

# Big Digga Vehicle

Total Cost:

Vehicle Name:

## Movement

Driver:

Gunner:

Gas Engines:  Thrusters:

Terrain Type

Movement

Difficult

Very Difficult

Thrust  
Number

D6  
Needed

1 2+

2 3+

3+ 4+

Gun Type:

Range  
Short Long



Hit Modifier  
Short Long



Strength

Save  
Modifier

Damage

Ammo  
Roll

Gun Cost:

Notes:

Kustom Jobs:

## Gubbinz

## Permanent Damage

## Damage Locations

Armour




Main/Fallback

Crew -> Driver




Fixed Weapon -> Crew




Gubbinz -> Engines

### Crew (Random member)

1 - 2 Stray shot. Roll a D6 - greater than the number of crew and no one takes a hit. Otherwise take a S3 hit.

3 - 4 Strength check! Roll equal or under their Strength. Failing ejects the warrior from the vehicle in a random direction D3" and inflicts a S3 hit.  
5 - 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.  
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.

### Gubbinz

1 - 3 Nothing happens.  
4 - 6 Useless for the rest of the game.

Armour








Main/Fallback

Wheels

Driver -> Engines

Engines

### Traks/Wheels

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.

### Driver

1 - 3 The driver must pass a Leadership test or the vehicle will swerve immediately.  
4 - 6 The driver is hit by the weapon directly/S3 hit.

### Engines

1 Thrusters jam. Thrust repeatedly until a test is failed!  
2 Gas engines unusable for rest of the game.  
3 Thrusters unusable for the rest of the game.  
4 Vehicle is immobilised.  
5 Vehicle spins and is immobilised. Will explode at the start of any player's turn on a D6 roll of 6.  
6 Vehicle explodes crippling the vehicle. All warriors and crew onboard are thrown D6" and take a S4 hit.