

VEHICLE CHEAT SHEET



TURNING VEHICLES

Turns are made up to 45-degrees and may be performed at any point during a vehicles' movement.

Fast Speed: Up to one 45-degree turn.
Combat Speed: Up to two 45-degree turns.
Slow Speed: Any number of 45-degree turns.

LIMITATIONS

The following limitations apply to below types:

Tracked: May cross obstacles at Slow speed. In swamps or bogs will be immobilized on a roll of 6 on a D6.

Wheeled: May not cross obstacles of any kind.

Bikes: May not cross obstacles of any kind. May cross difficult terrain at Slow speed.

Walkers: Ignore light vegetation. Moves through water at ½ speed. Can cross obstacles less than knee-height.

Skimmers: No limitations.

LEAVING A VEHICLE IN MOTION

Models leaving a vehicle at speed suffer the following hits.

0 – 10": No damage

Speed	11"	12"	13"	14"	15"
STR	1	2	3	4	5
Save	-	-	-	-1	-1

Speed	16"	17"	18"	19"	20"+
STR	6	7	8	9	10
Save	-2	-2	-3	-3	-4

OUT OF CONTROL!

Roll a D6 for an out-of-control vehicle. It moves 3D6" (may not exceed max speed) in the following direction:

1-2 Vehicle turns 45-degrees left.
 3-4 Vehicle moves straight ahead.
 5-6 Vehicle turns 45-degrees right.

SKIMMERS roll an additional D6 when going out of control. On a roll of 1 the Skimmer crashes into the ground. On a roll of 6, the Skimmer crashes 2D6" away in a random direction.

RAMMING

The following rules apply when ramming/colliding:

- When colliding with an object, use a vehicle's own ram value against itself.
- When ramming/colliding any touching locations are struck automatically – all other locations are struck on a roll of 4+ on a D6.
- Exposed crew are struck on a roll of 4+ like normal locations.
- Infantry models dodge a ramming vehicle by rolling equal or under their Initiative value (a roll of 6 fails automatically).
- Each infantry model which is rammed will inflict a damage roll against the vehicle equal to D6+ its Toughness value (assigned to a random location).

SHOOTING FROM VEHICLES

In an open-topped vehicle, all models may fire. In a sealed vehicle, each door allows **two** infantry figures to shoot out of the vehicle.

SHOOTING AT VEHICLES

The following rules apply when shooting at a vehicle:

- Locations which cannot be seen by the shooter may not be struck and must be re-rolled.
- At least one third of a vehicle must be hidden for it to benefit from cover.
- Blast markers strike the location under the center hole of the blast marker itself – other locations touched by the marker are hit on a 4+ roll on a D6.

ARMOR FACINGS

Front armour applies to attacks made from the front 90-degree arc of the vehicle (measured from the center of the vehicle). All other shots strike side/rear armour.

PENETRATION AT RANGE

Armour penetration decreases as range increases:

24" or Less:	0
24-48":	-1
48-72":	-2
72"+:	-3

LINKED WEAPONS

Linked-weapons are resolved as a single weapon (rolling to hit once). If the roll is successful both barrels strike, if it misses – both barrels miss. Twin-linked weapons will hit a single location, but you will roll two separate damage rolls.

SUBSEQUENT DAMAGE

If a location is destroyed, future rolls on the location are ignored and cannot cause further damage.

ARMOUR PENETRATION MATH

When an armour penetration value is not provided (if a creature strikes something for example, relying solely on its Strength) use the following calculation:

$$\text{Strength} + D6 + X^*$$

**If a weapon causes multiple wounds, add this roll to the final result.*

STRIKING VEHICLES IN CLOSE COMBAT

The following rules apply when attacking a vehicle in close combat:

- Vehicles with stat-lines, such as Dreadnoughts will fight back in close combat as normal.
- An infantry model may strike a vehicle a number of times equal to its Attack value, striking automatically.
- Infantry models may choose locations to strike (but must be in reach of this location)
- Infantry models may use any firearm in close-combat as long as it isn't "Move or Fire" (meaning you can shoot a Meltagun in close combat) – ignoring area effects of the weapons.
- Vehicles which did not move last turn are considered immobile and grant an additional +1D6 armour penetration to attackers.

- If a vehicle explodes as a result of a close combat attack, infantry models may immediately move D6" away from the vehicle before resolving this explosion.

SKID TESTS

A bike or trike may attempt to make Skid Turns – which are additional 45-degree turns. For each turn beyond the normal turns allowed (See Turning Vehicles) roll a D6.

Combat Speed	1	2	3	4+
	B	C	C	D
Fast Speed	1	2	3-4	5+
	A	B	C	D

Results

A:	The bike crashes, killing the crew. Bike travels maximum fast speed forward, exploding with 1" blast (Strength 4, -1 Save to those touched). If it collides with an item, resolve as normal.
B:	Bike succeeds, barely. No weapons may be fired by the driver or rider this turn.
C:	Bike succeeds. The driver may fire no weapons this turn, but passengers may shoot as normal.
D:	<i>Tokyo Drift!</i> The bike succeeds with no penalties.

BIKE RAMMING

Bikes which ram other vehicles will only ever damage the struck location (you do not roll for additional locations like larger vehicles)

FIGHTING FROM BIKES

- Support weapons normally have 180-degree arc of fire to the front.
- A passenger shooting a hand-held weapon may fire in a 360-degree arc.

HIT-N-RUN ATTACKS FROM BIKES

- Driver or passenger can make attack as a bike moves past a single enemy model. **Both the bike and the attacked model each have one Attack only – the Bike always has initiative and strikes first.**
- A bike which carries out a Hit-n-Run attack may not shoot during this turn.