

# Big Ork Vehicle

## Movement

Gas Engines:  Thrusters:

Terrain Type      Movement  
 Difficult   
 Very Difficult

Total Cost:

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

Role:

Vehicle Name:

Driver:

Gunner:

Spanner:

Gun Type:

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

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. 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.



#### 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.

