



# KAMAKAZEE KARTS

How does a rokkit propelled buggy with an explosive ram sound? Well most Nobz would give there right toof for one. Here are some rules for just such an insane creation.

By DAN McGANN.

The Kamakazee Kart is the latest in a long line of inventions from Git Gubbinz 'Da Craziee' Mek however unlike so many of his other creations this blend of 'turbo rokkit thrusters' and 'explozivez ram' has proved popular.

While Orks have a certain natural disregard for pain and life threatening situations, Kamakazee Karts can only be ridden by their drivers who hurl themselves from the kart after engaging the 'turbo rokkit thrusters'. Hitting the thruster button locks the steering, primes the 'explozivez' and after a brief delay, allowing the driver to bail out, fires the 'turbo rokkit thrusters'. Once the 'turbo rokkit thrusters' fire the kart (should) travel in a straight line until hitting its intended (or any other) target when the 'explozivez' detonate increasing the damage caused by the collision.

The kart has a gas engine (but no normal thrusters) which is used to manoeuvre the kart into position before igniting the 'turbo rokkit thrusters'. No fixed weapons may be added to the kart. This includes the following gubbins: wreckerballs, big-grabbers, boarding planks and extra ammo. Reinforced rams can only be used to modify 1 dice roll. Karts cannot be made faster or smarter but can be repaired or made heavier in the usual way. A Kamakazee Kart costs 15 teef.

## GERONEMO!

There is a delay before the rokkit ignites which allows the driver to abandon the kart and leave it taking no damage (this is the same as leaving a truck moving under gas engines). Of course, if he's nuts he can always stay on!

## SPECIAL RULES - BANZAI!

To ignite the 'turbo rokkit thrusters' roll 2D6 (before the driver can bail out) this is the distance the kart moves forwards, provided a double was not rolled. If a double was rolled then roll on the Malfunction chart below. Keep rolling 2D6 until the kart is forced to stop by a collision or malfunction.

### Malfunction Chart

#### Roll 1D6:

**1. Fizz.** The 'turbo rokkit thrusters' do nothing but fizz as the kart comes to a halt, all seems quiet but is it? The kart stops this turn however on a D6 roll of 1 at the start of either players turn the 'turbo rokkit thrusters' roar back to life.

Trapped drivers can free themselves when the kart stops as they stop panicking. Gas engines can be used, however the 'explozivez' are primed and if the rokkit starts again the driver gains no escape delay and so takes a S4 hit on a 4+ if he jumps clear.

**2 Oh \*\*\*\*!** The driver cannot escape the kart as his harness is stuck, guess he's staying to enjoy the ride!

The kart moves the distance indicated on the 2D6 and the driver (if he is still on board) when this result was rolled no longer has the option to bail out.

**3-4 Spin me round and round...** Under immense strain the steering lock snaps, roll a scatter dice this and the following turn to determine the direction the kart travels.

**5 Up, up and away!** The 'turbo rokkit

thruster' is not held firm by its bolts and begin to angle upwards, eventually lifting the entire kart off of the ground. The kart moves upwards at a 45 angle to the ground (use turney gubbins) moving the distance shown on the 2D6 it then travels down this same distance (2D6) at an angle of 45 to the ground. If the kart has not collided with anything then it crashes into the ground (threatened the same as a head on crash).

**6 KABOOM!** The 'turbo rokkit thrusters' overheat and explodes causing D3 strength 4 hits and immobilises the kart.

## EXPLOZIVEZ

The explozivez tipped ram explodes on impact once primed. Priming taking place when the 'turbo rokkit thrusters' are ignited. If unprimed the 'explozivez' explode anyway on the roll of 4+ during a head on collision. Ork sized creatures are run down as normal and do not detonate the 'explozivez'.

Explozivez add D6 to the damage caused by a ram/crash to both vehicles. Note, explosives only work once per battle any further collisions are worked out normally.

## MY LUVLY TRUKK

Whilst the drivers does not suffer Fear, the thought of having their pride and joy spread across the Skid chills them to the bone.

To attempt to ram a Kamakazee Kart head-on a driver must pass a Leadership test.

Similarly, before the Leadership test to swerve aside when rammed by a Kamakazee Kart, an additional Leadership test must be taken if this is failed the driver cannot test to swerve aside as he sits gibbering in fear.

## HIT LOCATIONS

The explozivez ram replaces the fixed weapons result on the hit location chart. Any hit will explode the 'explozivez' on a 4+ causing D3 damage to the Kart if it detonates.

The engine damages remain the same except the 'turbo rokkit thrusters' replace normal thrusters.

## MODELLING SUGGESTIONS

To make a Kamakavee Kart try using the rokkit buggy's ram and add a pulse rokkit or stormboy rokkit pack for the 'turbo rokkit thrusters'.

*Git Gubbinz' blue print*

