

Big Lugga

Total Cost:

Vehicle Name:

Movement

Type

Cruisin'

1" per allocated Crew member

Turning

Like Gas Engines

Attack Speed

D6" per allocated Crew.
For each 1 rolled, roll D6: eject
random Crew member on 1 - 3.

Any amount. Ld.
test, must move
D3+3" before next
turning attempt.

Driver:

Gunner:

Terrain Type

Difficult

Very Difficult

Movement

Half speed

Immobilised

Gun Type:

Range

Short

Long

Hit Modifier

Short

Long

Strength

Save

Modifier

Damage

Ammo

Roll

Gun Cost:

Notes:

Gubbinz

Permanent Damage

Damage Locations

Armour



Main/Fallback

Crew -> Hull



Fixed Weapon -> Crew



Wheelz

Crew (Random member)

1 - 3 Stray shot. Roll a D6 - greater than the number of crew and no one takes a hit. Otherwise take a S3 hit.

4 Strength check! Failing ejects the Warrior from the vehicle in a random direction D3" and inflicts a S3 hit.

5 S3 hit.

6 Hit by weapon directly/S3 hit

Fixed Weapon

1 Weapon may not fire next turn.

2 Weapon is at -1 to hit for the rest of the game. If Splattapult, gunner BS -1 for scatter distance.

3 Weapon may only fire if a 4+ is rolled each shooting phase for the rest of the game.

4 - 5 Weapon unusable for the rest of the game.

6 Weapon explodes! Gunner takes a S4 hit.

Wheelz

1 - 3 Reduce movement speeds by 1" for the rest of the game. If a movement type is reduced to 0" the vehicle is immobilised.

4 Vehicle swerves.

5 Vehicle spins.

6 Vehicle spins and is then immobilised.

Armour



Main/Fallback

Gubbinz -> Wurky Bitz



Hull



Wurky Bitz

Gubbinz

1 - 3 Nothing happens.

4 - 6 Useless for the rest of the game.

Hull

1 No damage.

2 Vehicle swerves away from the hit.

3 Vehicle spins.

4 All Hit Locations have -1 armour for rest of battle.

5 Vehicle is Immobilised.

6 Vehicle is Wrecked and all Warriors on board must pass Initiative Test or take S3 hit.

Wurky Bitz

1 Move D6" straight ahead. Random crew member thrown D3" in random direction, takes S3 hit.

2 May only move at 'Attack Speed' for rest of the battle.

3 One random crew member takes D3 S3 hits.

4 At start of each subsequent turn roll D6. On 1-3 vehicle swerves. May move normally after.

5 Vehicle spins and is then Immobilised.

6 Vehicle explodes, Wrecking the vehicle. All onboard are thrown D3" and take a S3 hit.