



Gorkamorka

Community

Edition

[Core Rules]





GORKAMORKA CE¹

Dice and Words

The GCE concept

GCE is to provide a somewhat generic ruleset that is, to the fullest extent feasible, directly compatible with existing expansion documents for Gorkamorka. Ultimately it should also include as many of those documents as possible to provide a comprehensive set of factions, scenarios, and equipment options that can be applied to a number of settings as players choose.

The Gorkamorka Heritage Project has endeavoured to secure compatible licences for as many existing documents as possible in order to enable this initiative to be as exhaustive as possible. With any luck this will mean that wording of rules can be such that little clarification is needed (as we'll have known about the many possible ways they can be applied when writing).

Lastly the finished game should be easy for players familiar with Gorkamorka, Necromunda, or Shadow War: Armageddon to pick up.

A note on capitalisation:

Reading through this stuff you'll often see seemingly random words capitalised. This isn't just our editor not picking up on mistakes - it's our way of making it clear that we're talking about a game concept rather than just being chatty. It's a little tricky to give an example that'll make sense before we get into the actual meat of the material but at least now you'll know what that's all about!

Units of measure:

This game uses inches and feet (denoted with a suffixed " and ' respectively). Centimetres and metres are brilliantly precise but this game, like many other skirmish games, needs a bit of fuzziness to work. You might occasionally see half an inch mentioned but that's as precise as it gets!

When a vehicle makes a “turn” that constitutes a shift of up to 45°. The “Turny Gubbinz” is an incredibly useful tool, a protractor will also work.

[INSERT PICTURE OF TURNY GUBBINZ WITH EXPLANATION]

¹Genericised
Ork &
Related
Kits
Asynchronous
Multiplayer
Offshoot
Ruleset with a
Kludgy
Acronym

(Community
Edition)





Dice:

Throughout these rules several different dice are used. They're all six-sided and are as follows:

The basic die, the D6, is numbered one to six. The same die is used when asked to roll a D3: 1&2 = 1, 3 & 4 = 2, 5 & 6 = 3.

Sustained Fire dice are slightly different but can be rolled using a standard D6. Its faces are 1, 1, 2, 2, 3, and "JAM!" and so treating it as a D3 with rolls of 6 becoming a JAM! result works nicely.

A Scatter die has arrows on five sides and a "Hit" symbol on the last - although the "Hit" result also has a little arrow on it too!

Modifiers:

This game uses modifiers for quite a few mechanics. These are explained where relevant although most are fairly straightforward. Sometimes these take the form of adding or subtracting from a dice roll (such as shooting at a target taking cover rather than in the open) and at other times take the form of determining a total score and then applying bonuses and penalties to it.

Tests:

Certain game mechanics require tests to be made; these will be explained in greater detail where relevant but a test usually entails the player rolling a dice and comparing it to a characteristic. In some instances a test is passed by rolling above a characteristic whilst in others it's below. The specifics will be covered in the relevant section.

Counters:

There are a number of counters required which indicate scrap, running, overwatch and hiding. These counters provide visual clues to help you remember

what each model is doing. Some players prefer to take notes rather than clutter the table with counters but the way you play is entirely up to the players involved.

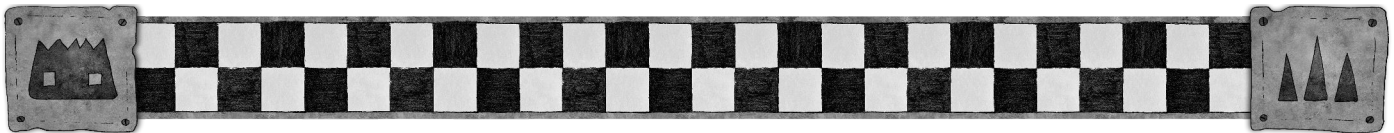
Templates:

Certain weapons require special templates to determine their effects. These are the teardrop shaped template used for weapons like Skorchas and the blast template used for grenades. These measure... (someone grab a tape measure and check!)

What else you need:

A few other things are required for a game of Gorkamorka, such as; 2 or more players, a firm level playing surface and a tape measure. Paper along with good old pens or pencils are also a good idea although we recommend using the roster provided later to help keep track of any wounds, damage, or other information.





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Warrior Statlines

The majority of warriors, creatures, or other entities have statlines. These describe the fighting prowess of whatever it is in various ways and higher numbers are better. They normally look like this:

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Of course the numbers vary pretty wildly and a Grot isn't going to have stats anywhere near as high as a fully-fledged Ork Nob!

Let's go through this statline and get a feel for what each thing means:

Movement

How many inches the model can move at normal pace each turn. It also forms the basis of how fast (or slow) they move when running, dragging things, and otherwise traverse the battlefield. Most warriors can run at double their Movement characteristic but some can go even faster than that. It's a good idea to know how fast your enemies are ahead of time!

Weapon Skill

When it comes to skill at pummeling opponents WS is the characteristic to look at. It sums up how likely the warrior or whatever is to win in Hand-to-Hand combat. Sometimes this refers to skill whilst other times it's more a matter of sheer aggression and force but in any case it's the statistic that is used for the Hand-to-Hand phase.

Ballistic Skill

Shooting, throwing, and generally attacking things at range is covered by this one. Mostly used in the Shooting phase this one is a measure of how likely the

combatant is to score a hit on a target. Whether they then wound them is another matter!

Strength

Bit of a funny one here - in theory it's a measure of how strong a combatant is but generally most warriors are pretty similar and sit around 3 (whether they're a Digga-Yoof or an Ork Nob). Really it's more a measure of whether a combatant is significantly stronger than the norm (like a Feral Ork Brute) or weaker (like a Rebel Snot). Strength is mostly used in Hand-to-Hand combat but also comes up in relation to things like staying onboard vehicles when things get hairy!

Toughness

This characteristic covers one part of injuries whilst Wounds covers the other. Toughness is all about how difficult it is to actually do any real damage to a warrior. Most Orks don't worry too much about a few bullets coming their way 'cos most of the time they won't puncture anything vital - lots of other warriors aren't so lucky!

Wounds

Some warriors just won't stay down even if you make 'em bleed from three different places! In game terms the number of Wounds a combatant has determines how soon they need to start rolling on the Injury table and dealing with the more immediate consequences of being injured. Most combatants only have a single Wound point but more experienced warriors can have quite a few!

Initiative

Some warriors are clumsy whilst others move like skilled dancers - Initiative basically measures this and spatial awareness. Whether it's jumping between speeding vehicles or spotting an enemy hiding nearby this is the characteristic that covers it.





Attacks

Mostly used for Hand-to-Hand combat this characteristic vaguely covers how swift a warrior is, or something like that! It indicates how many Attack dice a combatant rolls in Hand-to-Hand combat (although it's quite possible to move quickly and still bungle every attack!).

Leadership

A combination of confidence and the ability to inspire others. Leadership is generally used as a basis for a Leadership test covering things like keeping calm while attacking an enemy that causes Fear or encouraging the other warriors in the mob to keep fighting (rather than leggin' it like some weedy Grot!).

Weapon Statlines

Similarly the majority of weapons and attacks have statlines. Unlike warriors it's fairly common for not all fields in a weapon statline to have values. Empty fields will sometimes have a dash or "N/A" written in them.

For example:

Shoota

Range		Hit modifier		Strength	Save Modifier	Damage	Ammo Roll	Notes
Short	Long	Short	Long					
0"-12"	12"-18"	+1	-	3	0	1	4+	N/A

'Uge Choppa

Range	Hit modifier	Strength	Save Modifier	Damage	Ammo Roll	Notes
-	-	As User + 2	Varies	1	-	Double-handed. Opponent wins draws.

In basic terms there are ranged weapons and Hand-to-Hand weapons. Importantly some ranged weapons can also be used in Hand-to-Hand combat (see the Armoury section for more details).

Starting with ranged weapons let's go through the different bits of the statline:

Short Range

Any shots attempted within this range will receive the modifiers for short ranged shots.

Long Range

Again, this determines which modifiers apply when taking a shot at something.

Different types of range also come into play when it comes to customising weaponry in campaigns.

Short To Hit Modifier/Long To Hit Modifier

Many weapons receive bonuses that make hitting things at shorter range easier while others receive penalties at longer range.

Strength

In the same way as warriors have Strength values so do weapons. This is what is compared to the Toughness or Armour value of targets when attacking them.

Save Modifier

Only applicable to models without an Armour Value (so most foot models) this is a modifier for the target's Armour Saving throw. A warrior with a 4+ Armour Save would only receive a 5+ Armour Save if hit by a weapon with a Save Modifier value of -1, for example.

Damage

Most weapons will only inflict one Wound per hit but occasionally something particularly nasty has a higher value such as "D3". Each successful hit on a warrior will inflict this many wounds. This only applies to foot models. If the model has an Armour Value instead then only a single point of damage is inflicted.





Ammo Roll

Each time a weapon is fired there's a chance it'll run dry, jam, or perhaps just fall apart. Some weapons have special rules regarding Ammo Rolls but most are required to test on a result of 6 when rolling to hit. As long as the player can roll equal to or greater than the Ammo Roll value then shooting can continue.

Weapons with an Ammo Roll value of "Auto" will fail automatically if required to test.

Notes

Fairly straightforward really - if there's an additional special rule to look up they'll be mentioned here.

Now for Hand-to-Hand weapons:

Some weapons (such as Ork Sluggas) can be used in Hand-to-Hand combat and ranged combat while other weapons can only be used in Hand-to-Hand combat. Those that can be used in both will have a statline similar to other ranged weapons and simply disregard Range, To Hit modifiers, and their Ammo Roll when used in Hand-to-Hand combat.

Strength

Often Hand-to-Hand weapons will use the warrior's Strength value ("As User" or "AU"). In these cases simply use the warrior's Strength value and apply whatever the indicated modifier is. For example an average Ork Boy with a Strength value of 3 will hit at Strength 5 when fighting with a 'Uge Choppa as it has the Strength value "As User +2".

Save Modifier

Not all weapons have a fixed Save Modifier - some vary depending on the wielder's Strength. A warrior with a Strength of 4 receives a -1 modifier when using the weapon. For each point of Strength above that an additional -1 is added (so a S6 warrior would get a -3 Save Modifier with that weapon). Anything below 4 receives no Save Modifier when using the weapon.





Playing a Game

The mechanics of this game divide roughly into battle stuff and campaign stuff with some overlap here and there. What happens on the board with models is the “battle stuff” whereas things like permanent injuries, stat increases, and recruiting new warriors is the “campaign stuff”. In this part of the rules we’re going to be dealing almost exclusively with the battle side of things.

To play a battle you need at least two players with a mob each and models to represent them. Recruiting and army a mob is very much in the “campaign stuff” side of things so we won’t go into how it works here. When you’re done you’ll have a roster sheet with the details of your warriors, their weapons, and all the other relevant information. Make sure you’ve calculated your Mob Rating though as you’ll need that in a minute.

Then you’ll need some sort of surface to play on - we recommend a minimum play area of 4’ x 4’ although 6’ x 4’ is popular too. Once you know who you’re playing you’ll probably want to play some sort of scenario - after all battles aren’t usually by appointment!

Scenarios

To play a game you’ll need a scenario to put your mobs through. Whatever you decide on will describe how to setup the board, victory and loss conditions, and any special rules you’ll need. There’s loads of scenarios available for this game and it’s up to you to decide which you feel like having a go at. It’s probably fairly sensible to start with something simple until you’ve got the hang of how the game works though!

The player with the lowest Mob Rating is the attacker by default in scenarios with attackers and defenders, unless the players decide it’d be more fun to swap things around. If both players have the same mob

rating roll a D6 each with the highest scorer taking the role of lowest Mob Rating mob.

Game Turns and Player Turns

This is a turn-based game and players take charge of their forces in the order determined for the game (usually a dice roll but sometimes some other criteria is specified in the scenario). Each game turn consists of every player going through each of the phases described below (usually referred to as “the player’s turn”). Once the players have done this the game moves onto the next game turn. We’re making this distinction here because it can otherwise get a little fuzzy later on. Two players finishing a game that lasted six turns would each have six player turns.

Player Turn Sequence

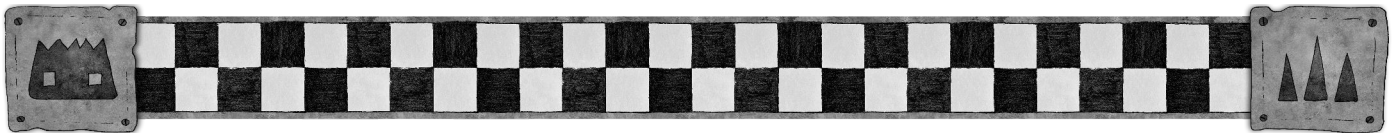
When it is a player’s turn they take their forces through the relevant phases, skipping any that aren’t applicable (such as Hand-to-Hand combat if there are no models engaged in close combat).

The turn sequence goes like this:

1. **MOVEMENT:** During this phase players may move their models and vehicles as per the rules provided later.
2. **SHOOTING:** Models able to do so may shoot in the shooting phase as described in the shooting rules later.
3. **HAND-TO-HAND:** All models in hand-to-hand combat may fight during this phase. In a game with 3+ players this is only dealt with if the active player has warriors engaged in hand-to-hand combat.
4. **RECOVERY:** Injured warriors may test to recover and rejoin the battle in the recovery phase. The rules for this are provided later.

Once a player has completed running through the turn sequence their opponent then does the same,





working through the turn sequence until they have also finished. This is the end of the game turn.

A typical game last until only one player remains after the others have Bottled Out (Essentially concede or are defeated) as explained later on. Some scenarios will include specific objectives to be completed and others will end when other criteria have been met, we will explain all of this in great detail later.

Movement on foot

The movement phase is where the player is allowed to move all of their models in accordance with the following rules. Players may move models in any order they like, move one model at a time and make sure you have finished moving each model before moving on to the next. We will cover movement on foot first as vehicle movement is handled differently and explained later.

Moving

During this phase, each warrior may move in any direction, a distance in inches that is equal to the warriors Movement (M) characteristic or lower. Warriors riding in vehicles may move and the rules for moving vehicles will be discussed separately. Most warriors will have a Movement (M) characteristic of 4, which means they can move up to 4" in any direction, this includes stairs, ladders, etc.

Normally it is upto the player to decide how much of the warriors move characteristic to use but there are some circumstances which are covered later that may force the warrior to move in a certain way.

Running

A normal move represents the warrior moving at a decent rate while still allowing themselves time to survey the battlefield, aim and shoot their weapons and shout words of encouragement to other mob

members. A warrior may choose to run and when doing so gets to move at double speed; so for example a 4" Movement (M) characteristic means a warrior can run 8".

When running, a warrior loses their chance to shoot this turn. When electing to run with a model the player must declare that they are doing so, this way both players understand what is happening and know that the model in question may not shoot, alternatively placing a Run counter next to them is another great way of keeping track.

Charging

If a warrior wishes to engage an enemy in hand-to-hand combat then you must first declare that the warrior will Charge. Without measuring the distance, declare that your warrior will be charging and indicate to the opposing player which enemy warrior they intend to attack.

A charge move works just like running - double the warrior's Movement characteristic.

After declaring a charge like this you should then measure. Assuming your warrior can reach their target place the models so that both of their bases are touching or as close to as is practically possible.

If a warrior does not have enough movement to reach the enemy then they are considered to have failed their charge. Move the charging warrior as far as possible towards the enemy warrior (remembering to double your move); the charging warrior may not do anything else this turn!

It is worth noting that models cannot move in to hand-to-hand combat without charging. Any move intended to bring two warriors together is, by definition, a charge.





Target priority

Normally a warrior may only charge the closest enemy warrior. They're the most immediate threat and have to be dealt with first. If the closest potential opponent is Down or Pinned then they may be ignored in favour of the next closest (although you can still charge them if you'd like!).

Boarding Actions

Warriors that want to board a moving vehicle (friend or foe) can do so if their movement brings them in contact with an edge. The edge cannot be the front and they may run to reach the vehicle. Passing an Initiative test (roll equal or under the warrior's Initiative characteristic on a D6) results in them jumping onboard. Similarly a warrior may jump between vehicles that are within 2" of each other by passing an Initiative test. In either case failing the Initiative test ends the warrior's movement immediately and they take a S3 hit as they hit the ground.

If they made it onto the other vehicle move the model there, if not it should be placed on the ground next to the vehicle they attempted to board.

If the vehicle they boarded contains enemy warriors (this includes drivers) then hand-to-hand combat will be resolved in the relevant phase. The boarder may not shoot if opposition remains onboard (they may choose to ignore Down warriors but otherwise hand-to-hand combat happens). For the specifics on this see the hand-to-hand combat phase section.

Note

Stationary vehicles count as terrain, not as vehicles. If a vehicle is stopped it can be moved onto just like any other bit of terrain - no Initiative test is needed.

Remember to factor in things like high walls and the like creating difficult terrain conditions.

Warriors on fire

Unlucky warriors who have ended up on fire somehow do not move as normal (what a surprise!). Instead roll a D6 for them. On a 6 the fire goes out and they move as normal

Anything less than 6 causes them to take a Strength 4 hit. Resolve that now.

If they go Down then the fire goes out (and if they go Out of Action, obviously).

If not roll a scatter dice. They move in that direction 2D6", jumping off vehicles if that's the way they need to go!

Warriors on fire cannot do anything else during their turn. Enemies may not attack them in hand-to-hand combat (they may shoot them or attempt to squash them with a vehicle though!).

Friendly warriors can modify the D6 roll to see if the fire goes out. They must skip their shooting phase and be within 1" of the burning warrior. For each friendly helping add +1 to the D6 roll. A total of 6 causes the fire to go out.





Terrain

Battles usually take place in an open area to allow vehicles plenty of room to manoeuvre however many also occur around hideouts, ruins, fortified positions, etc. As such there are multiple terrain types, the following rules explain what effects these have on the game.

VEHICLES AND TERRAIN: The effects of terrain on vehicles is explained in the Vehicles section later.

Open Ground

Open ground does not impede movement in any way. Examples of open ground include solid flat ground, walkways, ladders, doorways and hatches of buildings that a warrior can physically fit through.

Difficult Ground

Difficult ground causes the warrior to move at half speed, each 1" of movement counts as having moved 2". Examples of difficult ground include steep or treacherous slopes, dense vegetation, and pools of water.

Very Difficult Ground

Very difficult ground causes the warrior to move at quarter speed, this means a warrior with a 4" move would only be able to move 1". Examples of very difficult ground include tar pits and noxious or corrosive pools of liquid.

Impassable Ground

Impassable ground is exactly that, impassable. Examples of impassable ground include deep pits, sinking sand, and of course solid objects like walls or big rocks.

Walls and Barriers

There are many types of walls and barriers that a warrior may wish to climb up or over, they are handled as follows:

- Less than 1" high and no more than 1" across = Open Ground.
- Between 1" and 2" high, and no more than 1" wide = Difficult Ground.
- Higher than 2" = Impassable, except by ladder or similar.





Shooting

Each turn your warriors may be able to shoot. Whether they can depends of course on things like whether they have anything to shoot at, whether they've got any ammo left, or even whether they're conscious...

For the purposes of readability we're going to be talking about "shooting" but we're really talking about all ranged attacks. Warriors may be firing guns, throwing spears, tossing grenades, or something else. Ranged attacks all fall under the banner of "shooting" so that's the terminology we're going with.

Who Can Shoot

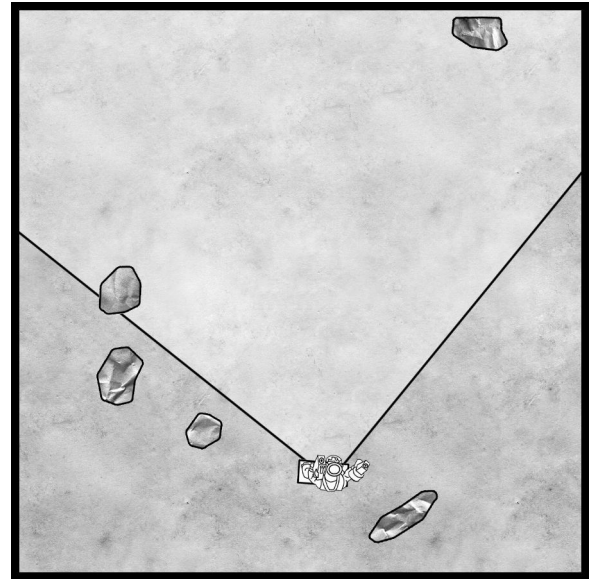
Usually each warrior may shoot once in the shooting phase - there are exceptions to this but you'll find details of those in the rules for your chosen faction.

A warrior may not shoot if they are engaged in hand-to-hand combat or if they ran or charged in that turn's movement phase. Some warriors have skills that allow them to run and fire but unless yours has that skill it's running *or* shooting - not both!

Work through each of your models one at a time. Choose which warrior is going to shoot, pick their target, and then check to see if they have hit. If they have hit their opponent you then check to see if they have caused any wounds and damage. Once this is done you move on to the next warrior. It's usually best to do all warriors riding in a single vehicle before moving on to others to make keeping track of things easier (but it's not mandatory!).

Eligible targets

Determining who or what a warrior can hit starts with figuring out who they can see from where they're standing. Check that by imagining roughly a 90° arc in front of the warrior.



If there's a target within that 90° arc they may be able to shoot them.

Warriors riding in vehicles are allowed to turn around and shoot in any direction. For details on vehicle shooting see the relevant bit of the vehicles section.

So, assuming your warrior can see an enemy they may have a viable target. The target warrior's *body* must be visible. Tips of guns, blades, and other peripheral parts don't count. If unsure roll a D6 (1-3 = not visible, 4-6 = visible).

Normally if a warrior wants to shoot they have to target the closest target to them. The general principle is "the easiest to hit" but this isn't always true though and various things affect this as explained below.

Before we start it's worth reminding players that in this game (unless otherwise stated) you may not pre-measure. As a result weapon range modifiers apply *after* a target is decided on.

We're now going to work through the process of determining target priorities. Given that we'll be trying to cover all eventualities it'll seem fairly complex but once you've played a shooting phase or two it'll be second nature!





1. Closest Threat

The first priority target will be the closest viable threat. Wrecked, immobilised, unoccupied vehicles, Down/pinned warriors do not count as viable threats. They can still be targeted if they're closest but they can be ignored if you so choose.

Warriors count as normal sized targets and most vehicles (and structures) count as large targets.

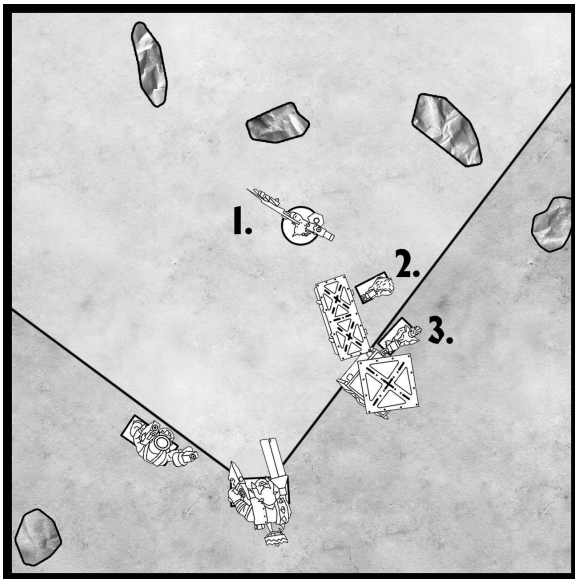
Large targets take priority!

2. Cover

A target in cover is harder to hit than one in the open - that's pretty much the point of taking cover!

If the closest target is in cover and there's an easier target further away then they can instead choose to go for them.

We've got an example in the diagram:



Grimlug can see a Rebel Grot Banna Waver (1) and a normal Rebel Grot (2). The third grot is outside his firing arc and can't be targeted.

Target 2 is closer to him than 1 but is behind cover. Target 1 is out in the open and so he can choose instead to shoot him instead.

3. Declare Target

At this point you should declare which target you're trying to shoot.

4. Check Range

Decide which of your warrior's weapons you're going to be using for this shooting phase. Measure the distance between your warrior and their intended target.

Now check whether it the weapon they're using has any modifiers for range. For example a shoota receives +1 to hit for targets within 12".

Out of range targets automatically miss but you still have to test and see whether your weapon has developed a jam or a fault (see Ammo Rolls later in this section).

Hitting The Target

To determine whether a shot has hit its target roll a D6.

Any roll of 1 always misses regardless of modifiers.

Assuming the roll *wasn't* a 1 the magic number needed is 7. The formula is pretty simple:

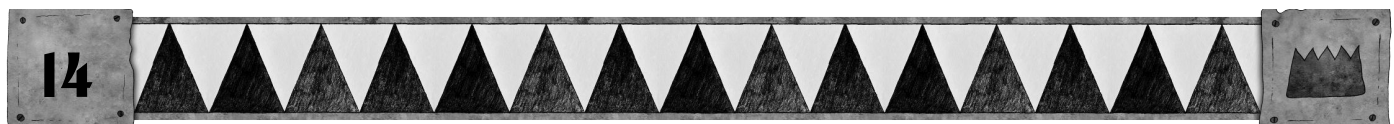
$$\text{Dice roll} + \text{Ballistic Skill} + \text{hit modifiers} = \text{shooting score}$$

If the result is 7 or more the warrior hits their intended target!

For example:

Krugkikka, an Ork boy, has a BS of 3. He shoots at a target in the open with his slugga. The target is 7" away so there are no modifiers to worry about.

A BS of 3 means that he needs a dice roll of 4+ in order to get the total of 7 needed to hit.





Depending on how you like to think about these things it might be easier with this table:

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5+	4+	3+	2+	1	0	-1	-2	-3

Given that roll of 1 always fails you might wonder why the rest of the results are included. The reason is that if your warrior is a particularly good shot they might be able to overcome some negative modifiers and hit anyway!

For example:

ZodZod is an Ork gunner with a BS of 6. Even if he's shooting at a small target (-1 to hit) he still hits on a dice roll of 2+.

Hit Modifiers

Some shots are easier to make than others, this is represented by the following modifiers:

-1 Partial Cover	Up to half the target is obscured.
-2 In Cover	More than half the target is obscured.
-1 Appearing/ Disappearing or Charging/ Ramming Target	Firing at a suddenly appearing/ disappearing or charging/ramming target whilst on overwatch.
-1 Firing From a Vehicle Which Has Used its Thrusters	Firing from a vehicle which has used its thrusters this turn.
-1 Target Used Thrusters	The target used its thrusters in the previous turn or if the shooter is on a chasing vehicle and the target used its thrusters during the chase.
-1 Small Target	The whole target is less than ½" tall and wide, examples include unexploded bombs or specific points on the ground or along a wall. Enemy warriors are always larger than this.
+1 Large Target	The target is a vehicle (except bikes) or the whole target is larger than 2" tall or wide.

Cover

There are many different types of cover available, warriors and vehicles can both shelter behind cover. Targets are harder to hit when in cover, exactly how much harder depends on how much cover the model has.

-1 Partial Cover: The shooter can see at least half of the target model but not all of it.

-2 In Cover: The shooter can see less than half of the target model.



Skrognik (1) is in partial cover as he sticks his head out and taunts the opposing mob. He doesn't have a ranged weapon and wants 'em to get within clubbing range!

Wazbag (2) is in full cover - he's reloading his six-shootas and doesn't want to get hit until he's at least got some more shots off.

If the target is in cover or partial cover and is also hidden (hiding is explained later on), then the model cannot be seen or fired at even if the shooter can see parts of the target model. Vehicles cannot hide.

A Vehicle can provide cover to warriors, if it is not the most obvious target itself, i.e. harder to hit, wrecked, immobilised, or unoccupied.





If players cannot agree on how much of a model can be seen then both players should roll a D6 with the highest score winning and their interpretation being applied.

Small And Large Targets

Small and large target modifiers are not normally used except in the case of vehicles and buildings which are usually large targets (+1 to hit). Games or scenarios might include specific targets which are either very small or very large.

Range Modifiers

Many weapons have modifiers for range which affect their accuracy. The following examples will explain how this works.

Example 1: A warrior with a BS of 3 and armed with a kannon fires at a target who is 12" away. They need to score a 4+ on a D6 to hit them before any modifiers for cover or range are applied. The target isn't in cover and no other hit modifiers apply. The target is in the kannon's long range band (4"-18") so the warrior gets a -1 range modifier applied to their hit roll. The warrior therefore needs to score a 5+ on a D6 to hit successfully ($5 + 3 - 1 = 7$).

Example 2: A warrior with a BS of 3 and armed with a kannon fires at a target which is 12" away, they are firing from a vehicle that has used its thrusters this turn. They need to score a 4+ on a D6 to hit them before any hit or range modifiers are applied. The firing model receives a -1 range modifier for the target being in the kannon's long range band (4"-18") and also receives a -1 hit modifier for firing from a vehicle that has used its thrusters this turn. With a total hit modifier of -2 the warrior will need to score a 6+ on a D6 to hit successfully ($6 + 3 - 2 = 7$).

Shots that need a D6 score of 7+ To Hit

Sometimes modifiers will mean that even if you roll a 6 to hit that still won't be enough. If this occurs roll a D6 and if the result is a 6 you may have hit your target. Roll a further D6 and consult the chart below to see your required result.

Score Required To Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Shooting Into Hand-To-Hand Combat

You may not shoot into hand-to-hand combat. You may however shoot at vehicles carrying models who are engaged in hand-to-hand combat. If an enemy vehicle carrying friendly models is hit treat the friendly warriors as part of the crew and randomly allocate any hits that occur.

Shooting A Warrior Who Is Down

A warrior who is Down might be the easiest target to hit. You may choose to ignore them in favour of another target (but if you're feeling mean you *can* still shoot the Down target!).

If a warrior who is Down suffers additional wounds then roll on the injury table again and apply any results to the warrior as normal.

Stationary vehicles

An unopposed warrior aboard an enemy vehicle that is stationary may choose to shoot the vehicle itself if they'd like. All shots automatically hit. This only applies to stationary vehicles though - trying to blow up what you're standing on while it's still moving is a recipe for disaster!





Special Weapon Rules

Grenades and Stikkbombs

A warrior may choose to throw one instead of shooting their ranged weapon. This is treated exactly like any other shot. The maximum range a grenade or stikkbomb can be thrown depends on the Strength of the warrior throwing it but it can never be more than 12”.

Maximum range of throw =
(warrior’s Strength x 2) + 2”

Or if you prefer you can consult the table below:

THROWERS STRENGTH	RANGE OF THROW
1	4”
2	6”
3	8”
4	10”
5+	12”

Sometimes it might be more beneficial to throw one at a point on the ground rather than at an enemy warrior. Aiming at a small target like that is trickier (and counts as, well, a small target - as described earlier) and so is subject to a -1 to hit modifier.

Scattering Grenades

Grenades don’t vanish if they miss their intended target - they scatter! Most of the time the shot has gone wide but sometimes things go hilariously wrong.

If you fail to hit your chosen target then you must roll to see how far it scatters - it could well still hit something. When rolling to hit a D6 result of 1 means the warrior really cocked things up - don’t bother with scattering it and instead roll on the Unreliable Explosives chart below.

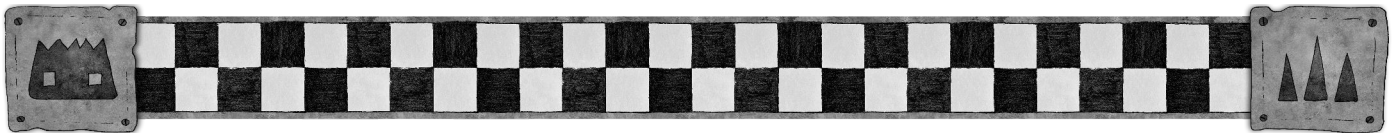
Assuming your warrior missed but didn’t bungle it completely - roll a D6. On a 6 the grenade doesn’t scatter as normal - roll the scatter dice anyway. Any other result tells you how far off the target they were (in inches). Roll a scatter dice as close to where you were aiming as you can to determine the direction of scatter. Note that the HIT symbol on the scatter dice also includes an arrow!

Resolve the grenade as having gone off in its scattered position. This applies to all weapons that scatter - not just ones with blast markers!

If you rolled a 6 for distance and a direction on the scatter dice then the grenade is a dud and does nothing. If on the other hand the scatter dice shows HIT and the distance D6 is a 6 then something has gone horribly wrong! Roll on the table below:

Unreliable Explosives	
D6	Result
1	The grenade doesn’t make it far before exploding. If it has a template place it directly over the thrower and work the explosion out as normal. If not work out a hit from it on the thrower only.
2-3	The grenade goes nowhere near where the thrower aimed. Roll 2D6 and a scatter dice to determine where it ended up.
4-5	Was that a dud? Not only does the grenade go massively awry (2D6” in a random direction) but it doesn’t go off immediately either. Place a marker where it landed. If a warrior or vehicle goes within 2” of it roll a D6. On a 4+ it’ll go off as normal.
6	The warrior fumbles the grenade and drops it. Luckily the fuse is faulty and it doesn’t go off.

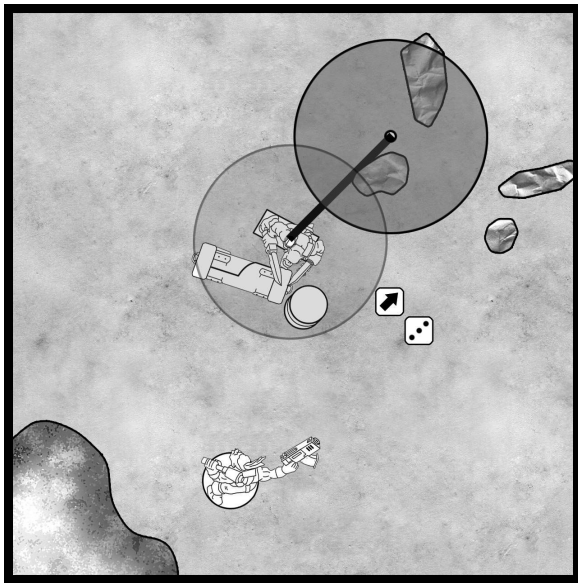




Blast Markers

Some grenades and stikkbombs use a blast marker to reflect their area of effect. If you hit the target place the blast marker with its centre directly over the target, if you miss the blast marker scatters as described above.

All warriors wholly underneath the blast marker are automatically hit, any warriors partially under the blast marker are hit on a D6 roll of 4+.



Choppa-Block is taking cover and WezKop decides to try to flush him out with a frag stikkbomb. He has a BS of 3 but with the -1 for the cover he'd need at least a 5+ to hit his target.

Unfortunately he rolls a 4 to hit and misses. Rolling a scatter dice and a D6 shows us that instead bounced off Choppa-Block's shoulder and went off harmlessly between some rocks. Zog!

Wounds to warriors and penetrating hits to vehicles are resolved as normal (vehicles are affected by template weapons differently from warriors on foot - see the Taking Damage section of the vehicle rules).

If a model is equipped with stikkbombs or other grenades it is assumed they have enough to last until

the end of the battle (or when an ammo roll indicates they have run out of ammo). That is to say they can usually throw more than one each game!

Teardrop template weapons

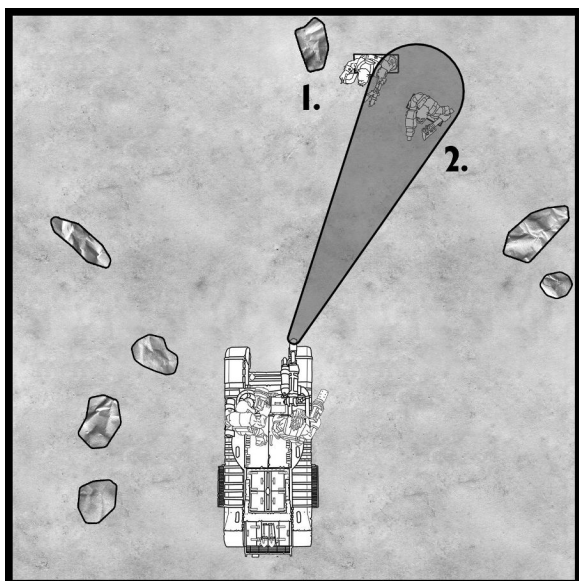
Skorchas and various other flamethrower-like weapons are represented by the teardrop shaped template. For this section we will describe how a skorcha works but the same rules apply to any weapon that uses the teardrop template (unless otherwise stated).

To shoot a skorcha take the template and place it so that the narrow end of the template is touching the firing model and the wider end is positioned over the target. The whole template must be placed within the firer's 90° arc of fire.

Once the template has been positioned any models wholly underneath the template are automatically hit, any models partially under the template are hit on a D6 roll of 4+. Wounds to warriors and penetrating hits to vehicles are resolved as normal.

Note that skorchas do not require a to hit roll so no modifiers (e.g. for range, cover, or speed) are applied.





Mav hoses down a couple of Ork boyz from Grimlug's Ladz with his skorcha.

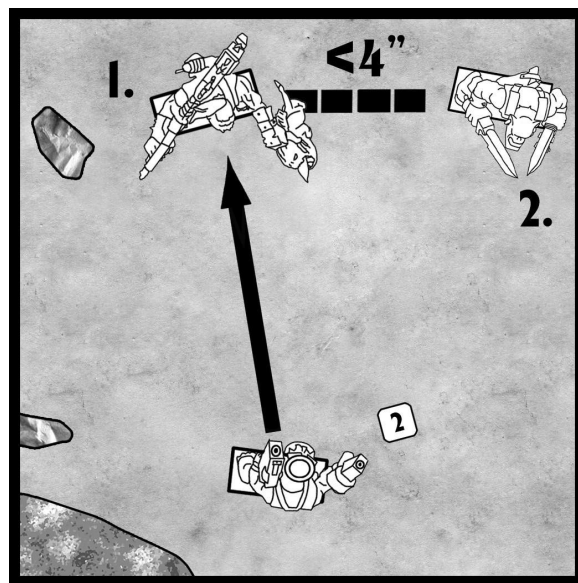
Zogdreg (2) is completely under the template and takes a hit whereas Gutrunt is only partially covered and so will only be hit on a D6 roll of 4+.

Firing On Full Auto

A full auto weapon has one or more Sustained Fire Dice on its profile. When shooting a weapon capable of firing on full auto declare whether you are firing a single shot or a shot on full auto. A single shot is worked out as normal, a full auto shot is worked out as follows.

1. Roll a sustained fire dice to see how many shots you can resolve this shooting phase.
2. Pick a target and check the range.
3. If they are within range then the shots are worked out as multiple normal shots with all the usual modifiers. If you are out of range then you must still roll a D6 for each shot to determine whether the weapon runs out of ammo.

If you wish you may spread your shots out amongst other enemy models within 4" of the original target and also within range. Each of the hits is rolled separately with all relevant hit modifiers applied for the chosen target. At least one hit must be allocated to the original target but you may allocate more if you wish. Roll to hit with each shot before working out any wounds.



Wazbag targets Nazgrab (on the left) with his Six-Shoota. He rolls a single sustained fire dice for it and gets two shots.

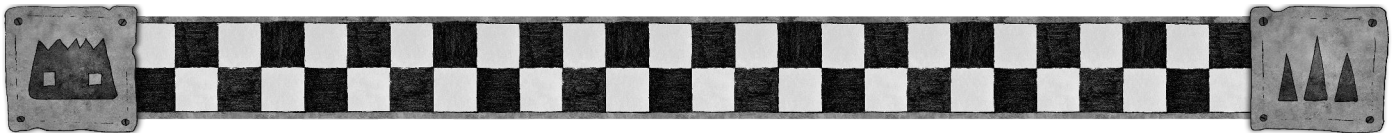
He's feeling lucky and decides to have a go at Nazgrab's mate, Choppa-Block, who's close enough to target (within 4" of the initial target) and in range.

Instead of firing both shots at Nazgrab he splits his shots between the two targets and rolls to hit for each one.

Ammo Jams

If you roll a jam symbol on the Sustained Fire dice then no shot is made and something has gone wrong with the weapon. It may only be a momentary jam or the weapon may be useless for the rest of the game - an ammo roll is required to find out which. The rules for ammo rolls are covered below.





Multiple Full Auto Shots

Some weapons allow the player to roll more than one Sustained Fire dice, you may choose to fire a single shot as normal or up to as many Sustained Fire dice as is allowed by the weapon (An 'Eavy Shoota can use both dice or just one, for example).

When a jam is rolled then no shots are inflicted by that dice, other shots from other dice are still valid and worked out in the usual way. You must make a separate ammo roll for each jam symbol that is rolled.

Ammo Rolls

When rolling to hit a target, any dice score of a 6 indicates something has gone wrong with the weapon and an ammo roll is required. The target is still hit and the shot is worked out as normal.

To make an ammo roll, roll a D6 and consult the weapons ammo rating, if you score equal or more than the number indicated then the weapon is fine and may be used as normal, if you score less than the number indicated then the weapon has run out of ammo and may not be used for the rest of the game.

Weapons with sustained fire dice

Any weapon which uses the Sustained Fire dice is more susceptible to ammo rolls and ammo jams than normal weapons because they require an ammo roll on a hit roll of 6 and if the jam symbol comes up on the Sustained Fire dice. Make an ammo roll for each jam symbol that is rolled.

Skorchas

Make an ammo roll after every time a skorcha is fired.

Weapons with ammo rolls of "Auto"

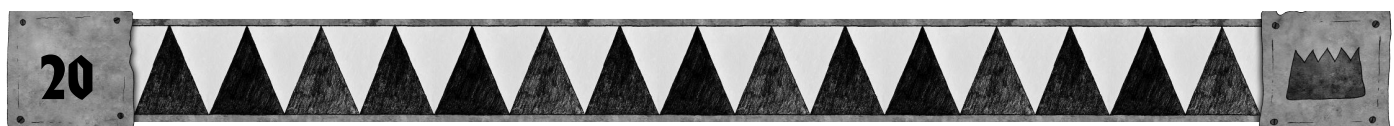
Weapons with an ammo roll of "auto" will run out of ammo if required to take an ammo roll. You should still roll a D6 to see whether they explode as described below.

Exploding weapons

If a 1 is rolled for an ammo roll roll a further D6. On a 1 the weapon explodes!

The warrior takes a hit from the weapon at its usual Strength -1 (this includes weapons with templates - the hit only affects the user in this case).

The weapon will be automatically repaired in time for the next battle.





Wounding a Target

If you manage to hit your target that's no guarantee that you'll actually hurt them! This section specifically deals with wounding warriors on foot. See the vehicle section for details on damaging vehicles.

The first thing to take into account when hitting a target is whether they're pinned by the shot.

Pinning

Orks are incredibly tough and not subject to pinning but other creatures might not be so tough. Getting hit either knocks the warrior off their feet or sees them dive for cover on the ground as they try to avoid incoming fire.

Unless otherwise stated a shot that hits pins the warrior (vehicles cannot be pinned but their crew can). Lie the model down on its back to represent it being pinned.

Warriors who are pinned cannot move, shoot, etc.. Any warrior pinned at the beginning of their turn will automatically recover from being pinned in the recovery phase at the end of their turn. Once a warrior has recovered from pinning stand them back on their feet.

Escaping from Pinning

Any pinned warrior who is engaged in hand-to-hand combat automatically escapes pinning.

If a another mob member is within 2" and they are not down or pinned themselves then your pinned warrior may test to recover from pinning at the start of their turn instead of in the recovery phase. Roll a D6 and if the score is equal to or lower than the pinned warrior's Initiative then they may stand back up and fight as normal this turn.

Wounding

A target that is hit may well be wounded by the shot. That's often the general idea of shooting at an enemy after all!

Roll a D6 and compare the Strength value of your weapon with the Toughness characteristic of your target. Consult the table below to determine if your shot has managed to wound the target. A result of "N" on the wound chart indicates it is impossible to wound a target of that Toughness with a weapon of that Strength.

Wound Chart

STR	TARGET'S TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	-	-	-	-	-
2	3	4	5	6	6	N	-	-	-	-
3	2	3	4	5	6	6	N	-	-	-
4	2	2	3	4	5	6	6	N	-	-
5	2	2	2	3	4	5	6	6	N	-
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Injuries

Most warriors have a single Wound on the profile however some stronger warriors may have 2 or more. If the target has more than 1 wound then deduct 1 wound from his total, as long as a warrior has 1 wound they may continue to fight as normal.

When a warrior loses their last remaining Wound characteristic they must roll to determine the extent





of their injuries. The player who caused the wound should roll a D6 and consult the table below.

D6	EFFECT
1-2	FLESH WOUND: -1 WS and -1 BS for the rest of the game.
3-5	DOWN: Place the model face down.
6	OUT OF ACTION: Remove the model from play.

Flesh Wound

A warrior with a flesh wound may continue to fight but suffers from a -1 WS and -1 BS penalty for the rest of the game. A warrior may receive multiple flesh wounds per game and continue to fight until **both** their WS and BS characteristics have reached 0, when this happens the warrior automatically goes Out of Action.

Down

A warrior who is Down is placed face down on the table and can't do anything except crawl as described below.

Any warrior who is Down must roll on the injury table above in their own recovery phase. A result of Flesh Wound lets the warrior get back in the fight with a -1 WS and -1 BS penalty; stand the model back on its feet. A result of Down leaves the warrior face down and unchanged. An Out of Action result removes the warrior from the table.

During the movement phase, any warriors who are down are allowed to crawl 2". They may not do anything else and cannot run or charge.

Out of Action

The warrior can take no more part in the fight, remove the model from the table. When the fight is over you can test to see if they survive and what lasting injuries the warrior may have suffered.

Multiple Wounds

Some weapons may inflict more than one wound when they hit however a warrior cannot be reduced to less than zero wounds. For each extra wound roll for another injury on the injury table. For example, if a warrior has 1 wound and is hit with a weapon which causes 4 wounds then they must roll 4 times on the injury table.

A warrior may suffer multiple Flesh Wounds but multiple Down results are ignored. A warrior who suffers from Flesh Wounds and goes Down at the same time is treated as Down and also suffers the penalties for any Flesh Wounds they received. As stated before - any warrior who is reduced to 0 WS **and** 0 BS automatically goes Out of Action.

Saving Throws

Some warriors have "saving throws" that help them avoid taking wounds. This may be from armour, excellent reflexes, or something else.

If a warrior has a saving throw and suffers a wound then the wound may be avoided. Roll a D6 and if the score is high enough then the shot has been deflected by the armour and no injury roll is made.

Saving Throw Modifiers

Some weapons are better at penetrating armour than others, to represent this weapons have an armour save modifier indicated in their descriptions. For example an 'Eavy Shoota has a -2 save modifier - all armour saves must deduct 2 from the dice roll. It is impossible to make a save if the score required is greater than 6.

Bear in mind that saving throw modifiers only apply to normal saves. If a save states in its description that it is unmodifiable (or similar) then it is unaffected by saving modifiers.





Hand-to-Hand Combat

Several situations result in warriors taking part in hand-to-hand combat. The main ones are as follows:

- Charging an enemy/being charged by an enemy
- Boarding an enemy vehicle and fighting its crew
- Leadership challenges between games

Before detailing how hand-to-hand combat works it's important to clarify which models can take part in it.

Hand-to-hand is an infantry-only situation. Vehicles, including bikes, do not take part in close-combat directly. Drivers, gunners, and other vehicle crew *do* take part in hand-to-hand combat though, assuming an enemy boards their vehicle.

Pinned warriors will automatically recover from pinning if engaged in hand-to-hand combat. On the other hand warriors who are Down cannot defend themselves in hand-to-hand combat - if an enemy engages them they will automatically go Out of Action!

Basic Hand-To-Hand Combat Flow

Two warriors are engaged in hand-to-hand combat, here's the steps:

- Determine how many attacks each warrior has this round
- Roll attack dice
- Work out each warrior's combat score
- Compare scores and determine a winner
- Resolve wounds
- Deal with the aftermath

To make sure things are comprehensive we're going to take an in-depth look at each step now. Each of the steps is straightforward and you'll probably not need

more than the list above to remind you how it goes once you've used it a few times!

Step One

Each warrior has an Attacks characteristic in their profile but there may be modifiers such as skills or extra weapons.

Skills are detailed elsewhere but a situation that should be covered here is fighting with two weapons. Some warriors specialise in hand-to-hand combat and carry only weapons specifically for it. This gives them a bonus!

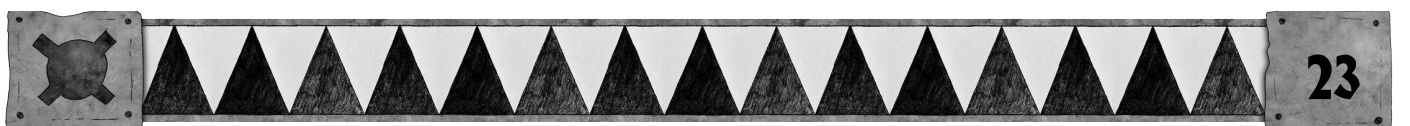
Hand-to-hand weapons can be single-handed (like a knife), or double-handed (like a massive axe). Double-handed weapons will have that listed on their profile and a warrior using a double-handed weapon can only fight with that in close-combat.

Warriors with two or more single-handed hand-to-hand weapons gain a single extra attack dice as long as they are not carrying two-handed weapons. This doesn't just apply to double-handed close-combat weapons - carrying any weapon that takes two hands to use (such as a shoota) prevents the warrior from getting the bonus attack dice.

To summarise - is the warrior only carrying single-handed weapons that can be used in hand-to-hand combat? In that case they count as having +1 Attacks!

All warriors count as carrying a knife (or equivalent!), regardless of whether one is on their profile. If they carry another single-handed hand-to-hand weapon that is enough to provide the bonus attack dice.

Grimgut has a shoota and a choppa. On his profile there's a single point under Attacks. He rolls a single attack dice as his shoota is a two-handed weapon.





Uxolur, a Mutie Unk, carries a demilune (a pole with a chainsword blade at each end). It's a two-handed weapon and so his Attacks characteristic shows how many attack dice he can roll.

Krixit, a rebel grot with his own choppa and an Attack characteristic of 1 rolls two attack dice. Like all other warriors he counts as having a knife which makes the choppa his second weapon.

Ibstekia, a digga yooof with two sluggas and a choppa rolls two attack dice. He has an Attacks characteristic of one and three hand-to-hand weapons. He's only got two arms though so that extra slugga is just going to have to stay in its holster!

With any luck you now know how many attack dice each warrior can roll.

Step Two

Roll those dice! Each warrior picks their single highest dice roll. Also make a note of any results of 1 and 6.

Step Three

Each warrior will have a combat score determined according to the following formula:

Weapon Skill (WS) + Highest Attack Dice Roll + Modifiers

Weapon Skill: make sure you factor in any flesh wounds they've sustained this game and any changes to it due to other circumstances (such as fighting an Ork Slaver armed with a whip).

Highest Attack Dice Roll: Just one!

Modifiers: There's various skills and weapons that can affect these but their rules will be in their

sections. There's some generic ones that always apply though:

+1	Charging A warrior that charges into combat gains a +1 modifier for that turn. If the combat continues into another turn then the modifier no longer applies.
+1	Critical hits If a warrior rolls more than one 6 on their attack dice then each additional 6 gives a +1 bonus. For example three sixes would give a +2 modifier.
+1	Opponent fumbles Each 1 your opponent rolls on their attack dice gives your warrior a +1 modifier.
-1	Charging over an obstacle If a charge move needs to traverse a barricade or similar then a -1 modifier is applied in addition to the +1 for charging. As with the charge bonus this only applies in the first turn of combat.

These rules have to be fairly exhaustive but in practice the process is straightforward - take a look at the examples below.

Grimgut (Weapon Skill 3) charges Krixit (WS 2). He rolls his single attack dice and gets a 4.

Krixit rolls his two attack dice and gets a 3 and a 5.

Grimgut scores 8:

Weapon Skill: 3

Highest attack dice: 4

Modifier for charging: +1

Total: 8

Krixit scores 7:

Weapon Skill: 2

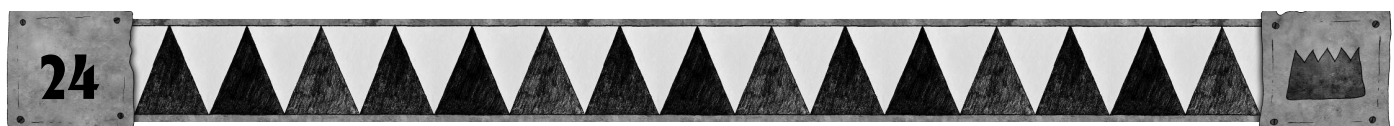
Highest attack dice: 5

No modifiers: 0

Total: 7

Ibstekia (WS 2) is charged by Uxolur (WS 3). He rolls two attack dice and gets two sixes! Boxcars!

Uxolur rolls his single dice and gets a result of 1! Oh no!





Ibstekia scores 10:

Weapon Skill: 2

Highest attack dice: 6

Modifier for critical hit: +1

Modifier for opponent's fumble: +1

Total: 10

Uxolur scores 5:

Weapon Skill: 3

Highest attack dice: 1

Modifier for charging: +1

Total: 5

Step Four

Compare the scores - whoever has the highest wins this round of hand-to-hand combat.

If the scores are the same then whoever has the highest Initiative characteristic wins. This may be affected by weapons though - spears give a +1 Initiative bonus in the event of draws, for example. Similarly regardless of Initiative score a warrior with a 'Uge Choppa always loses draws! Check the equipment and skills the warriors have to be sure you get it right.

If after all that their Initiative scores are the same then it's a stalemate. The combat will have another round next turn. If a game has more than two players then the next round of combat takes place in the next turn of a player with a warrior in the combat.

How much did the winner win by? That's how many hits their opponent takes. If it was a resolved draw (and not a stalemate) then it's only a single hit.

Using the examples above:

Grimgut scored 8, Krixit scored 7. Grimgut wins and inflicts one hit (8 - 7 = 1).

Ibstekia scored 10, Uxolur scored 5. Ibstekia wins and inflicts five hits (10 - 5 = 5).

Step Five

We now know who won and how many times they've hit their opponent. Which weapon did they hit them with? If they were fighting with one weapon then that one, obviously, but if they used two then split the hits between them. If it's an odd number then the winner picks which weapon to use for the final hit.

Resolve the hits in the same way you would any other wound:

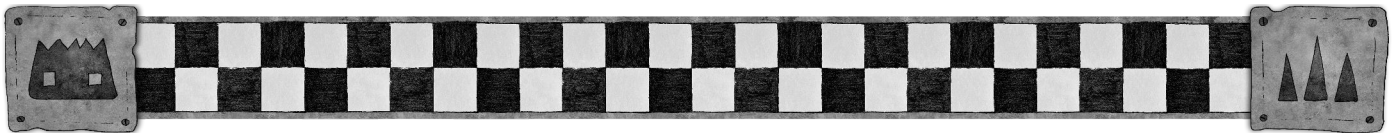
STR	TARGET'S TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	-	-	-	-	-
2	3	4	5	6	6	N	-	-	-	-
3	2	3	4	5	6	6	N	-	-	-
4	2	2	3	4	5	6	6	N	-	-
5	2	2	2	3	4	5	6	6	N	-
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

As per usual if they've just taken their last wound roll on the injury table:

D6	EFFECT
1-2	FLESH WOUND: -1 WS and -1 BS for the rest of the game.
3-5	DOWN: Place the model face down.
6	OUT OF ACTION: Remove the model from play.

Warriors reduced to 0 WS and 0 BS automatically go Out of Action.





There's an important difference in Hand-to-Hand combat - if a warrior goes Down they go Out of Action immediately! This is not the case if the fight is *onboard a vehicle* - that's covered in the next section.

Step Six

One of several things can happen in the aftermath of a round of hand-to-hand combat:

Combat continues.

-or-

A follow-up move is made.

-or-

The losing warrior is thrown off a vehicle.

The first one is the simplest - both warriors are still beating lumps out of each other. One might have been wounded, or not, but they're not Out of Action so they keep fighting. Another round of hand-to-hand combat will be resolved next turn (either player's turn - or any controlling player in bigger games).

The second comes into play for the winning warrior if they take their opponent Out of Action. They may immediately move 2" in any direction (e.g. to move into cover or towards some nearby enemies) and may use this movement to engage another warrior in hand-to-hand combat. Should that happen the combat is resolved *next* turn (don't be greedy!) and the short move prevents them from claiming the +1 bonus for charging.

Lastly if the fight is taking place onboard a vehicle the loser of a round of hand-to-hand combat will be chucked overboard! Regardless of whether they're wounded or not the price of losing is being ejected from the vehicle. Place the warrior D3" away from the vehicle in a random direction. They then take a S3 hit as they hit the ground!

This does mean that going Down in hand-to-hand combat onboard a vehicle *doesn't* automatically put a warrior Out of Action.

Other types of Hand-to-Hand combat

The previous section dealt with hand-to-hand combat between two warriors meeting on normal ground. That's not the only time blows can be exchanged though and this section will cover other situations where the hand-to-hand combat rules are used.

Multiple opponents

Whilst one-on-one combat is the most common situation bigger fights happen too and whilst the rules are similar there are some important differences. These situations cannot happen onboard vehicles (See the Pilin' On section for the exception to this) so bear that in mind.

The six steps from above still apply:

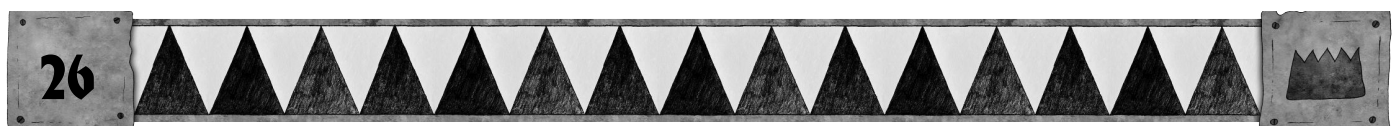
1. Determine how many attacks each warrior has this round
2. Roll attack dice
3. Work out each warrior's combat score
4. Compare scores and determine a winner
5. Resolve wounds
6. Deal with the aftermath

In basic terms multiple opponent situations are broken down into several rounds of combat which become progressively harder for the defender.

First we'll deal with a single warrior being charged by multiple attackers and then we can take a look at how other setups are handled.

Firstly the outnumbering player can choose the order in which their warriors take on the outnumbered warrior. That combat is resolved as normal.

Assuming the outnumbered warrior survived they must then defend against the next warrior (again, nominated by the outnumbering player).





Unfortunately being outnumbered makes combat even more deadly...

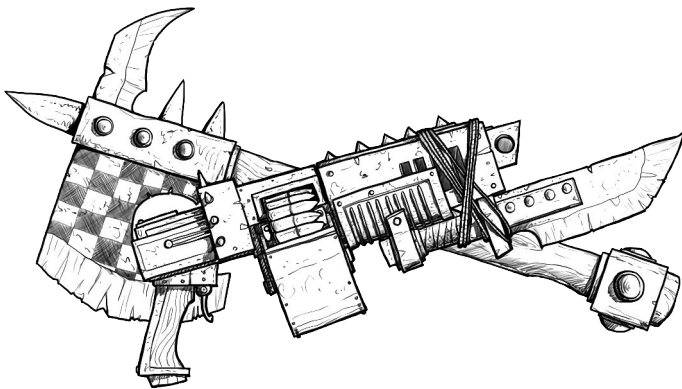
The second attacker gains an additional attack dice *and* +1 to their combat score!

These bonuses are cumulative - the third attacker gains *two* attack dice and +2 to their combat score. The fourth gets three additional attack dice and +3 to their combat score - and so on.

Downed warriors in multiple combatant situations

In normal one-on-one combat a warrior who goes down is automatically taken Out of Action. This is not the case in situations involving multiple combatants. As long as there are still warriors on both sides in the fight the Downed warriors are ignored as everyone focuses on the "last man standing".

If the last warrior of one side goes Down or Out of Action then the other Down warriors from their side will be taken out too.



Complicated multiple-combatant setups

Whilst some factions lean towards small groups others bring overwhelming numbers to the fight. Under those circumstances it's quite feasible to have something like eight attackers and three defenders (for example). In these cases one player is the outnumbering player (i.e. whoever had the most warriors in that combat once charges and so on have been resolved). We'll be referring to them during this

section as "the outnumbering player". Don't take this too literally - it's quite possible that most of their warriors will be taken out and they'll be outnumbered at some point during this combat phase. "The outnumbering player" is still the same person if that happens - we don't do a recount in the middle of resolving the hand-to-hand phase!

So, should one of these combat situations come up where both sides have multiple models in hand-to-hand combat it's up to the outnumbering player to decide how to split their forces. Each enemy warrior needs at least one attacker assigned to them but other than that the split can work however the outnumbering player wants. Once they're split that will be how they are distributed until the end of the phase. If they take out their opponent and still have warriors who didn't get a chance to fight then too bad! When splitting forces it's a gamble on what's the right amount of force to deal with a target - too much and some goes to waste, too little and your target doesn't get taken down. Choose wisely!

Effectively the fight is then split into several combats/ multiple opponent combats and worked out. The outnumbering player decides which order these are decided.

For example:

Da Red Hand Gang's grots descend in force on Grodkicka, Baz, and Skroggy to try to take them out. There's 11 attackers and three defenders. Skroggy is merely an Ork Yoof though and so much less of a threat whereas Grodkicka is a vicious Ork Nob!

Instead the grots split themselves up between the three defenders:

5 vs. Grodkicka

4 vs. Baz

2 vs. Skroggy





The split doesn't have to be even so the grot player decides to only attack Grodkicka with two of his warriors.

These would be worked out as three separate multiple-combatant situations in whatever order the outnumbering player wants.

The grot player decides to deal with Grodkicka first - he's the scariest! After resolving four attackers against him he finally goes Down. The fifth grot stands over his body shouting and trying to look tough - he didn't get to fight but he's going to try to convince everyone that he totally helped!

The defeated Ork Nob may be Down but Baz and Skroggy are keeping the grots distracted enough to stop him getting taken Out of Action. For now!

Two of the grots fighting Grodkicka also went Down and they're lying in little heaps nearby while everyone else keeps beating chunks out of each other. As long as there's at least one of their grots actively fighting the Orks the Down warriors won't automatically be taken Out of Action. If he goes though...

Boarding actions

The movement section of these rules covers how to get onboard a vehicle. Here we'll deal with what happens when a warrior ends up on an enemy vehicle and has to fight with the crew and driver.

When boarding a vehicle the player that the vehicle belongs with decides who faces each attacker. Any warrior they control onboard can be assigned to fight a boarder, including the driver (assuming they're not Down, of course). Pinned warriors may be nominated but only if there are no other defenders available.

For each boarder a single defender must be assigned.

This assignment of defenders remains in place for a single turn of hand-to-hand combat and may be changed in the next turn, should the defending player so desire.

Another important rule: unless a warrior fighting onboard a vehicle (attacking or defending) has the Pilin' On special rule they *cannot* be involved in multiple opponent situations. Fighting onboard a vehicle is a one-on-one affair! Pilin' On is covered in the next section.

Once you've figured out who will be fighting who, resolve a normal round of hand-to-hand combat as described in the previous section. It works almost identically except for the following differences:

Losing Combat

Warriors who lose a round of hand-to-hand combat are thrown overboard. This means that going Down does not automatically put a warrior Out of Action. Instead they are placed 2" behind the vehicle and take a S3 hit as they hit the ground (in addition to any other hits they've already taken).

Follow Up

Warriors who defeat an opponent during a boarding action may not make follow up moves whilst onboard a vehicle.

Leaving Combat

Unlike hand-to-hand combat on the ground a warrior can choose to disengage and leap over the sides or back of a vehicle in their movement phase. They then take a S3 hit as they hit the ground - place them 2" from the vehicle side they leapt from.

Notes

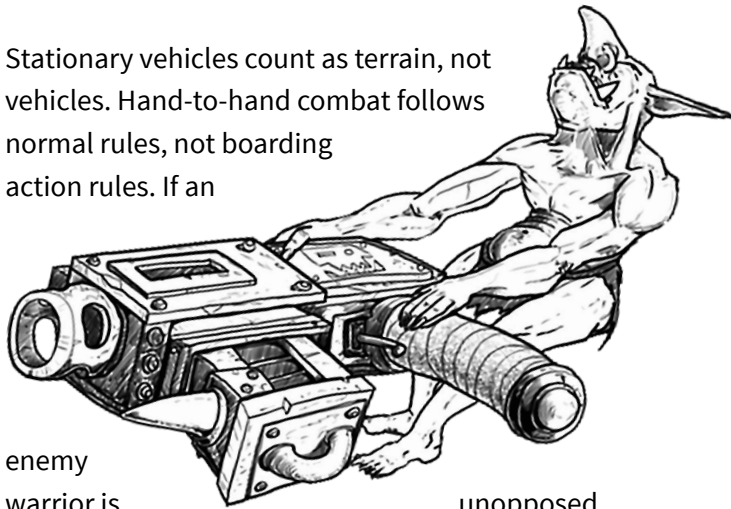
Successfully boarding a vehicle counts as a charge move and so for the first round of combat the boarder will have a +1 combat bonus, assuming the vehicle they're clambering onto doesn't have sides that





present an obstacle (see step three of hand to hand combat for a list of modifiers that might apply). After that the bonus disappears.

Stationary vehicles count as terrain, not vehicles. Hand-to-hand combat follows normal rules, not boarding action rules. If an



enemy warrior is aboard a stationary vehicle they may resolve their hand-to-hand attacks against the vehicle's armour (the vehicle obviously rolls no attack dice and has a combat score of zero!). This only applies to stationary vehicles though - smashing up a vehicle that's still moving beneath you is a terrible idea!

Pilin' On

Some warriors have the Pilin' On special rule which comes into effect when attacking or defending vehicles in close combat. This allows a variant of the multiple opponents rules to be used to group these warriors together in order to behave like a single opponent.

When fighting onboard a vehicle warriors with this rule can choose to help each other. The warriors "helping" will not fight in hand-to-hand combat directly this turn. Each group of "helpers" will assist a single nominated warrior who will gain a bonus and additional attack dice.

1. Choose a lead warrior
2. Decide which other warriors with Pilin' On will help them

3. Resolve the round of hand-to-hand combat as normal, applying bonuses

Each "helping" warrior adds +1 to the lead warrior's combat score and +1 attack dice.

For example as attackers:
Klepski, Kilgor, and Ravvi are Rebel Grots who successfully board an Ork trak. They decide to work together with Klepski as the nominated warrior. He has:

- a Weapon Skill of 2
- an Attacks characteristic of 1
- a knife

Normally he would only roll 1 attack dice.

He would also have a +1 as he has successfully boarded this turn.

However he has two mates helping him out! That gives him a bonus of +2 and +2 attack dice.

As a result he rolls 3 attack dice and has a total bonus of +3.

The player controlling the Rebel Grots declares the grouping and their opponent then decides who from the trak's crew should take them on this round.

Or defenders:

Bruvov, Skiffa, Leggit, Gerdat, and Soxem are five Rebel Grots onboard a cutta.

SkubGob, an Ork boy, jumps aboard followed by Modkoff, an Ork yoof.

The Rebel Grot player can choose who fights each of the boarders but needs to decide the split before combat begins.

Bruvov, Skiffa, and Leggit decide to take on SkubGob while Gerdat and Soxem deal with Modkoff.





Skiffa takes the lead with Bruvov and Leggit piling in to help. Skiffa receives a bonus of +2 to their combat score and +2 attack dice thanks to them.

Meanwhile Soxem takes the lead against Modkoff with Gerdat helping him. Soxem gets a bonus of +1 and an additional attack dice.

Notes

Pilin' On can be used both when boarding a vehicle and when defending one.

When attacking the grouping must be declared first. The owner of the vehicle being boarded then decides who should face the grouped warriors.

When defending a vehicle any groupings using the Pilin' On rules must be declared before players begin resolving combat but the defending player may choose who each group should face as normal.

If a group of warriors loses a round of hand-to-hand whilst using the Pilin' On rules whichever warrior was taking the lead is thrown overboard. The rest remain on the vehicle. Similarly injuries are inflicted only on the lead warrior in a Pilin' On situation.





Recovery Phase

With all the fighting done for the moment we're now pausing for a moment to see how injured and stunned warriors are doing.

Pinned Warriors

Various things can cause a warrior to be pinned but the most common cause is being hit by some sort of projectile. Perhaps there's gunfire very close to them and they're keeping their heads down or perhaps an explosion knocked them off their feet. Whatever the cause they're temporarily not in the fight.

Warriors that start their turn pinned cannot do anything until the recovery phase at which point they recover automatically. They may not need to wait that long though:

Escaping Pinning

If a pinned warrior starts their turn with another friendly warrior (who is not themselves pinned or Down!) within 2" they may be able to escape pinning. The pinned warrior can take an Initiative test (roll a D6 - a score that is equal or under their Initiative characteristic passes). If they succeed then stand the model up - they may take their turn as normal.

Similarly a pinned warrior will automatically recover if an enemy warrior charges them. A pinned warrior will stay pinned if a vehicle attempts to squash them though - if anything they'll be more pinned!

Injured Warriors

Warriors that have gone Down may recover or end up Out of Action during the recovery phase. You must now roll a D6 for each Down warrior you have to see how they fare on the injury table:

D6	EFFECT
1-2	FLESH WOUND: -1 WS and -1 BS for the rest of the game.
3-5	DOWN: Place the model face down.
6	OUT OF ACTION: Remove the model from play.

If the warrior recovers but has now been reduced to both 0 WS *and* 0 BS then they automatically go Out of Action. There's only so much punishment anyone can take!

The roll can be affected by various skills and items so make sure you're familiar with your faction's special rules!





Ending a Game

We've now worked through the different phases that take place each turn. Starting a game involves reading through the scenario you'll be playing and the same goes for ending. Different victory conditions exist and so we can't really cover them all here. That said there is one crucial mechanic that appears in almost every game - Bottlin' Out.

Battles are not usually fought "to the last man" - after a certain point most mobs will decide they've had enough and retreat. This is usually because their morale is broken but it can also be a tactical decision. It might well be possible to win but if that victory has too high a price it could well be pyrrhic. Remember that damage to both warriors and vehicles can be permanent and costly, if not impossible to repair!

Once a mob Bottles Out that player is defeated and their models are removed from the board. Take note of models that are Down when the mob Bottles Out as they may or may not be seriously injured (this is resolved in Post Game, part of the campaign system).

When to Take a Bottle Test

The general rule of thumb is that when 25%+ of the mob is casualties Bottle Tests need to be taken. How exactly that works is a little complicated but it's usually fairly easy to figure out as we'll explain below.

First there's the model count - each warrior counts as one, each vehicle counts as one. The total model count consists of what starts the game on the board in most cases although there are scenarios that have special rules about this. When in doubt check the scenario or reach an agreement with your opponent.

Secondly we'll deal with what a casualty is:

- Warriors who are Down
- Warriors who have been taken Out of Action
- Immobilised vehicles

- Destroyed vehicles
- Models that have left the board (unless the scenario states otherwise)

Downed warriors that recover stop being casualties so it's possible to be in a position where Bottle Tests are no longer necessary. Similarly if reinforcements arrive the percentage of casualties can go down allowing the mob to get their nerve back.

Taking Bottle Tests and Bottlin' Out

If your mob has 25% or more casualties when you start your turn you can either choose to Bottle Out or take a Bottle Test to see if your mob's nerve holds. You can't take the test and *then* decide to Bottle Out though - make your choice first!

Assuming you decide to try to stay in the fight you'll need to take a Leadership test based on your leader's Leadership (so roll 2D6 - a score equal or under their characteristic is a pass). If your Leader is a casualty they're unable to rally your warriors. Whichever warrior in your mob that has the highest Leadership characteristic (who isn't a casualty!) steps up - test against their Leadership instead.

If you pass you continue your turn as normal. If not your mob loses this game. If there are only two players then the game immediately ends - if there's more than it's time for the player that bottled to put the kettle on and start on their post-game.





Vehicles

In this section we'll be dealing with vehicles and their interactions in the game. It's important to note that vehicles are *separate* from their drivers and crew. Normal vehicles cannot fight in hand-to-hand combat (this includes bikes).

Movement

The majority of vehicles encountered in this game use the same mechanics for movement although some factions have less traditional options. We'll deal with these more common vehicles first as they're the most common.

Normal vehicle movement

Most vehicles in this game have two types of movement - their gas engines and their thrusters. These aren't always literally powered by fungus gas and the equivalent of thruster movement for other contraptions might just be putting the drive system in high gear. For the purposes of this section of rules we'll call them "gas engines" and "thrusters" though!

Assuming the vehicle is undamaged movement is normally a matter of making a gas engine move followed by using thrusters.

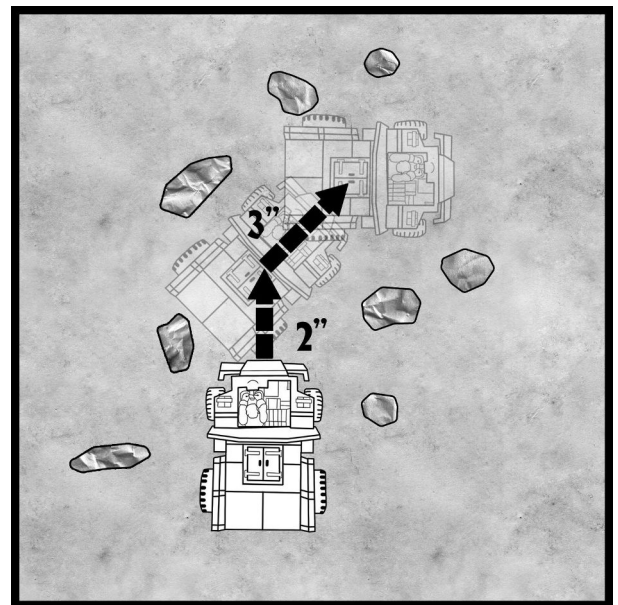
Gas Engines

Normal movement outside of battle is done using gas engines - controllable, steady, and reasonably safe. During games this type of movement is used for trickier manoeuvres (e.g. navigating around difficult terrain).

Unless otherwise stipulated a vehicle may move 6" using gas engines during each of its movement phases.

During that movement it may make two turns. Each turn can be up to 45° and the vehicle may not move less than 1" or more than 3" before a turn. Too slow and it's not able to traverse the turn, too fast and the driver will struggle to keep control. Any gas engine movement not used before the second turn is forfeited - you'll need to thrust if you want to go further!

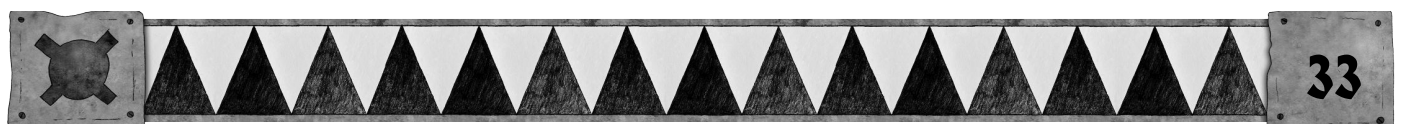
This is perhaps best illustrated with an example:

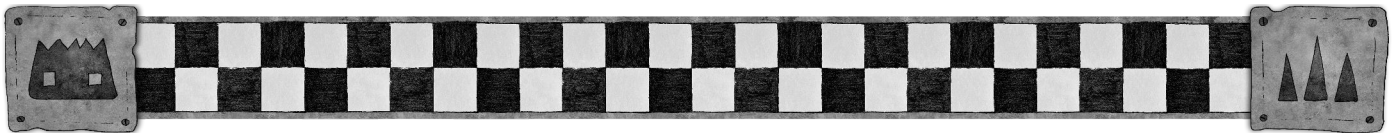


An Ork truckk wants to get through a narrow gap in some rocks using its gas engines. The player controlling it makes it move 2" and then turns it 45°. It then has 4" of movement left and one turn. It may not move 4" and turn though - that's too fast to make the turn!

Instead it can move 3" and then make a second 45° turn. The remaining 1" of gas engine movement goes to waste but at least it makes it through!

So that's move 1" - 3", turn, move 1" - 3", turn. Assuming you want to turn! If not then feel free to just move 6" forward!





Reversing

This might come as a surprise but taking the time to perform tricky reverse moves is not a particularly good idea in combat! Vehicles *can* reverse but it's very slow compared to all other movement. That said if you get into a tight spot you'll have no choice!

To reverse you'll need to perform a Slow Speed Manoeuvre. This happens instead of normal movement. During it you may move 3" in total split into three 1" increments. After each 1" move you may make a turn of up to 45°. These 1" moves can be forwards or backwards.

Unless otherwise stated vehicles that perform a Slow Speed Manoeuvre may not use their thrusters in the same movement phase.

Thrusters

The vehicle has now used its gas engine movement for the turn but the driver wants to keep moving - time to fire up the thrusters!

Thruster movement is unreliable and the speed can only be sustained briefly before the driver has to take their foot off the pedal. Too much and they're likely to lose control - this might just end up in them wrestling with the steering and firing up the thrusters again; alternatively they could careen into that boulder and crash horribly...

The amount of speed each pull of the thrusters delivers varies between vehicles. For the purposes of these examples we'll be talking about Ork Trukks which are fairly fast - each thrust move they make can be **up to 6"**.

Before making a thrust move the player controlling the vehicle has to declare how far they're attempting to thrust. After doing so they then need to pass a thrust test. The vehicle's profile will list its thrust thresholds. For example:

Ork Trukk	
Thrust Number	Score Required (D6)
1	2+
2	3+
3+	4+

As you can see their first thrust is very easy to pass - roll a D6 and on a 2+ the vehicle thrusts successfully!

You may also have guessed from the table that in each movement phase a vehicle can thrust many times. Pass a thrust test and not only does the vehicle move forward - it can thrust again!

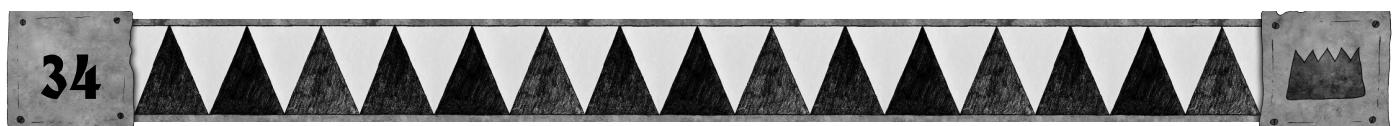
Something else you might have noticed - every thrust after the second is successful on a 4+. You can basically keep thrusting until you either fail a test, crash into something, or decide you've pushed your luck far enough and stop voluntarily.

Importantly thrust movements *go forward*. You may not turn during them, only after each one.

Turning while thrusting

Thrust movements only go forwards but after each one a driver can *attempt* to turn - assuming they can hold their nerve!

If the vehicle's thrust move is successful move the vehicle forward by the declared amount. If you wish to turn then the driver must pass a Leadership test (roll 2D6 - the total must be equal or under their Leadership characteristic). Assuming they succeed you may turn 45° left or right. On the other hand if they fail then move the vehicle another D6" forward - that's the end of its movement for this turn.





Failed Thrust Tests

We've dealt with when things go well - what about when thrusters fail?

Should you fail a thrust test for a vehicle roll on the Thruster Buster table:

Thruster Buster Table	
D6	Result
	Spin
1	The vehicle spins - roll a scatter dice to determine which direction it's now facing.
	D6" forward and spin
2	Move the vehicle D6" forward and then roll a scatter dice to see which way it's pointing.
	Swerve and move D6" forward
3	Roll a D6 to determine which direction to turn the vehicle 45° (1 - 3 left, 4 - 6 right). Then move the vehicle D6" forward.
	D6" forward
4+	Move the vehicle D6" forward.

Once a vehicle has done whatever that Thruster Buster table has determined it should its movement ends for this turn. The thrusters aren't damaged by this abuse - they've just temporarily failed. They'll be working fine by the next time the vehicle is allowed to move - assuming the enemy doesn't shoot them full of holes or something.

Stationary Vehicles

Vehicles that didn't move in their last movement phase or have been immobilised are considered stationary. Various rules refer to stationary vehicles so it's best if you know how that's defined!

A stationary vehicle counts as a bit of static terrain and *not* a vehicle - at least in terms of boarding and hand-to-hand combat. Instead of using boarding action rules normal hand-to-hand combat rules apply - it's much easier to do 'orrible things to an opponent if you're not trying not to fall off a speeding truck!

Traversing Terrain

Flat, even ground is easy to move over. Once things get lumpier most vehicles struggle - not all, but most.

You should check your vehicle's profile to see how it copes with different types of terrain.

For example:

Ork Trukk	
Terrain Type	Movement
Open	Normal
Difficult terrain	Slow Speed Manoeuvres only
Very difficult terrain	Immobilised

As you can see a truck can move over difficult terrain but it'll be doing so very slowly - more likely it'll be trying to move it's way *off* difficult terrain so it can move as normal again.

Very difficult terrain is effectively completely impassable to trucks - if they end up there somehow (e.g. jammed thrusters) that's where they'll be immobilised and stay there for the rest of the game.

Out of Control Vehicles

If a vehicle's driver isn't "available" to control a vehicle then things aren't going to go so well! A driver could be pinned (assuming they're not an Ork), Down, thrown overboard, or something else. They may still drive and fight though - they're not giving up the wheel voluntarily!

If this happens the vehicle's movement phase will consist of it swerving left or right 45° (roll a D6 to determine which) and then moving D6" forward. Obviously it will not avoid terrain, other vehicles, or anything else during this move!





Taking the wheel - reclaiming control of a vehicle
If a vehicle is currently out of control due to not having an available driver another crew member can try to get to the controls - assuming they're not stuck in hand-to-hand combat, Down, pinned, or similarly incapacitated (e.g. afflicted by Terror). One crew member may attempt to take control each turn and will succeed on a D6 result of 4+.

If they fail then they can try again next turn, assuming they're not in some way unable to by then! In the meantime it'll move randomly as described above.

However if it's a bike they're trying to take control of then they only get one attempt. After that it'll become immobilised and the crew will be thrown D3" and take S3 hits.

If no one else has taken control and a driver recovers from being Down then they automatically bring the vehicle under control.

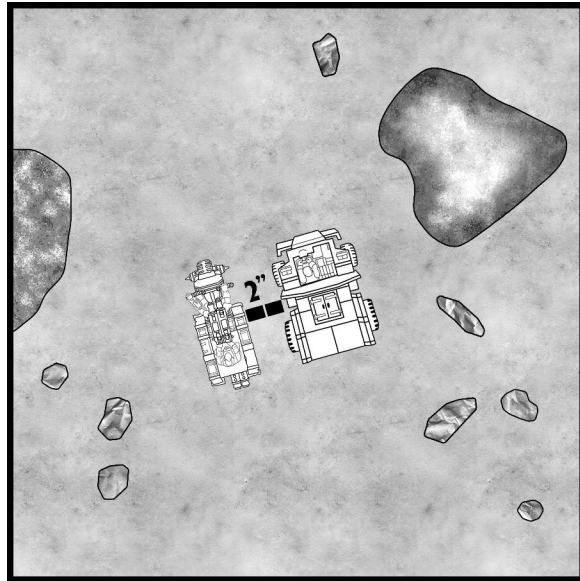
Anyone taking control of a vehicle becomes the driver only temporarily - they don't permanently take over the position in your mob's roster!

Chasing: Racing and Tailing

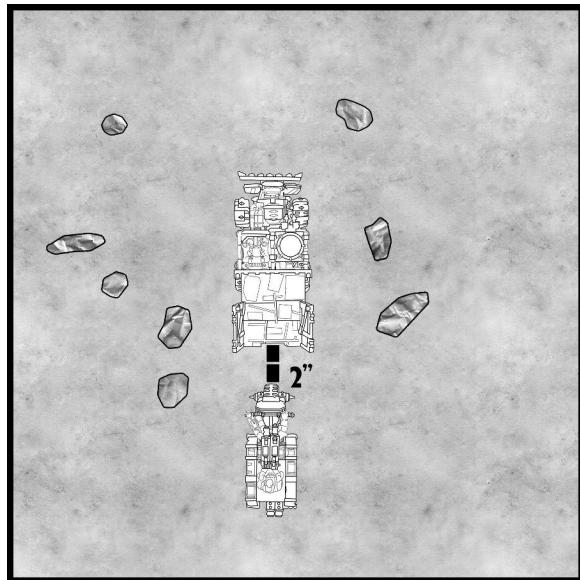
Chasing moves are a special kind of vehicle movement where a vehicle moves whenever the vehicle they're chasing moves - in the enemy's turn. The chasing vehicle can also shoot both in their own shooting phase but the enemy's shooting phase too. Even better - the chasing vehicle and everyone onboard shoots *before* the enemy in their opponent's shooting phase!

That's the "why" covered - now for the "how". Chases come in two varieties - racing and tailing. They follow the same rules and the difference is in positioning.

To declare that a vehicle is racing another one a player must get their vehicle roughly parallel to their opponent's vehicle with 2" or less between the two.



Similarly a tailing situation involves the chaser getting the front of their vehicle close to the rear of the enemy's vehicle (again, 2" or less).



Once a vehicle is in position for a tail or a race its owner declares that they're chasing and their vehicle's movement ends.

From now on their vehicle moves when the opponent's does. This works just as normal - gas engines, then thrusters, turns, everything. The



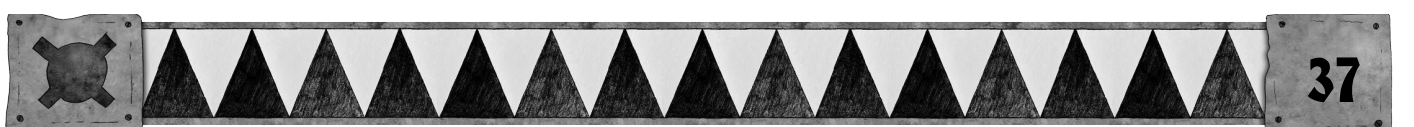


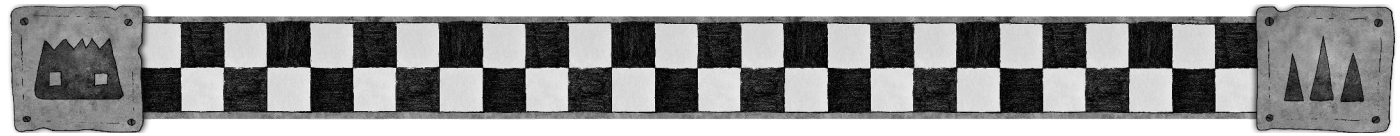
individual moves don't need to be carried out - just move the chasing model to be behind or alongside their target. If the chasing vehicle needs to thrust then they take thrust tests as normal. If they fail then they'll need to roll on the Thruster Buster table and automatically stop chasing.

In the same way if the chasing vehicle needs to turn using thrusters to keep pace they'll need to pass a Leadership test - failing means the chase stops (and they move D6" forward as normal).

If the vehicle being raced manoeuvres into a position where the two models cannot be placed side by side the chasing vehicle can fall back to a tailing position. To do this the chasing driver will need to pass a Leadership test (should they fail then the chase ends). This also works in reverse - a tail can become a race if the driver passes a Leadership test.

At any point a racing or tailing vehicle can decide to give up the chase. From then on they'll only move in their own movement phase (until they decide to chase someone else!).





Ramming

A great way to damage vehicles is to smash them into each other and that's definitely the case in this game! We'll deal with the way vehicles take damage in an upcoming section but bear in mind that it's generally more deadly than anything else. Small vehicles such as bikes can also ram things but this generally puts them at a considerable disadvantage.

Ramming actions fall into several categories - rakes, sideswipes, and proper ramming.

Before we get into how they work we'll need to cover swerving out of the way as that applies to all three actions.

Swerving

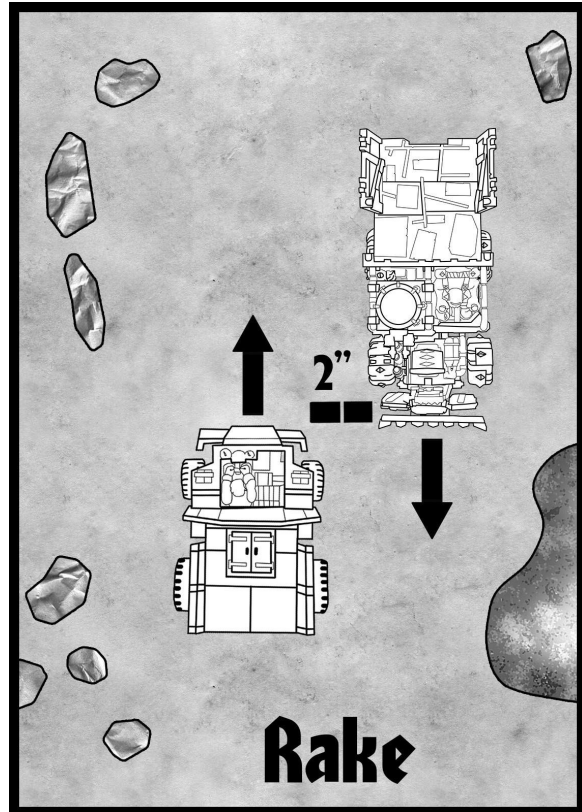
Assuming a vehicle isn't stationary and isn't immobilised its driver can take a Leadership test to avoid a ram of any kind (roll 2D6 - if the total is less than or equal to their Leadership characteristic they pass).

If they pass then their vehicle immediately swerves 45° left or right to get out of the way of the ramming attempt. If you're not sure which way they should swerve for some reason randomise it.

Rakes and Sideswipes

To perform a rake or a sideswipe the attacking vehicle needs to be passing within 2" of an enemy vehicle. In the case of a rake they're going in opposite directions and a sideswipe involves both vehicles going in the same direction.

Assuming the target vehicle doesn't swerve out of the way they're resolved as described below and then the attacking vehicle completes its move (assuming it wasn't immobilised by any damage it took!).



Rakes

Roll a D3 for each vehicle to determine how much damage each takes. The vehicles both swerve off in the opposite direction from the point of impact.

Bikes take damage and swerve away as normal but larger vehicles only take D3 - 1 damage from the impact and do not swerve.

Sideswipes

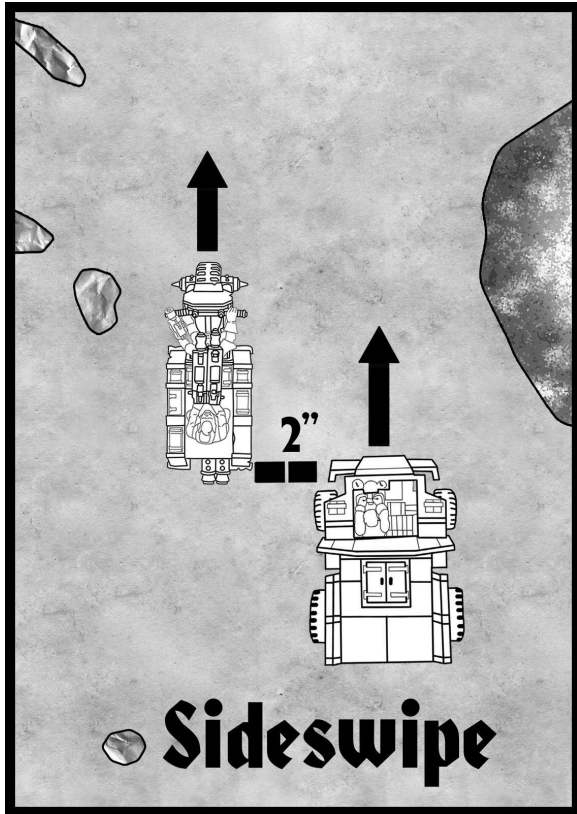
Roll a D6 for each vehicle. On a 4+ the vehicle takes 1 point of damage and swerves away from the point of impact.

Larger vehicles cannot be damaged by sideswipes from bikes. Bikes take damage as normal though (this also means bikes can damage each other).

Rams

Now comes the heavy stuff! There's three ways a ram can happen - a head-on ram, a shunt, and a T-bone. The vehicle doing the ramming will be using its front





Shunts - Hits to a vehicle's rear

Ramming into the rear of an enemy vehicle does no damage to the rammer and 1 point of damage to the rammed vehicle. The rammed vehicle can avoid this by successfully passing a Leadership test (roll 2D6 - the combined score must be equal or under the driver's Leadership characteristic to pass). If they do they swerve out of the way (as described above) then the ramming vehicle completes its move as normal.

A bike shunting a larger vehicle won't inflict any damage but will inflict a point of damage against another bike. On the other hand if a bike is shunted by a larger vehicle it will take D3 damage!

T-bones - Hits to a vehicle's sides

A vehicle ramming the side of another takes 1 point of damage and inflicts D3 points of damage to its target (assuming the enemy driver doesn't pass a Leadership test to swerve out of the way, of course).

Bikes inflict no damage on larger vehicles if they T-bone them and larger vehicles take no damage when T-boning bikes. Bikes do obviously take D3 points of damage if T-boned though and take 1 point of damage if they T-bone an enemy bike.

Head-on Rams

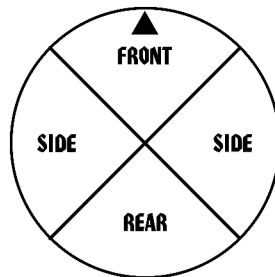
If two vehicles are facing off, front to front, swerving doesn't work in the same way as for shunts or T-bones. There's no Leadership test.

Instead each player places a D6 on the table out of sight of their opponent indicating what their vehicle is going to do:

Playin' Chicken	
Chosen value	Meaning
1-2	Swerve left
3-4	Straight on
5-6	Swerve right.

to bash into its target but the type of ramming action depends which quadrant of the vehicle is hit.

Each quadrant is a 90° arc from a vehicle's centre, as shown in the diagram.



To ram a vehicle declare that you are and make a legal move using gas engines or thrusters (No, you can't ram using slow speed manoeuvres...). Assuming your vehicle survives it'll be moved the declared distance and your target will be pushed out of the way (45° left or right - whichever seems appropriate) if it's a shunt or a T-bone to allow the rammer to continue. In a head-on situation both vehicles come to a stop at the point of impact.

Also, as with rakes and sideswipes, bikes are at a disadvantage so make sure you read to the end of the section if they're involved!





Once both players have set their dice they should reveal their intentions to their opponent.

If they avoid each other then swerve the vehicles as appropriate and the movement phase resumes for the ramming player. However if they both swerve towards each other (e.g. the ramming vehicle swerves left and the target swerves right) or both choose to move straight on then a head-on ram occurs and bad things happen!

It's rare for vehicles to survive head-on rams as they do D6 damage to both the rammer and the rammed enemy vehicle. Even if they survive that roll a D6 for each vehicle - on a 4+ that vehicle is immobilised!

Bikes also take D6 damage but a larger vehicle ramming them head-on will only take 1 point of damage and won't be subject to the additional immobilisation damage described above.

Furthermore, unlike Shunts and T-bones a head-on ram ends the movement of both vehicles immediately. Probably with a pretty nasty crunching sound!

Squashing models on foot

Ramming actions only apply against other vehicles - models on foot are instead subject to squashing!

If a vehicle passes over a warrior on foot they can attempt to run them down. The vehicle may also do this by passing within 2" (a rake or a sideswipe).

Being squashed and avoiding it

If the warrior is Down then they cannot avoid being squashed. Otherwise they may take an Initiative test (rolling equal or under their Initiative characteristic on a D6) in order to jump out of the way. If they pass place the warrior on either side of the vehicle (whichever seems most appropriate).

If they fail to avoid the vehicle they take a S3 hit. Place them behind the vehicle. This applies to warriors that are Down too.

Collisions - Unintentional ramming

In the midst of all this carnage it's easily possible for vehicles to collide with each other without it being a ramming action. A roll on the Thruster Buster table might result in a swerve into another vehicle, for example. We term that a collision and here's how things work out when they happen, depending which quadrant of each vehicle takes the impact:

Front-to-Front

Both vehicles take D6 damage. Roll an additional D6 for each vehicle - on a 4+ that vehicle is immobilised.

Larger vehicles hitting bikes take only 1 point of damage and don't have to roll for immobilisation.

Side-to-Side

The vehicles take 1 damage each. Bikes that are hit by a larger vehicle take D3 damage.

All others (e.g. rear to side)

Both vehicles take 1 point of damage. Larger vehicles hitting bikes take no damage.

Avoiding a collision

Assuming the vehicle that's about to be collided with has an available driver and isn't stationary or immobilised it can attempt to swerve out of the way. The driver will need to pass a Leadership test which will allow them to swerve left or right as appropriate.

Movement after a collision

When collisions happen the drivers are trying to slow their vehicles down and avoid damage - unlike a ram. Should two vehicles collide that ends their movement, even if they were originally supposed to move further.





Note

If you're unsure whether two vehicles collided roll a D6 - on a 1-3 they scraped nothing more than paint, on a 4+ resolve a collision as described above.

Crashes

We've dealt with vehicles coming into contact with each other and warriors on foot - what if they hit terrain instead? Crashes fall into two categories: head-on and any other. We'll deal with the latter first as they're simpler.

Side crashes and rear crashes

A spin or a swerve might result in a vehicle crashing into some terrain. If this happens roll a D6 - on a 4+ the vehicle takes 1 point of damage.

Assuming the vehicle isn't immobilised by that damage it swerves away from the point of impact. It may then continue its move as normal.

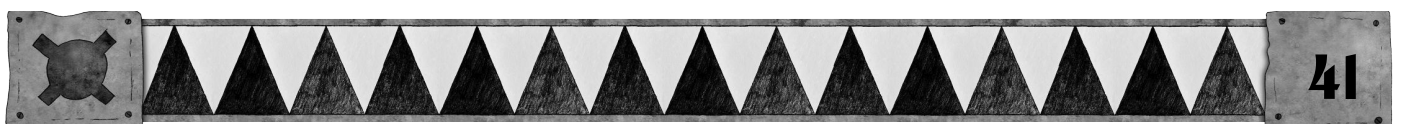
Front crashes

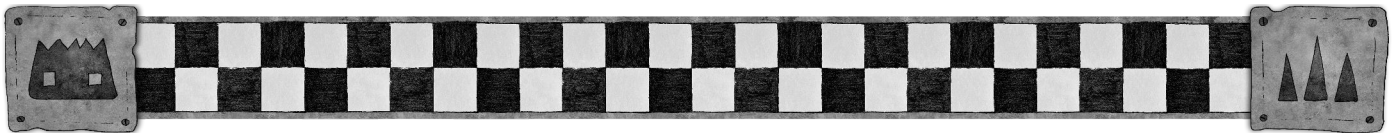
The vehicle takes D3 damage. Its movement ends immediately for this turn.

Notes

Vehicle drivers may not attempt to swerve to avoid crashes. They're crashing because they didn't succeed in keeping control!

Also if you're unsure whether to count something as a crash roll a D6 - on a 1 - 3 nothing happens, on a 4+ resolve it as described above.





Shooting

Lots of vehicles mount fixed weapons and their shooting phases work the same as warriors on foot with the following differences:

Fixed Weapons

Most importantly fixed weapons have a fixed fire arc - a 90° section of the vehicle that they cover. Anything outside that area cannot be targeted. This can be changed between battles but is fixed during play. Vehicles should be modelled to reflect their firing arc.

Range should be measured from the main edge of that vehicle quadrant rather than the gun barrel. Don't try to get sneaky by adding a boarding plant and calling *that* the main vehicle edge though! Sneaky gits.

Additionally fixed weapons are generally a bit complicated and gunners customise them to suit their way of doing things too. During a battle no other than the assigned gunner can fire a fixed weapon.

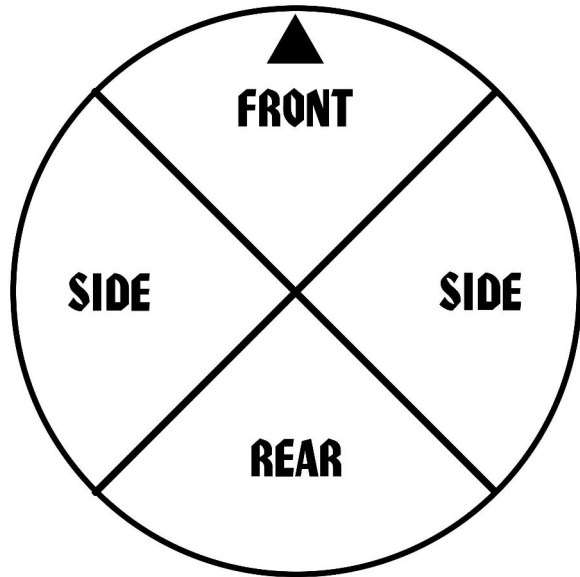
Drivers

During the shooting phase vehicle drivers can fire a single-handed weapon (such as a pistol) or throw a projectile weapon (like a stikkbomb). Their arc of fire is the front 90° quadrant of the vehicle with the range measured from the front edge (if the vehicle has a ram sticking out that does not count as the main edge!).

Bikers

Many bikes mount fixed weapons and bike "drivers" have the option of firing them in their shooting phase. They work just as described above.

However if they decide not to fire them they can *instead* fire a single-handed weapon or throw a projectile. If they choose this option their firing arc is a full 360°!





Taking damage

Vehicles take damage in a different way from warriors on foot - partly because they're generally tougher and partly because there's big things to hit.

The basic process of damaging a vehicle is as follows:

1. Determine location
2. Penetrate armour
3. Resolve damage

1. Determine Location

On a vehicle's profile you'll find its "hit locations" in the form of a Hit Location Table. Here's an example one:

Ork Trukkk with 'Eavy Shoota and Boarding Plank					
D6	Armour	Location	D6	Armour	Location
1	8	Crew	4	8	Gubbins
2	8	Fixed Weapon	5	8	Driver
3	8	Wheels	6	10	Engines

These are mostly fixed but some elements vary depending on equipment and what's happening during a battle. For example if the driver is thrown overboard then that location can't be hit. We'll get on to what happens in those instances in an upcoming section.

When a vehicle takes a hit of some kind (from shooting, ramming, or whatever else) a location usually needs to be determined (as with most things there's some exceptions!).

Roll a D6 for each point of damage a vehicle takes. Something like a Shoota isn't much threat to the average trukkk but a well-placed Rokkit can be very nasty indeed!

Weapons of all kinds list the amount of damage a single hit from them deals. Rams, crashes, and

collisions do varying amounts of damage as described in a previous section.

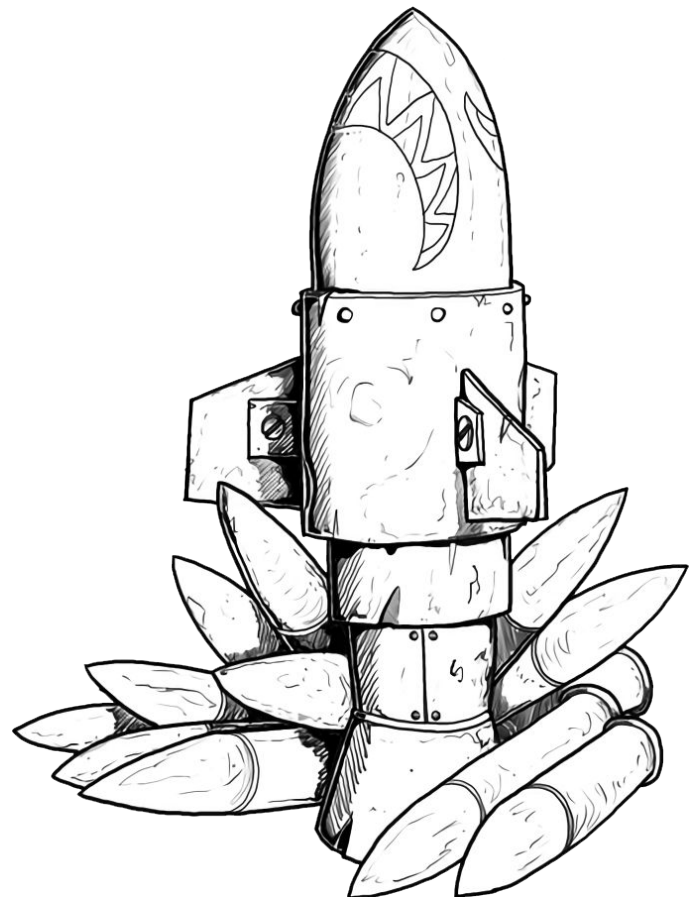
Template weapons

Weapons that cause explosions, blasts of flame, or similar area-of-effect damage are worse for vehicles.

There are two main templates used in this game - a 4" diameter blast marker and teardrop template 8" long. Some other games use 2" or 3" markers so make sure you measure before adding them to your kit!

If a template hits a vehicle and covers a large part of it a "full hit" is inflicted. A full hit inflicts D3 hits on a vehicle. If a template only clips a bit of it that's a "partial hit". Roll a D6 - on a 4+ the vehicle takes a single hit.

Given the varied size of vehicles in this game you'll have to use your best judgement as to what counts as a full hit. If you and your opponent disagree flip a coin!

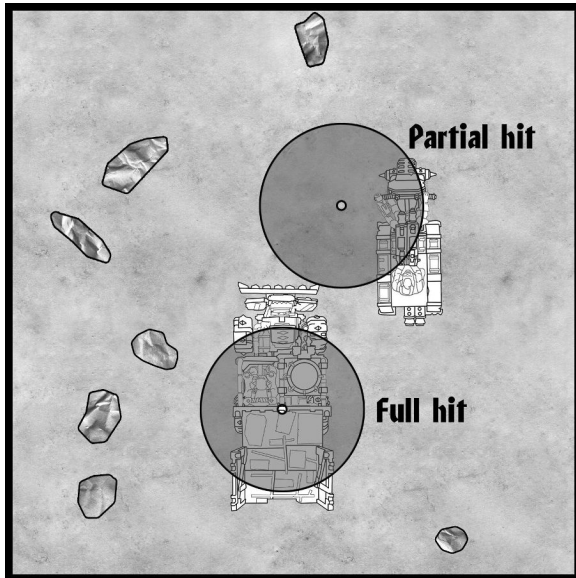




Templates and the Crew location

After a vehicle takes a hit from a template weapon the hit locations will have to be determined. If the crew compartment is hit things are extra nasty!

Each time the Crew location is rolled due to a hit from a template weapon resolve it as one hit per crew member.



E.g. Grimlug's trak, Ruzt, takes a full hit from a stikkbomb. D3 hits are rolled resulting in a hit to the traks and a hit to the crew. The traks take one hit. There's four crew onboard so four hits to the crew location are resolved.

Flame weapons

Some weapons, such as skorchas, can cause things to catch fire. This is covered in the section below dealing with taking damage.

2. Penetrate Armour

Each hit location on a vehicle has an armour value listed on its profile. To see whether a hit penetrates roll a D6 and add the Strength of the hit. If that score equals or exceeds the listed armour value for the location the hit penetrates.

That only applies to things with a Strength value though...

...things like ramming and crashing *automatically* penetrate any location they hit!

It's difficult to make an exhaustive list of everything that automatically penetrates armour but here are most of them:

- All types of ramming
- Crashes
- Collisions
- Certain gubbins

3. Resolve Damage

Assuming the vehicle doesn't have a saving throw of some kind (such as from extra armour gubbins) then it takes damage. If it does have a save resolve that now and resolve damage if it failed.

Each hit location has a number (e.g. 1 = Crew).

Starting with the *lowest* number roll a D6 and consult the appropriate section of the vehicle's damage table. You'll find the damage table for your faction's vehicles listed in their special rules.

Resolve each penetrating hit fully before moving onto the next one as different results can end up making a vehicle spin, swerve, or otherwise behave erratically. If that happens you might have to resolve even more damage and that should be done immediately.

E.g. Grimlug's other trak, Spike, suffers two penetrating hits affecting the traks and the driver. The traks are the lowest number (4) and so are worked out first. The resulting roll on the damage table causes the vehicle to swerve into a nearby rock. Unfortunately this inflicts another point of damage. We're still dealing with the first result and its aftermath though so we handle with the new point of damage right now. It's a 6 - the engines. A roll on the damage table indicates that the vehicle is immobilised. Oh dear! Now it's time to see how the





driver got on. Rolling on the table results in a potential Leadership test to avoid a swerve. That can now safely be ignored though because the vehicle is immobilised!

Catching Fire

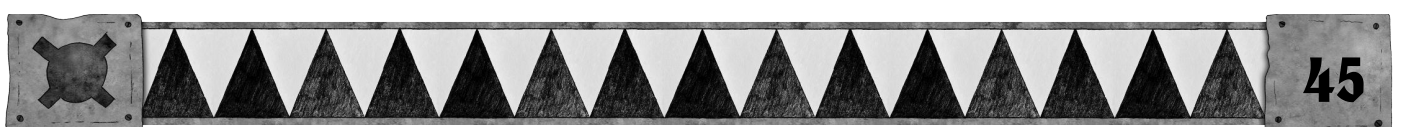
Some weapons have the special rule “Catching Fire” - if such a weapon penetrates a vehicle’s armour roll a D6 for each penetrated location. On a 4+ that location catches fire!

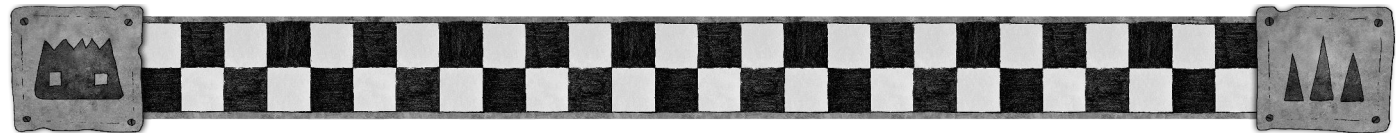
Roll a D6 every turn for each location that is on fire. On a 1 - 5 it takes a S4 hit. On a 6 the fire goes out.

Crew members can try to put the fire out instead of shooting in the shooting phase. Each warrior helping to put out the fire modifies the dice roll by +1.

E.g. Nazgrab’s trukks wheels are on fire. There’s three crew onboard (including the gunner). The gunner decides to shoot but the other two lads spend the time trying to put out the fire. The player rolls D6 and adds 2 to the result to determine if the fire goes out.

Unfortunately they roll a 3 giving a total of 5. If the gunner had helped that would have been 3+3 giving the 6 needed for the fire to go out. As a result the wheels take a S4 hit. Let’s hope they have better luck next turn!





Special Rules

Psychology

Warriors can experience a number of psychological states during battles and this section deals with how they work.

Fear

Certain situations or opponents will result in a warrior experiencing *fear*.

Charging an opponent that causes fear

If the warrior wishes to charge an enemy that causes *fear* they must declare a charge and then take a Leadership test. If they pass they charge as normal. Failing results in the warrior standing still where they are for the rest of their turn instead. They may not shoot or do anything else this turn.

Being charged by an opponent that causes fear

When an enemy that causes *fear* declares a charge the warrior must take a Leadership test. If they pass they fight as normal, if not they fight as if their Weapon Skill was halved (rounding up).

Drivers and fear

Vehicle drivers are immune to *fear*.

Warriors who cause fear and opponents who cause fear

Warriors who cause *fear* are immune to its effects.

Terror

Terror is like *fear* but somehow worse. Warriors that cause *terror* also cause *fear* as described above.

Movement around opponents that cause terror

Warriors that start their movement within 8" of an opponent that causes *terror* must immediately take a Leadership test. If they pass they may move as normal

but if they fail they must immediately move 2D6" away! If this move is more than their Movement characteristic they count as running for the purposes of shooting and similar.

If warriors that fail their Leadership test are onboard a vehicle they will jump off during their 2D6" of movement.

Drivers and terror

Drivers, like everyone else, must take a Leadership test if close to an enemy that causes *terror*. If they fail they will instead drive as far as they can to get away from whatever it is, using thrusters if the vehicle has them. If they can make it off the board they do not return for the rest of the battle. If the driver's nerve holds they may move as normal but the crew may not have been so calm!

Warriors charged by opponents who cause terror

If a warrior fails their Leadership test for overcoming *terror* and ends up in hand-to-hand combat with whatever caused it they will count as having Weapon Skill 0.

Warriors who cause fear and opponents who cause terror

Warriors who cause *fear* treat opponents that cause *terror* in the same way a normal warrior would treat an opponent that causes *fear*.

Warriors who cause terror

Warriors who cause *terror* are immune to both *fear* and *terror*.

Stupidity

One too many concussions can have a grave effect on the intellect of some warriors. Alternatively they could simply be heavily drugged. Perhaps both!

Warriors affected by *stupidity* must pass a Leadership test at the start of each of their turns. If they pass then





they manage to function normally. If not they're subject to the following rules:

Movement

Roll a D6. On a 1 - 3 they stand still, on a 4+ they move their normal movement in a random direction (roll a scatter dice). If they're on a vehicle they fall off and take a S3 hit and continue their move if possible.

If this movement takes them into contact with an enemy they engage in hand-to-hand combat (the movement counts as charging).

Stupid warriors in hand-to-hand combat

At the start of each close-combat phase a warrior suffering from *stupidity* must roll a D6.

On a 4+ they fight normally, on a 1 - 3 they instead roll no attack dice. Their combat score consists only of their Weapon Skill and any modifiers (such as +1 for charging).

Stupid drivers

Instead of moving normally the vehicle swerves in a random direction and moves D6" forward. That is the end of the vehicle's movement for this turn.

Stupidity and Fear/Terror

The warrior automatically passes tests against being affected by *fear* or *terror*.

Hatred

Warriors can *hate* specific enemies, whole groups, or even whole factions. Gits.

In combat this manifests itself in a variety of ways:

Hatred in Hand-to-Hand

For the first turn of combat against a hated enemy a warrior affected by hatred may reroll attack dice (some, all, or none).

If a warrior that wins combat can see other enemies they *hate* they must use their 2" of follow-up move to try to reach them. If possible they must use these 2" to immediately engage in hand-to-hand combat (although, as per usual, that combat won't be resolved until the enemy's turn). If there are no hated enemies in sight then the warrior may use their follow-up move as normal.

Hateful drivers

If during a vehicle's movement the front passes within 6" of an enemy the driver hates then it must attempt to ram or squash that enemy. Repeatedly if possible!

Leadership and hatred

If there are hated enemies in sight the affected warrior counts as having Leadership 10.

Frenzy

Sometimes you'll find a warrior afflicted with *frenzy* which is a fun blend of *hatred* and *stupidity*!

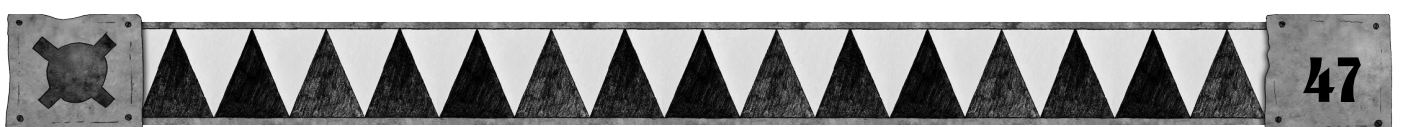
If you would like to you can see if your frenzied warrior can calm down. If you choose to do this have the warrior take a Leadership test. If they pass they keep their cool for this turn. They'll be back to being frenzied next turn (and so you can test again to calm them down, and so on).

Frenzy and Movement

If there is an enemy within charging distance the frenzied warrior must charge them.

Frenzy and Hand-to-Hand Combat

Frenzied warriors count as having double their Attacks characteristic (before any other multipliers).





Warriors afflicted with *frenzy* may not block or parry (assuming they have the means to do so normally).

Should a warrior with *frenzy* defeat an opponent in hand-to-hand combat they must use their follow-up move (usually 2") to move towards other enemies. If possible they must use it to enter hand-to-hand combat with an enemy.

Frenzied Drivers

Vehicles driven by a driver with *frenzy* must attempt to ram any vehicles that pass within 6" of their front at any point during their movement. Similarly if an enemy warrior on foot is within 6" of the front of the vehicle during its movement phase the driver must attempt to squash them.

Frenzy and Fear, Terror, Stupidity, or Hatred

Frenzied warriors ignore *fear*, *terror*, *stupidity*, and *hatred*.

Frenzied Warriors on Fire

Warriors who have caught fire move normally (subject to the restrictions explained above). They still take the usual Strength 4 hits each turn they are on fire and other warriors can still try to put them out - they're just a bit too riled up to notice something as boring as *being on fire*...

Overwatch

Most of the time warriors can only shoot in their own turn but there are exceptions to this. Overwatch is one of those and allows a warrior to fire their weapon in an opponent's turn.

Setting overwatch

Warriors may not set overwatch if they are on a vehicle - otherwise it's simply a matter of declaring that a warrior is on overwatch. That warrior may not do anything else this turn (moving, shooting, picking up scrap, etc.). It's usually sensible to stick a counter

or something next to warriors on overwatch to make it clear that's what's happening.

Bear in mind the firing arc of the warrior on overwatch - they'll only be able to target things within that 90° so make sure you orientate them bearing this in mind!

Shooting on overwatch

At any point in an enemy's turn a warrior on overwatch may take their shot. The player controlling the warrior on overwatch should stop their opponent and resolve the shot/s. This can be in the middle of an enemy warrior's movement if you so choose.

If you would normally have multiple shots for whatever reason you may take them as normal.

Make sure you check which hit modifiers apply before firing - appearing/disappearing targets have a -1 modifier, for example.

Losing overwatch status

Once a warrior on overwatch has fired their weapon they automatically lose their overwatch status. Similarly if their opponent's turn ends without them firing they overwatch ends. Of course they can set overwatch again next turn if you'd like.

If the warrior is forced to move for any reason (for example, dodging a vehicle trying to squash them) they immediately lose their overwatch status.

Notes

If a warrior is hiding they can still go on overwatch although that requires something to hide behind.

Hiding

There are times when it's probably best to just take cover. A warrior with some cover can do exactly that by hiding.





If a warrior ends their movement in some reasonable amount of cover they can decide to hide. In their next turn they can move and remain hidden, assuming they only move about in cover.

Who can't hide

Warriors who ran or charged this turn cannot hide in the same turn. Vehicles cannot hide and warriors cannot hide aboard vehicles.

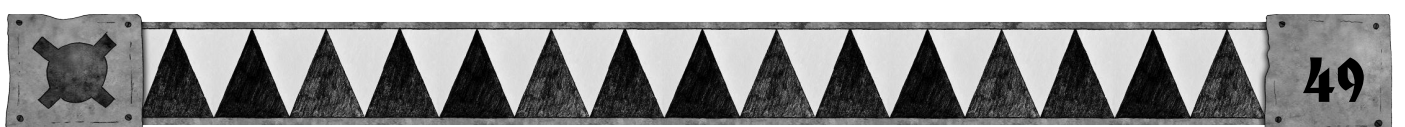
Benefits of hiding

A warrior with hidden status cannot be targeted directly. Template weapons can still affect them if they go off nearby but they cannot be used to directly try to shoot the hidden warrior. In the same way enemy warriors cannot charge a hidden warrior.

Uncovering hidden warriors

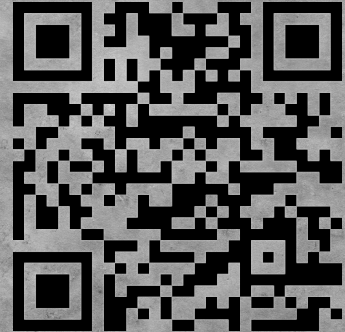
If an enemy warrior comes within their Initiative distance in inches then the hidden warrior is automatically discovered and is no longer hidden. Additionally if an opponent moves so they can clearly see the hidden warrior then that warrior loses their hidden status.

Similarly a warrior who is hiding may not shoot. They can still shoot but in doing so will be exposed - hide or shoot, not both!



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