



TRIAL VEHICLE RULES

New rules for using vehicles in Warhammer 40,000

The 3rd, and latest, edition of Warhammer 40,000, was released four years ago and since then we've have received endless feedback from gamers. We recently published the trial Assault rules and this time we present the trial Vehicle rules. These are aimed primarily at veteran gamers and tournament players. These rules aren't radically different from those in your rulebook but do allow vehicles to be used more dynamically and make moving troops in transports more of a risky proposition. We welcome your feedback, so let us know what you think! The new rules are in *italics* to make it easier to pick them out.

Designers' Notes: Throughout these trial rules you will see some notes (like these!) drawing your attention to things that have changed and explaining the reasons why. Hopefully, this should help you spot the differences a bit more easily!

WAR MACHINES OF THE 41ST MILLENNIUM

OPEN-TOPPED VEHICLES

Some vehicles are not fully enclosed, but expose their crews to a hostile

universe. There are many reasons for this: It may be to give reconnaissance units a good field of vision, to make embarking and disembarking easier, or it may simply be impractical to enclose the crew. In the case of Imperial Guard artillery vehicles, such as the Basilisk, for example, the crew require plenty of space to load and fire the enormous Earthshaker cannon. This aside, it is mostly smaller vehicles that are open-topped, such as Ork buggies and trukks.

While crews and embarked troops on open-topped vehicles have more freedom of movement and much better

arcs of vision, the lack of an enclosed cabin inevitably means that they, and their vehicle, are more vulnerable to incoming fire.

FAST VEHICLES

There is a role in any army for high-speed vehicles. These are usually smaller vehicles which will often be used to reconnoitre ahead of an army or rapidly deploy heavy weapons systems or infantry squads to critical parts of the battlefield. Some races, such as the Eldar, use fast vehicles almost exclusively (Falcons, Vypers, etc)



A Steel Legion column makes its way through the desert.

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VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way to troops. However, as vehicles do not fight in the same way as creatures of flesh and blood, their characteristics are different. Vehicle characteristics are as follows:

	Type	Front Armour	Side Armour	Rear Armour	BS
Leman Russ	Tank	14	12	10	3

Ballistic Skill. Vehicles have a BS value, just like troops, which represents the accuracy of the crew as they blast away at their enemy with the vehicle's weapons.

Armour Value. The Armour value of a vehicle tells you how hard it is to damage. Weapon hits against vehicles must defeat their Armour value in order to inflict damage. Vehicles generally have different Armour values on their front, sides and rear.

Type. Vehicles come in all sorts of different types: some are faster than others while some are able to fly or walk instead of driving along on wheels or tracks. Any special traits a vehicle has are described by its type. The different types are: Fast, Tank, Open-Topped, Skimmer and Walker. These traits can be combined to define, for example, a Fast Skimmer or an Open-Topped Walker.

enabling them to carry out the lightning raids and deep strikes for which they are rightly feared. Most of the fastest vehicles on the battlefield are skimmers, such as the Space Marine Land Speeder, as these avoid terrain problems which slow down conventional craft. However, a few wheeled or tracked vehicles are also capable of high speeds, mostly due to either ultra-light weight or extremely powerful engines.

SKIMMERS

While most vehicles travel across the ground using wheels, tracks or legs, some advanced machines are fitted with anti-gravitic drives that enable them to swoop and hover a few metres above the battlefield. This is not true flight, but rather gravitic repulsion in a limited plane. The Space Marine Land Speeder is the only Imperial vehicle with this capability as the helio-prismic engines are very difficult and expensive to produce, limiting their issue to only the Emperor's elite troops. The Land Speeder is a highly manoeuvrable, light reconnaissance and fast strike craft. It is capable of high speeds and can execute very tight turns but is limited in its vertical movement by a climb/dive incidence of no more than 35° from the horizontal due to inverse flux anomalies which arise beyond this point.

The only race to have truly mastered skimmer technology is the ancient and highly advanced Eldar. They build nearly all of their vehicles around sophisticated tri-polar phased crystal engines. These are manufactured in all sizes from the small and super-light units in jetbikes to the huge engines that power super-

heavy grav-tanks such as the Scorpion. The Falcon is perhaps the best example of Eldar skimmer technology. It is a large tank that is not only capable of low altitude flight but can also climb and dive almost vertically. Orks, on the other hand, are not sufficiently advanced to fully comprehend anti-grav technology.

TANKS

These are a commonplace sight on the battlefields of the 41st Millennium. For an infantryman, a tank is an awesome sight as it rolls across the battlefield. It will not only be immune to most of the weaponry carried by his squad, but it is able to bring to bear enough firepower to utterly eradicate him and his unit.

Most races field some kind of heavily armed and armoured vehicle, whether it be the huge and lumbering Leman Russ battle tanks of the Imperial Guard or the sleek and sophisticated grav vehicles of the Eldar. Tanks are often fitted for multi-role capability and this will commonly include troop transportation as well as tank-hunting capability or infantry support with a deadly arsenal of weapons.

Imperial vehicles are often ancient in design, the basic plans having been rediscovered thousands of years ago, before the Emperor's ascension. Despite the antiquity of their design, their sheer ruggedness and versatility mean that they remain a match for enemy vehicles. Alien tanks are very different machines. Eldar combat vehicles are highly advanced; not only do they float above the ground using sophisticated anti-gravity engines, they are also faster,

more manoeuvrable and better armed than their Imperial counterparts. By contrast, Orks use crude contraptions that are almost as dangerous to their crews as they are to their enemies!

WALKERS

On any battlefield, there are places where conventional vehicles cannot go: built-up areas, dense forests, narrow tunnels, and so on. For this reason, many armies use vehicles that are propelled by two, or sometimes more, mechanical legs. These vehicles are usually capable of carrying as many weapon systems as a tank can on a significantly smaller and lighter chassis. They combine the armoured might of a tank with the manoeuvrability of an infantryman. In general, these vehicles have a single crewman. Space Marine Dreadnoughts, however, are more than simply a one-man vehicle. They contain the mortally wounded remains of great Space Marine heroes, becoming mausoleum and war machine all in one. It is considered the greatest honour for a Space Marine to be incarcerated into one of these ancient machines so that they may continue to serve the Emperor. The Eldar Wraithlord on the other hand does not have any crew at all. It is 'piloted' instead by a spirit stone containing the vital essence of a dead Eldar warrior.

Because of their manoeuvrability, lighter walkers are often used as recon vehicles. The Imperial Guard Sentinel and the Eldar War Walker are both designed with this role very much in mind. Dreadnoughts on the other hand, especially those created by the Orks, tend to be used as shock assault vehicles, striding into battle alongside their infantry and spearheading assaults.

The walker category also includes war machines that use anti-gravitic engines such as the Dark Eldar Talos. Although not literally a walker, the performance of these vehicles mirrors walker characteristics more closely than it does that of skimmers.

Designers' Note: This last clarification has been introduced to thwart those players who have tried to convince their unfortunate opponents that because a Talos utilises gravitic technology they need a 6 to hit it in close combat. They don't – the Talos floats rather than walks but in all important game respects it should be treated as a walker.

VEHICLE MOVEMENT

Most vehicles can move up to 12" in the Movement phase. This is relatively slow, but it represents a cross-country speed rather than moving flat out. However, most vehicles will want to move even more slowly in order to use their weapons (see later). Most vehicles can only move in the Movement phase, but some can move in both the Movement phase and the Assault phase, just as troops can.

Vehicles can turn any number of times as they move, just like any other model. Vehicles turn by pivoting on the spot, rather than 'wheeling' round. Turns do not cost any of the vehicle's move but once the vehicle's move is finished they can only make turns as described in the Shooting phase to bring weapons to bear, and then may only do so if they have not moved in the Movement phase. A vehicle may combine forward and reverse movement in the same turn, providing it does not exceed its maximum move.

Designers' Note: Some players have been interpreting the Free Turns rule to allow their transports to make further turns after disembarking troops. The wording has been tightened up to make sure this cannot happen.

FAST VEHICLES

Some vehicles are notably fast either because of their light construction or powerful engines – or both! Fast vehicles can move up to 24" in the Movement phase.

DIFFICULT TERRAIN

Vehicles that move through difficult terrain are not slowed down like infantry – they will either crash through successfully or become stuck, bogged down or something similar. To represent this, a vehicle that moves into difficult terrain or starts its move in difficult terrain must take a Difficult Terrain test. Do this by rolling a D6. On a roll of 1, the vehicle is immobilised for the rest of

Designers' Note: This rule has been changed slightly to clarify where in its move a vehicle is halted – ideally it would be at a random point in the move but this generates far too much complexity. As the idea is to deter vehicles from entering difficult terrain and sticking to the open spaces, having them crash on encountering obstacles is the easiest abstraction. Also, the option to define terrain as being particularly hazardous to vehicles has been included in order to curb excessively dangerous driving.

TERRAIN EFFECTS

There are many different types of terrain. The following table shows some of the more common types and explains whether they count as difficult ground to vehicles or not.

TERRAIN	EFFECT
Sand or ash dunes	Difficult ground
Marsh, muddy or water-logged ground	Difficult ground
Scrub, brush, vines or thick bracken, dense undergrowth	Difficult ground, except to tracked tanks which are heavy enough to flatten it as they move, and other vehicles moving 6" or less.
Steep hillsides	Difficult ground. Sheer rock faces are impassable to vehicles.
Dense woodland, jungle	Difficult ground
Rubble, ruins, detritus, slag heaps, crumbling rock	Difficult ground except to tracked tanks which are moving 6" or less.
Buildings	Impassable to all but tracked tanks. Even they treat buildings as difficult ground and if they move more than 6" must treat it as especially hazardous (see Difficult Terrain). Some large buildings may be completely impassable to vehicles no matter how recklessly they are driven.

Designers' Notes: These categories have been included to give some idea of how different terrain types affect vehicles. It would be a bad thing to curb creativity by defining exact terrain types, so it is particularly important for players to agree effects before commencing a game. The terrain generators in the Warhammer 40,000 rulebook include many ideas for terrain and provide a good starting point.

the game, on a 2-6 it can carry on moving. The test is taken when the vehicle first encounters difficult ground during its move and will halt the vehicle there if it fails the test. *If moving through terrain deemed especially hazardous, then vehicles are immobilised on a roll of 1-3, rather than merely a 1.*

Roads

Vehicles, other than skimmers or walkers, who follow a road for the entire Movement phase may add 6" to their maximum speed. They may only do this if their move required no Difficult Terrain tests, if they do not shoot, if they do not embark or disembark passengers and they do not perform Tank Shock.

Skimmers

These are vehicles that hover above ground level using anti-gravity drives, huge turbfans, supernatural energies, etc. Note that these are not full-blown flying machines. They generally hover at a few metres above ground level but are capable of making a powered boost to gain height and cross obstacles. Skimmers can ignore terrain as they move but if they begin or end their move in difficult or impassable terrain, they have to test to see if they are immobilised (as noted for ordinary vehicles above). *Immobilised skimmers crash and are destroyed if they are moving more than 6" in their move. The player should specify their speed before testing for difficult terrain. An immobilised skimmer travelling slowly*

makes a controlled landing and may not move again in the game.

Walkers

Including vehicles that have legs instead of tracks or wheels, the most common walkers are the huge war machines called Dreadnoughts. Walkers move like infantry so they can move up to 6" in the Movement phase and then charge up to 6" in the Assault phase if the enemy are within 6". Difficult terrain affects walkers just as it does infantry. Walkers moving into, out of or through difficult terrain have to roll 2D6 and use the highest result as the maximum distance they may move that turn.

CARRYING TROOPS

Various vehicles can carry troops across the battlefield. The advantages of being able to move a squad rapidly from one area to another under the protection of armour plate is obvious. The danger is that troops will be wiped out aboard the transport if it is fired at before they disembark.

Access Points

Each vehicle model capable of carrying passengers will have a number of 'access points'. These are the doors, ramps and hatches which the passengers use to get in and out of the vehicle. The exact access points for each vehicle are detailed in the 2003 Chapter Approved compilation.

Designers' Note: Access points have been introduced since the 3rd edition Warhammer 40,000 rules were released. These rules have now been formalised as mandatory.

Disembarking

A unit that begins its Movement phase inside a vehicle can get out either before or after the vehicle has moved. When the unit disembarks, the models are deployed at least partially within 2" of one of the vehicle's access points. If the vehicle has already moved then the passengers cannot move other than to deploy, and they cannot disembark if the vehicle moved more than 12". This 12" move limit includes all bonus movement from special engines, frenzied driving and so on (and that does mean **all** bonus movement, with no exceptions. This over-rides anything previously published in a codex or FAQ). If the vehicle has not yet moved then the infantry may move as normal after disembarking, and the vehicle can then move off separately at any speed.

Troops on board a vehicle may not disembark in the Assault phase and may never disembark within 1" of an enemy model. If compelled to disembark, because of the vehicle being destroyed, for example, any models that cannot disembark because the access points to the vehicle are blocked by enemy models become casualties.

After disembarking, models may shoot but may not assault unless the vehicle they disembarked from is open-topped.

Designers' Note: This particular addition should attract a lot of interest. Players will have to rethink their transport vehicle tactics quite a bit to cope with it. Compared to previous editions of the rules, transport vehicles have enjoyed a golden era, perhaps to the extent that the pendulum has swung too far. This rule is an attempt to redress matters a little.

Embarking

A unit can get inside a vehicle by moving to be at least partially within 2" of one of its access points. The whole unit must be able to embark or none of them can. If some models are out of range, their compatriots will wait until they can mount up together. If the vehicle moved before its passengers got aboard then it may not move any further in the same turn. If the vehicle has not moved beforehand then it can move normally as soon as the unit is on board.

An infantry unit can embark into an open-topped vehicle in their Assault phase if it consolidates and moves so

that all its models are within 2" of the vehicle.

Embarking and Disembarking

Models may disembark from an open-topped transport vehicle and re-embark as part of a consolidation move. Apart from this, no models may embark and disembark in the same turn.

Passenger Capacity

Each transport vehicle has a maximum passenger capacity which may not be exceeded. Sometimes there will be constraints on exactly which types of models can embark on a particular vehicle. Terminators, for example, cannot be embarked on a Rhino or Razorback, although they may be transported in a Land Raider. Infantry equipped with jump packs may not embark in transports because of the space taken up by their bulky equipment.

Dedicated Transports

Some transport vehicles are directly assigned to a particular unit. Normally, a unit entry in a codex will include a transport option – allowing a vehicle to be selected along with the unit. Other transport vehicles occupy a force organisation chart slot (for example Eldar Falcons) and can be used to provide ad hoc transportation to any unit that can embark on it.

No more than one unit can ever be embarked on a single transport.

Dedicated transports may only be used to transport the squad they are selected with, plus any independent characters who have joined the squad. An independent character may disembark and leave the squad that owns the transport embarked, but if the squad disembarks then any independent characters must do so as well.

VEHICLE FIRING

"Diverse and many-fold weaponry is of the greatest importance for the steel-clad behemoth, lest it shall be confronted by foes it cannot master. On the field of war,

it may battle Orks without number, against whom the burning lance of the lascannon is worthless. On another world, the armoured abominations of the alien Eldar may be found, against whom the noble bolter is useless.

The commander must maintain the watchful gaze of the eagle to seek his foes through scope and slit. Once found, they must be crushed with the full weight of fire before seeking the next enemy, for the beast which is merely maimed may strike back still. When a suitable target is found, the machine must be halted for most efficacious execution: for motion and accuracy are anathema to one another. Speed has its place, just as firepower has its own. Never forget this!"

Extract from 'Commander of Armour's First Book of Indoctrinations'

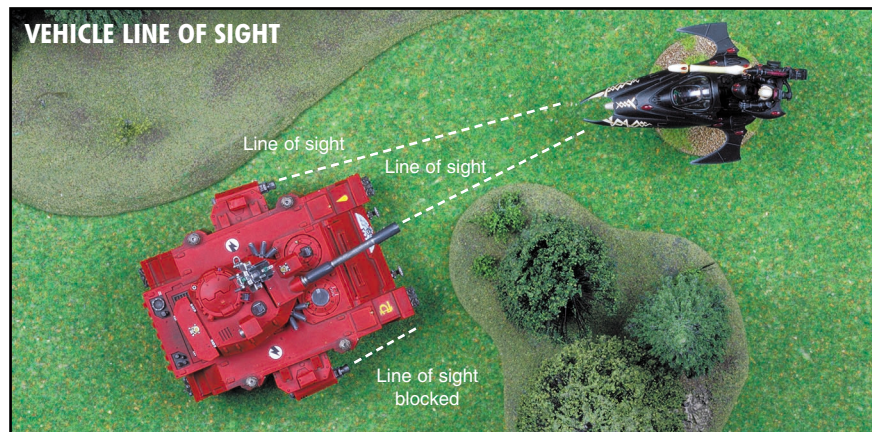
Some vehicles, particularly battle tanks, carry a hefty arsenal of weapons. When a vehicle fires, it uses its own BS characteristic (representing the BS of the crew) and shoots like other units – all its weapons must fire at a single target unit. Although vehicles can fire light weapons on the move, they are limited in the number of larger weapons that they can fire.

Vehicle Line of Sight

Line of sight for shooting is traced directly from the weapon mountings on the vehicle. Weapons mounted on vehicles often have a limited arc of fire and they may not fire on units that are outside their arc. Trace the actual line of fire from the weapon mounting on the vehicle to see if it will be blocked by terrain or other vehicles. Weapons mounted on walkers can fire in a 90° forward arc.

MOVING AND SHOOTING

Designers' Note: Be sure to read this section carefully as there are several changes that will significantly affect the way vehicles fire.



Vehicle Weaponry

Vehicles can mount a frightening array of weapons. These can be divided into two broad categories: defensive weapons and main weapons. Main weapons are the primary means by which the vehicle will achieve its set objectives. They are defined as any weapon of Strength 6 or greater. Weapons with a random Strength which can possibly be greater than 6 are treated as main weapons. Defensive weapons are not specifically required for the vehicle to operate but provide it with important protection against enemy infantry. Defensive weapons have a Strength of 5 or less.

The normal restrictions for infantry moving and shooting don't apply to weapons fitted to vehicles. So a heavy weapon mounted on a tank can still shoot even though the tank may have moved. Rapid Fire weapons can shoot once up to the weapons' maximum range or twice up to 12". Otherwise, Heavy and Assault weapons shoot the number of times listed. Ordnance weapons (a special type of extremely heavy weapon normally only mounted on vehicles) are dealt with in more detail later.

Note that a twin-linked weapon counts as a single weapon for the purposes of shooting.

Defensive Weaponry (Strength 5 and below)

Many vehicles have a range of weapons with relatively low Strength but high rate of fire. These weapons are intended to help protect the vehicle from enemy infantry and because of their relative lightness and high rate of fire are largely unaffected by the movement of the vehicle. Consequently, a vehicle may fire any or all weapons of Strength 5 or below if it moves up to 6" in addition to any main weaponry allowed.

Main Weaponry (Strength 6 and above)

Some vehicles carry main weapons as well as defensive weapons. This is normally what distinguishes battle tanks from personnel carriers. Any weapon of Strength 6 or above counts as a main weapon.

General rules for moving and firing main weaponry:

- If a vehicle does not move, it can shoot all its main weapons.
- If a vehicle moves up to 6", it can shoot one main weapon.
- Vehicles that have moved more than 6" do not shoot at all with their main weaponry.

Fast Vehicles

These manoeuvre more rapidly than ordinary tanks and other vehicles so they can fire heavy weapons when they move faster. They may fire all their defensive weapons if moving up to 12".

- Fast vehicles moving up to 6" can fire all their main weapons.
- Fast vehicles moving up to 12" can fire one main weapon.
- Fast vehicles moving more than 12" may not fire main weapons at all.

Walkers

Having sophisticated weapon systems that are fully integrated with their crew, Walkers can engage targets on the move more easily than other vehicles. This means they can always fire two weapons (one from each side/arm) regardless of whether they've moved or not. Walkers who do not move can fire all their weapons. *Walkers make no distinction between main weapons and defensive weapons.*

Designers' Note: The changes made to the Moving and Firing rules for vehicles are intended to make vehicles more dynamic in battle and to encourage the use of tank sponsons and other back-up weaponry. Given the ranges of such weapons, it is quite likely they would be able to find a target anyway so game balance will not be massively altered. The main difference will be that they are more fun to use.

Turning to Face

Turrets can be turned to face without it counting as movement.

Any vehicle that is not immobilised can pivot on the spot without counting it as movement so they can fire as if they were stationary. They may not do this if

they moved during the Movement phase as this will have given them opportunity to bring weapons to bear.

Troops Firing From Vehicles

Troops aboard vehicles can fire from firing slits, hatches or over the sides of the fighting compartment if the vehicle is open-topped.

All of the models aboard an open-topped vehicle can fire.

Fire Points. *Each enclosed vehicle has a number of fire points defined. A fire point is a hatch or gun slit from which one or more passengers inside the vehicle can fire. The number of fire points on each vehicle and how many models can fire from them is specified in the 2003 Chapter Approved compilation.*

Troops firing from a vehicle count as moving if the vehicle moves and may not fire if the vehicle moves more than 12". This means they may not fire heavy weapons from a moving vehicle unless normally allowed to fire heavy weapons while moving.

If passengers fire from a closed vehicle and do not have an Armour save of 3+ or better, then in the following turn enemy firing at the vehicle count it as open-topped.

ORDNANCE WEAPONS

Especially large weapons are called ordnance. These weapons are so huge and powerful that they cannot be physically carried but must be mounted onto a vehicle or built into the structure of a fortress. For the most part they are used by the heavily mechanised armies of the Imperial Guard. As noted in the weapons section, ordnance weapons will normally use the large Blast marker.

USING ORDNANCE WEAPONS

Ordnance weapons may also be barrage weapons, this is indicated by a 'G' (for guess) in their range, indicating that the crew guess how far the target is away and aim to drop their shots down on top of them from high. Ordnance barrages work slightly differently from normal ordnance attacks so the two types of attack are described separately.

If an attempt is made to fire an ordnance weapon, then the vehicle may fire no

VEHICLE MOVING & FIRING SUMMARY

Type	Stationary	Up to 6"	Up to 12"	More than 12"
Normal	All weapons	1 main weapon All defensive weapons	No weapons	No weapons
Fast	All weapons	All weapons	1 main weapon All defensive weapons	No weapons
Walker	All weapons	2 weapons	Not applicable	Not applicable

other weapons, whether they are main weapons, defensive weapons or weapons bought as vehicle upgrades.

NORMAL ORDNANCE

Firing on the Move

Ordnance weapons may be fired on the move but the chances of an accurate shot are greatly reduced. Normally, an ordnance shot will land somewhere near the target but when firing on the move, the shot could go anywhere. Roll to hit using the vehicle's Ballistic Skill. If the shot is on target then continue to the section detailing the firing procedure for ordnance weapons. If the shot misses then it has disappeared over the horizon or the crew have simply been unable to aim because of the vehicle bouncing about and have not managed to fire a shot.

Designers' Note: This is another of the major changes and is also intended to make armoured warfare in Warhammer 40,000 far more dynamic. Firing on the move sacrifices accuracy but at least gives options in missions which require an army to advance. The sight of Imperial Guard infantry advancing behind the cover of their mighty tanks should once again become a common sight.

Firing procedure for ordnance weapons

Most ordnance weapons use the large Blast marker, which is 5" in diameter. Any exceptions are detailed in the appropriate army's codex.

When placing the large Blast marker over the target unit, you may find that models from other units are caught in the blast. These are also attacked. However, when initially placing the marker, you must place it to get the maximum number of models from the target unit under the marker. As with non-ordnance weapons, any casualties inflicted on a unit do not have to be selected from models under the marker, the choice is up to the owning player. When firing at a vehicle or vehicle squadron, the hole in the middle of the template must be over at least one vehicle in the target unit.

Next, check that the target is within range and that there is a valid line of fire to it. If the marker has been placed out of range or so that the hole in the middle of the marker is not visible from the firing vehicle then the shot misses automatically and no harm is done.

If the target is in range and can be seen the massive blast of an ordnance weapon means it's going to be very hard to miss completely. Nonetheless, the shot may not land exactly where it was intended to. Roll the Scatter dice and a

ORDNANCE WEAPONRY SUMMARY

Weapon	Range	Str.	AP	Type
Battle Cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Griffon Mortar	12-48" G	6	4	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Whirlwind	48" G	5	4	Ordnance 1/Blast

D6 to see where the shot lands. If the Scatter dice rolls a HIT symbol, the shot lands on target. If an arrow is rolled, the marker is shifted in the direction shown by the arrow the number of inches indicated on the D6.

Any models which are entirely under the Blast marker will be hit automatically. Roll a D6 for models that are partially under the marker: on a 1-3 they are unharmed, on a 4-6 they are hit by the full force of the blast. Vehicles will be hit regardless of whether they are fully or partially under the Blast marker. When the targets are mounted models, it is best to determine whether the model is hit based on whether the marker covers the rider. Thus, if the rider of a Space Marine bike is entirely under the Blast marker then it is hit and the wheels of the bike are not important.

Resolve Ordnance hits with the Strength and Armour Piercing values on the Ordnance table.

ORDNANCE BARRAGES

Some pieces of ordnance are used for laying down a barrage in the same way as mortars (though on a much larger scale). These weapons will have a 'G' (for guess) suffixed to their range in the Weapon charts. These weapons do not need line of sight to fire but may have a minimum range. If the Blast marker scatters or is placed so that it is within minimum range, then it misses automatically.

Designers' Notes: Now it is the troops that guess and not the commander! The guessing process takes time for no particularly useful purpose – a double scatter reduces accuracy in an equally acceptable way and moves the game on far quicker.

Firing on the move

It is difficult enough calculating where a barrage will fall without its origin point moving around! Ordnance barrage weapons may only be fired when stationary. The vehicle may still pivot unless immobilised however.

Firing Procedure

Place the Blast marker for the ordnance over the target unit and then see if it

landed on target. If the target is in sight roll a D6 and a Scatter dice. If the target is out of sight roll 2D6 and a Scatter dice. If you roll a HIT on the Scatter dice the shot lands on target. If an arrow is rolled, the marker is shifted in the direction indicated by the arrow, a number of inches equal to the sum of the D6 rolls.

INCOMING!

Ordnance Barrage Pinning

Ordnance barrages are even more terrifying than normal barrages – the ground shakes and heaves under the thunderous impacts, troops caught in the open are completely annihilated and those in cover are virtually buried alive by a furious rain of flaming death.

Units suffering casualties from an ordnance barrage must pass a Leadership test with the following modifier to avoid being pinned down:

-1 For coming under fire from an ordnance barrage.

If the unit fails it may not move, shoot or assault in the following turn.

A unit that is pinned down does not have to take a Morale test if it sustains 25% casualties from enemy fire, the fact it is pinned overrides the Morale test. If assaulted by the enemy, the unit will fight normally, ignoring the falling shells under the pressing circumstances of battle. At the end of the following turn the unit recovers and may act normally again.

SHOOTING AT VEHICLES

A vehicle is much harder to destroy than a creature of flesh and blood. Most fighting vehicles are heavily constructed from steel and tough alloys and their hulls are protected by thick armour plates, sloped or angled to deflect shots. Any hits that do penetrate may only cause slight damage or strike non-essential systems. In the case of lighter vehicles, shots may simply pass straight through and out the other side without causing any damage at all! On the other hand, vehicles carry a supply of fuel and ammunition that will blow them apart if they are hit, and however tough the vehicle is, its crew can always be stunned or disabled by hits made against its armoured hide.

CHOOSING A VEHICLE AS A TARGET

When you want to fire at a vehicle treat it like any other unit. One of your units can choose it as a target and must direct all of its shooting at it. Often this means that some of their weapons can't damage it, so assume that the other members of the squad are giving covering fire, bringing forward ammunition for heavy weapons or simply keeping their heads down!

When placing a Blast marker or large Blast marker to attack an enemy vehicle, the circle at the centre of the marker must initially be over the vehicle, or one of the vehicles if the target is a unit of vehicles. It may be that models from other units are under the Blast marker and these are also attacked. Flame templates should be placed so as much of the template as possible is over the enemy vehicle without also touching a friendly model.

Roll to hit against vehicles in the same way as against troops. If any hits are scored you then roll for each to see if they penetrate the vehicle's Armour Value, as explained later.

Vehicles can normally be targeted even if they are in close combat with friendly models. Vehicles which have a Weapon Skill characteristic (normally walkers) may not be however.

All vehicles even partially under a Blast marker, large Blast marker or flame template are hit. However if the hole in the middle of a Blast marker or large Blast marker is not over the vehicle then the Strength of the attacking weapon is halved (round fractions up) when working out whether the shot penetrates the vehicle's armour.

Designers' Note: Against large model vehicles, ordnance shots had a tendency never to miss and it has become the norm to place ordnance Blast markers so that they touch several targets. This will now only be worthwhile against the lightest targets so shooting straight at the target is a good thing.

ARMOUR PENETRATION

Once a hit has been scored on a vehicle roll a D6 and add the weapon's Strength characteristic to it. Then compare the total against the vehicle's Armour value.

If the total is less than the vehicle's Armour value, the shot bounces off.

If the total is equal to the vehicle's Armour value, the shot causes a glancing hit.

If the total is greater than the vehicle's Armour value, the shot scores a penetrating hit.

EXAMPLE: A lascannon shot hits the front of a Space Marine Predator which has an Armour value of 13. Rolling a D6, the player scores a 4 and adds this to the lascannon's Strength of 9 for an Armour Penetration total of 13. This equals the Armour value of the Predator and so inflicts a glancing hit.

Ordnance Weapons

These fire such enormous projectiles that they can smash through armour or hit with such force that the target vehicle's crew are turned to mush. When you roll to penetrate a vehicle's armour with an ordnance weapon you get to roll two D6 instead of one and pick the highest result.

VEHICLE ARMOUR VALUES

Armour values are different for each type of vehicle. They represent not just the thickness of its armour but also how difficult a target it is because of its size and speed, how tough and numerous its crew are, etc.

Armour values for individual vehicles also vary depending on whether the shot comes from the front, sides or rear.

When a vehicle is hit by a non-barrage weapon with a Blast marker or large Blast marker (including ordnance), the shot is always assumed to strike the vehicle from the direction of the firer regardless of exactly where the marker is placed or scattered to.

In the case of a barrage weapon, the shot is assumed to come from the hole at the centre of the Blast marker. If this is over the vehicle then it is struck from the direction of the firer, if it is behind the vehicle then the shot hits the rear armour, and so on. Remember the rule about the hole in the middle of the Blast marker! A barrage shot landing behind a vehicle may hit the rear armour but will be at half Strength.

DAMAGE ROLLS

If a vehicle's armour is breached make a Damage roll to see what happens. Roll a D6 and look up the result on the appropriate Damage table. Note there are separate tables for glancing, penetrating and ordnance hits.

Wrecks. Unless stated otherwise, a destroyed vehicle should be marked with some cotton wool smoke and left on the table. It is then treated as difficult terrain for the remainder of the battle. Other vehicles may not move over it but can push the wreck aside if their frontal Armour value is higher than that of the wreck. If the vehicle doing the pushing has a dozer blade or rough terrain modification (or some other device we detail as having this ability in the future) they may move vehicles with an equal frontal Armour value.

Designers' Note: You will notice that the Damage tables have been modified to ensure that a vehicle will always suffer some loss of capability, however temporary, from a damaging hit. No longer will Rhinos get away with just losing their storm bolter. Similarly, any damaging penetrating hit will force passengers to evacuate their transport. These modifications help to balance the greater opportunities to fire on the move.

NOTES

Crew & Passengers: Vehicle drivers, gunners and other crew are automatically killed if their vehicle is destroyed. Troops embarked on a vehicle that is destroyed each suffer one wound on a D6 roll of 4 or more, but may take their Armour saving throws. Survivors are placed within 2" of the wreck and are pinned for the whole of their next turn. Note that a roll of 6 on a penetrating hit for an ordnance weapon will always kill all the passengers in a vehicle.

Stun results: Crews stunned more than once only miss their next turn – don't add the stuns together. A skimmer with stunned crew drifts D6" in a direction indicated by rolling the Scatter dice in its next Movement phase (but stays facing the same way).

Immobilised Vehicles: An immobilised vehicle may not turn in place but its turret may continue to rotate to select targets. Further immobilisation results have no additional effect, although if they are caused by penetrating hits then the vehicle will still be prevented from firing the following move.

Open-Topped Vehicles

Some vehicles are more vulnerable to damage than others because of their lightweight construction and the fact that their crew is exposed to enemy fire. A typical example of an open-topped vehicle is an Ork Wartrak or War Buggy. Whenever a Damage roll (glancing or penetrating) is made against an open-topped vehicle, add +1 to the Damage result.

Template and Blast marker weapons are particularly dangerous to open-topped vehicles because their crewmen, wheels, engines and other components are not protected against the flames and shrapnel. To represent this, template and Blast marker weapons cause double the normal number of hits against open topped vehicles (ie, two hits instead of one).

Obscured Targets and Glancing Hits

A vehicle moving especially fast or behind cover, whether natural or artificially generated, will be harder to destroy. Remember that any weapon

GLANCING HIT

(S+D6 roll equals Armour value)

D6 Result

- 1-2 **Crew shaken** – The vehicle and any currently embarked passengers may not shoot next turn. Embarked troops may disembark and the vehicle can still move.
- 3 **Crew stunned** – The vehicle (and any embarked troops) may not move or shoot next turn.
- 4 **Armament destroyed** – One of the vehicle's weapons (chosen by attacker) is destroyed. If the vehicle has no main weapons (Strength 6 or more) left, treat this result as a crew stunned result as well as destroying one of the vehicle's defensive (Strength 5 or less) weapons.
- 5 **Immobilised** – The vehicle may not move for the rest of the game. Skimmers moving fast that are immobilised crash and are destroyed. If the vehicle is already immobilised then treat this as a crew stunned result instead.
- 6 **Vehicle destroyed!** – The vehicle is wrecked, mark it with cotton wool smoke, turn it on its side or demonstrate its destruction in some other pleasing manner!

firing at a vehicle must pick its target spot carefully if it is to be successful and an obscured target denies the opportunity. The exact circumstances are detailed below.

Skimmers Moving Fast

Moving skimmers are very difficult to hit squarely because they are more agile than other vehicles, and most shots are more likely to 'wing' them instead. To take account of this, any hits that would penetrate a skimmer that moved more than 6" in its Movement phase count as glancing hits instead. In order to qualify as moving more than 6", the skimmer must end its move more than 6" from where it started. Players may not claim their skimmers are 'circling' or moving 4" one way and 3" back. Skimmers are dependent on speed to make the enemy miss, and adequate velocity cannot be attained while circling. If Immobilised while moving 6" or less the skimmer lands in its current position.

The Hull Down Rule

Vehicles do not gain benefits from cover in the same way as infantry. However, vehicles can move into protected positions and use terrain to mask their more vulnerable parts in the following

PENETRATING HIT

(S+D6 roll beats Armour value)

D6 Result

- 1 **Crew stunned** – The vehicle may not move or shoot next turn, embarked troops may not disembark or fire from the vehicle.
- 2 **Armament destroyed** – One of the vehicle's weapons (chosen by the attacker) is lost. The attack doesn't just shoot off the weapon but mangles the mounting and possibly the gunner as well. Because it is rocked by the impact, the vehicle may not move or shoot next move and any passengers must immediately disembark.
- 3 **Immobilised** – The vehicle has taken a hit that has damaged a wheel, track or leg and the driver struggles to maintain control. The vehicle may not move for the rest of the game. Skimmers moving fast are immobilised, crash and are destroyed. The vehicle may fire next turn and all passengers must immediately disembark as if the vehicle had been destroyed.
- 4 **Vehicle destroyed!** – The vehicle is wrecked, mark it with cotton wool smoke, turn it on its side or demonstrate its destruction in some other pleasing manner!
- 5 **Vehicle destroyed!** – An explosion slews the wreck D6" in a direction determined by rolling the Scatter dice. On a roll of a HIT, the wreck flips over onto its side or roof (whichever way it balances best, randomise if necessary). Models in the way leap aside automatically.
- 6 **Vehicle destroyed!** – The vehicle's fuel and ammo detonate, scattering flaming debris over a D6" radius measured from the vehicle's edge. Models in range suffer one wound on a D6 roll of 4+ (saving throws are allowed), vehicles are unaffected.

way. Any vehicle that is in or behind cover (eg, behind a wall, just beyond the crest of a hill or a wrecked vehicle, in woods or jungle, or something similarly substantial) is considered to be 'hull down'. A hull down vehicle is trying to keep itself out of the line of fire as much as possible, so it counts all penetrating hits as glancing hits instead, as shown in the diagram on the next page.

ORDNANCE HIT

(Ordnance weapon beats

Armour value)

D6 Result

- 1 **Crew stunned** – The vehicle may not move or shoot next turn. Embarked troops may not disembark.
- 2 **Armament destroyed** – One of the vehicle's weapons (chosen by the attacker) is lost. The attack doesn't just shoot off the weapon but mangles the mounting and possibly the gunner as well. Because it is rocked by the impact, the vehicle may not move or shoot next move and any passengers must immediately disembark.
- 3 **Immobilised** – Skimmers moving fast crash to the ground and are destroyed. The vehicle has taken a hit which has damaged a wheel, leg or a track and the driver struggles to maintain control. The vehicle may not fire next turn and all passengers must immediately disembark.
- 4 **Vehicle destroyed!** – The massive impact slews the wreck D6" in a direction determined by rolling the Scatter dice. On a roll of a HIT the wreck flips over onto its side or roof (whichever way it balances best, randomise if necessary). Models in the way leap aside automatically.
- 5 **Vehicle destroyed!** – The vehicle's fuel and ammo detonate, scattering flaming debris over a D6" radius measured from the edges of the vehicle. Any models within range suffer one wound on a D6 roll of 4 or more (saving throws are allowed), vehicles are unaffected.
- 6 **Vehicle annihilated!** – The vehicle is blown to pieces by the shot. Red hot fragments of armour, engine and weaponry are sent scything in a 6" radius measured from the edges of the vehicle. Any models within range suffer one wound on a roll of 4+ (saving throws are allowed), other vehicles are unaffected. Remove the destroyed vehicle model (only a smoking crater is left behind). The resultant explosion will kill all passengers carried with no saving throws of any sort allowed.



Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are fired to temporarily hide the vehicle behind concealing clouds of smoke, and are most often used when it is moving in the open. Once per game, after completing its movement, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed by smoke.

The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect.

VEHICLES IN AN ASSAULT

Vehicles don't fight in close combat as such, although they can be attacked by enemy troops. However, heavy vehicles like tanks can break through enemy positions, scattering units and possibly forcing them to fall back – this kind of attack is called Tank Shock and is described opposite. Dreadnoughts, giant humanoid walking machines designed to spearhead assaults, and other walkers fight in close combat the same way as troops do.

Skimmers

These can always choose to move over enemy troops and this neither impedes their movement nor harms the troops below. Enemy troops can attack skimmers in the Assault phase, as close combat takes into account close range shooting and grenade lobbing as well as actual hand-to-hand combat.

Skimmer tanks can still choose to overrun an enemy unit and inflict Tank Shock in the normal manner.

TANK SHOCK

Tanks can overrun enemy troops during their Movement phase. Having some monstrous metal behemoth coming straight at you is unnerving for anybody!

During their Movement phase, a player can declare that a tank is going to attempt to overrun an enemy unit. If the tank has sufficient movement to get into contact with the unit, the enemy must take a Morale check.

To use Tank Shock, declare which enemy unit or units you are driving at with which of your tanks, and how fast each is moving. To do this you specify a direction and a speed before moving – you may not change direction during this move. Next, measure to see if any models from the unit will be reached by the tank. If the tank reaches the unit it must take a Morale check.

If they fail the check, the unit falls back 2D6" – individual models are allowed to be moved out of the path of the vehicle if they would otherwise end up underneath it. The unit can check to see if it is able to regroup in its own turn as normal, but troops will not be allowed to regroup if there is an enemy unit within 6" (such as the tank that forced them to fall back!).

If a unit is moved over by a tank and it passes its Morale check, individual models can be moved out of the way if they would end up underneath it, but otherwise the unit is unharmed. The troops are assumed to move out of the way and resume their positions as the tank passes. Remember that vehicles cannot move over friendly troops, or over vehicles or wrecks from either side (unless it can push a wreck aside – see the rules for wrecked vehicles above).

Death or Glory!

If a unit passes its Morale check against Tank Shock, any troopers from the unit who are in the vehicle's path can stand and attempt to destroy it, rather than

move out of the way. This is potentially a rather suicidal thing to do! Each model nominated for this heroic duty gets one attack at the tank as it heads towards him. *The attack can be a single shot (one shot, even if Assault 4) from a weapon carried by the model or a single close combat attack using any weapon carried, including krak grenades and melta bombs. The attack hits automatically – resolve the hit against the tank's Front Armour immediately. Then, unless the attack has destroyed or immobilised the tank, the Death or Glory boy is crushed to death by the tank grinding over him – the model is killed regardless of Wounds or Armour (Invulnerable or not!). A crew stunned or shaken result has no effect in this case.*

INFANTRY ASSAULTING VEHICLES

Infantry can pose a grave risk to vehicles if they get close enough. With the right weapons, troopers can wreck a vehicle by shooting through vision slits, planting explosive charges on fuel tanks, tearing open hatches to attack crew members or committing some other equally imaginative act of mayhem.

Whilst vehicles can be assaulted by infantry, they cannot be engaged in close combat by them, so when the vehicle's player turn comes around it can simply drive off unless damage prevents it. Alternatively, it could just stand still and fire at the enemy all around it, although this might be dangerous with ordnance or blast weapons!

As mentioned above, vehicles don't take part in close fighting in the same way as units of troops. However, a squad of troops can assault a vehicle and attempt to destroy it. This works as follows:

Launching an Assault

A squad can assault a vehicle by moving 6" towards it, getting into contact in the same way as when assaulting enemy squads. Individual models must move into contact with the closest aspect moving by the shortest route. This means that troops are not allowed to go round the sides or rear of the vehicle unless they start their assault at the sides or the rear.

Hits

Troops attack with the normal number of Attacks: +1 if double armed or +1 because they are assaulting that turn. All attacks automatically hit a stationary vehicle. Vehicles moving 6" or less in their previous turn are hit on a 4+. Vehicles which moved faster than this are only hit on a 6. WS counts for nothing in this case! Skimmers can only ever be hit on a 6 regardless of whether they moved or not, unless they are immobilised in which case they are hit depending on the distance moved in their previous turn.

Damage

Penetration is worked out as normal (D6 + the Strength of the attacker). Note that this means few troops can actually harm vehicles as even the lightest vehicle has an Armour value of 10.

Results

No results are counted for close combat against vehicles. The vehicle simply moves away as it wishes in its next turn, while the troops who mounted the assault are free to move, shoot, etc, normally. Thus, assaults against vehicles are very easy to work out – just make your attacks and work out any damage.

Monstrous Creatures

Monstrous creatures are so big and powerful that they roll an extra D6 to penetrate vehicle armour, so their Armour Penetration value is equal to 2D6 + the Strength of the creature.

Melta Bombs

Specialist tank hunting troops are often equipped with melta bombs – fusion based thermic charges which can reduce a battle tank to a burnt-out wreck in milliseconds. Troops armed with melta bombs can treat any of the hits they score in an assault on a vehicle as close range melta hits (Penetration S8 + 2D6).

However, melta bombs need to be clamped in place before activating, so each model using them makes only one attack and doesn't count bonus attacks for charging, extra hand weapons, etc. *Melta bombs can be used in a Death or Glory attack against a tank attempting to overrun.*

Krak Grenades

Some troops are equipped with krak grenades, a special type of grenade with a shaped charge designed to penetrate armour, and (hopefully) stopping vehicles in their tracks. Troops equipped with krak grenades can use them to assault vehicles. Krak grenades give troops S6 for close combat hits scored against vehicles, making their Armour Penetration scores 6+D6. Krak grenades need both hands to trigger so models using them can only make a single attack and don't get bonus attacks for charging, additional hand weapons or anything else. Krak grenades can also be used to make a Death or Glory attack on an overrunning tank.

WALKERS IN AN ASSAULT

Walkers fight in an assault in the same way as infantry. Resolve any hits scored on walkers by rolling for armour penetration and damage as for a vehicle. Unlike other models, walkers can launch an assault even if they have fired in the Shooting phase.

Infantry fighting against a walker will normally fight against its frontal armour as the walker rampages through the

mêlée. This is the case if the Walker is immobilised, as the upper torso of the machine can still swing round.

Immobilised, stunned and shaken walkers fight in close combat with one less attack than normal, but otherwise attack normally.

Designers' Note: These modifications help to balance the increased vulnerability of Dreadnoughts and other walkers in close combat under the revised Assault rules. A Dreadnought does not stand impassively while enemies attack its rear armour, and several tons of rampaging Dreadnought should always be a dangerous prospect.

Each Damage roll that is inflicted on a walker counts as a single wound for the purposes of working out who won the combat.

There is one very important difference for walkers in an assault. They never have to check Morale, and so will never fall back in an assault. Even if the walker has lost, count the result as a drawn combat. The only way to win a close combat involving a walker is to destroy it! Unlike other vehicles, walkers can be engaged in close combat by enemy models. If it is engaged it may not shoot or make any type of move except a reinforcement move.

Drawn Combats

In a drawn combat, a walker can make a reinforcement move to move into contact with more enemy models or to turn to face a different direction.

Multiple Combats

In multiple combats where there is a walker (or several walkers) on one or both sides, the infantry units have to check Morale if they lose as normal. In the event that any of the infantry falls back, the walkers remain in combat. As normal, winning units (including walkers) can only sweep advance or consolidate if all of the units fighting them fall back.

Using Grenades Against Walkers In Close Combat

Grenades and melta bombs can be used normally against a walker if it is already immobilised at the start of the close combat. Otherwise, grenades and melta bombs may be used against a mobile walker following the normal rules for krak grenades and melta bombs. Hits are scored on the result of a 6 on a D6

Designers' Note: This is a new rule to give troops with krak grenades or melta bombs some chance to damage a walker – it is a poor chance but better than none at all.

only, irrespective of the relative Weapon Skills or any other factors.

Dreadnought Close Combat Weapons

Dreadnoughts are often armed with enormous close combat weapons – hammers, wrecking balls, claws, etc. If a Dreadnought is armed with a close combat weapon, it doubles its Strength in close combat (up to a maximum of 10) and ignores Armour saving throws. In other words, for a Dreadnought, close combat weapons count as power fists, but it strikes according to its normal Initiative value instead of always striking last. A Dreadnought armed with two close combat weapons gains an extra attack just like ordinary troopers armed with two weapons.

VEHICLE MORALE

Vehicles don't normally check Morale for any reason, whether they are clanking great behemoths or arrow-quick attack craft. It is assumed that in all cases the vehicle's crew has unshakeable faith in both their vehicle and you as their supreme commander (as is often the case with vehicle crews). In special circumstances you might want to introduce special rules for inexperienced crews, tanks being driven off by penetrating or glancing hits, and so on.

ENEMY MORALE

A walker with total Armour value (front plus both sides plus rear) greater than 45 counts as ten models, otherwise they count as five models.

ADDITION TO TRIAL ASSAULT RULES IN WD273

Multi-wound creatures with a Strength plus Toughness of 9-11 count as two creatures when determining who outnumbers who in close combat.

Multi-wound creatures with a Strength plus Toughness of 12-16 count as five creatures when determining who outnumbers who in close combat.

Multi-wound creatures with a Strength plus Toughness of 16 or more count as ten creatures when determining who outnumbers who in close combat.

Use unmodified Strength and Toughness values, ie, T not (T) and ignoring wargear and weapons such as power fists and two-handed weapons that enhance Strength.

Designers' Note: Ignore the comments relating to this subject in the 'Secrets of the Universe Revealed' in the Warhammer 40,000 rulebook.