

# Big Ork Vehicle

Total Cost:

Role:

## Movement

Gas Engines:  Thrusters:

Terrain Type Movement

Difficult

Very Difficult

Thrust D6  
Number Needed

|    |    |
|----|----|
| 1  | 2+ |
| 2  | 3+ |
| 3+ | 4+ |

Vehicle Name:

Driver:

Gunner:

Spanner:

Gun Type:

| Range                |                      | Hit Modifier         |                      | Strength             | Save Modifier        | Damage               | Ammo Roll            |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| Short                | Long                 | Short                | Long                 |                      |                      |                      |                      |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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.