



Feeling the Need For Speed

Updated vehicle house rules

By Matthew Toyama & John Simpson Wedge

PART ONE

A long time ago in a gaming room far far away, some Inquisitor players thought 'Hey, wouldn't it be cool if we could include vehicles in our games?' And lo Graham McNeill did answer their prayers with a set of rules...

But that was some time ago now, and as Inquisitor has grown, a desire to see some more advanced vehicle rules has emerged. This compendium seeks to fulfil this desire by providing gamers everywhere with some new rules for their armoured behemoths, swooping skimmers and dirt-tearing motorbikes.

All of the rules within except for the 'Chase' mini-game, are based on the excellent core rules provided by McNeill. While some sections, such as ramming and shooting, have been revised or replaced, it is important that you are familiar with his rules. If not, then I suggest you download the Fanatic article immediately.

For those of you still here, this is a list of what you can expect to find within the pages of this article.

Part 1

- New rules for ramming.
- New rules for vehicle mounted weapons.
- New rules for bikes, walkers and skimmers in games of Inquisitor.

Part 2

A completely new 'Chase' mini-game for dedicated car chases in Inquisitor campaigns, or in one off games.

So without further ado, let us begin...

RAMS REVISITED.

By Matthew Toyama

The armoured car was rocked by another explosion, the engine cut and the vehicle spun to a halt. Commander Troth activated the periscope while the driver fought furiously to restart the engines. Looking out, he could clearly see the Ork buggy on the other side of the clearing. Suddenly the buggy shot forward, belching out clouds of thick black smoke. A look of horror crossed Troth's face as he realised what was about to happen. "Brace for Impact!" he screamed, "They're going to ram us..."

I love the vehicle rules as presented by Graham McNeill, but one rule that seems to be a little too simple for me is the way vehicles interact with each other when it comes to ramming. They worked well enough for running down the limp mutant who was passing out heretical pamphlets on the corner, but there was always something amiss about the idea that an Arbites Heavy Patrol Tank usually takes more damage by ramming a civilian ground car at combat speed than by being rammed by another tank at high speed.

To address this, Vehicles now have a ram value in D6s. A vehicle causes 1D6 of damage, plus 1 additional D6 for every 10 or part of 10 points of Toughness the vehicle has in excess of 50. For example, a Ground Car (T-65) would ram for 3D6 while an Arbites Heavy Patrol Tank (T-120) would ram for 8D6. The ram value is used when the vehicle rams another vehicle, and it also represents the amount of collateral damage caused when it is rammed.

VEHICLE MOUNTED WEAPONS

By John Simpson Wedge

Small arms fire pattered off the truck's armoured skin sending sparks flying. In the passenger seat, Ladykiller flicked a switch on the dashboard and a small targeting screen lit up. Hawkinge heard the turret's servos whine as Ladykiller tracked the autoguns left and right.

"Give me a few more seconds," She said, thumbing the fire controls, "and we'll be in range..."

The highways of the 41st Millennium can be a dangerous place; unseen assailants attack unwary pilgrims, while Arbites patrol vehicles threaten to eliminate anyone who gets in their way, so it makes sense to be prepared for any eventuality.

This mini-article provides alternate, more detailed rules for the various vehicle mounted firearms that you are likely to encounter in Inquisitor...

Weapon Types

There are various different types of weapon mounts that a player may come across, ranging from the sponson mounted heavy bolters of a Leman Russ, to a pintle-mounted heavy stubber, welded to the back of a civilian pickup truck. But all weapons can be grouped into two categories; Manual and Remote.

Manual weapons are weapons that are directly controlled and fired by the vehicle's crew, often these weapons are simple bolted to the vehicle's hull in an easily accessible position. A good historical example of a Manual weapon is the waist gun from a B-17 bomber.

Remote weapons are weapons that (as the name suggests) are controlled by a remote gunner who can normally be found in the main cab. Ordinarily, the gunner uses a HUD or targeting computer to aim and fire the weapons. A historical example of such a weapon is the tail turret from a B-29 bomber. Often, these weapons are mounted in turrets, which gives them more protection, but makes maintenance more difficult. Also, these turrets are often equipped with advanced targeting systems to aid shooting.

Using the Weapons

All vehicle weapons (unless operated by the driver) require additional crewmen to operate them. If there are more weapons than crewmen, then the player must decide beforehand whereabouts the crew are situated. In some cases a crewman may be in a position where they can switch between weapons, for example; An armoured truck has a remote assault cannon turret operated by a passenger in the cab, and two manual heavy stubbers mounted in the rear. The gunner in the cab may not use the rear guns, however a passenger in the rear of the truck may switch between the two weapons.

A gunner may spend any number of their actions shooting, it is not dependant on the vehicle's driver. It takes 1 action to 'activate' a gun position; this represents everything from cocking and raising the weapon, to activating the targeting display.

Manual weapons are fired as normal hand held weapons. They may never count as rested, and a gunner may only ever gain two

'levels' of aiming while using a manual weapon. This bonus is never carried over into the next turn.

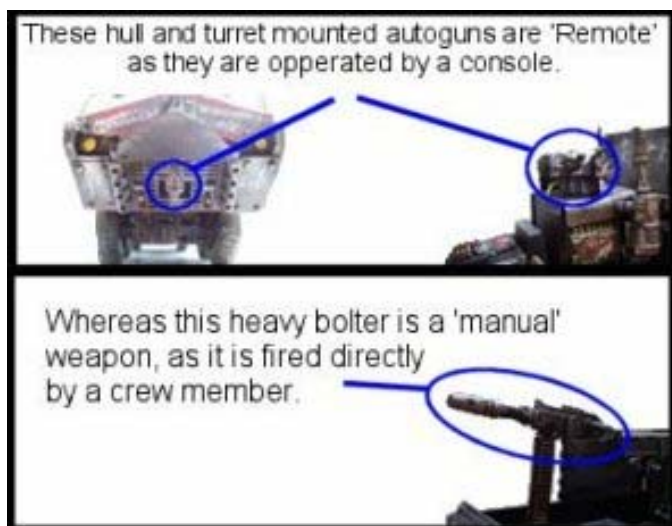
Manual weapons are reloaded as normal, however due to the large amounts of ammunition stored on vehicles, all manual weapons count as having unlimited reloads, and each reload contains double the amount of ammunition normally found. Unless the GM states otherwise.

e.g. A manually operated heavy stubber has 80 rounds per reload.

Remote weapons are a little more complex as they are often found in turrets or built into the vehicle's body. All remote weapons count as 'rested' but they may only ever gain one 'level' of aiming. Hull mounted guns have a 45o fire arc. Turret mounted remote weapons often have far more movement. It takes 1 action to rotate the turret 90o in either direction. Rotating a damaged turret is a risky action, if it is failed than the turret jams and may no longer turn.

It is often near impossible to reload a remote weapon while in the field, as it requires a lot of fiddling about with a spanner! Consequently a remote weapon may never be reloaded during a game (however in a campaign, it is quite likely that the vehicle's crew find time to carry out necessary adjustments between games). To counter this, most remote weapons carry substantial ammunition stores. A remote weapon carries three times as much ammunition as a normal firearm.

e.g. A remotely operated heavy stubber has 120 rounds, but cannot be reloaded.



Upgrades

Vehicles in the 41st Millennium rarely look like the factory model! Owners are constantly rebuilding and upgrading their machines in an attempt to get the most out of them, and the same can be said for their weapons. The following is a list of equipment that may be added to any vehicle mounted weapons. A weapon may have more than one upgrade, however it may not be given the same upgrade twice. All equipment works exactly the same as stated in the Rulebook, unless otherwise stated.

Laser Sight Manual and Remote weapons.

Range Finder Remote weapons only.

Motion Predictor Remote weapons only.

Recoil Suppressors Always found on remote weapons, may be added to manual weapons. Recoil Suppressors halve the negative modifier for firing multiple semi-auto shots.

Auto-Loader Manual weapons only. An Auto-Loader halves the number of actions required to reload a weapon.

BIKE RULES

By Matthew Toyama

"Don't take the highway Joaquin." That's what his mother had always said, "Don't take the highway." And now here he was, riding his beloved dirt bike down the wrong side of the highway! Gunning the bike's engine, he shot forwards, narrowly missing an oncoming promethium tanker. Slipping between the cars, he worked his way towards the overpass. Opening up the throttle he tore off the bridge, smashing through the plasteel barricades. Joaquin felt the air rush past his face as the bike entered freefall. He was going to make it. He had to...

Bikes are a whole class of light, single pilot vehicles. They are small and manoeuvrable enough to weave through traffic and obstacles that would put a stop to most ground cars. The trade off is that they don't offer nearly as much protection as a full vehicle.

Bike Stats

Bikes have all the stats of a normal vehicle, but it should be noted on the vehicle's data sheet that it is in fact a bike.

Movement

Bikes may move at 3 different speeds; Slow (6yds), Combat (10yds), and Fast (16yds). Besides this change, they function as normal vehicles do for all intents and purposes. Jetbikes move like skimmers rather than ground vehicles, however they follow all the other bike rules as normal.

Shooting

Bikes are typically just a set of wheels attached to an engine, but not all bikes are built purely for transportation purposes. Occasionally a bike will sport some sort of mounted weapon. The two most common forms of bike-mounted weaponry are the Sidecar gun, and the Handlebar guns.

Handlebar guns are usually a single or set of two weapons mounted to the steering mechanism of the bike and controlled with thumb triggers. They are designed to fire in the direction that the bike is travelling in, and as such they count as Hull Mounted Remote weapons if you're using the advanced weapon rules in this article, if not simply treat them as forward firing weapons.

Sidecar guns do exactly what they say on the tin! They follow all the rules for a manual mounted weapon in the advanced weapon rules, but they only have a 90 degree arc of fire as the gunner typically is secured into the sidecar and has a limited range of motion (And he more than likely wouldn't want to shoot through his own vehicle). Obviously they can only be used if the sidecar contains a passenger.

Ramming

Due to their small frames and light build, a bike only causes half normal damage when it is involved with a ram. A bike is also light enough, that it is allowed an Initiative test to attempt to swerve out of the way of an incoming vehicle, moving the bike 2 yards to the left or right of the vehicle if the test is successful.

Out of Control

When a bike goes out of control, roll a scatter die. The arrow indicates the bike's new heading. Move the bike in that direction as per the normal out of control rules.

If the bike is turned more than 45 degrees, then it has fallen on its side! Move the bike straight forward at half its current speed. Turn the bike to the direction indicated and place it on its side, wheels facing the direction of movement. The arm and leg of the side against the ground takes D6+2 damage for every 5 yards the vehicle moved. The vehicle does not move again in the next turn.



Crashing

The bike suffers from crashes in the same way as other vehicles, except that the pilot also suffers the damage that the bike takes as a result of the crash. As bikes tend to have little or no armour, Bike crashes tend to prove fatal.

Shooting at Bikes

When shooting at a bike, all shots are randomised between rider and vehicle. There is a 60% chance that the bike will be hit, as it is larger and wider than its rider.

Close Combat

Characters on bikes are quite limited in their choices. When fighting from a bike a character may only Attack, Parry, Shoot Pistol (If at Arm's Length), or Get off Bike.

If a bike moved as part of its last action, then there is a negative WS modifier to hit for both the rider and his opponent unless the move was part of a charge into close combat, in which case only the rider's opponent suffers the modifier. The modifier is equal to double the bike's speed, but does not affect parries.

Getting off the bike requires an Initiative test. If the test is failed then the rider has timed his jump wrong and is sent sprawling, counting it as if he had jumped from a vehicle moving at the Bike's last move speed.

As well as simply charging into combat and stopping (normally not a good idea), a biker may also attempt a Ride By Attack. The rider declares how fast he is moving and treats it as a charge. When he reaches his opponent, he makes an attack with a melee weapon. If the attack hits or is parried, then the target suffers an additional D6 damage and is knocked back D3 yards. If the bike still has movement left this turn, then it continues on as normal. A rider may attempt to fire a pistol as part of a ride by attack but he does not inflict extra damage or knockback.

A bike always breaks from combat, but its rider must pass an Initiative test or his opponent receives a free close combat attack against him as he rides off.

Sample Stats

Civilian Street Bike

T: 40

Base Damage Value: 4

Destruction value: 20

D100 Roll	Location	Armour	Damage Levels
01-25	Bodywork	3	L-M-H
26-76	Engine	5	L-M-H
76-00	Wheels	3	L-M-H

Main Weapon: None

WALKER RULES

By John Simpson Wedge.

The Hive Tyrant punched its enormous claws into the deckplate, making Toad scream in terror. Suddenly the cargo bay began chiming began ringing out. Riley's Sentinel Powerlifter stomped forwards, brandishing its lifting arms like a pair of deadly pincers.

"Get away from her you dog!"

The Tyrant merely bisped and leaped at the newcomer...

Walkers are often considered a 'halfway house' between infantry and vehicles and these rules aim to reflect that. Some are more than capable in close combat, which sets them apart from many other vehicles. Others however are simply mobile gun platforms or scouting machines.

Walker Stats

Unlike normal vehicles, walkers equipped with close combat weapons have a strength value, and all walkers have a knockback value, which is one tenth of their toughness. Any walker suffering from knockback must take a crashing test.

Movement

A walker has three types of movement; Walk, Run and Sprint, which are identical to the rules for characters on foot. A walker may traverse difficult terrain more easily than an ordinary vehicle and consequently only Sprinting across difficult terrain is risky. If the risky action is failed, the walker crashes.

Also, a walker can change its stance from standing to crouching. This costs one action and may not be combined with any other movement action.

Shooting

Weapons mounted on a walker work in the same way as those on any other vehicle, if you are using the advanced weapons rules, then it is worth noting that the majority of walker mounted weapons are remote.

Ramming

A walker may attempt to ram another vehicle or character in the same way as a normal vehicle. However, any character gains a +20% to their Initiative; it is much easier to dodge a leg than the body of a car! Also, a walker may attempt to dodge a ram from an enemy vehicle at their Initiative.

Out of Control

If a walker pilot loses control, a number of things may happen. The player rolls 1D6:

1. The walker topples over (see Crashing)
- 2-4. The walker continues travelling forwards at its current speed, if it encounters any difficult terrain the machine automatically crashes.
- 5-6. The walker comes to a complete stop. The vehicle counts as stunned for the next D3 turns as the automatic gyrostabilisers attempt to keep the machine upright!

Crashing

If a walker crashes there is a chance it will topple over, consult the following chart to determine the results:

Walk. Count the crash as a normal vehicle crash.

Run. Roll 1D6, 1-3 the walker crashes, 4-6 it topples over.

Sprint. Automatically topples over.

When a walker topples over, it comes crashing down to the ground. If it is toppled due to an enemy attack, the walker falls in the opposite direction to the attack, unless the attack was against the walker's legs. If the walker is toppled due to difficult terrain, roll a scatter dice. Any crewmembers suffer D3 hits to random locations, each hit does 2D6 damage. Any surviving crewmembers are stunned for D3 turns. Anyone underneath the falling walker must pass an Initiative test or be squished for good (unless they're in Power Armour; in which case count it as a slow ram).

Shooting at Walkers (aka Go for the legs!)

Although the damage box for wheels works in theory for any type of locomotion, the following chart may be used instead:

Legs (light/moderate/heavy)

Light. The legs are twisted, or take minor damage. The walker must pass a toughness test or the legs seize up and the walker becomes immobilised from the waist down!

Moderate. The legs are badly damaged and buckle under the weight of the main body, the vehicle lurches D3 yards to the side (of the broken leg) then topples over in the same direction.

Heavy. The leg is torn off by the force of the explosion! The walker immediately topples over.

Close Combat with Walkers

Some walkers are specifically designed for close combat such as the Astartes Dreadnoughts or the infamous Penitent Engines. Others however are not and are treated as normal vehicles for the sake of close combat. (with Walk, Run and Sprint replacing Slow Combat and Fast) For the more mêlée orientated machines the following rules apply.

Walkers fight and parry like normal characters, with the following exceptions: A walker always suffers -10% to parry on top of their weapon's parry penalty. A walker may only ever attempt the following actions: Step back, fire main weapon (as opposed to pistol), Parry or attack. A walker may break from combat at any time it wishes.

Sample Stats

Mars Pattern Sentinel Scout Walker

S: n/a
T: 95
Knockback: 10
Base Damage Value: 10
Destruction Value: 48

D100 Roll	Location	Armour	Damage Levels
01-45	Bodywork	11	L-M-H
46-55	Main weapon	6	L-M-H
56-75	Engines	9	L-M-H
76-100	Legs	9	L-M-H

Main Weapon: Multi-laser (fired by pilot)

Sentinel Powerlifter

S: 140
T: 90
Knockback: 9
Base Damage Value: 9
Destruction Value: 45

D100 Roll	Location	Armour	Damage Levels
01-45	Bodywork	9	L-M-H
46-55	Main weapon	5	L-M-H
56-75	Engines	7	L-M-H
76-100	Legs	8	L-M-H

Main Weapon: Power lifters – Counts as Powerfist.

SKIMMER RULES

By John Simpson Wedge

Sparks let out a maniacal laugh, this was the greatest theft he'd ever done. The only antigrav units he'd ever seen were the huge cargo haulers down at the docks, but this Eldar machine was something else! Increasing the throttle, he let out a cheer as the speedometer cleared 450, he'd never been this fast before. Turning off the road he saw an abandoned ground car up ahead. 'No problem,' he thought, 'I'll just go...'

The grav-speeder was practically obliterated in the crash, flinging pieces of the machine and the driver over a huge distance...

Skimmers are often both incredibly fast and incredibly manoeuvrable: an Eldar Falcon can fly at over 800km/h in the right conditions, however this makes them rather difficult in games of Inquisitor (for my first action I'd like to cross the table and end up on the other side of the room...) These rules, while in theory allowing for 'super-movement' attempt to make skimmers more acceptable in the world of Inquisitor.

Skimmer Stats

Skimmers use exactly the same stats as a normal ground vehicle (though it's probably a good idea to note down that the machine is actually a skimmer!).

Movement

A skimmer can move at 4 different speeds; Slow (6yds), Combat (10yds), Fast (16yds) and Cruise (20yds) they may also perform a vertical boost (this will be explained later). These speeds

represent the skimmer relying on its antigrav systems to keep it 'afloat' several feet off the ground. The antigrav field follows the contours of the ground, altering the height of the skimmer. Consequently skimmers may ignore all difficult terrain and any vertical obstacles of 4yds or lower, i.e. a skimmer could fly over a low wall without it impeding its progress, however, crossing a two-storey building would be more difficult.

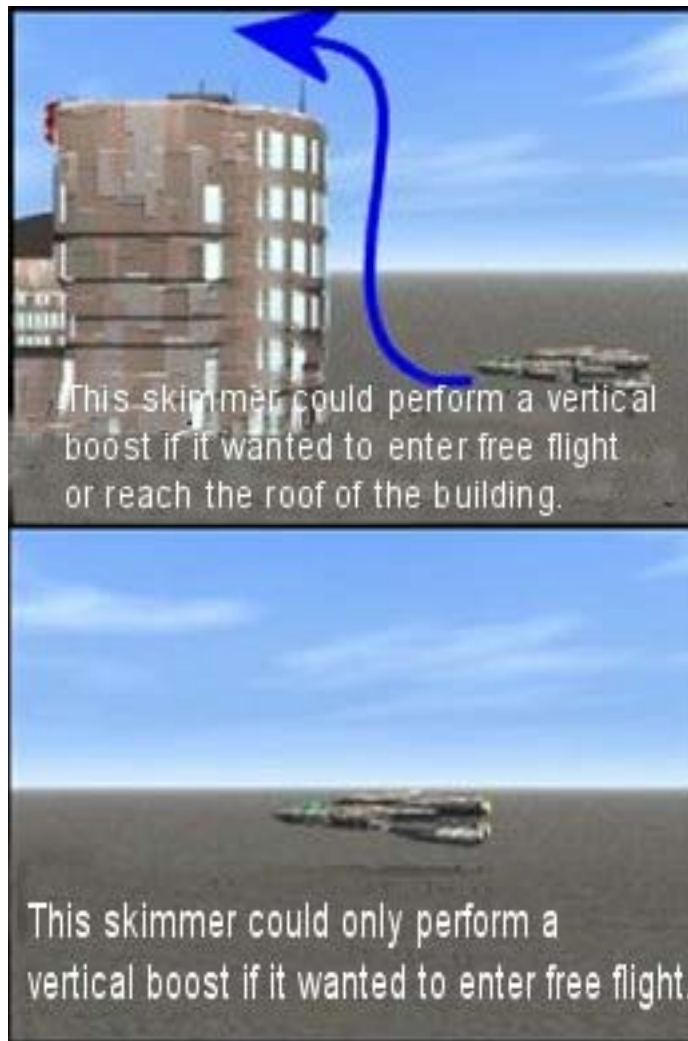
Skimmers may come to a complete stop, if they do so they still remain in a hovering position and thus do not interact with the floor.

In order to traverse higher ground, a skimmer may elect to perform a 'vertical boost', this takes 1 action to perform and is a risky action. If it is failed, the skimmer crashes as if it had been 'cruising'. A skimmer that performs a 'vertical boost' may elect to do one of two things:

1. Climb up to 12 yards in height to cross an obstacle.
2. Elect to enter 'free flight' (if applicable).

In order for the skimmer's antigrav systems to function properly, there must be a solid surface for the skimmer to 'push' away from. This reflects the fact that most skimmers are not simply low flying aircraft, but that they are more like advanced hovercraft; without a surface for them to hover above, they will simply crash.

Some skimmers are capable of achieving free flight (such as the afore mentioned Falcon grav-tank), In order to enter free flight, the pilot must pull the skimmer's nose up and hit the afterburners (or alien equivalent). If a skimmer enters free flight, it is removed from the table, and may enter play from any table edge D6 turns later if the player wishes. This represents the pilot taking off then flying around before finding a suitable place to re-enter and also allows cunning players to strafe their opponents before disappearing back into the clouds above.



Shooting

Weapons mounted on a skimmer work in the same way as those on any other vehicle, if you are using the advanced weapons rules then this is a good example of the weapons layout on a skimmer. The Astartes Landspeeder Tornado has a manual heavy bolter and a remote Assault Cannon, both fired by the same gunner.

Weapons on skimmers are often hardwired to advanced tracking systems which will negate the huge penalties to hit while travelling at such high speeds. All military grade skimmers are equipped with these systems as standard, allowing them to fire while travelling at any speed up to Fast without any negative modifier. Shooting while Cruising incurs a -50% chance to hit. Civilian skimmers suffer the normal modifiers.

Ramming

A skimmer may attempt to ram a character, but not another vehicle. If a character is rammed by a skimmer, their Initiative modifier is increased by a further -10% (tests to dodge Cruising skimmers are taken at -50%).

However, the chances of the actual skimmer hitting the character is relatively low; often the target is thrown back by the antigrav field before the vehicle's body makes contact. Roll 1D6, on a 1 the skimmer hits the target and the ram is worked out as normal. 2-6 and the skimmer's antigrav system fling the character backwards the same distance as half the skimmer's speed. The character takes fall damage as normal.

e.g. Guardsman Locke is fleeing on foot from some Eldar renegades in a grav-speeder. The speeder crew elect to ram him at a Fast speed. Locke takes his Initiative test to dodge at -30% and fails. He is hit and the speeder rolls 1D6; a 4. The anti-grav field smacks into Locke and repels him 8 yards (ouch!) He takes 2 hits each doing D6 + 8 damage.

Out of Control

Skimmers go out of control in the same way as normal vehicles, although thanks to their ability to ignore terrain they are unlikely to crash unless they encounter a really big wall!

Crashing

Crashing while travelling at such high speed is a rather messy business that often leaves bits of skimmer and crew scattered over a large area, however, while travelling at slower speeds, the antigrav field offers a little protection from crashes.

A skimmer travelling at Slow speed will never crash due to 'glancing' hits on objects or buildings; the field gently pushes the skimmer off in its new direction so simply rotate the vehicle so it is parallel to the obstruction. Also the skimmer will never crash through traversing difficult terrain. If a skimmer is travelling at either Combat or Fast then resolve the crash as normal. However, if the skimmer is Cruising at the time of the accident, then things are a lot worse; the vehicle is completely obliterated and removed from play, all crew and passengers are killed instantly. Resolve a blast at the epicentre of the crash with the following profile:

Area: 10
Blast: 12
Damage: 2D10

Shooting at Skimmers

All shooting at skimmers incurs an automatic -20% modifier for the speed and agility of the vehicle, on top of the usual modifier for yards moved.

Although the damage box for wheels works in theory for any type of locomotion, the following chart may be used instead:

ABOUT THE AUTHORS

Matthew Toyama first encountered Inquisitor when it was originally launched, but did not truly begin playing until a year ago. His current motor pool consists of a pair of ground cars and a stake truck. This is his first Fanatic Article.

John Simpson Wedge has been playing Inquisitor for 3 years now. He often spends more time working on rules and characters than he does on his coursework! His current vehicle pool contains some ground cars, a promethium tanker, an Arbites skimmer and an armoured truck! This is his second Fanatic Article.

Antigrav systems (light/moderate/heavy)

Light. The antigrav systems splutter and begin to fail. From now on, crossing any obstacles or difficult terrain counts as risky, and will result in a crash as per the normal rules. If the skimmer is over an area of difficult terrain when this damage is received, the pilot must pass an Initiative test or crash.

Moderate. The systems fail completely, the skimmer skids across the ground at its last movement speed before coming to a halt. A Fast skimmer must take an Initiative test or crash. A Cruising skimmer is destroyed instantly

Heavy. The antigrav generator suffer a cascade failure due to the heavy damage and refuse to obey the laws of physics altogether! The skimmer flips onto its roof and smashes into the ground as if it were Cruising.

The following damage chart is also slightly modified:

Engines: light-

As normal, in addition, the skimmer may not attempt a 'vertical boost'.

Close Combat with Skimmers

Skimmers are incredibly hard to hit, due to their speed and agility. Consult the following chart to find the WS modifiers.

Speed	WS Modifier
Stationary	-10%
Slow	-20%
Combat	-30%
Fast or Cruise	May not be hit!

Sample Stats

Landspeeder

T: 90
Base Damage Value: 9
Destruction Value: 45

D100 Roll	Location	Armour	Damage Levels
01-65	Bodywork	11	L-M-H
66-75	Main weapon	4	L-M-H
76-95	Engines	9	L-M-H
96-100	Antigrav sys	6	L-M-H

Main Weapon: Heavy bolter OR Multimelta (fired by co-pilot).

Eldar (civilian) Grav-speeder

T: 65
Base Damage Value: 7
Destruction Value: 33

D100 Roll	Location	Armour	Damage Levels
01-65	Bodywork	6	L-M-H
66-75	Main weapon	5	L-M-H
76-100	Antigrav sys	6	L-M-H

Main Weapon: none. Notes: May not travel at Cruise.

Cargo Hauler

T: 80
Base Damage Value: 8
Destruction Value: 40

D100 Roll	Location	Armour	Damage Levels
01-75	Bodywork	9	L-M-H
76-85	Main weapon	7	L-M-H
86-100	Antigrav sys	8	L-M-H

Main Weapon: none. Notes: May not travel at Fast or Cruise speeds, may not attempt a 'vertical boost'.