

BOARD STUPID

If Pogo Stikks weren't enough for you then how about Rebel Grot Wind surfers. Surfs up dude!
Rules by BARRY THOMPSON.

COST

The wind surfs cost 1 Toof.

MOVEMENT

Windsurfs move in much the same way as the Rebel Grot cutta, as in you need to roll on the wind table and apply the relevant modifiers. However due to its size and build it rolls 3D6 as apposed to the cuttas 2D6.

The cutta rules state it may make 1 45-degree turn without any problems after which it must make a Ld test if failed the cutta moves an additional D3+3 inches forward. The wind surf uses much the same method, however due to its size it is allowed to make 2 45-degree turns before it needs to take any Ld tests. If it fails a Ld test to turn it will move D6+3 instead of the cutta which is D3+3.

If the surf is at the top of a dune or other suitable slope, and you move down it then the wind surf will move an additional D6+3. If you are moving along at a speed of 10 inches or more and your movement allows you to reach the base of a dune or other slope then you may attempt to jump it. To do this you simply roll 2D6 and measure that distance from the top of the hill in a direction determined by the scatter dice. Once you have determined the distance and direction the grot has gone, you must make a Ld test to land. If you pass this test you may continue any movement you had left when you jumped the dune, if you fail the grot has fallen from his board, and suffers 1 strength 4 hit and if not wounded is pinned. The board will continue in a random direction at D6 inches. The Grot may re-board the board in subsequent turns.

RAMMING

For size reasons you may not ram with a wind surf. And for speed, size and agility reasons the surfs may not be rammed except by bikes.

SLOW SPEED MANOUVERS

These actions are not in the spirit of the board and so can not be attempted.

GETTING ON AND OFF THE BOARD

You are not able to get off the board whilst it is in motion as the Grot riding the board enjoys the speed so much he'll not want to stop. But you may get off the board if you do not move. You also may attempt to get the Grot off the board simply by charging at it. If there is an enemy model within charge range at the start of there turn they may charge you. The enemy model is assumed to leap at the Grot in an attempt to knock the Grot from the board, because of this the charging model must first make an initiative test, if it is passed then the enemy has successfully hit the grot at strength equal to half the distance moved by the Grot on the surfboard. Both models take the damage. The Grot falls to the ground D6 inches in a random direction and the enemy model is place 1 inch away from the Grot, his board continues D6 inches in the direction it was travelling. If the Initiative test is failed then the enemy model falls to the ground D6 inches on the opposite side of the Grot and is pinned regardless of whether you are immune to pinning. (i.e. an Ork).

SHOOTING AT AND FROM THE WIND SURF

You may shoot at the board as normal but

with the relevant modifiers cover and speed.

The Grot on the other hand may not fire any weapon whilst the wind surf is in motion unless it moves at 6 inches or less or stops. (Note: when the wind surf is in motion at 6 inches or less you may only fire pistols or throw stick bombs.)

DAMAGED BOARDS!

Should your wind surf sustain a broken mast on the damage table do not despair you can still use it but only as a surf board. All the previous rules apply, accept due to the obvious lack of a mast you may no longer use the wind to propel you. You may therefore only move down dunes, hills, and other relevant slopes. To do this you will need to get your Grot to carry the board to the top of a hill or dune. Grots carrying boards move at half rate. They may shoot and fight combat as normal but suffer a -1 to hit when shooting and a -1 in combat as they are encumbered.

The board may move a total of 2D6+2 when moving down a slope it may make a total of 2 45 degree turns as with the wind surf and rules for jumping dunes apply.

When the mast is broken the Grot must make a Strength test to remain on the board and not to fall. If you fall, you take 1 hit at a Strength equal to half the distance you were moving, and the board will continue D6 inches in a random direction. If you pass you must bring the broken board to a complete stop while you assess the damage.

GUBBINS

The Rebel Grot wind surf may not take regular gubbins but may take them from the list below:

GUBBINS COST

Leash 1 Toof
Surf Wax 1 Toof
Bigger Sails 2 Teef

Leash. You may ignore the rules for scattering board when you fall. Instead the board lands 1 inch away.

Surf Wax. You may add +1 to your movement. This effect is cumulative.

Bigger Sails. You may add an extra D6 to your movement. You may not have this twice, but it may be used in conjunction with Surf wax.

WIND SURF HIT LOCATION TABLE

(Roll a D6)

1 Board - Armour value 5

Roll a D6:

- 1-2 Caught in blast! Swerve 45 degrees away from the blast.
- 3-4 Chunk! You may only make 1 45 degree turn, subsequent hits cause -1 to Ld tests for turning.
- 5-6 Snap! The rider is thrown D6 inches away From the hit and Suffers 1 hit at the Strength of the Weapon used.

2-4 Sail/Mast - Armour value 4

Roll D6:

- 1-3 Holes in Sail! -1 inch to movement.
- 4-5 Huge Holes! -2 inches to movement.
- 6 Snap! The rider is thrown D6 inches away From the hit and Suffers 1 hit at the Strength of the Weapon used.

5-6 Crew - Armour value 4

You hit the Grot, roll to wound as normal but the Grot may have a save of 4+ as he uses the sail as a shield (modifiers apply). If he is not wounded he may make a Strength test to stay on the board instead on being pinned. If it is failed he falls off and takes 1 Strength 4 hit, the board continues D6 inches in a random direction. If he is wounded work out as if the Grot has fallen but with an additional hit from the weapon used.