into phases as described below.

KUNNIN' PHASE



In the Kunnin' phase, players allocate their allowance of dice and decide which player will act first in each subsequent phase in this round.

SPEEDIN' PHASE

In the Speedin' phase, players allocate their speedin' dice to each of their models and then move them.

SHOOTIN' PHASE

In the Shootin' phase, players alternate picking a vehicle and firing any gunz it has at their opponent's models.

FIGHTIN' PHASE

In this phase, models can make melee attacks against nearby enemy models.

After the Fightin' phase, that round ends, and a new one begins with the Kunnin' phase again.

KUNNIN' PHASE

Although Orks are not renowned for their quick wits or mental agility, the various drivers of the Speedwaaaghl must react to an ever-changing race in split seconds. Only those with the most cunning and ruthless minds make it past the start line.

Each player takes 10 Speed Freeks dice. Then, using their Speed Freeks screen to hide their choices from their opponents, the players allocate these dice as they wish between the Kunnin', Speedin' and Shootin' boxes on their Speed Freeks dashboard. Players must allocate at least 1 dice to the Speedin' box for each model they have on the battlefield. Once dice have been allocated, they will be referred to as kunnin' dice, speedin' dice and shootin' dice respectively until the start of the next round.

Players then simultaneously remove their screens to reveal their dice. Players then roll their kunnin' dice. They score 2 points for each roll of ⚡, 1 point for each roll of ✧ or ⛊, and 0 points for each roll of ★. The player that has the highest total takes the initiative marker. If the score is tied, roll again until one player scores highest. If no players have allocated any kunnin' dice, each player should roll the D8, re-rolling ties, with the highest scoring player taking the initiative marker.

SPEEDIN' PHASE

Boosters are activated, tyres screech and vehicles careen out of control, spinning across the battlefield. Drivers bellow instructions to their crew as they try to outmanoeuvre their foes and take their place at the front, or line up the perfect shot for their guns.

Starting with the player that has the initiative marker, players alternate allocating their speedin' dice to their models. Players must allocate at least one speedin' dice to each vehicle they have on the battlefield. A player may not allocate more than 5 speedin' dice to a single vehicle. Any dice which are unable to be allocated may not be used this round.

Once this has been done, starting with the player that has the initiative marker, players alternate picking one of their models to move and following the sequence below.

'Waaagh! Fump da boosta! Grind 'em flat! Er... right, where woz I? Fing about going zoggin' fast is that ya gotta pick yer moment. Uvverwise ya might smash into a pile o' scrap, when wot you meant to do is smash into one of da uvver gits.'

1 Roll the speedin' dice allocated to the model and add up the speedin' points according to the symbols that are rolled:

- Add 2 points for each roll of ⚡.
- Add 1 point for each roll of ⌖ or ⛊.
- Add 0 points for each roll of ★.

2 Select a number of gubbinz equal to the number of speedin' points you rolled. If you scored 0 or fewer speedin' points, the model has stalled and may not move this round.

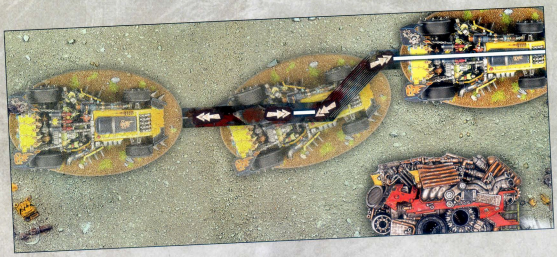
AN EXAMPLE ROLL OF 4 SPEEDIN' DICE:

2 + 0 + 1 + 1

= CHOOSE 4 GUBBINZ

3 Draw an imaginary line through the centre of the model's base and line up the first gubbinz you wish to use with this line, as shown below. Place the rest of your selected gubbinz end to end from this one in any order to create this model's Trail. No gubbinz can be used more than once when creating a Trail for a model. If there are no more available gubbinz, the vehicle may not move any further.

4 Move the model along the trail so that as much as possible of the imaginary line through the centre of the model's base stays above the trail. When the model's base reaches the end of the trail, place the model off the trail, and in contact with it, so that the imaginary line through the centre of the model's base lines up with the mark on the end of the trail, as shown below. If at any point the model moves into contact with another model, obstacle or terrain feature, the model rams that object and may not move any further (see Rammin', pg 10).

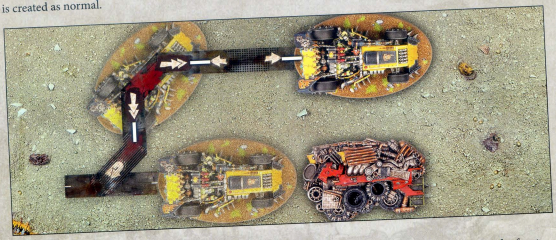


GUBBINZ

Each player has a selection of gubbinz to choose from when moving their models. Each player can use each basic gubbinz any number of times in a round. Each player can use each of their speshul gubbinz once per round. Each player can use a single snazzy gubbinz once per battle for each of their models. A snazzy gubbinz can only be used if that player scores 1 or more ⚡ results on the speedin' dice for that model.

REVERSING GUBBINZ

Each player will also have a reversing gubbinz, which is used in a slightly different way to create a trail. The reversing gubbinz is placed in contact with the rear of the moving model instead of the front, and then the trail is created as normal.



RAMMIN'

If at any point during a move a model moves into contact with another model, an obstacle or a terrain feature, this is considered to be ramming. Do not move that model any further and resolve the following ramming sequence.

1. The point where the models come into contact is called the collision point. Check the datacards for both models to see if any additional abilities apply.

2. The player who controls the ramming model rolls 2 Speed Freeks dice for the obstacle or model being rammed, and their opponent rolls 1 Speed Freeks dice for the ramming model. Do not roll any dice for terrain features.

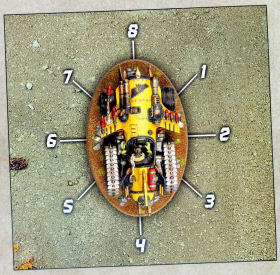
3. For each roll of ⚡ or ✧ on these dice, draw 1 damage card for the model being rolled for.

Head-on rams: If the collision point is in the front arc of both models, roll 3 dice for each model instead.

'Ya gonna need some tricks. Reversin's for sneaky runts – runnin' them over again, to be precise. Driftin's fer flashy gits wot are showin' off. Rammin's da best – just make sure it hurts them more than it hurts you.'

DRIVIN' TESTS

After completing a move that included any speshul or snazzy gubbinz, you must make a drivin' test for that model to make sure the driver has managed to keep control of the vehicle. Roll a D8, and add 1 if you used any speshul gubbinz and 2 if you used any snazzy gubbinz. If the result is higher than that model's Driving Skill characteristic, the vehicle spins.



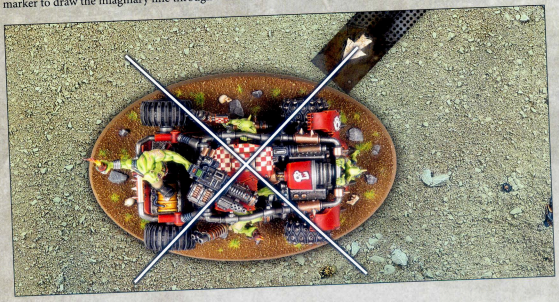
Roll a D8 and rotate the model around its centre by the shortest distance possible to face in the direction shown on the right. If any part of the model comes into contact with another model, obstacle or terrain feature, it does not spin any further, and is treated as if it had been rammed.

LEAVING THE BATTLEFIELD

If any part of a model moves over the edge of the battlefield at any point in a move, or as a result of spinning, that model is immediately destroyed.

DRIFTIN'

When creating a model's trail, instead of placing the first gubbinz in line with the centre of the model, you can declare it will drift. If you do so, use a fire arc marker to draw the imaginary line through the model at a 45° angle instead of through the centre of the model, as shown below. If a model drifts, add 1 to the result of any drivin' tests made for the model in the same round.

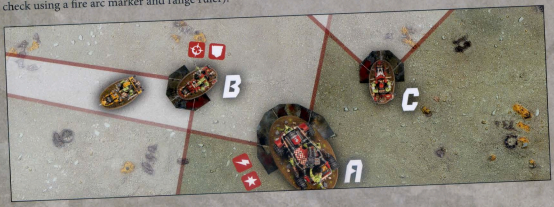


SHOOTIN' PHASE

The rattle and roar of guns drowns out even the loudest engines as gunners open fire, streams of bullets and bolts of energy blasting chunks out of their rivals before sending them veering away to explode, raining scrap across the battlefield.

Starting with the player that has the initiative marker, players allocate their shootin' dice to their models. Shootin' dice must be allocated as evenly as possible between all of that player's models on the battlefield that have an eligible target. An eligible target is an enemy model that is visible from any point on the shooting model (if unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible) and within the range and in the fire arc of at least one of that model's gunz (if unsure, check using a fire arc marker and range ruler).

In the example below, the Evil Sunz player has 3 models on the battlefield, and the Bad Moons player has 1. The Evil Sunz player has 4 shootin' dice, and they must allocate these as evenly as possible between their models with eligible targets. Wagon A and Warbiker B both have an eligible target in one of their gunz' fire arcs. Warbiker C does not have an eligible target for its gunz, and so the Evil Sunz player can allocate their 4 shootin' dice evenly between Wagon A and Warbiker B as shown.



Once this has been done, starting with the player that has the initiative marker again, players alternate selecting one of their models which has shootin' dice allocated to it and making shootin' attacks for that model. To make shootin' attacks, follow the sequence below. Each model may only be selected to make shootin' attacks once per Shootin' phase.

1 Split the shootin' dice allocated to the model as evenly as possible between all of this model's gunz which have eligible targets.

2 Pick one of the gunz that has shootin' dice allocated to it. Pick an eligible target for that gun and roll a number of Speed Freeks dice equal to the gun's Shots characteristic. These are called attack dice. You can re-roll 1 attack dice for each additional shootin' dice allocated to the gun. Each roll of ✠ or ⚡ is a successful roll; any other result is a failed roll.

3 The target model's player rolls a number of Speed Freeks dice equal to the model's Armour characteristic. These are called defence dice. Each ⛊ or ⚡ result is a successful roll; any other result is a failed roll. Each successful defence dice negates a successful attack dice.

4 If there are no remaining successful attack dice, the attack fails. If there are any remaining successful attack dice, the target model's player draws a number of damage cards for the target equal to the Damage characteristic of the firing weapon for each remaining successful attack dice and resolves the effects. Repeat steps 2-3 for any other gunz on the model that have shootin' dice.

DAMAGE

If a damage card says that model suffers 1 or more points of damage, you should place a damage counter next to that model. Once the number of damage counters a model has is equal to **or greater** than its Hits characteristic, that model is destroyed. When a model is destroyed, remove it from the battlefield immediately. It takes no further part in the battle.

FIGHTIN' PHASE

Saw blades scream as they bite into unyielding metal, crew swing heavy tools at their nearby rivals and drivers grind their hulls against those alongside them, seeking to inflict grievous damage on the nearest foe.

Starting with the player that has the initiative marker, players then alternate selecting one of their models that is within 2" of any enemy models to make fightin' attacks. To make fightin' attacks, follow the sequence below. Each model may only be selected to make fightin' attacks once per Fightin' phase.

1 The attacking model's player picks an enemy model within 2" of the model they selected and rolls a number of Speed Freeks dice equal to the attacking model's Melee characteristic. These are called attack dice. Each roll of ✧ or ⚡ is a successful roll; any other result is a failed roll.

2 The target model's player then rolls a number of Speed Freeks dice equal to the model's Armour characteristic. These are called defence dice. Each ⛊ or ⚡ result is a successful roll; any other result is a failed roll. Each successful defence dice negates a successful attack dice.

3 If there are no remaining successful attack dice, the attack fails. If there are any remaining successful attack dice, draw a damage card for the target model for each remaining successful attack dice.

RUKKS

In this section you will find a variety of different scenarios to use when playing games of Speed Freeks. From enormous destructive battles to the death, to high-speed races through the desert, there is plenty to get your teeth into.

When playing a game of Speed Freeks, you must select a rukk. This rulebook includes 4 rukks, but if you wish, you could play a rukk of your own creation. Some of these rukks focus more on speed and manoeuvring to defeat your opponents, whilst others centre around using the destructive power of your various weapons and the vehicles themselves to smash the enemy apart!

If you and your opponent can't agree on which rukk to play, roll a D8 and consult the table on the right.

D8	RUKK
1-2	**Trash Dere Stuff!**
3-4	**Da Grand Smash**
5-6	**Race To Da Horizon**
7-8	**Da Big Race** (If you do not have two Speed Freeks sets, play Da Grand Smash instead.)

OBSTACLES

Strewn across the battlefield in every Speed Freeks game will be barricades, piles of scrap and the general detritus Orks leave behind wherever they go. We refer to these as 'obstacles'. There are 6 obstacles provided in this boxed game, of various sizes.

In games of Speed Freeks, these obstacles can be destroyed in the same manner as enemy models. However, when allocating shootin' dice to models in each round, each player can pick whether or not to treat obstacles as eligible targets for their Speedmob (see the Shootin' phase, pg 12).

If a model wishes to shoot at an obstacle, follow the shooting sequence exactly as described on pages 12-13. Obstacles have an Armour characteristic of 3, and a Hits characteristic of 2.

If a player is required to draw a damage card for an obstacle, it automatically suffers 1 point of damage instead.

Obstacles are a variety of shapes and are not considered to have any fire arcs.

TRASH DERE STUFF!

To an Ork, trashing a rival's stuff is just as important as gathering their own parts to build snazzy vehicles – so long as their own ride doesn't become another addition to their enemy's scrap pile in the process!

THE SPEEDMOBS

Each player controls a Speedmob made up of 1 Wagon and 3 Warbikers. One player is the attacker, raiding their rival's territory. The other player is the defender, frantically trying to drive off or destroy the raiders. Players can either agree who will be the attacker and who will be the defender, or both players can roll all their Speed Freeks dice, with the player that rolls the most ⚡ deciding who will be the attacker and who will be the defender. If this roll is tied, roll again until one player scores more ⚡ results than the other.

THE BATTLEFIELD

The defender creates the battlefield by setting up three of the Speed Freeks boards in a row as shown below, and then sets up 4 obstacles anywhere on the battlefield. Obstacles must be set up more than 2" from any deployment zones and more than 8" from each other.

SET-UP

The defender then sets up their Speedmob wholly in the 11" x 8" defender deployment zone. The attacker then sets up their Speedmob wholly in the attacker 11" x 8" deployment zone.

FIRST ROUND

The attacker adds 1 to their total when rolling their kunnin' dice in the first round.

ROLLING DUNES

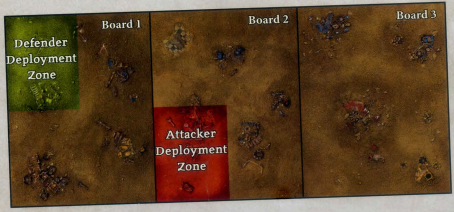
The first time a model finishes a move on the third board, the defender rolls a D8 and places the fourth board adjacent to the third board in the position that corresponds to the number rolled, as shown below. They must then set up the two remaining obstacles anywhere on this board so that neither of them are within 8" of another obstacle.

BATTLE LENGTH

If all six obstacles are destroyed, or one player has no models remaining on the battlefield, the battle ends. Otherwise, the battle lasts for five rounds.

VICTORY CONDITIONS

If all six obstacles have been destroyed, or there are none of the defender's models on the battlefield at the end of the battle, the attacker is the winner. If there is at least 1 obstacle on the battlefield at the end of the battle, or there are none of the attacker's models on the battlefield, the defender wins.



DA GRAND SMASH

When roving bands of Orks come across each other in the wastelands, violence is inevitable. Nobody is willing to back down until the fighting is done, especially when the battlefield is rich in valuable scrap.

THE SPEEDMOBS

This battle can be fought between two to four players. Each player controls a Speedmob made up of 1 Wagon and 3 Warbikers.

THE BATTLEFIELD

Create the battlefield by setting up four Speed Freeks boards as shown below. Players then each roll the D8, re-rolling ties, and then, starting with the player that rolled highest, alternate setting up an obstacle on the battlefield until all six are set up. Obstacles must be set up more than 2" from any deployment zones and more than 8" from each other.

SET-UP

Each player rolls all of their Speed Freeks dice and counts the number of ⚡ results. The player that has the lowest score picks one of the 11" x 8" deployment zones shown below and sets up their Speedmob wholly within it. The player that has the next lowest score then picks one of the remaining 11" x 8" deployment zones shown below and sets up their Speedmob wholly within it, and so on, until all players have set up their Speedmobs. If any scores are tied, the tied players must roll off until one scores lower.

SQUIG NESTS

Roll a Speed Freeks dice each time a model finishes a move within 2" of an obstacle. On a ✶, draw a damage card for that model.

BATTLE LENGTH

The battle lasts for five rounds, or until only one player has models remaining on the battlefield.

VICTORY CONDITIONS

Players score 1 point for each Warbiker they destroy and 3 points for each Wagon they destroy. If a model is destroyed as a result of an additional damage card drawn due to the effects of a Burnin'! damage card, the player who made the attack which inflicted the Burnin'! card scores the points for that model. If a model has 2 or more Burnin'! damage cards on it, the player that controls that model may decide in which order they are resolved at the start of each round. The player that has the most points is the winner. In the case of a tie for the most points, all tied players are the winners.

RACE TO DA HORIZON

If there is anything that Orks love as much as fighting, it is going fast. All Speedmobs aspire to be the fastest, to show other greenskins that they have built the best vehicles and have the superior driving skills.

THE SPEEDMOBS

This battle can be fought between two to four players. Each player controls a Speedmob made up of 1 Wagon and 3 Warbikers.

THE BATTLEFIELD

Create the battlefield by setting up four Speed Freeks boards as shown below from left to right. Players then each roll the D8, re-rolling ties, and then, starting with the player that rolled highest, alternate setting up an obstacle on the battlefield until all six are set up. Obstacles must be set up more than 2" from any deployment zones and more than 8" from each other.

SET-UP

Each player rolls all of their Speed Freeks dice, and counts the number of ⚡ results. The player that has the lowest score picks one of the 12" x 5½" deployment zones shown below and sets up their Speedmob wholly within it. The player that has the next lowest score then picks one of the remaining 12" x 5½" deployment zones shown below and sets up their Speedmob wholly within it, and so on, until all players have set up their Speedmobs. If any scores are tied, the tied players must roll off until one scores lower.

ROLLIN' ROAD

The first time a player moves a model onto the board closest to the leading edge (see below), that player removes the board closest to the trailing edge. Any obstacles or models whose base is touching this board are destroyed. That board is then placed in the same orientation, adjacent to the leading edge of the battlefield. This creates a new trailing edge and leading edge. The player who placed this board can also set up any obstacles on it that were destroyed when it was removed. Obstacles must be set up more than 8" from any other obstacles.

BATTLE LENGTH

The battle lasts until only one player has models remaining on the battlefield.

VICTORY CONDITIONS

The player who has any models remaining on the battlefield at the end of the battle is the winner. If the last two or more models on the battlefield are destroyed simultaneously (as a result of Burnin'! damage cards for example), the players who control these models are the winners.

DA BIG RACE

Every now and again a powerful Mek will set up a race to entertain his Boyz, offering some top-class parts as a prize. Finish in first place or die trying!

THE SPEEDMOBS

This battle can be fought between two to eight players. Each player controls 1 Wagon.

THE BATTLEFIELD

For this battle you will need two sets of Speed Freeks boards. Create the battlefield by setting up all eight Speed Freeks boards, 8 obstacles and 8 checkpoint markers to create a figure-eight-shaped racetrack, as shown opposite.

SET-UP

Each player rolls all of their Speed Freeks dice, and counts the number of ⚡ results. The player that has the lowest score picks one of the 6" x 4" deployment zones shown opposite and sets up their Speedmob wholly within it. The player that has the next lowest score then picks one of the remaining 6" x 4" deployment zones shown opposite and sets up their Speedmob wholly within it, and so on, until all players have set up their Speedmobs. If any scores are tied, the tied players must roll off until one scores lower.

RACETRACK

Each player must attempt to pass each numbered checkpoint marker in sequence, starting with 1 and finishing with 8. For a model to pass a checkpoint marker, it must move within 4" of it.

Checkpoint markers that are passed out of sequence are not counted, and the sequence does not reset if the model passes a checkpoint out of sequence. For example, if a model passes checkpoint 1 and then checkpoint 3, checkpoint 3 would not count – the model would have to go back and pass checkpoint 2 first before being able to pass checkpoint 3. Once a model has passed all checkpoint markers in sequence, it earns 1 lap point. Then the sequence resets for that model and they can start a new 'lap' by passing checkpoint marker 1.

'Da bit where everyone's smashin' each other up for first position's da best bit – even da squigs know that. If ya catchin' da uvvers up, that's good, cos you can krump 'em as ya go past. If they're catchin' you up, that's good too, cos you can smash 'em back into second place and teach 'em a good lesson inta da bargain.

'If yer both neck and neck, that's good too – it's called that cos it's easier ta get yer hand around da uvver git's throat when yer right next to him. Strangle him up good if ya can – that's what them Warbikers call full throttle!'

DA CROWD!

If a model finishes a move within 3" of any battlefield edge, they might be struck by debris thrown by a raucous spectator. Roll a Speed Freeks dice. On a ★ result, draw a damage card for that vehicle.

BATTLE LENGTH

The battle lasts until a player earns 3 lap points, or until only one player has models remaining on the battlefield.

VICTORY CONDITIONS

The player who earns 3 lap points is the winner. Otherwise, the last player with a model remaining on the battlefield at the end of the battle is the winner. If the last two models on the battlefield are destroyed simultaneously (as a result of Burnin'! damage cards for example), the players who control those models both win.

ADDITIONAL RULES

This section contains additional rules which can be used alongside those presented on the previous pages to add extra depth to your games of Speed Freeks.

ORK CLANS

If you wish, you can declare that your Speedmob is taken from one of the major Ork clans. If you do so, you can use the relevant clan rule below for all models in your Speedmob.

EVIL SUNZ

Evil Sunz are known throughout Ork society for their love of going fast, constantly tinkering with their engines to get every drop of speed possible out of them.

Da Fastest: Once per round, when moving an Evil Sunz model, you can re-use a speshul gubbinz that has already been used by your Speedmob that round.

BAD MOONS

Bad Moons vehicles are always decked out in the finest possible parts, from squig leather seats to spinny hubcaps. These upgrades aren't all cosmetic however, and Bad Moons vehicles usually sport some of the finest gunz that teef can buy.

Flashy Gunz: You can re-roll any ★ results when making attack rolls for a Bad Moons model in the Shootin' phase.

DEATHSKULLS

Deathskulls are fantastically resourceful, often grabbing pieces of burning wreckage as they pass by to patch up their own damaged vehicles, even in the thick of the action.

Lootaz: Each time a vehicle is destroyed, you can pick one of your Deathskulls models within 3" of it and remove 1 damage from that model.

GOFF'S

Goffs love a good fight, and all the best fights take place up close and personal so you can look your opponent in the eye while you smash them up!

Da Fightiest: You can re-roll 1 attack dice for a Goff model when it attacks in the Fightin' phase.

SNAKEBITES

Snakebites are staunch traditionalists, eschewing flashy baubles and shiny machine parts for anything tried and trusted. Their wagons may not be the most eye-catching, but they are often the most reliable.

Da Old Wayz: You can re-roll the first ★ result each turn when rolling speedin' dice for a Snakebites model from your Speedmob.

BLOOD AXES

Blood Axes are often accused of being un-Orky, employing as they do such alien concepts as strategy and tactics. However, once the race gets started, often these schemes allow the Blood Axes to seize the perfect moment to surge into the lead.

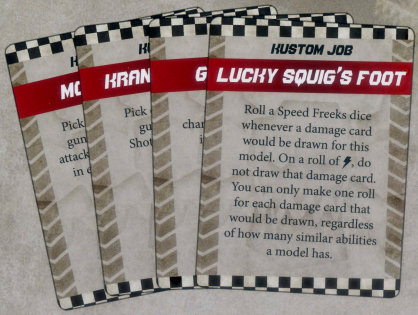
Kunnin' Tactics: After all speedin' dice have been allocated, a Blood Axes player can re-allocate up to 3 of their speedin' dice. They must still allocate at least 1 speedin' dice to each of their models.

KUSTOM JOBZ

Kustom jobz are upgrades for vehicles which enterprising drivers can pay a local Mek to add to their vehicle. Dealing with the continually experimenting Mekboyz isn't a precise science however, and an Ork can never be sure exactly what the deranged mechanic will actually do to his ride. All he knows is that it will be loud and impressive, a fact which is enough to convince even the stingiest of Orks to part with their hard-earned teef and scrap.

If you are playing a one-off game, players can decide to use the kustom job cards before the battle. If you do so, decide how many each model will receive and then draw the appropriate number for each model before setting up.

If you are playing a campaign (pg 22), after each battle, each player can send one of their vehicles to be upgraded. Players who did not win can pick a vehicle and draw a kustom job card. Players who won can pick a vehicle and draw two kustom job cards, and pick which one they wish to keep. These models keep these kustom jobz for any subsequent games in the campaign. A model cannot have more than 3 kustom jobz. If a model explodes, as described on its datacard, any kustom jobz it had are lost as the vehicle has to be replaced with a new one before the next battle.



CAMPAIGNZ

Whilst one-off games of Speed Freeks are an exciting way to play, the thrill of racing and destruction really comes into its own as part of a campaign.

If you wish, you can play a series of Speed Freeks games in succession with the same Speedmobs as part of a campaign. There are several ways to do so, depending on how many players wish to take part, how long you wish for the campaign to last, and how consistently the same group of players will be available.

NARRATIVE CAMPAIGN

One or several of the players can come up with a storyline that will flow through their games. The players can then fight a sequence of battles which follow this narrative. This often allows players to develop fun rivalries, new scenarios of their own devising, and add other narrative ideas such as weekly bounties on certain especially deadly vehicles, special or unusual plot-based objectives to be achieved alongside the normal objectives for a particular mission, or any number of other exciting variations. Inspiration can come from anywhere, but often the best kustom scenarios are those with a strong but fun theme. The limits are your collective imaginations!

LADDER CAMPAIGN

This type of campaign is simple. Players start in a randomly determined order, from the top rung of the ladder to the bottom. If a player beats a player above them on the ladder, they swap places. If a player beats a player below them on the ladder, the victor swaps places with the player in the slot above them. This type of campaign is ideal if your group has a specific time limit in mind, as you can simply declare the winner when the time is up or have a final game between the top two players to determine the overall champion!

RACING CHAMPIONSHIP

Taking inspiration from the various real-world racing championships, this style of campaign uses a league system. Players should play an equal number of games, against as many different opponents as possible. Players score a certain number of points for winning games, and at the end of the season the player that has the most points is crowned the overall champion!

'O' course, winnin' one race is a good larf, and it'll get ya some rep as a speedboss. But us old hands, we got loadsa wins under our belt. Live long enough and da Meks wiv da really flashy rides will come knockin', trying ta get their glyphs on da side of your wagon. Trick is to make 'em pay fer it – you get rich, and they get ta tell their mates it's them wot did it as you cross da finish line – whether you're on fire or not!'

LINEAR CAMPAIGN

This type of campaign is suitable for two players, and the outcome of each rukk will affect what happens in the next one. We have presented an example of this type of campaign below:

- Players play the Da Big Race first. The winner will automatically be the attacker in the next rukk, Trash Dere Stuff.

- If the attacker wins Trash Dere Stuff, they receive a free kustom job before the players play Race to da Horizon.

- If the Defender wins Trash Dere Stuff, their opponent may only allocate 8 Speed Freeks dice in the first round of Race to da Horizon.

- The loser of Race to da Horizon must draw a damage card for each of their models before setting up any models in the final rukk, Da Grand Smash.

- The winner of Da Grand Smash wins the campaign and is crowned Speedboss!

EXPANDING YOUR SPEEDMOB

If you wish, you can allow players to expand their Speedmobs over the course of the campaign. This can be done in a number of ways. For example, you could allow players to start the campaign with any number of models in their Speedmob. Then, after the players have agreed which rukk will be played, they can choose which models from their Speedmobs they will use for that rukk. This allows players to pick models suited to the objectives of that particular rukk, but it will mean that any kustom jobs they acquire after games will be distributed between a greater number of vehicles.

DA SHOWROOM

Fasta! More dakka! More killy! These pages showcase a number of inventive Ork contraptions that meet these simple demands, presenting a variety of miniatures with which to expand your Speed Freeks collection.

Shokkjump Dragsta

Bad Moons Warbiker

Deffkilla Wartrike

Goff Warbiker

Rukkatrukk Squigbuggy

Kustom Boosta-blasta

Evil Sunz Boss Nob

Boomdakka Snazzwagon

Megatrakk Skrapjet

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