



Warmachines in the Underhive

House rules for uncovered vehicles in the Underhive.

By Bill Etherington

Every now and again, scavenging gangs will uncover a lost or abandoned machine that was capable of armed combat. Often when this happens, the vehicle is useless but it can be cut down and sold for a decent amount of credits. Other, more fortunate times, the gang's heavies may be able to reactivate its engine, repair its weapons, locate fuel and ammo supplies and send it into battle with an enemy house. Obviously, a gang forced to go up against a fully-functional tank will have a horrifyingly difficult fight and will most likely be annihilated.

If the gang has any members with the Techno skill 'Inventor' then they may acquire a vehicle by rolling 11 on the D66 rare items table. Note: this will only happen if someone 'invents' a vehicle, and a roll of 11 on the rare trade charts in the trading post is a power weapon as normal. If a vehicle is achieved on the invention roll then roll a 3D6 on this table:

3D6	Vehicle Status	
3-4	Rusted Wreckage: the vehicle has already been stripped of weapons and is nothing but rusting metal. The gang rips up the plates and sells them to guilders for 2D6 credits.	credits automatically. Roll a D3 and add the resulting item to your gang for free: 1: heavy stubber 2: heavy bolter 3: autocannon
5-6	Smashed and Guttled: the wreck has had all its weapons ripped off and its engine doesn't work, but there are a few personal weapons inside. Your gang gets D3 laspistols for free, and 2D6x2 credits.	12-13 Damaged Heavy Tank: the wreck is clearly a dangerous, front line vehicle that was somehow split almost entirely in half. You get 2D6x10 credits automatically. Roll a D3 and add the resulting item to your gang for free: 1: autocannon 2: heavy plasma gun 3: lascannon
7-8	Burned Out: the wreckage must have caught fire at some point, as it is all burnt and trashed inside. Roll a D3 and compare the result to this table: 1: you get 2D6x5 credits 2: you get smoke grenades for free. These may be given to any one model, and are considered replaced in the general upkeep of the gang. 3: you get a free bolter. This may be given to any one model.	14-15 Old Abandoned Vehicle: the machine is really old. Nobody in your gang has ever seen the type of engine in it, and its armour is paper thin. You get the following items for free: heavy bolter, 3D6x10 credits and D3 lots of mesh armour.
9-10 and	Damaged Light Vehicle: the machine is old, small, quite badly wrecked. Roll a D3 and add the resulting item to your gang for free: 1: bolter and 10+D6 credits 2: flamer and 10+2D6 credits 3: plasma gun and 10+2D6 credits	16-17 No Engine: your gang found a vehicle without an engine. You get the following items for free: missile launcher w/frag missiles, 20+4D6x10 credits and D6 lots of carapace armour.
10-11	Damaged Medium Tank: the wreck is a decent sized older vehicle, but it's pretty mashed up. You get 2D6x5	18 Abandoned Vehicle: it's a one-in-a-billion, super lucky find. A recent, fully fuelled, armed and armoured fighting machine. See the special rules below to see what you have found, and what it is armed with.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv
Vehicle	12	n/a	5	n/a	Spec	Spec	n/a	n/a	Spec	Spec

Crew: at least one Techno must be inside the vehicle to use the turret, and at least one ganger must be inside to drive and use the hull weapon. 2 more gangers must be inside to use the sponsons if the vehicle has them. Note that if any crewman has the 'Weaponsmith' skill, all of the weapons benefit from his ability to ignore failed ammo rolls and weapon explosions on a 4+.

Weapons: roll a D6 on this table 3 times. The weapons may be in any combination, but must have at least one turreted weapon and one hull weapon. Any extra weapons (not mounted in sponsons-see later) can be bolted onto the turret. Hull weapons can shoot at everything in a 900 angle in front of the weapon.

Turret weapons can shoot at anything in any direction it can see. All weapons may fire at different targets to the other weapons.

- 1-2: flamer
- 3: heavy stubber
- 4: grenade launcher w/frag grenades
- 5: heavy bolter
- 6: roll a further D6:
 - 1: heavy plasma gun
 - 2: autocannon
 - 3: missile launcher w/frag missiles
 - 4: missile launcher w/krak missiles
 - 5: multilaser-see special rules
 - 6: choose any one of the above weapons

Plasma weapons: if the vehicle is equipped with heavy plasma guns, the ammo rolls count as 3+ instead of 4+, as it is an energy weapon that can run off of the vehicle's engine.

Multilaser: one possible weapon the vehicle can be equipped with is a multilaser. This is basically an extensively modified lasgun, made to pump out a large number of lasbolts at a time. The stats for the weapon are shown here:

Shots/turn	Range		To Hit		Str	Damage	Ammo roll
	Short	Long	Short	Long			
D6	0-24	24-36	+1	-	5	D3	3+

As it is a laser weapon, a multilaser can be run off of the vehicle's engine and not lasgun batteries, so it is a higher strength weapon without much change to the ammo roll.

When selling the vehicle, a multilaser counts as costing 400 credits (although this will be reduced by 100 for the '25% less than real value' rule).

Sponsons: roll a D6. On a 4+, the vehicle will have side sponsons. Any weapon that was rolled can be 'doubled' and put in the sponsons and somewhere else (e.g. if a heavy bolter is rolled, it may have sponson mounted heavy bolters). Sponsons can see everything up to an 1800 angle on the side it is attached to. A weapon does not have to be rolled twice to be used in sponsons.

Extra equipment: roll a D6 on this table and add the equipment to the vehicle:

1: Smoke grenades: normal rules for smoke grenades that can be launched 6" in any direction.

2-3: Infra-red trackers: counts as having all weapons equipped with an infra-red sight, but may fire more than one shot with each weapon if the type of weapon allows it.

4-5: Weapon reloads: counts as having weapon reloads on all weapons. Crew are not damaged if hit as they would be with reloads normally.

6: Heavy armour: when rolling for toughness, add +1 to all facings of the vehicle, to a maximum of toughness 10 on each facing.

Transport: roll a 2D6. The result is the maximum number of other models (besides crew) that can be carried inside the vehicle. Those inside may not fire, and may get out at any point during the movement phase. Any models may get in at any point when the vehicle is within 2" of him. The vehicle may carry any number of models on the outside, but will suffer a -1 'to hit' penalty if the vehicle moves 4-6", and may not fire at all if it moves more than this.

Movement: the vehicle may move up to 12" per turn, but all weapons will suffer a -1 'to hit' penalty if it moves over 6". Any friendly models in the way of the vehicle automatically move out of the way. If an enemy model is in the way, they must take a Leadership test. If passed, the model dives out of the way but is pinned. If the test is failed, the model must take an initiative test. If this is failed, the model has been run over and flattened completely. The model counts as dead, so there is no need to roll on the Serious Injuries chart. This cannot be changed by a model with the 'Medic' skill, and the fighter's body cannot be sold to a Friendly Doc.

Toughness, Wounds and Saves: as the vehicle is an armoured fighting machine, its damage is treated differently to normal models. First of all, the vehicle counts as a large target (+1 to hit). If it is the closest target, the vehicle must be shot at and cannot be ignored by taking a Leadership test. If it isn't the closest target, it can be ignored as normal, or can be chosen to be shot at automatically. The Toughness, Wounds and Saves are random and different for the front, side and rear facings, shown as following:

Front (D6)

D6	T	W	Sv
1-2	8	9	3+
3-4	9	10	3+
5-6	10	10	2+

Sides (D6)

D6	T	W	Sv
1-2	7	8	4+
3-4	8	9	3+
5-6	9	10	3+

Rear (D6)

D6	T	W	Sv
1-2	6	7	4+
3-4	7	8	4+
5-6	8	9	3+

If the total number of wounds is less than 25, add 1 wound to the lowest armour value until this has been reached. Note that there are two sides, so the wounds count double for this reason. Any damage to any facing will inflict the number of wounds corresponding to the damage value of the weapon firing at the vehicle. If any facing is reduced to 0 wounds then it is breached and is subject to the Breached Facing rules as shown later.

Facing Hit Tables: If a facing is hit, work out what is hit and apply any effects to the vehicle.

Facing D6 hit allocation

Front 1/2/3: Square hit on the armour: no additional effects

Front 4/5: Track hit: vehicle is immobilised (cannot move)

Front 6: Turret hit: -1BS for shots from the turret mounted weapon

Side 1/2/3: Square hit on the armour: no additional effects

Side 4/5: Sponson hit: -1BS for shots from the affected sponson (if no sponsons then count as Square hit)

Side 6: Turret hit: -1BS for shots from the turret mounted weapon

Rear 1/2/3: Square hit on the armour: no additional effects

Rear 4: Engine damage: -D6" movement

Rear 6: Track hit: vehicle is immobilised

Breached facing: If a side is breached then the crew and engine become targets. The crew have their normal stats and any firing at them is -1 to hit. The engine has 2 wounds and is toughness 6. Any crew using a weapon on an breached facing (e.g. a ganger using the hull weapon) can use his own weapon, as the weapon on the facing is damaged if it is breached. If a facing is breached then it is at -1 wound for the rest of the campaign (see Repairs below). This is accumulative, so if the front of a vehicle is breached twice in two games, it will only have 8 wounds on the front facing. Also, if three sides have been breached in one game, the vehicle collapses and is destroyed. The crew gets out unharmed, and the model that destroyed the vehicle has +50 experience. If this happens, the gang that destroyed the vehicle gets 2D6 credits as well as any other income.

Engine destroyed: if the engine is destroyed through a breached facing, the vehicle may explode. Roll a D6. On a roll of 6, the engine does indeed explode. Any crew inside take an Initiative test to escape. All those who pass can be placed outside of any breached facing and are pinned. All those who fail must take an automatic S6 hit, with armour saves where applicable. Any who live must leave the vehicle and are pinned. Any who are wounded at all are taken out of action, and count as having taken the Multiple Injuries result on the Serious Injuries chart. The model that destroys the vehicle gets an extra +50 experience, on top of everything else. In addition, roll a scatter dice for every model within D6" of the vehicle. If a 'Hit' is rolled, the model takes an automatic S4 hit, with armour saves where applicable. If the vehicle had any flamer weapons, roll 2D6 and a scatter dice for each one. This is the flamer fuel tanks flying off in random directions. Place the small blast template the distance from the vehicle in the direction determined by the scatter dice. If any 'Hits' are scored, use the small arrow on the 'Hit' side to see where it is going. Any models under the template (entirely or

partially) are automatically hit by S5 hits with a -1 armour modifier. Strike the vehicle from the gang roster, and the gang that destroyed the vehicle gets 2D6 credits as well as any other income.

Leadership: All occurrences which would cause the vehicle crew to take Leadership, Pinning or Initiative tests are ignored completely, including when the vehicle has been breached. The gang will only start taking bottle checks if the vehicle is the only model on the gang's side, or it has been destroyed. Any models that can see the vehicle count as having an Ld value of 10, and any enemy models who can see it are at -1Ld. If the vehicle is destroyed, the owning gang must take an immediate bottle check at -1Ld.

Vehicles and the Gang Income Table: for the purposes of income, the vehicle counts as 5 models.

Repairs: if damaged, the vehicle costs 25 credits to repair each wound. If a facing has been breached, it will cost 30 credits per wound repaired, but remember there is one less wound to repair (Underhive scrap is plentiful, but it will never be as strong as it was when it was pure, military grade armour plating). If you have a Guilder contact as one of your territories, any wound repairs will cost 10 credits less. All immobilised and turret damage results are ignored after the battle at no extra cost.

Gang rating: Add up the value of all of the weapons and extra equipment, and then add 1250 to it. This reflects the usefulness of a 50+ ton killing machine. Also, although the tank crew gains experience, this is counted as the vehicle gaining experience and individual experience of the crew is ignored. The vehicle starts at 60 experience points and will get the normal 5 points for each wound inflicted, but it will get 2D6 exp from taking part in the battle. However, the tank may only roll on this skills table, and if any crewman leaves the tank, its exp goes down by half. Experience levels are the same as in the rulebook.

2D6 Skill

- 2 Bolted on armour: you may ask the opponent to reroll any wounding dice against the vehicle. The second results stand.
- 3-4 Efficient crew: all weapons have +1BS
- 5-6 Fast sponsons: any sponson weapons may fire at more than one target per turn.
- 7-8 Fast turret: any turret weapons may fire at more than one target per turn.
- 9 Bail out: any trapped crew may reroll their initiative test to escape when the vehicle explodes.
- 10 Extra ammo: any weapons that fail their ammo rolls may reroll the dice that fail.
- 11 Sweeping fire: any hull weapons may fire at more than one target per turn.
- 12 Spiky front: you may ask the opponent to reroll the Leadership test and the initiative test to escape being run over.

Selling the Vehicle: the vehicle may be sold at any point after a battle, as long as it has been used in at least one battle. The price of the vehicle is calculated as follows: add up the regular price of all the weapons and take 25% off of this (round fractions up). Then add up the number of remaining wounds, remembering to count the wounds on both sides, and multiply this by 25. Add 100 for each side that is intact (i.e. not breached at the moment, whether or not they were ever breached is ignored). Now add 50 for the engine, and total this up. This number is how many credits you will get for selling the vehicle. You will get an extra 2D6x10 credits if you sell it to a Guilder contact if you have one in your territories.

An example vehicle selling would be like this: hull flamer (+40), turret heavy plasma gun (+285), and sponson heavy stubbers (+240) =565-25%=424. 5 front wounds, total of 10 side wounds and 6 on the back =21x25=525. All sides are intact so +400. +50 for the engine. So: 424+525+400+50=1749 credits. Of course, the vehicle only has to be sold when the owning player wants to sell it.

Rarity: as the odds of coming across an operational vehicle in the Underhive are more remote than the Emperor getting out of the Golden Throne, only one operational vehicle can be 'invented' per campaign for each gang. If another is rolled on the chart, you may choose whichever other result you want.

Imperial Depot Raid Scenario: sometimes, a brave, desperate or downright stupid gang will attempt to raid a small Imperial base in or near the Spire. The risks for something like this are insanely high, but the payoff for a success is always worth it...

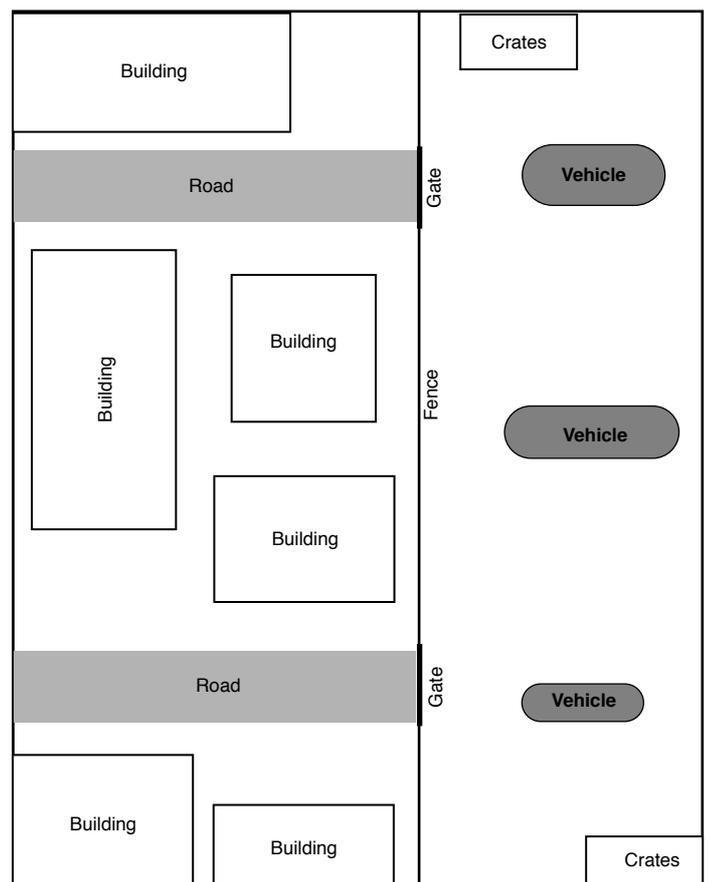
Forces: the attacking player can use all of his gang. Up to 2 gangs can play this match at the same time, but they may shoot at each other. The Imperial defenders get a Commissar and 10 Imperial Guardsmen for up to every 2000pts of gang rating. This includes when two gangs are raiding, and both gang's ratings are added together. Their stats are listed here:

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	4	4	4	2	4	2	10	6+
Guardsmen	4	3	3	3	3	1	3	1	7	6+

Weapons: the commissar is armed with a boltgun that has a red-dot laser sight and weapon reloads. He also has a power sword, laspistol and flak armour. The guardsmen are armed with lasguns and flak armour.

Defender Rules: The commissar is immune to all leadership based tests. The guardsmen may use the commissar's leadership if they are within 6" of him. If any guardsmen fail a leadership test within 6" of the commissar, he is allowed to execute them. Roll to hit and wound as normal. If the guardsman is wounded, he is taken out of action automatically, no armour saves allowed. If this happens, all fleeing guardsmen on the board automatically turn around and have their morale restored. Also, all guardsmen within 12" of the commissar or the model that was executed are immune to all leadership based tests for one turn.

Battlefield: on a 4'x4' board, set up half of it as normal. Then, position some form of wall with 2 'gates' at least 1' away from each other. Beyond this wall, set up vehicles, crates, and any other terrain which you decide would be found inside the depot. The battlefield should look a bit like this, but remember this is just an example.



The Imperial units may set up anywhere up to 8" on from the wall. The gang(s) may set up anywhere up to 8" from the table edge opposite to the depot. No vents, tunnels or infiltrate rules can be used.

Starting the game: if there is one gang playing, it goes first. If there are two playing, roll a D6 each and the player who rolls the highest may choose to go first or second. From then on, the turn sequence is: player 1, player 2, guard player.

Ending the game: the game ends when at least one gang member passes through one of the wall gates. The gates count as toughness 7, and have 2 wounds. They are also large targets (+1 to hit).

Experience: the fighters will earn experience as shown here:

- +10 for being in the depot at the end of the game
- +5 per wounding hit
- +D6 for taking part
- +2D6 for killing a commissar
- +15 winning gang leader

Special: the winning gang will get the following items from successfully raiding the Imperial base:

- D6x10 credits
- D6 lasguns
- D6 sets of flak armour
- D3 sets of frag grenades

Also, they have the possibility of getting rarer items, as shown here by the roll needed to find them and then how many are found. Note that you can roll for all of them, and you are not limited by any means:

(4+) D3 bolters

(4+) One set of carapace armour

(5+) D3 power weapons-roll on rare trades chart to determine what types

(6) One needle rifle

(11-15 on a D66) fully operational vehicle-roll to determine what it is armed with as above

Captured Gangers: all gangers who suffer the 'captured' serious injury that was not inflicted by the other gang means that they are automatically executed. Strike the fighter from the gang roster, along with all of his weapons.

Captured Guardsmen: roll serious injuries for all out of action guardsmen that your gang inflicted (and the other gang will roll the ones they knocked out of action). If any rolls of captured turn up, roll a leadership test of 7 (the guardsman's base leadership) and take away the difference between it and the gang's leader (e.g. leader with Ld 9 means this leadership test is taken at -2). If the test is failed, add one normal ganger to your gang, equipped with a lasgun and flak armour. This may happen as many times as you knocked guardsmen out of the game. If the test is passed, your gang gets a lasgun and one set of flak armour (your gang executes the guardsman). Ignore any results that are anything other than captured. Note: do not roll serious injuries for the commissar, as he would never submit.

Any captured guardsmen are not counted for this game's income expenditure (guardsmen are generally fed better than gang fighters, and most carry a better supply of ammo or have better maintained weaponry), but they are counted in any games after the one which you 'acquired' them.

ABOUT THE AUTHOR

My name is Bill Etherington and I am 16 years old, and I wrote this after realising the devastating effect an armed vehicle could have in the Underhive (heh heh). I am in college, studying media, graphics and computing. Have fun with these rules, and try not to be too brutal...