

Small Ork Vehicle

Movement

Gas Engines: Thrusters:

Terrain Type Movement
 Difficult
 Very Difficult

Total Cost:

Vehicle Name:

Drivers:

Spanner:

Thrust Number	D6 Needed
1	Auto
2	2+
3	3+
4+	4+

Gun Type:

Range		Hit Modifier		Strength	Save Modifier	Damage	Ammo Roll
Short	Long	Short	Long				
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Gun Cost:

Notes:

Kustom Jobs:

Gubbinz

Permanent Damage

Damage Locations

Armour

Main/Fallback

Crew -> Driver
 Fixed Weapon -> Crew
 Gubbinz -> Engines

Armour

Main/Fallback

Wheels
 Driver -> Engines
 Engines

Crew (Random member)

- 1 - 2 Stray shot. The vehicle swerves.
- 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 The vehicle spins.
- 2 Weapon may not fire next turn.
- 3 Weapon is at -1 to hit for the rest of the game.
- 4 Weapon may only fire if a 4+ is rolled each shooting phase for the rest of the game.
- 5 Weapon unusable for the rest of the game.
- 6 Weapon explodes! Driver takes a S4 hit.



Gubbinz

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



Traks/Wheels

- 1 Reduce movement speeds by 2" for the rest of the game. If a movement type is reduced to 0" the vehicle is immobilised.
- 2 - 3 The vehicle swerves in a random direction.
- 4 - 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.

