

FORMULA WAAAGH!

**a stripped-down,
non-stock,
customized version
of the rules for**

GORKAMORKA

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Version 11

BUILDING A RACE BUGGY

Each player gets 100 teef with which to build and crew a race buggy out of a “stock” dune buggy—a vehicle with a standard engine and four tires. Players must buy a driver; everything else is optional. It is recommended, however, that players buy a gunner if they wish to mount a weapon on their vehicle (pit crew and yoofs can be assigned to shoot the gun, but are less effective). Players should also buy at least 1 pit crew or cybork, otherwise the vehicle cannot be repaired and damaged parts cannot be replaced.

Vehicles have a base armor value of AV 8. This may be increased to AV 9 by adding extra armor plate. Each side of the vehicle must be armored separately (front, right, left, and rear); cost is per section armored.

Heavy weapons must be mounted on a vehicle or in a pit. Facing must be declared, and arc of fire must be purchased (zero arc of fire is free). Rocket launchers and harpoon guns do not come with ammunition; rockets and harpoons must be bought separately and are single-use. A scorcher comes with 1 fuel tank; additional fuel tanks must be purchased separately.

Light weapons (guns and frag grenades) must be assigned to a particular character. They cannot be exchanged between characters (except between races) or looted by rival teams. Frag grenades are single-use.

Thrusters are usually mounted at the rear but a single thruster can be mounted on the front for backwards thrusting. Since vehicles without thrusters are limited to only gas-engine movement, at least one thruster is recommended.

A jump thruster is mounted underneath the vehicle and provides the ability to jump terrain obstacles (see “Gubbins”).

Wheels may be doubled up (but these dual wheels may only be mounted on rear of vehicle) for additional resistance to damage. Knobby tires provide extra traction for turning. Bigfoot wheels allow the vehicle to ignore certain terrain hazards.

Tracks slow a vehicle down but allow it to turn more sharply and to ignore certain terrain hazards.

Each gubbins purchased takes up one gubbins slot on record sheet. A maximum of 20 gubbins may be on a vehicle (additional gubbins may be kept in pit).

Spare vehicle parts like engines, wheels and extra weapons can be kept either on the vehicle (each spare part takes up a gubbins slot) or in the pit. Only the pit crew and cyborks can change or repair parts.

CREW COST

Driver: 20 teef

Specialist (Doc, Explosives Tech, Cybork): 15 teef

Gunner: 10 teef

Pit Crew: 5 teef

Ork Yoof (Pit Crew): 3 teef

DRIVER

M	F	SH	ST	T	W	I
4	3	3	3	4	4	3

GUNNER

M	F	SH	ST	T	W	I
4	3	4	3	4	3	2

PIT CREW / SPECIALIST

M	F	SH	ST	T	W	I
4*	3	3	3	4	3	2

ORK YOOF

M	F	SH	ST	T	W	I
4	2	2	3	3	2	2

Note: Ork yoofs “grow up” into full grown orks as soon as their F, SH and W all reach 3. Their teef value then becomes 5.

Note: * Cyborks move is 8.

VEHICLE ARMOR COST

Extra Armor (per side): 2 teef

HEAVY WEAPON COST

Heavy gun: 15 teef

Rocket Launcher: 10 teef

(plus 2 teef per rocket)

Scorcher: 8 teef

(fuel is free but tank to hold it must be purchased; see “Gubbins”)

Harpoon Gun: 5 teef

(plus 1 teef per harpoon)

WEAPON MOUNTING COST

no arc (fires straight ahead): free

90° arc fire: 5 teef

180° arc fire: 10 teef

360° arc fire: 15 teef

LIGHT WEAPON COST

Gun: 2 teef

Frag grenade: 1 teef

ENGINE / THRUSTER COST

Engine: 3 teef
 Souped-up gas engine: 6 teef
 Thruster: 3 teef per thruster
 Jump Thruster: 6 teef

WHEELS & TRACKS COST

Wheel: 1 teef each (buggy comes equipped with 4)
 Bigfoot Wheel: 2 teef each (must mount 4)
 Knobby Tires: 2 teef each (must mount 4)
 Track: 3 teef each (must mount 2)

VEHICLE GUBBINS COST

Barrel Toxic Sludge: 2 teef
 Caltrop Dropper: 6 teef
 (caltrops are made from scrap and are free)
 Exploding ram: 10 teef
 (replacement explosive charge: 1 teef)
 Extinguisher: 2 teef
 (refill: 1 teef)
 Extra Loud Horn: 1 teef
 Grabber: 5 teef
 Mine Layer: 6 teef
 (plus 1 teef per mine)
 Reinforced Ram: 5 teef
 Roll Cage: 5 teef
 Scorcher Fuel Tank: 2 teef per tank
 Spikes: 3 teef per side
 Turning Hook: 5 teef
 Wheel Slashers: 5 teef
 Wrecker Ball: 10 teef

DRIVERS & GUNNERS

Driver: must be the one who starts the race but may be temporarily replaced by another character if incapacitated during a race (or for an entire race if a serious injury forces the driver to sit out a race). Drivers may not repair vehicles.

In campaign play, should another team member wish to claim the coveted role of driver (perhaps due to advancements that have given them a higher Initiative), this character must challenge the driver in hand-to-hand combat. The winner is the one who reduces the other to 0 Wounds (roll on Serious Injuries table) and gets to drive from then on.

Gunner: is normally purchased for each heavy weapon mounted on vehicle (or in pit) but other characters may fire these weapons, albeit less effectively. Gunners may not repair vehicles.

A gunner may alternate between weapons if a vehicle has a number of heavy weapons on board, but may only shoot one per round.

SPECIALISTS

Cybork: has had the legs lopped off and replaced with a motorized wheel. A cybork moves twice as fast as a regular ork, moving 8 inches in low gear (equivalent to a walk) and 16 inches in high gear (equivalent to a run). A cybork is a member of the pit crew and can do vehicle repairs.

Explosives tech: manufactures mines, frag grenades and charges for exploding rams from powder removed from shell casings and nails or other bits of jagged metal. Between races, an explosives tech can make D6 mines or D3 frag grenades or 1 charge for an exploding ram (these are free and need not be paid for). An explosives tech may not repair vehicles.

Pit doc: can “patch up” (restore 1 Wound) one wounded character per round. The entire round must be spent working on the casualty; if the pit doc is interrupted (e.g. by being engaged in hand-to-hand combat) the wound is not restored. Whoever the pit doc is working on can do nothing for that round (eg: gunners may not shoot and drivers may not drive). A pit doc may not repair vehicles.

Pit docs can attempt to surgically repair any 1 serious injury between races but must roll D6 to find out if surgery is successful.

Serious Injury Surgery Result (D6):

- 1.....Too Much Anaesthetic: patient must miss next race
- 2.....Which Wun Was It?: doc repairs another team member instead, even if that team member has no serious injuries; determine team member randomly
- 3.....Oops!: doc may have caused another serious injury—or even killed the patient; roll on Serious Injuries table
- 4-6.....Job’s a Good ‘Un: injury repaired

ENGINES / THRUSTERS

Thrusters: thrusters are normally mounted on the rear, either singly or as a pair (or by the truly crazy, in threes or even fours); a single thruster may also be mounted on the front of the vehicle, to provide D6 inches of thrust backward. (For jump thrusters, see “Gubbins.”)

Souped-up Gas Engine: adds an optional D3 inches to gas engine movement.

WHEELS / TRACKS

Bigfoot Wheels: are enormous tires that make a buggy look like a monster truck; they allow the vehicle to roll over certain low-lying obstacles (barrels, sandbags, tire walls) without penalty; vehicles equipped with bigfoot wheels may NOT run down characters. Must mount 4 on vehicle.

Dual Tires: doubling up the tires on each wheel gives extra protection vs. wheel damage; 2 damage to that wheel are required before damage result takes place. Must be mounted on each side; can only be mounted on rear wheels.

Knobby Tires: give extra traction. Driver may make 1 additional turn during gas engine movement, but must roll equal to or less than Initiative to succeed; failure means no third turn is made. Must mount 4 on vehicle.

LIGHT WEAPONS

Gun: a hand-held gun that never runs out of bullets. Usually ineffective against vehicles.

Frag grenade: scatters shrapnel and is strictly for use against characters; does not damage vehicles. A frag grenade automatically hits everything touched by template (thrower must designate target character that frag grenade is centered on). If thrown into a vehicle, a frag grenade automatically hits (no armor penetration roll is required); all characters under the template are hit.

Maximum range of a frag grenade is determined by the thrower's character's Strength. The thrower must roll SH to hit target accurately. If roll fails, frag grenade scatters 1D6+1"; roll scatter die for direction and place template accordingly.

HEAVY WEAPONS

Heavy Gun: a big machine gun that never runs out of bullets. Two may be linked together for even more firepower (see "Linked Weapons").

Rocket Launcher: shorter range than a heavy gun and rockets are single use and must be purchased separately, but a powerful weapon. Up to 10 rockets may be loaded into it at a time. Does template damage to on-foot characters (use frag grenade template, centered over designated target character).

Harpoon Gun: a crude low-tech weapon that's good for slowing vehicles down. Fires a harpoon with a rope attached to a grappling hook. In addition to inflicting 1 Damage Chit the hook slows the vehicle by 2" (both gas engine and thruster movement) until the rope is cut. Movement reduction is cumulative if additional harpoons hit.

If the harpoon hits a character on board a vehicle, that character, in addition to being wounded, is yanked off the vehicle. Place character on ground D3" behind vehicle.

Scorcher: spews flaming liquid over target (use scorcher template). Every character even partially under the template is hit, but vehicles must be overlapped by the template by at least 1/2" to take damage. Scorchers ignore vehicle armour for an automatic penetrating hit.

In addition to inflicting 1 Damage Chit, a scorcher that hits a vehicle burns any characters touched by the template – but not necessarily at full strength. Because the vehicle shields characters from some of the flaming liquid, they only take D3 Wounds instead of the usual 3 Wounds inflicted by a full-on scorcher blast. Unlike on-foot characters, those on board a vehicle who are hit by a scorcher blast do NOT continue to burn (their vehicle does, though).

In addition to doing damage to a vehicle in the round it hits it, a scorcher ignites a fire on board the vehicle that continues to burn for D3 more rounds unless extinguished, inflicting 1 Damage Chit each round (see "Fires"). On-foot characters struck by a scorcher also continue to burn for an additional D3 rounds after the hit.

Vehicles with scorchers must purchase additional fuel tanks separately. Each time scorcher is used, roll D6: a result of 1 means fuel in tank is used up. Scorcher may continue firing only if vehicle has additional scorcher fuel tank(s).

If a full fuel tank is damaged (as the result of a "Gubbins Damaged" or "Gubbins Destroyed" Damage Chit being drawn), the fuel inside it leaks out and is lost. In addition, roll D6: a result of 1 means the leaking fuel ignites and burns for the NEXT D3 rounds. (If a vehicle is already on fire, this leaking fuel adds an additional D3 rounds of burning to the previous total.)

GUN			
Short Range	Long Range	Str.	Vehicle Damage
0-6"	6-12"	3	1

FRAG GRENADE			
Thrower's Str.	Range	Str.	Vehicle Damage
1	4"	3	n/a
2	6"		
3	8"		
4	10"		
5+	12"		

Note: thrower rolls SH to hit target character; hit = place template over character and whatever it touches is hit; miss = template scatters 1D6+1 inches in direction determined by scatter die

Note: if thrown into vehicle, frag grenade ignores armor for automatic hit but only damages characters

HEAVY GUN			
Short Range	Long Range	Str.	Vehicle Damage
0-20"	20-40"	5	D3

HARPOON GUN			
Short Range	Long Range	Str.	Vehicle Damage
0-12"	12-18"	4	1

Note: slows vehicle by 2" per harpoon or (if hits character) yanks character off vehicle

SCORCHER		
Range	Str.	Vehicle Damage
template	3	1*

* on-board characters touched by template take D3 Wounds but do not catch fire

Note: must roll D6 each time fired; result of 1 means scorcher is out of fuel; may only continue firing if vehicle has additional, full fuel tank(s)

Note: vehicles and on-foot characters hit by scorcher continue to burn for 1D3 more rounds

ROCKET LAUNCHER			
Short Range	Long Range	Str.	Vehicle Damage
0-12"	12-30"	6	D6

Note: use frag grenade template vs. on-foot characters

GUBBINS

Barrel of Toxic Sludge: a vehicle may carry up to 3 barrels of toxic sludge (each takes up separate gubbins slot); 1 barrel may be dropped at any point during gas-engine move; dropped barrels become obstacles on track (see "Terrain").

Caltrop Dropper: drops 1 load of wheel-puncturing, track-jamming caltrops at any point during gas-engine move; place 1 oval template 1" wide and 2" long on track. Vehicles running over caltrops deflate 1 wheel (determine which one with random die roll) resulting in gas engine movement being reduced by 2" until that wheel is repaired or replaced. Caltrops are free and an unlimited supply is included with caltrop dropper.

Exploding Ram: an explosive charge on the end of a long metal pole, 1 may be mounted at front and/or rear of vehicle; explosive does D3 Damage Chits to vehicle it hits; once used, explosive charge is gone and must be replaced.

Extinguisher: used to put out fires caused by scorchers. May be used once only, then must be refilled.

Extra Loud Horn: each horn adds +1 to Revving & Shouting roll.

Grabber: enormous mechanical pincher that can grab and rip 1 gubbins of player's choice off any vehicle within 2" of vehicle it's mounted on; 1 character must be assigned to operate it (character may not shoot during Shooting Phase). Grabbed gubbins is then either loaded onto own vehicle or dropped on track. Can be used once at any point during gas-engine movement. To make a successful grab, character operating grabber must roll equal to or less than SH roll.

Jump Thruster: is mounted on underside of vehicle and allow vehicle to “jump” over obstacles by propelling it D3” into the air (measure to see if vehicle clears obstacle). May be used only during thruster movement. Using a jump thruster adds an additional D6 to the control roll (see “Thrust Movement”). A failed control roll means vehicle flips over at mid point of move (see “Flipped Vehicles”).

Mine Layer: can hold a maximum of 15 mines. Mine dropper drops D3 mines per turn at any point(s) during gas-engine movement. Once laid, a mine may not be moved; if touched by an on-foot character, it explodes, inflicting 5 Wounds to the character(s) who touched it. Mines explode if shot or touched by a scorcher flame.

The first vehicle to run over a mine causes it to explode (bigfoot tires don’t help; it’s the vibration that sets it off). Mine is Strength 5. On a penetrating hit, mine does 1 Damage Chit and flips vehicle unless driver can roll equal to or less than Initiative (see “Flipped Vehicles”).

Mines must be purchased separately. Mines that are unexploded at end of game may be reclaimed by team that laid them and used again.

Mines may be also purchased by teams whose vehicle does not include a mine layer and can be laid (by hand) prior to the race, but only within 6” of the team’s own pit(s).

Reinforced Ram: Increases the chance that the vehicle will do damage when ramming. May be added to front or rear of vehicle only.

Turning Hook: used by dropping it like an anchor; can be used to turn a 45° turn into up to a 90° turn during gas engine movement, or to make a single turn of up to 45° at the end of a thrust (no Initiative roll for turning required). Hook is reusable unless cable of hook snaps (a roll of 1 on D6). If cable snaps, attempted turn is not successful; if vehicle was thrusting, it flips.

Spikes: reduce the chances of an enemy (or friend) boarding the vehicle. Characters attempting to climb aboard the spiky side of the vehicle while it is moving are at a +1 penalty to their Initiative rolls. (There is no penalty if the vehicle is stationary.)

Wheel Slashers: come in sets of 4 and are mounted on wheels. Vehicle must pass within sideswiping distance of target (spikes on model should just touch target vehicle’s wheels). Driver then must roll equal to or less than Initiative to hit with slashers; success means target tire is slashed and deflates (tracks are not damaged by wheel slashers); hit vehicle must reduce all vehicle movement by 2” until wheel is replaced. (If target has dual tires, only outside wheel of the pair is damaged)

On-foot characters who do not jump out of the way of wheel slashers (see “Being Run Down”) take 1 Wound.

Wrecker Ball: a big spiky ball on a pivot that can hit any vehicle within 2” of the vehicle its mounted on; 1 character must be assigned to operate it (character may not shoot during Shooting Phase). Does 1 Damage Chit. Can be used once at any point during gas-engine movement. To make a successful hit, character operating grabber must roll equal to or less than SH roll.

THE RACE

Turns: Individual players take turns in an order determined by their Revving & Shouting rolls (see “Revving & Shouting”) with this order remaining fixed for the duration of the game.

Phases: A complete cycle of turns (from first player to last player) is a phase.

Round: A complete cycle of phases is a round.

PHASES:

Gas Engine Movement Phase*
 Thruster Movement Phase
 On-Foot Movement Phase
 Hand-to-Hand Combat Phase
 Shooting Phase**

Notes:

* or push/rotate vehicle, or clear barbed wire from tire, or extinguish fire

** apply damage to vehicles/characters from fires that are still burning at end of this phase

REVVING & SHOUTING

The team that is the LOUDEST at the start of the race gets to choose start position first, and always moves first in each phase. Second loudest team goes second, gets to choose start position second, and so on. Loudness is calculated by rolling 2D6 (add the dice together), and adding the following modifiers (weapons fire and thrusts must be declared before roll is made):

- +1 per member of the team
- +1 per extra loud horn
- +5 per loud weapon fired or lobbed by a character (rocket, frag grenade); may NOT fire rocket or throw frag grenade at another team
- +5 if thrusters fired (done on starting line with brakes on; vehicle spins in place; use scatter die to determine resulting facing; if a jump thruster is used, vehicle flips unless driver can roll equal or less than Initiative)

PIT CREW SETUP

While in traditional races a pit crew waits in a “pit” that the vehicle pulls into for repairs, orks typically carry their pit crews and spare parts with them on board their race buggies and use pits as strongpoints from which to shoot other vehicles. Any number of pits may be constructed by a team.

A pit can include cover, heavy weapons (e.g. mounted in mini-bunker), and be surrounded by mines or other obstacles as the player sees fit. The Revving & Shouting roll determines the order in which players select where their pits will be set up.

WINNING THE RACE

The winner of the race is the first vehicle to cross the finish line with any part of the vehicle (part must still be attached to body of vehicle). At least one of the team members on board the vehicle (preferably, but not necessarily the driver) must be conscious. It doesn't matter if the driver is in control of the vehicle, or whether the vehicle is still functioning, or even whether it is rammed across the line.

A vehicle may be pushed across the finish line and still win, even if it has no driver. Race crews can push another team's vehicle across the line, but it must have a driver from their team to make it “theirs”

Drivers who jump into another team's vehicle may use it to win the race only if there are no opposing team members (from any other team) on board who are conscious when the vehicle crosses the finish line.

ENDING THE RACE

As soon as the third car crosses the finish line the race ends; play continues to the end of that round. Alternatively, players a race may have a set number of rounds, or set duration in hours, with first/second/third place going to the vehicles in those positions when race ends.

VEHICLE MOVEMENT

Once Revving & Shouting rolls have determined the order in which play will proceed, play continues in this turn order during each movement phase.

GAS ENGINE MOVEMENT

Vehicles move either forward OR backward via their gas engine, but may not move in both directions during a single Gas Engine Movement Phase.

Vehicles may move up to the maximum allowed or may remain stationary; there is no minimum distance required for gas-engine movement.

Prior to gas engine movement, the player should declare a “straight” “one turn” or “two turn” move. Turns of up to 45° may be made at any point during a gas-engine move (or possibly 90° if a vehicle has tracks or a turning hook), but there must be at least 1” of movement made before the first turn, and 1” of movement between turns.

If a vehicle's gas engine is not working, it may be pushed instead during this phase (see “Pushing Vehicles”). Attempts to flip an overturned vehicle or rotate a vehicle by hand are also made during this phase (see “Rotating Vehicles” and “Flipping Vehicles”).

TRACKS & MOVEMENT

Vehicles equipped with tracks move slower than their wheeled counterparts when using their gas engines. Movement rates during thrusts are not affected.

Tracks allow a vehicle to turn up to 90° per turn, during gas-engine movement only. (During thrusts, turns are limited to up to 45°.)

Tracks allow a vehicle to avoid some or all of the penalties suffered by wheeled vehicles when passing over certain terrain (cacti, oil slick, fungi, sand pit).

MAXIMUM GAS-ENGINE MOVEMENT:

Forward:	Wheel	Track
Straight line (no turns)	up to 12"up to 10"
1 turn	up to 10"up to 8"
2 turns	up to 8"up to 6"

Reverse:	Wheel	Track
Straight line (no turns)	up to 6"up to 5"
1 turn	up to 5"up to 4"
2 turns	up to 4"up to 3"

Note: turns are up to a 45° angle (vehicles with tracks or turning hooks may turn up to 90°)

Note: a souped-up engine adds D3 inches per turn to gasoline-engine movement (forward or reverse). This additional movement is optional.

THRUST MOVEMENT

Thrusters are used after the Gas Engine Movement Phase is done to provide a little extra distance. When a thrust is made, a roll must be made to see if the driver maintains control of the vehicle. Roll a D6 for each thruster on the vehicle that is being used, including a jump thruster (if more than one thruster is mounted, player may choose how many to use). If ANY of the dice roll a 1, the driver loses control (see "Loss of Control").

This same die roll determines total movement for that thrust; add the dice together for total inches thrust. The full distance rolled MUST be moved, unless collision with an immovable object halts the vehicle.

Loss of Control Result (D10):

- 1-2vehicle spins in place (use scatter die to determine facing) then thrusts full distance rolled
- 3-4vehicle swerves 45° left before thrusting full distance rolled
- 5-6vehicle swerves 45° right before thrusting full distance rolled
- 7-8vehicle moves D6" straight ahead, spins in place (use scatter die to determine facing) then moves D6" more
- 9-10vehicle spins in place (use scatter die to determine facing) and goes nowhere

Note: Losing control while using a jump thruster means the vehicle flips at midpoint of movement

Drivers may attempt a single turn of up to 45° at the END of a controlled thrust. The turn succeeds if the driver can roll equal to or less than Initiative. Failure means the vehicle flips (see "Flipped Vehicles").

Instead of making a regular thrust, drivers may opt to thrust with the brakes on (just as they do during Revving & Shouting). This causes the vehicle to spin in place (use scatter die to determine facing). This maneuver does NOT require a check for loss of control.

DRIVERLESS VEHICLES

Vehicles with an unconscious (reduced to 0 Wounds) driver or whose drivers are engaged in hand-to-hand combat are "driverless." Unless vehicle was at a stop at the beginning of the round, it moves D6 inches straight ahead, then swerves 45° left (1-3 on D6) or 45° right (3-6 on D6), then moves another D6 inches during the Gas Engine Movement Phase. The vehicle then stops; no thrusts may be made unless the driver is replaced (see below).

Other team members who are on board may drive the vehicle. Moving to the driver's seat and shoving an unconscious driver out of the way is a free action and may be done during any phase, but the vehicle may not move during this phase. A driver engaged in hand-to-hand combat may not be replaced.

PUSHING VEHICLES

When a vehicles' gas engine and thrusters stop working, a team can always move their vehicle by pushing it. This movement takes place during the Gas Engine Movement Phase; the vehicle must then sit out the Thruster Movement Phase (or those pushing it would get toasted). Vehicles may be pushed at a rate of 1" per character that is in base-to-base contact with the vehicle at the start of the Gas Engine Movement Phase. (Characters inside the vehicle can get out of it at the start of a round as a free action to be in base-to-base contact with it.) No driver is required if the vehicle is being pushed in a straight line; adding a driver allows the vehicle to make 1 turn.

Vehicles with damaged wheels may be pushed as long as their tires are intact. Vehicles with deflated or partially deflated tires may be pushed, but movement penalties apply, which means more characters will be required to push to get the vehicle to move. Vehicles with blown tires or destroyed tracks may not be pushed.

Characters pushing a vehicle may reboard it during the On-Foot Movement Phase (and may get off to push again, as a free action, prior to the next Gas Engine Movement Phase).

Characters fighting hand-to-hand may not help push the vehicle, even if they are in base contact with it.

ROTATING VEHICLES

An alternative method of pushing involves pushing on the side of a vehicle to rotate it in place. All of the rules for pushing apply, except that the vehicle does not move forward but spins in place, either in a clockwise or counter-clockwise motion. For each character pushing, the vehicle may be turned 45° (1 character turns it 45°; 2 characters turn it 90°; 3 characters turn it 135°; four characters turn it 180°).

FLIPPED VEHICLES

A flip ends a vehicle's movement for that round; turn the vehicle upside down. If the vehicle does not have a roll cage, the driver and gunner (plus anyone else on board) each take 1 Wound.

Attempts to flip a vehicle over onto its wheels again are made during the next Gas Engine Movement Phase. To turn a flipped vehicle over, at least one character adjacent to the vehicle (in base-to-base contact with it) must roll equal to or less than their Strength score. Roll a D6 for each character in base-to-base contact with the vehicle.

Characters fighting hand-to-hand may not help flip the vehicle, even if they are in base contact with it.

Only one attempt to flip the vehicle may be made per Gas Engine Movement Phase. Once a vehicle has been flipped over, the player may choose any facing for it. The vehicle may not thrust during the Thruster Movement Phase that follows (since this would toast the characters who flipped it). Characters may reboard the vehicle during the next On-Foot Movement Phase.

HITTING OBSTACLES

A vehicle that hits a solid, immovable obstacle (eg: rock, building, concrete wall, tank trap) is halted in its movement for that phase may take damage. Roll a D6: a result of 1 (or 1-2 if vehicle was thrusting when collision occurred) means the vehicle takes 1 Damage Chit.

COLLISIONS & RAMS

Vehicles may collide accidentally when one goes out of control (e.g. an out-of-control thrust), or may deliberately ram each other. Any time 2 vehicles collide, each vehicle rolls D6: a result of 1 (after die roll is modified) means the vehicle takes 1 Damage Chit.

Two moving vehicles that hit head-on end their movement at that point, but vehicles that hit another vehicle (intentionally or not) in any other configuration (even head-on if one vehicle was not

moving) continue their movement, pushing the hit vehicle out of their path (unless that vehicle collides with an immovable object, halting its motion).

If a collision sets off a multi-vehicle chain reaction, vehicles may have to roll several times: once for each time they are hit, and once for each time they hit something (either another vehicle or an immovable object).

VEHICLE HITS IMMOVABLE OBJECT:

roll D6: 1 (1-2 if thrusting in that direction) = 1 damage

VEHICLES COLLIDE:

roll D6: 1* = 1 damage

* modify die roll as follows:

- 1 if either vehicle is thrusting
- 1 if vehicle hitting yours is hitting with its ram
- 1 if both vehicles are moving and hit head-on

OFF THE EDGE OF THE WORLD

Vehicles that run off the edge of the table end all movement for that round. They return to the game by backing up from the spot where they left the table during the next Gas Engine Movement Phase (vehicle halts against edge of table and must go in reverse during next gas engine phase).

TERRAIN

Vehicles moving across certain terrain types may suffer damage, slow down, or lose control. The results described below are applied during each movement phase that the vehicle or character is in contact with the terrain feature (for cacti, fungus patches, oil slicks, old minefields, sand pits and toxic sludge, "in contact" means that at least two of the vehicle's wheels are touching).

Barbed Wire: can be smashed through but on a D6 roll of 1 it tangles around wheels and brings vehicle to a complete halt for the rest of that round. The tangle may be cleared by any 1 character (including driver or gunner) during the next Gas Engine Movement Phase. No gas engine movement is allowed during the phase in which untangling occurs, but a thrust may be made the Thruster Movement Phase that follows.

On-foot characters moving across barbed wire are slowed to half movement during the turn in which they cross it and take 1 Wound.

Barrels: can be smashed through with ease, but may hold toxic sludge; on a D6 roll of 1 the barrel was filled with toxic sludge; draw 1 Damage Chit.

On-foot characters may take shelter behind barrels but if the barrel is shot, on a D6 roll of 1 the barrel contained toxic sludge which sprays on all characters within 1" of barrel, causing them 1 Wound. Make a separate roll for each barrel; make this roll once only per barrel during game.

Cacti: slows vehicle down to half movement while vehicle is crossing it. In addition, driver must roll D6 equal to or under Initiative or cacti deflate 1 wheel (tracked vehicles must make this roll only if they also have wheels). Gas engine movement is reduced by 2" until that wheel is replaced.

On-foot characters moving across cacti are slowed to half movement while crossing it and take 1 Wound per on-foot movement phase spent in the cacti.

Cliff: any drop of 2 inches or more means the vehicle might flip; driver must roll D6 equal to or under Initiative or vehicle flips; see "Flipped Vehicles."

Fungus Patch: does not slow down vehicle movement but is slippery when driven across. Vehicle entering a fungus patch or starting its movement on a fungus patch swerves or spins at the midpoint of its movement through the fungus patch unless driver must roll D6 equal to or under Initiative (remainder of movement then continues).

If roll fails, roll D6 to determine result:

1-245° swerve to the left
3-445° swerve to the right
5-6spin (use scatter die)

Characters entering a fungus patch must each roll a D6; a result of 1 means the character stops to chow down on yummy fungus. On-foot movement for that round ends at the point where the character first enters the fungus patch; the next round the character is full and free to move again (and need not make the roll a second time). Roll must be made each time a character enters a fungus patch (even the same one).

Oil Slick: a vehicle entering an oil slick or starting movement from within an oil slick swerves or spins at the midpoint of its movement through the slick unless driver can roll D6 equal to or under Initiative; remainder of movement then continues. If roll fails, roll D6 to determine result:

1-245° swerve to the left
3-445° swerve to the right
5-6spin (use scatter die)

On-foot characters crossing an oil slick are slowed to half movement while they are crossing it.

Oil slicks may be set on fire by scorcher hits or by any on-fire vehicle or character that enters them; they do immediate damage to anything within them during the round they are set on fire, and continue to burn for D3 more rounds (see "Fires").

Old Minefield: has old, rusted mines in it, most of them duds, but a 1 roll on D6 means vehicle (or character) has triggered a live one; mine is Strength 5 and inflicts 1 Damage Chit if explosion penetrates vehicle armor (does 5 Wounds to on-foot characters).

Sand Bags: may be smashed through but on a D6 roll of 1 the vehicle's carburetor becomes clogged with sand and gas engine movement is reduced by D3 inches until engine is repaired.

Sand Pit: slows vehicle to half movement; in addition, on a D6 roll of 1 the vehicle's carburetor gets clogged with sand and gas engine movement is reduced by D3 inches until engine is repaired.

Tire Walls: may be smashed through but on a D6 roll of 1 a tire flies up and inflicts 1 Damage Chit.

Toxic Sludge: pools of toxic sludge inflict 1 Damage Chit to vehicles passing through them (at least 2 wheels touching). In addition, on a D6 roll of 1 toxic sludge has splashed onto all characters on the vehicle, inflicting 1 Wound to each of them.

On-foot characters wading across toxic sludge are slowed to half movement while crossing it and take 2 Wounds per on-foot movement phase spent in sludge.

ON-FOOT MOVEMENT

On-foot character movement takes place after the Thruster Movement Phase, with players moving their characters in Revving & Shouting turn order. Characters on foot may walk up to a number of inches equal to their Move or run up to a number of inches equal to 2x their Move in any direction (doubling back is permitted).

Characters that come into base-to-base contact with another character are immediately engaged in hand-to-hand combat with that character. Neither character can move further during the remainder of this phase.

Characters moving across oil slicks, toxic sludge, cacti, or barbed wire are reduced to half movement and may take wounds (see “Terrain”).

Characters who run may not shoot. Characters who walk shoot at a +1 penalty. Characters who do not move shoot without penalty.

BEING RUN DOWN

Characters about to be run over by a vehicle may jump out of the way (even if it is not the On-Foot Movement phase) by rolling D6 equal to or under their Initiative. If they fail they are run over and take 1 Wound (D3 Wounds if vehicle is thrusting when it hits them). Direction jumped is up to the player.

JUMPING INTO MOVING VEHICLES

Characters who want to jump into a moving vehicle (or from one vehicle to another) may do so by rolling D6 equal to or under their Initiative. A jump may be attempted on any vehicle passing within 1” of character during any phase. Failure results in character taking 1 Wound (D3 Wounds if vehicle is thrusting). Vehicles that are not moving may be jumped onto without fear of wounds, but this movement takes place during the On-Foot Movement Phase.

Characters who jump onto another team’s vehicle can engage any characters on board in hand-to-hand combat immediately; resolve this combat in the Hand-to-Hand Combat Phase that follows.

WOUNDS & TOUGHNESS

There are lots of ways to get wounded in Formula Waaagh. Characters are shot, burned, run over, hit in hand-to-hand combat, etc. Not all wounds, however, are equal. Some are mere grazes that tougher orks laugh off.

For each “Wound” taken, a D6 is rolled. If the result is equal to or less than the characters’ Toughness, the wound is a mere scratch and need not be recorded. All other wounds must be recorded.

Any character reduced to 0 Wounds falls unconscious and is immediately removed from play (unless it is the Hand-to-Hand Combat Phase, in which fighting is simultaneous; characters knocked unconscious during this phase are removed at the end of the phase). At the end of the game, players must roll on the Serious Injuries table for each character reduced to 0 Wounds.

HAND-TO-HAND COMBAT

The Hand-to-Hand Combat Phase takes place after the on-foot movement phase. Any characters in base-to-base contact at the end of the on-foot movement phase are deemed to be in hand-to-hand combat. A maximum of 4 characters can engage a single opponent in hand-to-hand combat (one each on the front, back, right and left).

Each character is armed with a knife, or (in the case of the pit crew) a wrench. Characters in hand-to-hand combat each roll a number of D6 equal to their Initiative score. All die rolls that are equal to or less than their Fighting score cause 1 Wound.

If multiple attackers are engaging a single defender in hand-to-hand combat, roll separately for each attacker.

Because all hand-to-hand combat is deemed to be simultaneous, a character reduced to 0 Wounds continues to fight until the end of the Hand-to-Hand Combat Phase and is only then removed from play.

Hand-to-hand combat may also occur on vehicles. Gunners engaged in hand-to-hand combat may not shoot. Drivers engaged in hand-to-hand combat may not steer or thrust; the vehicle moves as “driverless” during the next Gas Engine Movement Phase, then rolls to a stop (no thrusts).

Characters engaged in hand-to-hand combat must fight until one of them either is reduced to 0 Wounds or runs away (or, in rare instances, until they declare a truce). They can’t, for example, use extinguishers, perform repairs, help to flip vehicles, etc. The one action they can perform is to drop and roll if they are themselves on fire. If they do this, their attackers get to attack them without fear of retaliation, since a character rolling on the ground can’t fight back.

Either character may choose to break away from the combat at any point by running away (or leaping off the vehicle); this is done during the on-foot movement phase. When this happens, their attacker(s) get in one last attack (as if it were already the Hand-to-Hand Combat Phase) as they are fleeing. The fleeing character cannot attack back.

Characters engaged in hand-to-hand combat may be shot at, but the shot has an equal chance of hitting friendlies. Make a random die roll to see who is hit.

Frag grenades and guns may not be used as hand-to-hand combat weapons.

SHOOTING

The Shooting Phase takes place after the Hand-to-Hand Combat Phase; shooting is done team by team, according to Revving & Shouting turn order. Damage takes effect immediately.

Drivers may shoot a gun but at a penalty: their vehicle moves as “driverless” during the next round.

Each character may fire only once (except for those with the Rapid Fire skill). The shooter must roll D6 equal to or less than SH to hit a target. The die roll is modified as follows:

Modifiers to SH rolls:

Point blank	-2
Long range	+1
Small target (e.g. land mine).....	+1
Target vehicle used thrusters this round.	+1
Target vehicle not moving.....	-2
Own vehicle used thrusters this round....	+1
Gunner blinded in one eye	+1
On-foot shooter walked this round	+1
On-foot target ran this round.....	+1
On-foot target in hard cover.....	+2
On-foot target in soft cover.....	+1
Weapon damaged.....	+1

LUCKY SHOTS

If the modifiers to SH would make it impossible to hit no matter what was rolled (e.g. modifiers would turn even a roll of 1 into a miss) shooter can still make a “lucky” hit if two successive 1s can be rolled.

MEASURING RANGE

All range measurements for vehicles are made from the pivot point of the weapon. Range measurements for on-foot characters are from midpoint of base of shooting character to midpoint of target character’s base.

Any target within 1” is in point blank range.

HARD vs. SOFT COVER

Hard cover includes barrels, sandbags, piles of scrap, tank traps, buildings or rocks that hide at least half of the character when using line of sight. Characters fully behind hard cover (that can not be seen using line of sight) may not be hit (except by frag grenades, which are lobbed over cover).

Soft cover includes wooden crates, fungi and cacti that partially or fully hide the character when using line of sight. (Characters fully behind soft cover may still be hit.)

LINE OF SIGHT

All shooting is line of sight. If there are no obstructions between the shooter and the target, there is no cover.

ARC OF FIRE

Except for weapons with a 360° arc of fire, a weapon’s facing must be specified and remains fixed for duration of the race (facing may be changed between races). If there are two or more weapons mounted on the vehicle, their respective arcs of fire may not overlap.

ARMOR PENETRATION

Weapons penetrate a vehicle’s armor on a roll of (D6+Str.) equal to or higher than the AV of the side being fired upon (front, rear, left, right). Scorchers and frag grenades ignore vehicle armor and automatically penetrate.

Base armor value is AV 8. A vehicle equipped with extra armor is AV 9 on the side armor is located on.

CHARACTER WOUNDS

Characters hit by a weapon, either while on-foot or while on board vehicles, suffer a number of Wounds equal to the weapon’s Strength. (Scorchers that hit characters on board vehicles do D3 Wounds instead of the usual 3 Wounds; see “Scorchers”).

LINKED WEAPONS

Two heavy guns may be linked so that they may be fired simultaneously by a single gunner. The gunner makes a single Shooting roll; a successful roll means both heavy guns hit their target. Roll separately for each gun for armor penetration, and make separate rolls to determine how many Damage Chits are drawn.

DAMAGE TO VEHICLES

If a weapon penetrates a vehicle’s armor, it does damage according to its “Vehicle Damage” rating. Draw a corresponding number of Damage Chits.

Permanent Damage: Most damage may be repaired (and is automatically repaired between races, as long as the team has a pit crew), except for the following Damage Chit results: “Gas Engine or 1 Thruster Explodes,” “Weapon Explodes” “Tire Blows or Track Destroyed” and “Gubbins Destroyed.” These cause permanent damage; the part must be replaced.

Weapon Damage: If vehicle has more than 1 weapon on board, use random die roll to determine which weapon is hit.

Weapon Explodes: If weapon is a scorcher, the fuel tank currently in use (if full) continues to burn for next D3 rounds, causing 1 Damage Chit per round until extinguished. If weapon is a rocket launcher, roll d6 for each unfired rocket in the launcher: on a 1 that rocket explodes for an additional D6 Wounds to all characters on board.

Weapon Sights Damaged: Sights can only be damaged once. Ignore this result after first time drawn.

Weapon Mount Damaged: Weapon loses arc of fire (360° arc reduced to 180°; 180° arc reduced to 90° arc; 90° arc reduced to straight line).

Tire Track Damage: Roll D6 to determine which wheel/track is hit. If shot came from front or rear, 1-3 is left; 4-6 is right. If shot came from side, 1-3 is front; 4-6 is rear.

Tire Blows or Track Destroyed: Vehicle is immobilized (can't even be pushed) until wheel or track is replaced. In addition, if vehicle was moving (if it made a gas engine or thruster move this round and did NOT end its movement by hitting a solid, immovable obstacle) driver must immediately roll equal or less than Initiative or vehicle flips.

Tire Deflates or Track Jams: Reductions in movement are cumulative for the vehicle as a whole (add together reductions for all four wheels and/or for both tracks) but not for individual tires (a tire can only be deflated once, or a track jammed once). A deflated tire or jammed track can be destroyed, however.

Wobbly Steering: Steering is either wobbly or it isn't. Ignore this Damage Chit after first time drawn.

Gubbins Damaged / Destroyed: Roll a die appropriate to total number of gubbins on board at start of race to determine which gubbins is hit, rerolling if a blank slot comes up. If roll result is a gubbins that is already damaged or destroyed, no additional damage results. If gubbins is a FULL scorcher fuel tank, a fire may result (see "Scorcher").

Crew Hit: Make a random die roll to determine which character is hit (include characters from opposing teams).

FIRES

Thanks to scorchers, vehicles catch on fire and burn, and so do characters' clothes and gear. Oil slicks hit by a scorcher (or driven through by a burning vehicle or entered by a burning character) also catch fire.

Fires burn for the round in which they are ignited (e.g. the round in which a scorcher hit takes place) plus D3 additional rounds. Vehicles that are still on fire at the end of the Shooting Phase take 1 Damage Chit. Characters that are still on fire at the end of the Shooting Phase take 3 Wounds.

Any character with a full extinguisher can attempt to extinguish a fire during the Gas Engine Movement Phase (if it's the driver and the vehicle is moving, the vehicle moves as driverless for that round). An extinguisher puts out all fires on board a vehicle at once, also extinguishing any on-fire characters who are on board. Extinguishing a fire prevents it from doing further damage.

On-foot characters who are on fire can extinguish themselves by dropping to the ground and rolling. During the round in which they drop and roll, they are unable to move, fight hand-to-hand or shoot (they miss the On-Foot Movement, Hand-to-Hand Combat and Shooting Phases). If engaged in hand-to-hand combat while rolling, they can't fight back.

Burning oil slicks inflict 1 Damage Chit to any vehicle and D3 Wounds to any on-foot character during each round that vehicle or character is in contact with the burning oil slick ("in contact" for vehicles means two or more tires in the slick). Vehicles and characters passing through a burning oil slick do NOT catch on fire. Oil slick fires are too big to be put out with extinguishers.

PIT CREWS

A team must have a pit crew (which can include a cyborg, a specialist pit crew member) to repair damage, replace permanently damaged parts with new ones, or add new parts and gubbins between races. Without at least 1 pit crew, none of these things can be done. (If all pit crew are killed during a race, fresh pit crew must be purchased before anything else is done.)

Any items that suffered temporary damage during a race are automatically repaired between races by the pit crew.

Pit crews also repair or replace parts during a race. Ideally, a team should have at least 3 pit crew or cyborgs, since this is the number of crew required to replace or repair an engine in the shortest time possible. Having fewer pit crew slows things down.

Drivers and gunners may not repair vehicles but they may clear specific types of problems (barbed wire wrapped around wheel; extinguishing fires).

When not repairing their team's vehicle, pit crews armed with guns (or heavy weapons, if their pits include armament) are encouraged to take pot shots at passing opponents during the Shooting Phase. Pit crews may be fired upon by passing vehicles, like any other target.

REPAIRS DURING THE RACE

In order for a repair to be made or a part to be replaced, a pit crew must work on the damaged part for an entire round. If they are interrupted at any point during this round (e.g. forced into hand-to-hand combat by another team's character coming into base-to-base contact with them, or shot and reduced to 0 Wounds) or if they undertake any other action (e.g. shooting, helping to flip a vehicle) the repair is not made.

Pit crew must remain in base-to-base contact with the vehicle they are repairing and may not move from it.

Vehicles may have parts repaired or replaced during a race only after they have come to a complete stop; the vehicle must remain stationary for a number of rounds appropriate to the repair being made.

How many rounds a repair takes depends upon the part being repaired/replaced and how many pit crew are available to do the job. If there are enough pit crew available, multiple repairs can be done at once.

REPAIRING / REPLACING PARTS

Part:	1 round	2 rounds	3 rounds
Tire/Gubbins	1 pit crew		
Weapon	2 pit crew	1 pit crew	
Engine	3 pit crew	2 pit crew	1 pit crew

Note: Because mountings (which give arc of fire) are made for a specific weapon type, weapons may only be replaced with weapons of the same type. Same goes for gubbins. (Between races, mountings may be altered, allowing different weapons or gubbins to be put there.)

CARRYING PARTS

If the necessary spare parts are not kept on board the vehicle they may be brought out to it by the pit crew, who carry these parts out to it on foot. These parts may have been kept in a pit for safe keeping – or may have been stolen from another team's pit or stripped off a rival vehicle (see "Stripping Rival Vehicles"). Characters carrying spare parts may either walk or run (depending on how many are required to carry the part) and may not shoot. If forced to engage in hand-to-hand combat, they drop the part.

Engine or Thruster: Engines and thrusters are very heavy and need at least 2 pit crew to carry them; these characters can move no faster than a walk. If 3 or more pit crew are carrying the engine or thruster, they can move at a run.

Weapon: A weapon is heavy, but 1 pit crew can drag it at a walk. If 2 pit crew are carrying the weapon, they can move at a run.

Wheel: Wheels can easily be rolled; 1 pit crew can move a wheel at a walk or run. If running, however, the character must roll equal or less than Initiative to keep control of the wheel; loss of control means the wheel rolls D3" away from the character in a random direction (determine using scatter die) at the end of that character's movement. If 2 characters are rolling a tire, they can move at a run without having to make an Initiative roll. The same rules apply to characters who are moving barrels.

Gubbins: Gubbins vary in size and weight. While 1 character can drag any gubbins at a walk (no running allowed) the following number of characters are needed to carry gubbins at a run: caltrop dropper (1); exploding ram (2); extinguisher (1); extra loud horn (1); grabber (2); jump thruster (2); mine layer (1); reinforced ram (3); roll cage (2); full scorcher fuel tank (2); spikes (1 per side being repaired); turning hook (2); wheel shashas (1); wrecker ball (2).

LOOTING PARTS

During a race, any pit crew that make it to a vehicle that is immobilized and has no crew on it (or whose crew is unconscious) may strip parts from it. To determine how long it takes to strip parts, see "Repairs During the Race;" time is the same as it would be to repair/replace equivalent parts.

When the race comes to an end, all looted parts that have either been carried back to a team's pit or vehicle; or that are in base-to-base contact with one of that team's characters become the property of that team. Parts may be loaded without penalty onto any vehicle that has come to a complete stop (did not

make any gas engine or thruster movement that round or was halted as the result of a collision). The parts are loaded on by any looter who can reach it (get within 1" of it) during this round. Alternatively, looters may attempt to throw parts onto a vehicle that moves within 1" of them; the throw is successful if the character can roll equal to or less than Initiative.

Parts successfully looted from opposing teams (as well as a team's own surplus parts) may be sold for half their original value between races. (Total all parts to be sold, divide by 2, and round up fractions.) between races. Teams may also trade parts, sell parts to another team at whatever price that team is willing to pay, or ransom looted parts back to the team they were stolen from.

SERIOUS INJURIES

Characters taken out of action (reduced to 0 Wounds) must roll percentage dice to determine what happens to them at the end of the race.

SERIOUS INJURIES (D%):

01-06Dead
07-12Multiple injuries; roll two more times on this table (reroll if this result comes up a second time, or if result is "Dead," "Impressive scars" or "Full recovery")
13-21Chest injury; -1 to Toughness
22-30Leg injury; -1 to Move
31-39Arm injury; -1 to F
40-48Head injury; lose 1 special skill (if character doesn't have special skills yet, may NEVER learn a special skill; character is "too stoopid" to learn
49-57Blind in one eye; -1 to SH
58-63Gobsmacked; -D6 experience points due to loss of teef (and prestige)
56-64Achy; roll D6 before each race, on a 1 character must sit out race
65-67Bitter emnity; hates team that caused the injury and will ram and/or shoot them whenever possible rather than other targets
68-76Stripped; loses all equipment carried
77-79Still recovering; arrives late to next race and can't participate in Revving and Shouting roll (if driver, vehicle must take last post position in next race entered)
80-97Full recovery
98-00Impressive scars; gain D3 experience points

CHARACTER EXPERIENCE

Each character in the team gets experience for a first, second or third-place finish, and for being the loudest team; otherwise, characters gain experience individually as listed below:

- 6 points each.....first-place finish
- 4 points each.....second-place finish
- 2 points each.....third-place finish
- D3 points each.....for shouting the loudest (team won the Revving and Shouting roll).
- D3 pointsstill conscious at end of race
- 1 pointfor each shot fired that hits a vehicle or character
- OR
- 2 pointsfor each shot fired that hits a vehicle and penetrates its armor, doing damage; or that hits and wounds a character
- 5 points(drivers only) for each intentional ram that damages another vehicle
- 2 points(drivers only) for each character intentionally run over (or 5 points if running them over took them out of action)
- 5 pointsfor each character taken out of action in hand-to-hand combat (if points are shared, give each character in melee 2 points)

CHARACTER ADVANCEMENTS

A character gains one advancement each time the character's total experience points equal or surpass the following numbers: 10, 20, 30, 50, 70, 90, 110, 130, 150, 170, 210, 250, 290, 330, 370.

The advancement is determined by rolling D8. If a character has maxed out, roll again.

- 1.....+1 Move (maximum 6)
- 2.....+1 hand-to-hand Fight (maximum 5)
- 3.....+1 Shooting (maximum 6)
- 4.....+1 Strength (maximum 5)
- 5.....+1 Toughness (maximum 5)
- 6.....+1 Wounds (maximum 6)
- 7.....+1 Initiative (maximum 5)
- 8.....choose a special skill

SPECIAL SKILLS

Bomber: character can re-roll a failed SH roll when throwing a frag grenade; must take second result

Bootlegger Turn: driver may end straight-line gas-engine move with a 180° turn; vehicle must move at least 6"

Deadeye: gunner may ignore damage to weapon sights

Dodgy: character gets -1 bonus to Initiative rolls made to dodge vehicles

Duck & Weave: when this character is running and is the target of a shooter, the penalty for trying to shoot a running character is doubled

Emergency Stop: driver may shorten thrust movement by D6 inches; may not be used if driver has lost control of thrusters

Quick Change Artist: pit crew member works twice as fast as normal (character counts as "2" pit crew for purpose of calculating repair time)

Headlong Leap: character gets -1 bonus to Initiative rolls made to leap into moving vehicles

Hipshooter: character ignores penalty for shooting while walking

Rapid Fire: character may shoot twice per turn (guns only, not heavy weapons)

Skid Start: driver may combine a touch of thrust to gas engine movement for D6 extra damage; driver must roll D6 to see if there is loss of control; on a roll of 1 the usual thruster loss of control results apply

Steady Hand: gunner may ignore shooting modifier for own vehicle thrusting

Stunt Driver: driver may reroll scatter die if vehicle spins out; must take second result

Thrust Turn: driver may reroll a failed Initiative when attempting a turn at the end of a thrust; must take second result

Waaagh: character gets 1 extra attack die on first round of hand-to-hand combat

GAINING TEEF

After each race, each team gains teef as follows:

1D6 teef from team sponsor

3 teef per vehicle in race (including yours) for a win

2 teef per vehicle in race (ditto) for placing second

1 teef per vehicle in race (ditto) for placing third

OR

D3 teef if you finish the race (complete the required number of laps), plus 5 teef for every car raced against that has a cost (in total teef spent on it) that exceeds your vehicle's cost by 50 or more

D3 teef from each opponent taken out in hand-to-hand combat (ripped from opponent's mouths)