

# DZ Vehicles

## Overview

### intro

## Vehicle Rules

All vehicles use the following rules unless they are modified by special abilities.

- Vehicles are listed with a number in brackets, eg Vehicle (4).
- Vehicles take damage as normal with the exception that they are not killed instantly. Instead they take one “injury” per point of damage that exceeds their effective armour. Vehicles accumulate “injuries” until they reach the total listed in brackets when are destroyed. So, the Vehicle (4) mentioned above would be destroyed if it took a total of 4 or more injuries, either in a single attack or as the cumulative result of several hits.
  - For example, a successful AP 2 attack hits an Armour 3 Vehicle (4) with a potential damage of 3. The AP reduces the effective Armour to 1 which is subtracted from the potential damage as normal. The remaining damage is 2 which would normally kill a model (see page XXX). However, because the target is a vehicle it suffers 2 injuries instead. As a Vehicle (4) is only destroyed when it suffers a total of 4 injuries, this means that it can continue to move and fight until it suffers two more injuries.
- A vehicle that suffers any injuries may suffer additional Catastrophic Damage as a result. Once you have resolved the attack and calculated the resulting injuries, roll a single dice if the vehicle has not been destroyed. If the dice roll is equal or less than the number of injuries the vehicle has sustained in the battle so far then it has suffered Catastrophic Damage. Roll again on the table below:
  - **1: Damaged engines.** Every time you want to move the vehicle, roll a single dice first. If you roll 5+ then you may move as normal. If you roll 1-4 then the vehicle stalls and cannot be moved at all. The action is counted as having been used, but does nothing.
  - **2: Damaged weapons.** Every time you want to use a weapon, roll a single dice first. If you roll 5+ then you use it as normal. If you roll 1-4 then the weapon doesn’t work. The action is counted as having been used, but does nothing.
  - **3: Weapon destroyed.** A random weapon system is destroyed.
  - **4: Scanners shot.** The targeting computer or scanners have been damaged and the crew now have to aim the weapons the old fashioned way! For the remainder of the battle every Shoot or Blaze Away action by the vehicle is at -1 dice.
  - **5: Crew panic.** The crew decide that a near miss is too close for them and retreat from the battle. Each turn the vehicle must move along the shortest possible route towards an exit point. They may continue to attack enemy models as they retreat. If the vehicle has

already suffered a 6 or 7 result on this table then they abandon the vehicle and run off on foot, setting demo charges as they leave. Treat the abandoned vehicle as result 8, below.

- **6: Immobilised.** The vehicle can no longer move. If it has not got a turret or other means to move the weapons then they may only shoot in a straight line from their current position.
- **7: Fire!** The vehicle catches fire.
- **8: Fuel breach!** The vehicle's fuel cells are breached and the resulting fire spreads to the ammunition. A huge explosion destroys the vehicle. In addition, treat this as a frag grenade exploding in this cube with +2 dice for the effect.
- No other model may share a cube with a vehicle. Treat the cube as blocked for movement, scattering blasted models, etc. Obviously the cube can still be a target for attacks.
- As you cannot enter the same cube as a vehicle you must Fight it from an adjacent cube. If you have a clear path of movement to the vehicle's cube then you can Fight it.
- Some vehicles can fight back and others can only attempt to Survive. If the vehicle has a Fight stat of 0 then it must use Survival instead.
- A vehicle can only change level by moving up or down a ramp. They may not climb up or down walls.
- A vehicle may not enter a cube containing cover.
- A vehicle may not take a Sprint action.
- A vehicle is not affected by blast and cannot be moved into another cube by damage (other than catastrophic damage).
- When a vehicle is destroyed it is left in place on the battlefield. It is now treated as part of the battlefield's terrain and makes that cube count as cover. For the sake of appearance you might like to remove any crew models and add a small piece of cotton wool to look like smoke.

## Vehicle Abilities

These modify the normal Vehicle rules (above).

- **Scout:** the vehicle may move into cubes that contain cover.
- **Recon:** may take Sprint actions.
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