

Cutta

Total Cost:

Vehicle Name:

Drivers:

Turning

Any number of 45° turns.
Leadership Test to turn.
Move D3+3" ahead before attempting to turn again.

Natural double 1 results in capsizing: front Crash and Immobilised on 4+.

Movement

Wind Direction

From ahead	2D6 - 3"
From side	2D6 + 6"
From behind	2D6 + 3"

Terrain Type

Difficult
Very Difficult

Movement

Half speed
Immobilised

Gubbinz

Permanent Damage

Damage Locations

Armour



Main/Fallback

Crew -> Hull
Hull
Wheelz

Armour



Main/Fallback

Gubbinz -> Hull
Sail

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.

Hull

1 - 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.

Wheelz

1 - 3 Vehicle swerves away from the hit.
4 All Leadership Tests suffer -1 penalty (natural double one still capsizes the Cutta).
5 Vehicle spins.
6 Vehicle spins and is then Immobilised.

Gubbinz

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

Sail

1 - 2 Holes! All moves reduced by 1".
3 Bigga Holes! All moves are reduced by 2".
4 Boom busted! Rolls 1D6 less than normal for movement.
5 Shroud snaps! Roll a D6 at the start of each subsequent move. On a 1 the mast snaps as below.
6 Mast snaps! Cutta is Wrecked and all Warriors on board must take an Initiative Test or suffer a S3 hit.