

DARK HERESY™ APOCRYPHA



Dark Heresy Apocrypha is an irregular series of articles and optional game rules for the Dark Heresy Roleplay Game. The Apocrypha contains all manner of exciting things such as rules additions, new types of character and different ways of constructing groups of Acolytes, as well as ideas for running particular types of game. Such knowledge however, comes with a warning—it is anticipated that some Apocrypha will have substantial implications for your games of Dark Heresy if you choose to use them. The Apocrypha are subject change and sit slightly outside of the purity of Dark Heresy's core rules. For those of you who have steeled your soul and crave forbidden knowledge you read at you own risk! Enjoy.

—The Curators of the Dark Heresy Oubliette of Knowledge.

VEHICLES & RIDING BEASTS

This Apocrypha presents rules for using vehicles and mounts in games of Dark Heresy.

VEHICLES

In Dark Heresy there are countless types of vehicles, everything from bikes, ships, spacecraft, walkers and more are available to those with the money and influence to acquire them. As with mounts, vehicles are best used as conveyances, enabling characters to move from one location to another at a rate faster than they could otherwise achieve with their feet alone. Most of the time when a character interacts with a vehicle they are a passenger and the vehicle becomes just another environment for the character to explore. When a character is driving or piloting a vehicle in non-stressful conditions there's no reason to become bogged down in the minutia of what lever does what—simply allow the Acolytes to reach their destination. There may, however, be times when a character is piloting or driving a vehicle in combat, or worse, they face an enemy that has the benefit of a vehicle. Such encounters and circumstances alter the dynamics of the game by injecting a new lethal dimension to combat. The rules presented here expand combat options by including full rules for incorporating vehicles into the game.

VEHICLE TYPES

Outside of massive vehicles that require large complements of pilots and drivers to control, vehicles are grouped into types that correspond to the Drive and Pilot Skill Groups outlined on pages 102 and 105 of the Dark Heresy Core Rulebook.

GROUND VEHICLES

Ground vehicles encompass any terrestrial vehicle designed to manoeuvre on a planet's surface. Controlling a ground vehicle effectively requires the Drive (Ground Vehicle) skill.

Bikes: Bikes are a catchall for motorcycles, monocyks and other vehicles with one or more wheels arranged in a line. This category generally refers to those vehicles that rely on engines for propulsion.

Medium Vehicles: This category includes road wheelers and ground cars. They are primarily found on civilised worlds that have road networks. On such planets, private ownership is a status symbol and a sign of wealth. Most people do not have the luxury of possession such transportation. Ground cars include staff cars for officers, quads, limousines, and personal conveyers—one man autos famous for being unreliable and utterly dangerous.

Large Vehicles: Large vehicles that serve as haulers, trucks and transports, functioning as cargo and personnel carriers. Haulers are named for the quantity of their wheels, with the Cargo-8 being one of the most common.

Crawlers: Massive vehicles, weighing hundreds of tons, they are somewhat rarer than large vehicles. For civilian purposes, they are used for construction, transporting heavy cargo as harvesters, flatbeds and other industrial vehicles. The military's armour such as the Baneblade, Leviathan and even the Capitol Imperialis—a mobile tracked fortress capable of carrying hundreds of men—all qualify as crawlers.

Termites: Termites is a catch-all category for any vehicle designed for burrowing through solid matter. These are generally rare and normally found only on industrial worlds and mining colonies.

Water Craft: Water craft are common throughout the Imperium and vary from the motor skiffs used to skim the surface of hive chem-pools to the mass harvesters that roam the seas of water bound agri-worlds.

WALKERS

Semi-robotic walking machines, these vehicles move about on mechanical legs. Most walkers have military applications, such as guard sentinels, dreadnoughts and the feared battle titans. For civilian use, walkers may serve as power lifters or as tools for construction. Some walkers are designed to be controlled by servitors. Controlling a walker effectively requires the Drive (Walker) skill.

HOVER VEHICLES

Hover vehicles, often referred to as skimmers, are anti-grav vehicles built for limited flight. The Imperium has good and practical anti-grav and contra-air tech based on ancient designs, but it is little understood and rarely seen outside the circles of the wealthy elite or Adeptus Mechanicus. Controlling a hover vehicle effectively requires the Drive (Hover Vehicle) skill.

CIVILIAN FLYING CRAFT

Civilian flying craft are designed to transport people and cargo inside a planet's atmosphere or from a planet's surface to an orbiting ship and back again. Most of these vessels have poor manoeuvrability, while others are highly manoeuvrable toys of the elite, able to soar in the clear air of pleasure worlds. Some of these vehicles also include artificial gravity, but such benefits are expensive and not widespread. Controlling a civilian flying craft effectively requires the Pilot (Civilian Craft) skill.

MILITARY FLYING CRAFT

Military flying craft include transports such as valkyrie transporter or aquilla lander for use in warzones, and also includes heavily armed engines of destruction such as vulture gunships, thunderbolt fighters and marauder bombers. Controlling a military flying craft effectively requires the Pilot (Military Craft) skill.

VEHICLE CHARACTERISTICS

All vehicles are defined by a set of numbers and Traits to provide options for the pilot and crew that operate them. In many ways, these characteristics function as those characteristics used to describe characters and creatures, but unlike living creatures, vehicles are generally not capable of taking Actions on their own and must rely on the capabilities of their operator. All vehicles have the following statistics:

Type: This is the class of vehicle and typically indicates how it moves and the Skill specialisation required to drive or pilot it.

Size: Vehicles have Size Traits just as creatures. Any vehicle that can hold one or two people is Hulking, most Acolytes and aircraft are Enormous, with tanks and the like being Massive.

Armour: Many vehicles are heavily constructed allowing them to shrug-off harm that would fell a living creature,

and in the case of military vehicles, armour plated to resist gunfire, explosions and other attacks. In each vehicle's case, an Armour Points value is listed which is used to resist damage done to it, (note that vehicles have no Toughness Bonus, only Armour Points.)

These rules (for simplicity's sake) feature only a single Location or relative few Locations with separate Armour Values for each vehicle. The most common of these is "Hull", which is used in these rules as a catch-all term for the bulk of a vehicle, although some will also have separate listing for Locations which are particularly well, (or poorly) protected, (such as Front, Wings, Rear etc) depending on the nature of the vehicle.

TABLE 1-1: GUIDELINES FOR VEHICLE ARMOUR

Variety of Vehicle	Armour Points
Unprotected vehicles such as civilian ground cars, carts etc	12 or less
Un-armoured military or heavy civilian vehicles	12-20
Lightly armoured vehicles or very heavy duty vehicles	15-25
Heavily armoured vehicles	25+

Striking a particular vehicle Location rather than another is a matter of the direction the attack comes in from, (shooting at the back of a vehicle will hit its Rear location, or if the Rear is not separately listed, the Hull etc.) The GM has the final say on what location is struck by an attack, and any special effect beyond the usual Damage that striking that Location will have.

Causing Damage: Vehicles unlike living creatures, Daemons etc, do not have Wounds. Attacks that deal Damage equal to or greater than a Location's Armour Points will cause Structural Damage of some kind (see page 8 of this Apocrypha for more details). The amount by which the Damage exceeded the Armour determines the severity of the Damage and which table is used to determine the result.

Vehicle Traits: Vehicle traits are special qualities possessed by a vehicle.

Narrative Speed: This entry describes the vehicle's cruising and top speed, measured in kilometres per hour, and is displayed as Cruising Speed/Maximum Speed. Cruising Speed is the standard sustained speed used for movement in Narrative Time. It typically equals half the vehicle's Maximum Speed. The Maximum Speed is included as a guide of how fast a vehicle can go when pushed. For ground vehicles, these Speed values are halved for off-road conditions, unless the vehicle has the All Terrain vehicle trait.

Combat Speed: This gives the amount a vehicle will move every Round, depending what Speed Band the vehicle is moving at. This is displayed as Very Slow/Slow/Cruising/Fast/Very Fast.

Armaments: Armaments describe the standard weaponry that the vehicle carries. In some cases it simply lists weapon mountings, in which case any weapon of the mounting type listed can be added.

Handling Modifier (Skill): This entry take the form of a Difficulty modifier, it reflects any bonus or penalties to the pilot's Skill Test when attempting operations outside of the norm with this vehicle based on it inherent manageability. Additionally, this entry also indicates the Skill used to operate the vehicle.

Crew: This entry describes the number of crew needed to operate the vehicle. This entry also includes the various functions of the crewmen, such as pilot, gunner and so on.

Passengers: If the vehicle can accommodate passengers, the number it can carry is listed here. Otherwise, this entry is absent. Note this is when passengers are comfortably accommodated, not crammed in etc!

Access Points: This entry describes where a character can climb on board or exit an enclosed vehicle.



MOVEMENT IN NARRATIVE TIME

While the means of propulsion may vary, all vehicles move in the same way. When using Narrative Time (e.g. any time when there are no dramatic opportunities or unusual complications such as combat, hazards and the like), it is enough to say the vehicle gets you to where you're going. A vehicle in Narrative Time moves at the vehicles Cruising Speed—this is modified by the type of terrain the vehicle is moving over.

Difficult Terrain

When moving on roads or similar surfaces, vehicles may use their Combat Speed and Narrative Speed values. When travelling on any other surface, they move at half their Cruising Speed for Narrative Speed and halve the Move Value in all of their Speed Bands for Combat Speed—unless the vehicle has the All Terrain vehicle trait. Note that Skimmers ignore the effects of all terrain. Vehicles that move through air, space or water, are not affected by terrain in Narrative Time.

VEHICLE COMBAT

In most Dark Heresy games, vehicles are either environments for the Acolytes to explore or are simply means of travel, and rarely do vehicles play a part in the usual sorts of combat encounters that characters are bound to face. There are, however, situations where a thrilling chase through the labyrinthine streets of a hive world or a heart-pounding dogfight in the upper atmosphere will have a place in the game and these rules are designed to enable players and GMs alike to expand their options.

THE BASICS

Vehicular combat follows the same structure as combat described in Dark Heresy. Opponents determine Initiative as normal and then act in order from highest to lowest. Vehicles act on the Initiative of their controller. Each participant, on their Turn, gets a chance to act, taking a Full Action or two Half Actions. Where vehicular combat differs is in its sense of scale and how Damage is resolved against vehicles.

THE DRIVE/PILOT SKILL AND INITIATIVE

The skill of a driver has an important implication for how quickly a vehicle responds in combat, with more skilled drivers having an important edge over less skilled drivers. A character with Drive or Pilot +10 adds +1 to their Initiative roll when controlling a vehicle, whilst characters with Drive or Pilot +20 adds +2 to their Initiative roll when controlling a vehicle.

MOVEMENT IN COMBAT

When moving in combat, vehicles may move a number of meters per Round that is determined by the Speed that the vehicle is travelling at. There are six Speed Bands for vehicles: Stationary, Very Slow, Slow, Cruising, Fast and Very Fast. In a vehicle's profile, Combat Speed is divided into

these Speed Bands: Very Slow/Slow/Cruising/Fast/Very Fast. Unless the vehicle's controller takes an Accelerate or Decelerate Action (see Vehicle Actions on page @@ of this apocrypha) a vehicle will always move at the same Speed that it was moving in the previous Round.

Note: In a combat Round a vehicle must move a minimum distance equal to the movement value of the next rate down.



EXAMPLE

A vehicle with a Combat Speed entry of 15/30/45/60/75, will move up to 15 meters in a Round when moving at Very Slow Speed and 60 meters when moving at a Fast Speed. At Fast Speed the vehicle can move up to a maximum of 60 meters and must move a minimum of 45 meters.

USING MODELS

Using models to keep track of the relative distances and positions of vehicles in combat is very useful, especially as such situations can often be quite complex and the outcomes highly deadly. When using miniatures, movement and ranges will have to be converted into a suitable equivalent in inches or centimetres. If you are using 28mm miniatures and vehicles that correspond in scale to these miniatures 1 inch/2cm is equal to 1m.

Manoeuvres

Handling determines how difficult it is to control your vehicle in combat and perform special manoeuvres, and as one would expect, the faster a vehicle moves, the harder it is to control. Whenever you take an Action that calls for an operator Test, modify the Test by the Difficulty of the vehicle's Handling plus the penalty or bonus incurred by the vehicle's Speed as shown on Table 1–2: Speed Difficulties.

TABLE 1-2: SPEED AND MANOEUVRE DIFFICULTIES

Speed Band	Difficulty
Stationary	No manoeuvres are possible
Very Slow	+20
Slow	+10
Cruising	0
Fast	–10
Very Fast	–20

If you fail the Test, you simply cannot perform the manoeuvre. If you fail by two or more degrees of failure, you lose control of the vehicle and must roll on Table 1–3: Out of Control. On a failure by four or more degrees, you lose control and must roll on the table and add +20 to the roll.

TABLE 1-3: OUT OF CONTROL

Roll	Result
01–20	No effect
21–30	Minor slip moves the vehicle 1 metre to left or right. No effect on air- or spacecraft.
31–40	Vehicle slips 1d5 metres to the left or right. [†]
41–50	Vehicle skids 1d10 metres to the left or right. [†]
51–60	Vehicle skids 2d10 metres to the left or right. [†]
61–70	Vehicle spins 1d5 times, drifting 2d10 metres in a random direction. Vehicle reduces its Speed by two bands.
71–80	As 61–70, but if moving at Fast or a faster Speed, the vehicle flips 1d5 times and crew and passengers take 1d10 I points of Damage for each flip, coming to a complete stop at the end of its movement.
81–90	As 61–70, but if moving at Cruising or a faster Speed, the vehicle flips 1d5 times and crew and passengers take 1d10 I points of Damage for each flip, coming to a complete stop at the end of its movement.
91–100	As 61–70, but if moving at Cruising or a faster Speed, the vehicle flips 1d10 times and crew and passengers take 1d10 I points of Damage for each flip, coming to a complete stop at the end of its movement.
101–110	As 91–100, but the vehicle catches fire when it stops moving. All crew and passengers still alive must Test Agility or catch fire. ^{††}
111–120	As 101–110, but the vehicle explodes when it stops moving. All crew and passengers are slain and all creatures within 10 metres take 2d10 X, Pen 5, Damage from the flaming debris. ^{††}

[†]Aircraft begin an uncontrolled descent. Spacecraft move in a random direction.

^{††}Vehicles with the Primitive vehicle trait do not explode or catch fire but instead flip 1d0 times as per result 61-70, and are also completely destroyed.

Collisions

Whether from an Out of Control vehicle or an intentional ram, the results of a collision can be devastating. When a vehicle collides with an object, the vehicle and object struck take an amount of Damage. For the vehicle, the amount of Damage is determined by the size of the object and (if it is a vehicle) the Speed it was travelling at. For the object hit, the Damage is determined by the size of the object. If the Damage is not enough to exceed the vehicle's Armour, the vehicle may continue moving, though its Speed will drop by one band.

Passengers not strapped-in take half this Damage plus any Damage that exceeds the vehicle's Armour. Passengers that are strapped-in only take Damage that exceeds the vehicle's Armour.

TABLE 1-4: COLLISION & HIT AND RUN DAMAGE

Size	Base Damage	Damage Modifier
Average or smaller (Bike)	1d0 I	—
Hulking (Grox, Car) above stationary	2d10 I	+1/Speed Band
Enormous (Silt Spider, Landspeeder) +2/Speed Band above stationary	3d10 I	
Massive (Battle Tank, Scar Wyrms) +5/Speed Band above stationary	4d10 I	

Special: If the target struck has a Size equal to or greater than the vehicle, resolve this as a Collision instead.

AIRCRAFT COMBAT

Aircraft in combat have an additional consideration that affects their movement. The following rules are broad to simulate, to a degree, some of the other factors to consider when using these vehicles.

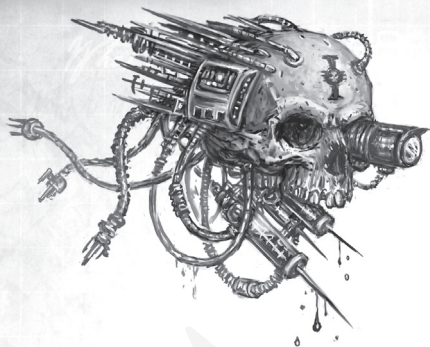
Altitude

Rather than bog down the game in complex mathematical equations, Dark Heresy uses four broad altitude bands for flying creatures and vehicles. The altitudes are Low, Medium, High and Orbit. Vehicles may attack other vehicles in the same altitude or against targets at one altitude lower but not higher altitudes.

An aircraft's Speed determines how long it takes to move into another altitude band. It takes 5 Rounds for Very Slow, 4 Rounds for Slow, 3 Rounds for Cruising, 2 Rounds for Fast, and 1 Round for Very Fast. Vehicles with particularly slow speeds may take longer, while vehicles with particularly fast speeds may change altitudes more or less quickly at the GMs discretion.

Minimum Speed

Any vehicle that moves through the air must maintain a minimum speed equal to its Slow Speed unless that vehicle has the Anti-Grav vehicle trait. Dropping below this Speed causes the vehicle to stall and begin to lose altitude. To regain control over the vehicle, the operator must succeed on a Pilot Test with a cumulative –10 penalty for every two Rounds spent below the Slow Speed. Although gravity varies from world to world, to avoid ridiculous calculations, assume that every the vehicle drops one altitude band every 2 Rounds.



VEHICLE ACTIONS

The following Actions expand on those found in Dark Heresy. Most of these Actions apply to the vehicle's pilot. Crew and passengers may perform specialised tasks in the vehicle or take Actions normally available to characters in combat.

ACCELERATE (HALF)

You increase your vehicle's Speed by one band, this will affect the vehicle's movement this Round and so its move will correspond to its new Speed. If all you do this Round is accelerate, you may increase the vehicle's Speed by two bands.

ATTACK (HALF)

You or a crewman can fire one of the vehicle's weapons or use a personal weapon if the vehicle's configuration allows it. You may use a melee weapon if you are adjacent to an opponent. Attacks made from moving vehicles incur a penalty based on the vehicle's Speed: Slow (+0), Cruising (-10), Fast (-20) or Very Fast (-30).

AVOID OBSTACLE (HALF)

You may make a Drive or Pilot Test to avoid an obstacle. The size of the obstacle determines the base Difficulty, which is added to the Difficulty incurred by Speed and Handling. Obviously, you only need to make these Tests for the sudden appearance of an obstacle in your path.

Size	Base Difficulty
Miniscule	+30
Puny	+20
Scrawny	+10
Average	0
Hulking	-10
Enormous	-20
Massive	-30

BOOTLEGGER REVERSE (FULL)

With this manoeuvre, you move forward at half the vehicles movement and then turn anywhere between 90 and 180-degrees. You must succeed on a Hard (-20) Drive or Pilot Test to make this manoeuvre work. Speed penalties and Handling modifiers also apply as normal.

DECELERATE (HALF)

You may decrease the vehicles Speed by one band. If all you do this Round is decelerate, you may decrease the vehicles Speed by two bands.

EVADE (HALF)

By weaving or bobbing, you make your vehicle harder to hit. You must make a Drive or Pilot Test applying the Handling modifier if any. On a success, if the vehicle takes a hit in combat, you reduce the Damage by your Agility Bonus. On a failure of two or more degrees, the vehicle is actually easier to hit, granting a +10 bonus on all Ballistic Skill Tests made to strike the vehicle. A failure of four or more degrees, results in Out of Control.

HARD BRAKE (FULL)

You can dramatically slow the speed of your vehicle by making a hard brake. You must make a Pilot or Drive skill Test modified as normal for the Speed of the vehicle's movement. A success means that you may reduce the vehicles movement rate by up to four bands. A failure of two or more degrees results in Out of Control.

HIT AND RUN (FULL)

You can run down opponents, moving through or over your opponents. Your vehicle moves normally. Any creatures in its path may Test Dodge to get out of the way or they may make a free attack—they may not attempt both. Assuming the vehicle survives the attack and hits a target, you must make a Drive, Pilot or Wrangling Test. On a success, you hit the opponent and deal Damage based on the vehicle's Size as per a collision (see Table 1-4: Collision and Hit and Run Damage).

MANOEUVRE (VARIES)

There are bound to be manoeuvres not covered by the Actions described here, such as jumping a vehicle over an obstacle, lifting the vehicle up on two wheels, and so on. Any manoeuvre requires a Drive or Pilot Test against a Difficulty set by the GM appropriate to the manoeuvre attempted.

PUSH THE ENGINES (FULL)

You may push the engines in your vehicle to accelerate more quickly. A successful Drive or Pilot Test increases the vehicles Speed by three bands. Performing this Action over multiple Rounds increases the Difficulty of the Test by one step. A failure of two or more degrees indicates that you've taxed the engine, reducing your maximum Speed by one band. A failure by four or more degrees, indicates that you've blown the engine—your Speed is reduced by one band per Round until you are stationary.

ROLL (HALF)

Aircraft Only

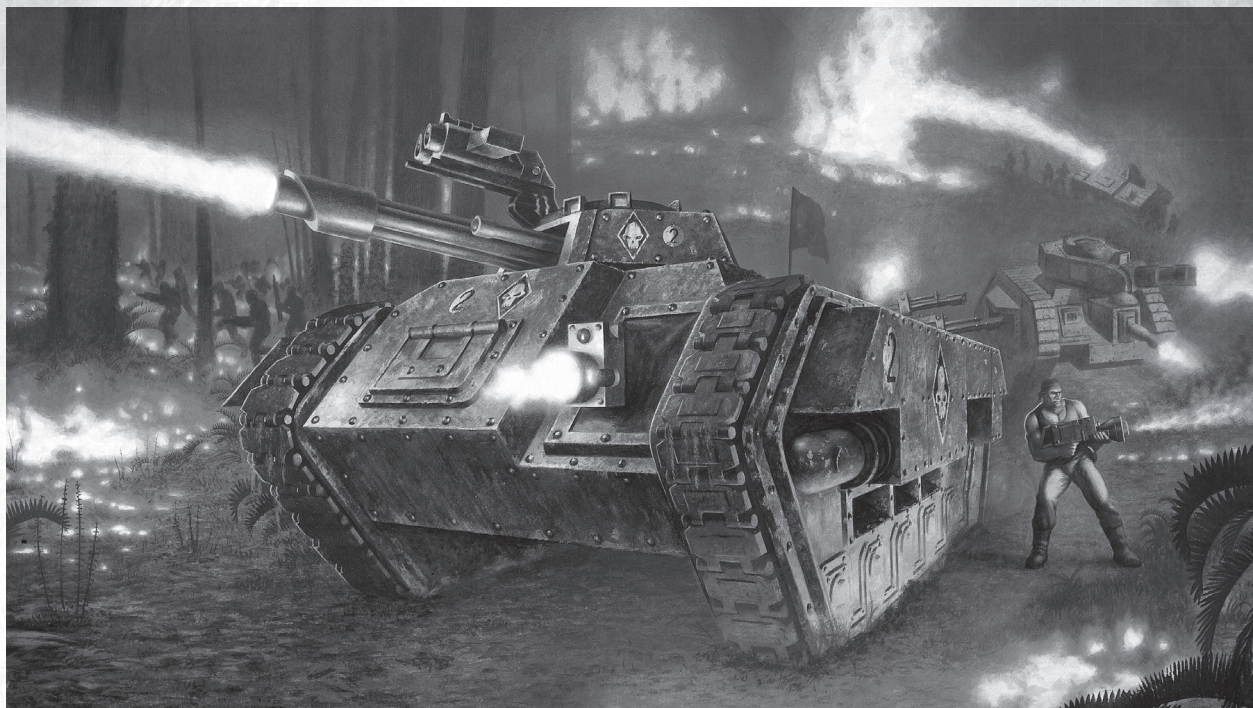
You spin the vehicle to make yourself harder to hit, take a Pilot Test. On a success, you impose a -10 penalty to one opponent's Ballistic Skill Test made to attack you.

Turn (Special)

Turns at higher Speeds may require a Drive or Pilot Test as determined by the GM. Generally, anything more than a 45-degree turn on a single move should require a Test.

TABLE 1-5: STRUCTURAL DAMAGE

Roll	Result
01–05	Rocked: The vehicle reduces its Speed by one band.
06–10	Armour Damage: Reduce the vehicles Armour Points on the Location struck by 1d5 points (minimum 0).
11–15	Tossed: The vehicle shakes with the impact. All crewmen and passengers must succeed on Agility Tests or take 1d10 I Damage. Anyone on the outside of the vehicle must pass a Strength Test or be thrown off and take 1d10 I damage.
16–20	Airborne: The impact sends the vehicle into the air and causes it to slam back to the ground. The results are as <i>Tossed</i> , but the Agility and Strength Tests are Difficult (–10). For sea, air or space vehicles, the vehicle shudders, tossing all crewmen and passengers about.
21–25	Damaged Sensors: The hit critically damages the sensors, imposing a –20 penalty to all Perception Tests made while in the vehicle. If there are no sensors, the attack reduces the vehicle's Armour Points at the Location struck by 1d5 points.
26–30	Blown Tire/Tread/Leg: The attack destroys one of the vehicles wheels, treads or legs. In the case of tracked or wheeled vehicles, the vehicle immediately goes Out of Control, adding +30 to the roll on Table 1–3: Out of Control. The vehicles Speed is reduced by two bands every Round and once stationery may not move. In the case of a walker, the vehicle immediately crashes, injuring all occupants. Damage equals 1d10 plus 4 per Speed above stationary. If in a sea, air, or space vehicle, the attack reduces the vehicle's Armour Points at the Location struck by 1d10 points.
31–35	Destroyed Sensors: The hit destroys all sensors, making vehicle Perception Tests impossible. If no sensors, treat as result 31–35.
36–40	Catch Fire: The vehicle catches fire. Each Round the occupants remain inside the vehicle they must Test Agility or catch fire. The fire can be extinguished through normal means.
41–45	Injured Crew or Passenger: A random occupant takes 1d10 Damage plus one-half of the Damage dealt to the vehicle. Bad news if this is the driver.
46–50	Weapon Damage: The attack destroys a random weapon mounted on the vehicle. If no weapons, a random hard point or anti-aircraft mount is destroyed. If the vehicle has no weapon mounts treat this result as result 46–50.
51–55	Traumatic Injuries: 1d5 random occupants take 1d10 Damage plus one-half of the Damage dealt to the vehicle. In addition, the vehicle reduces the Armour Points protecting the Location struck by 1d10 points.
54–60	Steering Damage: Vehicle becomes harder to control. Handling worsens by –10. In addition, operator must immediately pass a Drive or Pilot Test or go Out of Control (see Table 1–3: Out of Control).
61–65	System Damage: Vehicle suffers extensive damage to its electrical systems. Each Round, there's a 50% chance the driver can make a Handling Test to control the vehicle. If not, the vehicle automatically slows its Speed by one band and wanders in a random forward direction.
66–70	Ammunition Damage: If the vehicle is carrying ammunition, it detonates dealing 2d10+8 X Damage to the vehicle and all occupants. Vehicle Damage is applied to the Location closest to where the ammunition was stored, which could result in another roll on this table. If the vehicle does not carry ammunition, treat this result as 61–65.
71–75	Out of Control: The vehicle spins Out of Control, reducing its Speed by three bands and moving in a random direction. All occupants must Test Toughness or become Stunned for 1 Round.
76–80	Smoking Engine: The engine overheats. The vehicle's maximum Speed Band is reduced to Cruising.
81–85	Terrible Engine Noise: The engine sputters and coughs. You may no longer move faster than the vehicle's Slow Speed Band.
86–90	Engine Death: The engine dies. Each Round, the vehicle reduces its Speed by one band until it is stationery. Once stationery it may not be restarted.
91–94	Engine Explosion: The engine explodes, dealing 2d10+10 X Damage to all occupants. An Agility Test halves Damage for occupants. Each Round, the flaming vehicle reduces its Speed by one band until it is stationary. Once stationary it may not be restarted.
95–00	Explosion: The vehicle explodes, sending jagged pieces of flaming death in all directions. All occupants are slain and all creatures within 1d10 metres/size above Average take 2d10+5 X, Pen 5, Damage.



ATTACKING VEHICLES

Attackers can make attacks as normal against a vehicle Testing Weapon Skill or Ballistic Skill, with bonuses for its size rating. Before rolling the dice, the attacker must decide whether he is attacking the vehicle or the crew where they are visible. Attacking the vehicle is resolved like any other attack. There is no need to randomise the Location hit as attacks will hit the side of the vehicle that faces the attack. If attacking a crew or passengers directly is possible, (as is usually the case with any Open vehicle for example) those on board are likely gain a cover modifier from the vehicle unless completely exposed.

CALLED SHOTS

As with other opponents, you can make Called Shots against vehicle Locations, such as tires, treads, legs, weapon batteries and so on. The standard Hard (–20) Test penalty applies (see page 198 in Dark Heresy).

VEHICLE DAMAGE

Vehicles that take Damage have a tendency to stop working. Whenever a vehicle is struck by a successful attack, roll Damage normally. If the Damage is equal to or less than the vehicle's Armour for the Location, there is no effect. If the amount of Damage inflicted exceeds the vehicles Armour then the vehicle suffers Structural Damage (see page @@ of this apocrypha for more details). Note that the Penetration value of a weapon will reduce a vehicle's Armour as normal. Each time the vehicle takes Damage the operator must make a Drive or Pilot Test to maintain control—modifying the Test by the vehicle's Speed and Handling as normal.

Massive Impact: If the Damage exceeds the vehicle's Armour, the vehicle takes a hit. If an attack exceeds the vehicle's Armour by more that double (i.e. a vehicle with Armour 10 took 30 points of Damage) the vehicle is automatically destroyed by the force of the attack and all

crew and passengers take Impact Damage equal to the amount that the Damage exceeded the vehicle's Armour. Passengers and crew must also Test Agility to avoid catching fire.

Effects of Damage

Whenever a vehicle takes a Structural Damage the attacker rolls 1d100 on Table 1–5: Structural Damage to see what happens. Results from Structural Damage are cumulative. Note: some of these results will only sensibly apply if a vehicle is in motion, if this is not the case, re-roll the result.

OTHER CONSIDERATIONS

In addition to the standard concerns about vehicular combat, there are a few other circumstances that warrant mentioning. The following rules supplement those found in Dark Heresy.

CATCHING A MOVING VEHICLE

Insane or courageous characters may wish to catch a ride on a moving vehicle, such as dropping onto the vehicle from above or leaping in through an open hatch. Ultimately, such heroic (or foolish) acts are left to the GM to adjudicate, though the base Difficulty for any such Test should be Difficult (–10).

JUMPING FROM A MOVING VEHICLE

Jumping from a moving vehicle onto a non-moving surface is dangerous. Characters that make such a leap take 1d10 I Damage per Speed Band above Stationary. A Difficult (–10) Agility Test reduces this Damage by 1d10.

REPAIRING VEHICLES

Vehicles damaged in combat can be repaired. Generally, repairing a damaged vehicle requires the appropriate Trade Test and 1d5 days. The severity of the Damage may require more time and modify the Difficulty as the GM sees fit.

VEHICLE TRAITS

Twin, Triple and Quad Mounted Weapons (etc)

Some vehicles may have a number of weapons linked to fire together. Such weapons are collectively fired as one. To work out the profile of a twin or quad weapon, simply add the weapon's Clip and RoF of the number of linked weapons together.

Such is the effect of this kind of weapon's huge rate of fire, the bonus to hit with fully automatic fire from such weapons is +30 rather than the usual +20.

All Terrain

All terrain vehicles are designed and equipped to scramble across difficult ground. All terrain vehicles ignore movement penalties for moving difficult terrain.

Amphibious

An amphibious vehicle can move over both land and water. When in water, the vehicle's Narrative Speed and Combat Speed values are halved.

Anti-Grav (Aircraft only)

Many aircraft are fitted with a passive form of anti-grav combined with engine vectoring, this allows such aircraft to take off and land vertically.

Interface Controls

The vehicles controls have inbuilt circuitry that allows a suitably augmented pilot or driver to control the vehicle with incredible

precision. When controlled by a character with suitable augmentation, the vehicles Handling modifier is increased by +20.

Open

These vehicles have a structure largely open to the air where the majority of those aboard may sit or stand rather than an enclosed compartment inside. These vehicles have the advantage that they are very easy to mount or dismount and can usually carry a lot of passengers/cargo relative to their size, but offer those aboard little protection (and so they may be targeted in combat etc).

Primitive

Primitive vehicles are usually crafted from wood or cobbled together from other scrap. Most are not powered by anything more sophisticated than clockwork or the muscle power of animals. The Armour of primitive vehicles is Primitive and such vehicles are reduced to wreckage by effects that would make them explode. Also, common sense should also be used when applying Structural Damage results to such vehicles, i.e. they also cannot "catch fire" from a damage result unless caused by an incendiary weapon etc.

Stripped Chassis

The vehicle has had its armour stripped and the weight of its frame reduced for greater speed. All of the vehicles Armour values are halved and its Combat Speed values increased by 25%.

Void Capable

The aircraft is sealed and equipped so that they can function in the cold harshness of space as well with an atmosphere.



SAMPLE VEHICLES

The following vehicles represent the most common sorts found in the 41st Millennium.

CART

Carts rely on a draught beast for locomotion and can vary in size from dog-drawn gigs to Tholephant-pulled mega-wains. Carts can come in all sizes and shapes, these stats represent a typical open-topped cart.

Type: Ground Vehicle

Size: Hulking

Armour: Hull 10

Traits: Open, Primitive

Narrative Speed: 2 kmph/6 kmph

Combat Speed: Based on animal's AB/ABx2/-/-/-

Handling Modifier (Drive (Ground Vehicle)): -10

Armaments: None

Crew: 1 (Driver)

Passengers: 6

Access Points: Carts are open-topped can be boarded and disembarked from any point.

Special: Low Tech: These vehicles benefit from a lack of workings and vital parts, as a result, any damage that doesn't destroy them outright, injure a passengers or damage their wheels or otherwise deflect or immobilise them is ignored.

CHARIOT

A chariot is a smaller version of a cart, designed specifically for speed or military use. The chariot can be a decisive factor in primitive warfare. Like carts, chariots come in a variety of types, the profile here represents a typical war chariot.

Type: Ground Vehicle

Size: Hulking

Armour: Hull 8

Traits: Open, Primitive

Narrative Speed: 4 kmph/15 kmph

Combat Speed: Based on animal's AB/ABx2/-/-/-

Handling Modifier (Drive (Ground Vehicle)): 0

Armaments: None

Crew: 1 (Driver)

Passengers: 2

Access Points: Chariots are open topped and can be boarded and disembarked from any point.

Special: Low Tech: These vehicles benefit from a lack of workings and vital parts, as a result, any damage that doesn't destroy them outright, injure a passenger or damage their wheels or otherwise deflect or otherwise immobilise them is ignored.

SPEEDER CARRIAGE

Only the truly wealthy can afford to privately own speeder craft as the technology involved must be sourced directly from the Adeptus Mechanicus, and maintained by those with high knowledge of their arcane lore. This is an example of a luxury vehicle, intended to carry several passengers in complete comfort far above the toiling earthbound multitudes. Some hives, thanks to their confined nature or hostile atmospheres, are unsuitable for the use of speeders, but others such as the Hive Sibellus or the Hive-Citadels of Solomon with their sprawl of high spire estates, endlessly, and no true Sibellian noble house would be without its coterie of lavishly appointed and liveried speeder carriages with which to hop from one estate to another without having to deal with the unwashed masses.

Type: Hoverer

Size: Hulking

Armour: Hull 10

Traits: none, some may be Open.

Narrative Speed: 80kmph/200kmph

Combat Speed: 15/70/140/210/280

Handling Modifier (Drive (Hover)): +10

Armaments: None

Crew: 1 (Driver)

Passengers: 3

Access Points: Two side doors and rear hatch.

MACRO-HAULER

Many hive cities are honeycombed with vast and labyrinthine networks of roadways, overpasses, and transit tunnels known as “arteria”. In these cities dispersal cargos and perishables are often carried by huge multi-wheeled or tracked vehicle transports known as macro-haulers. Tens of metres tall and a hundred or more long, these vast conveyances are like warehouses on the move and more than deserve their common nickname of “thunderers”. Some even act as mobile processing facilities while others are said to never stop—their containers unloaded on the move. Some are further outfitted for hazardous duty and are uncommonly powerful, heavily armoured and armed; they carry the most valuable cargos and are more than able to defend themselves from the jack-crews that can infest the lawless regions of arteria networks.

Type: Ground Vehicle

Size: Massive

Armour: Front 20, Hull 16, Top 14, Undercarriage 14

Traits: none

Narrative Speed: 35kmph/55kmph

Combat Speed: 5/20/40/60/80

Handling Modifier (Drive (Ground Vehicle)): -20

Armaments: Militarised versions have mountings for up to 6 Heavy Weapons

Crew: 1 (Driver), 0–6 (Gunner)

Passengers: 30

Access Points: Up to 6 doors per side and rear and top hatch.

Special: Ash Waster: Some Macro-Haulers, outfitted to operate in polluted wastelands or in hazardous environments have sealed compartments with life-support or air filtrations systems and airlocks as standard.

MAGOS SKY PLATFORM

An unusual vehicle to say the least, the sky platform is a round disk, perhaps six metres in diameter, held aloft by suspensor fields and gravity flux generators, capable of flying at considerable speeds or hovering silently at their master’s whim. Principally, these creations are the province of a forge world’s ruling class who use them for personal transports and to survey their domains, but more rarely they are also encountered in the hands of the Explorators and the Magos Militant who use them to awe others into subservience and to fulfil a tactical roll as highly mobile weapons platforms.

Type: Civilian Craft

Size: Average

Armour: Hull 18

Traits: Interface Controls, Open

Narrative Speed: 10 kmph/55 kmph

Combat Speed: 10/20/40/60/80

Handling (Pilot (Civilian Craft)): +20 (Interface Controls)

Armaments: None

Crew: 1 (Pilot)

Passengers: 2

Access Points: A sky platform is open-topped and can be boarded and disembarked from any point.

ENFORCER “SCARAB” PATROL CRUISER

Quad or hex-wheeled ground cars built for speed and power, enforcer patrol cruisers maintain order on the arteria, by the barrel of a heavy stubber if need be. Heavy beasts with strong armour, sirens, loud hailer and weapon pods, patrol cruisers double as auxiliary riot suppression units, and the version presented here is the most common in the sector. Produced by Hax-Orthlack in Sibellus and Gunmetal City, it is found in service with enforcer units with local modifications across hive and Imperial worlds across the sector. Malfi, the hive world with perhaps the largest, most extensive, complex and dangerous arteria system in Calixis, also sees the use of the Scarab and dozens of other models by its enforcers and noble houses, the most infamous of these is the “Jack-Ripper” which features a shovel-prow studded with chain blades.

Type: Ground Vehicle

Size: Enormous

Armour: Front 16, Hull 14, Top 12

Traits: Twin Weapon Mount

Narrative Speed: 50kmph/100kmph

Combat Speed: 10/35/70/105/140

Handling (Drive (Ground Vehicle)): 0

Armaments: Twin Heavy Stubber or Grenade Launcher in remotely operated turret

Crew: 1 (Driver), 1 (Gunner)

Passengers: 4

Access Points: Two side doors and top hatch.

IO PATTERN TERMITE

Termites are enclosed vehicles designed to burn and burrow effortlessly through rock and soil. Equipped with full life support systems and considerable range, termites vary in form and function from heavy-duty mining units to exploration craft to military siege breakers, but thanks to the techno-arcana required to construct them, most remain in the hands of the Mechanicus and their servants. The Io pattern featured here is a utilitarian multi-purpose model, relatively small in size capable of conveying a dozen souls for long distances into the far deeps in relative comfort and safety.

Although they can be found scattered across the Calixis Sector, the greatest concentration of termite craft lie in the endless warrens and tunnels of the Mechanicus-dominated world of Pellucida IX.

Type: Ground Vehicle

Size: Massive

Armour: Front 35, Hull 25

Traits: All Terrain

Narrative Speed: 10 kmph/30 kmph;

Combat Speed: 5/10/20/30/40

Handling Modifier (Drive (Ground Vehicle)): -10

Armaments: Boring Array (treat as three, quad fixed forward-firing meltas (unlimited ammo))

Crew: 1 (Driver), 4 (Gunner)

Passengers: 40

Access Points: Forward and rear hatches.

CONVERTED CIVILIAN INSURRECTION VEHICLE

Most insurrections against Imperial rule convert civilian vehicles to use in their heresy, normally to augment their limited access to tanks and other military armaments. Most have little or no armour except for what can be hastily riveted to the siding, and sizes can range from small passenger ground cars to agricultural tank-sized land crawlers to huge earthmovers larger than many habs. The lack of a military design means that most weapons are simple affairs fired by dedicated gunners or are just those carried by the passengers and fired through view ports or off the back.

The following profile is for a converted medium-utility vehicle.

Type: Ground Vehicle

Size: Enormous

Armour: Front 12, Hull 9 (improvised plating may add to this)

Traits: Open or none

Narrative Speed: 40kmph/60kmph

Combat Speed: 10/20/40/60/80

Handling Modifier (Drive (Ground Vehicles)): -10

Armaments: None or Up to 2 heavy weapon mountings

Crew: 1 (Driver)

Passengers: 10 (passengers must fire any mounted weapons)

Access Points: Converted vehicles are often open-topped or have numerous hatches and doors so can be boarded or disembarked from any point.

COMBAT BIKE

Common throughout the Imperium, these can range from adapted civilian models to heavily armed and armoured vehicles purely designed for combat. Combat bikes often have integral weapon mountings facing forward (sometimes in linked pairs), for the driver to use whilst operating the vehicle. Common weapons in this style include autoguns, lasguns or boltguns.

Type: Ground Vehicle

Size: Average

Armour: Hull 9

Traits: Open, Twin Mounted Weapons, some will have All-Terrain (decrease speed by 25%)

Narrative Speed: 50 kmph/150 kmph

Combat Speed: 15/50/100/150/200

Handling Modifier (Drive (Ground Vehicle)): 0

Armaments: Twin basic weapon mounts, fixed firing forward

Crew: 1 (Driver)

Passengers: 1

Access Points: A military bike is open-topped and can be boarded and disembarked from any point.

BIKE SIDECAR

A common upgrade is to add a sidecar to a ground bike, both to carry an extra person and to also allow a separate gun mounting. Heavy combat versions carry larger weapons for the sidecar passenger to fire, such as heavy bolters, plasma cannons, and multi-meltas. Adding a sidecar to a bike increases its passenger limit by 1 as well as giving it a mounting for a heavy weapon (the extra passenger then acts as the weapon's gunner).



OUTRIDER SCOUT VEHICLE

These simple stripped-down tri or quad-wheelers are intended for use on frontier worlds and other areas of difficult terrain for exploration, hunting and personal transport. Many also see use in PDF forces and with mercenary groups as a readily available alternate to a true military vehicle. Lightly built but robust, they are agile and fast, and in combat service usually fitted with medium weaponry such as a heavy stubber or rocket launcher. The most common type of these found in the Calixis Sector is the "Outrider" believed to be based on an ancient STC design.

Type: Ground Vehicle

Size: Hulking

Armour: Front 10, Hull 8

Traits: All Terrain, Stripped Chassis, may also be Open

Narrative Speed: 65 kmph/125 kmph

Combat Speed: 15/45/90/135/180

Armaments: May have one passenger-fired heavy weapon mounting

Handling (Drive (Ground Vehicle)): +0

Crew: 1 (Driver)

Passengers: 4

Access Points: Two side doors and top hatch.

Special: Robust: This mechanically simple vehicle is famously easy to repair with scavenged parts and the like, all repair Tests made on a damaged Outrider have a +10 bonus.

ARMoured STAFF OR SCOUT CAR

Most senior staff officers maintain at least one vehicle for personal transportation. Depending on the officer's command style, they can be near tank-like in appearance or resemble an extravagant social carriage. All are reasonably well-protected and most are amphibious, most normally contain at least one heavy stubber or other defensive weapon in case the front line should change unexpectedly.

Type: Ground Vehicle

Size: Hulking

Armour: Hull 14 Top 10, Rear 10

Traits: All-Terrain, Amphibious

Narrative Speed: 50 kmph/140 kmph

Combat Speed: 10/50/100/150/200

Handling Modifier (Drive (Ground Vehicle)): 0

Armaments: May have one heavy weapon mounting

Crew: 1 (Driver), 1 (Gunner)

Passengers: 3-4

Access Points: Two doors each side.

SENTINEL RECON WALKER

Walker-style vehicles are often seen throughout the Imperium as they offer movement in almost any type of terrain. The Sentinel is the most common military version, a one-man vehicle using an open cockpit that can be upgraded to higher armour levels or even totally sealed. It can be fitted with a variety of heavy weapons (most notably a multi-laser) and can be used for scouting, sentry duty, advance recon and a host of other roles. When refitted with hydraulic claws, it can even be fielded as a utility logistical carrier to lift and load munitions, pallets and other bulky or heavy items.

Weapons that can be mounted: Heavy flamer, autocannon, multi-laser, las-cannon, missile launcher, heavy stubber, heavy webber.

Type: Walker

Size: Hulking

Armour: Front 16, Hull 14 Rear 12

Traits: All Terrain, Open

Narrative Speed: 25 kmph/40 kmph

Combat Speed: 5/14/28/42/56

Handling Modifier (Drive (Walker)): 0

Armaments: One heavy weapon mounting, alternately they may be equipped with hydraulic claws (Strength 50; Unnatural Strength x2; Base Damage 1d10+10 I Primitive; Use operator's Drive Skill rather than WS)

Crew: 1 (Driver)

Passengers: 0

Access Points: Sentinels are open-topped so can be boarded or disembarked from any point.



CHIMERA ARMoured PERSONNEL CARRIER

The Chimera is a supremely durable tracked troop transport, with the ability to carry up to twelve passengers along with a crew of three. It is durable with a heavily armoured prow, and well-armed with a turret-mounted multi-laser and a hull mounted heavy bolter as standard. Six lasguns are attached to the sides to be fired by transported troopers remotely (so they do not need to expose themselves when firing). A top hatch can be opened to afford more weapons fire, with the main rear hatch being used for egress and entry. The hull is air and watertight, making the Chimera both amphibious and survivable in a toxic environment.

Type: Ground Vehicle

Size: Enormous

Armour: Front 27, Hull 18, Rear 16

Traits: Amphibious

Narrative Speed: 35 kmph/55 kmph

Combat Speed: 5/20/40/60/80

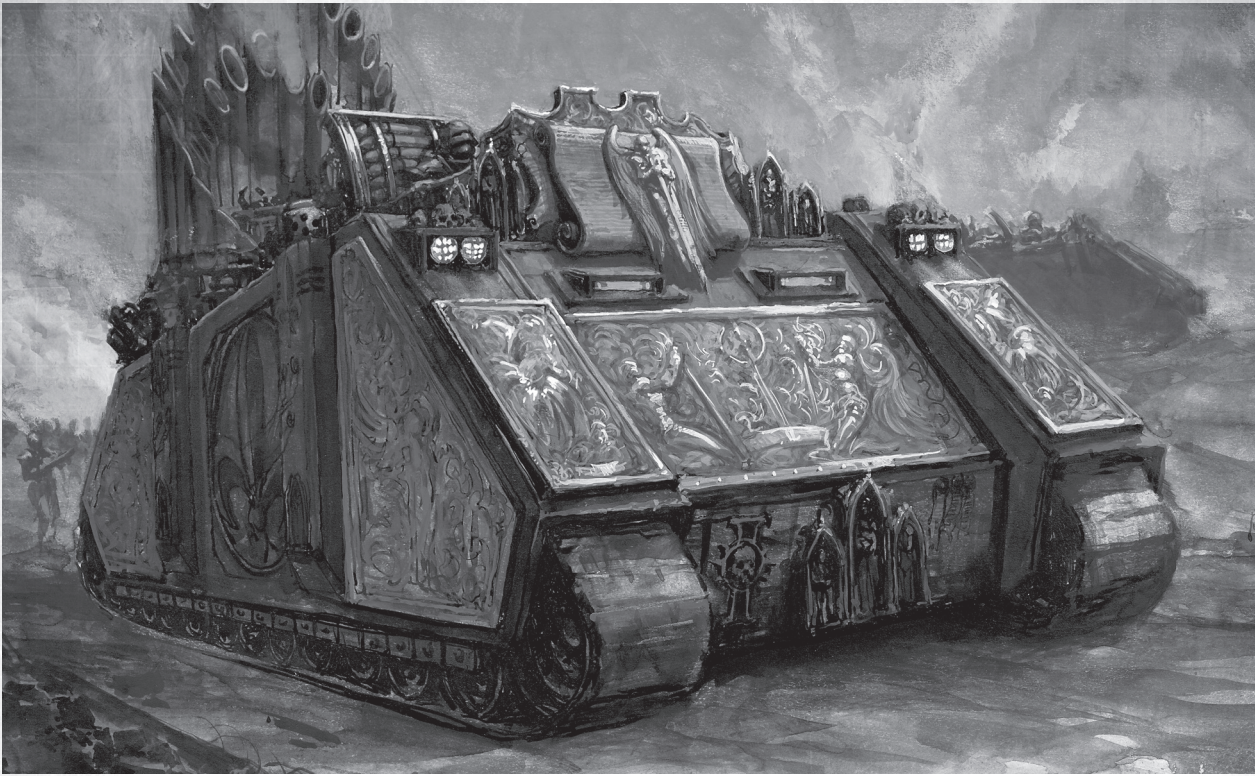
Handling Modifier (Drive (Ground Vehicles)): 0

Armaments: Forward hull heavy weapon mounting, turret heavy weapon mounting, six (three each side) side hull basic weapon mountings.

Crew: 1 (Driver), 2 (Gunner)

Passengers: 12

Access Points: Top and rear hatches



RHINO ARMoured PERSONNEL CARRIER

Perhaps the most durable and widely adapted vehicle in the Imperium, the Rhino is commonly used by the Adepta Sororitas and Adeptus Arbites. Standard transport capability is ten armoured individuals, but this can be increased depending on the personnel and their equipment. Rhinos have two side hatches, as well as a wide rear door and upper hatch, making for easy combat egress. The crew consists of a driver-tank commander and a powerful machine spirit to aid and, if necessary, take over driving and gunnery actions should the driver and occupants become incapacitated. Rhinos are lightly armed with only a pintle-mounted storm bolter, but variants can sacrifice some or all transport capability to mount heavier weapons.

Type: Ground Vehicle

Size: Enormous

Armour: Hull 21, Top 18, Rear 18

Traits: none

Narrative Speed: 35 kmph/70 kmph

Combat Speed: 10/25/50/75/100

Handling Modifier (Drive (Ground Vehicle)): 0

Armaments: Storm Bolter

Crew: 1 (Driver)

Passengers: 10

Access Points: A hatch on each side of the hull, several on the roof and one ramp at the rear.

Special: Robust: This STC vehicle is famously easy to repair and phenomenally resilient, as a result all Tests made to repair a Rhino have a +10 bonus.

ORNITHOPTER

These are a unique class of aircraft, using regular engines plus large articulated wings to mimic avian flight. Often graceful and manoeuvrable beyond normal craft, they require more specialised training as they are prone to mishap in the hands of an inexperienced Pilot. Piloting such a vehicle is a sure sign of expert skills and an appreciation for style above the more brutish fashions displayed among other Imperial vehicles.

Type: Civilian Craft

Size: Hulking

Armour: Hull 12, Wings 9

Traits: none

Narrative Speed: 50 kmph/70 kmph

Combat Speed: -/25/50/75/100

Handling Modifier (Pilot (Civilian Craft)): -20

Armaments: None

Crew: 1 (Pilot)

Passengers: 1

Access Points: Ornithopters are open-topped so can be boarded or disembarked from any point.

CARGO LANDER

Cargo landers are the workhorses of the atmosphere to void cargo and passenger transfer, being ubiquitous across the Imperium. Each cargo lander will vary according to its place of manufacture, but almost all are brutal, ugly lumps of heat-scarred metal with large open cargo bays hidden within.

Type: Civilian Craft

Size: Massive

Armour: Hull 18

Traits: Anti Grav, Void Capable

Narrative Speed: 300 kmph/900 kmph (Void)

Combat Speed: 50/300/600/900/1200

Handling Modifier (Pilot (Civilian Craft)): -10

Armaments: None

Crew: 2 (Pilot and co-pilot)

Access Points: Rear boarding ramp, crew access hatch/airlock.

Passengers: 30

AQUILA LANDER

This vessel is commonly used by the Imperial Navy to carry dignitaries, officials and other high-ranking individuals to and from planetside to other orbiting vessels. The vehicle name comes from the distinctive "Aquila" symbol of the Imperium embossed into its hull and wings. It has no interplanetary capability, but is an excellent light shuttle designed with style and comfort in mind for the official and his retinue, easily carrying seven plus the single pilot crew. While not a combat vehicle, it has light armour protection and a nose-mounted autocannon. It is also very manoeuvrable, with limited hovering capability for quick landing and dust-off if needed as well.

Type: Military Craft

Size: Massive

Armour: Hull 22, Wings 18

Traits: Anti Grav, Void Capable

Narrative Speed: 500 kmph/3000 kmph (Void)

Combat Speed: 50/700/1400/2100/2800

Handling Modifier (Pilot (Military Craft)): 0

Armaments: Nose mounted long-barrelled autocannon (base range 300m)

Crew: 1 (Pilot), 1 (Gunner)

Access Points: Side and top hatches/airlocks as well as rear boarding ramp.

Passengers: 20

ARVUS LIGHTER

When a standard transport is needed for more common passengers and cargo, the Arvus is often called upon. Unlike the Aquila, it has no weapons or even stylistic symbols. Instead it is an unglamorous workhorse, known for its dependability and rugged nature. Squat and boxlike with ungainly paddle-shaped wings protruding from each side-mounted engine, each can hold twelve passengers or several tons of supplies. While not designed for action in hostile settings, each has enough armour and survivability it can serve as an assault boat or for emergency troop extractions. Though lacking many of the advanced features of most Imperial vessels, the Arvus is a true workhorse of the Navy and a common sight in every Imperial spaceport and station.

Type: Military Craft

Size: Enormous

Armour: Hull 18, Rear 16

Traits: Anti Grav, Void Capable

Narrative Speed: 350 kmph/2200 kmph

Combat Speed: 50/750/1500/2250/3000

Handling Modifier (Pilot (Military Craft)): 0

Armaments: None

Crew: 1 (Pilot)

Access Points: Side and top hatches as well as rear boarding ramp.

Passengers: 12

GUNCUTTER

Guncutters are custom-designed heavily armed shuttles and landers, often favoured by Rogue Traders, explorers, and less savoury elements. They are also serious firepower mounts, designed for space, though many can also make shuttle runs planetside as well. They are clearly combat-ready and usually covered with heavy weaponry. As such, they immediately project an intimidating appearance, and are often useful for dangerous negotiations and smuggling operations. Most can only carry a small crew and a limited number of passengers or have value cargo, sacrificing capacity for speed, armament and protection.

Type: Military Craft

Size: Massive

Armour: Front 30, Hull 25

Traits: Anti-Grav, Void Capable, some will have Interface Controls

Narrative Speed: 500 kmph/2500 kmph

Combat Speed: 50/850/1700/2550/3400

Handling Modifier (Pilot (Military Craft): 0

Armaments: Multiple heavy mounts (e.g. Prow mounted quad las-cannon, wing mounted missile launchers armed with krak and frag missiles etc.)

Crew: 1 (Pilot), 1 (Gunner/Co-pilot)

Passengers: 12

Access Points: Two forward hatches to cockpit and rear cargo/boarding hatch



MOUNTS

Perhaps the most basic form of “vehicle,” the use of riding animals of one sort or another is commonplace on worlds without the technological capacity to produce or maintain their own mechanised transport. Creatures capable of bearing riders are often purpose bred, large and strong enough to travel considerable distances. However, unless the mount is trained to fight in combat, they can be more of a liability than a boon in a fight.

RIDING BEASTS

Mounts can carry one or more riders, depending on how much weight they can bear. While riding a steed, you substitute your mount’s Movement rates for your own. A mount can carry a rider for up to 8 hours plus a number of hours equal to its Toughness Bonus before it must Test Toughness to avoid becoming Fatigued. If a Fatigued mount fails a second Toughness Test, it collapses with exhaustion. At the GMs discretion, such cruel treatment may also carry a risk of injuring the mount.

RIDING BEASTS IN COMBAT

Riding a beast in to battle can provide distinct advantages over opponents that lack mounts. However, unless the mount has been trained to ignore the smell of blood, the clash of weapons and the sounds of gunfire, controlling a steed can take up all of the rider’s time.

UNTRAINED MOUNTS

On the first Turn of combat, you must succeed on a Difficult (–10) Wrangling Test as a Full Action to control a mount untrained in combat. If you fail, the mount flees away from the combat at top speed on your Turn. Each Round thereafter, you can Test using the Wrangling skill again, at the same Difficulty, to regain control. If you succeed on the Test, the mount comes back under your control for a number of Rounds equal to your Fellowship Bonus plus 1 Round for each degree of success. At the end of this time, you must

Test again to keep the animal under control. However, if at any time a projectile or energy weapon is fired within 10 metres of the mount or if your mount is injured, you must spend another Full Action to retain control. Finally, you gain none of the benefits of fighting while mounted and you take a –20 penalty to all Dodge Tests.

TRAINED MOUNT

While fighting from the back of the trained steed, you gain several benefits. The following rules apply when you are fighting while mounted on a steed trained for war:

Gain a +10 bonus on Weapon Skill Tests.

You take a –20 penalty on Dodge Tests.

Use your mount’s movement in place of your own.

You may use a lance.

You may employ the Trample manoeuvre.

When hit in combat, do not use the standard hit location table.

Instead, refer to **Table 1–6: Mounted Hit Locations**.

TABLE 1-6: MOUNTED HIT LOCATIONS

Roll	Location
01	Rider-Head
02–03	Rider-Right Arm
04–05	Rider-Left Arm
06–15	Rider-Body
16–20	Rider-Right Leg
21–25	Rider-Left Leg
26–30	Steed-Head
31–60	Steed-Body
61–70	Steed-Right Front Leg
71–80	Steed-Left Front Leg
81–90	Steed-Right Rear Leg
91–100	Steed-Left Rear Leg

SLAIN MOUNTS

If your mount is slain, you’re in trouble. Make a Difficult (–10) Wrangling Test. If you succeed, you leap or roll away from the collapsed steed, unharmed and on your feet. If you fail this Test, the GM secretly rolls d100 and consults **Table 1–7: Slain Mounts**. Others may assist the trapped characters using the normal rules for Assistance.

NEW COMBAT ACTION: TRAMPLE (FULL ACTION)

You can direct your steed or vehicle so that it smashes into or rolls over your opponents. You may move up to your mount’s Full Move or a number of metres equal to your vehicle’s Speed. Opponents may spend a Reaction to either get out of your path, moving a number of metres equal to one-half of their Half Move rate, or make a free attack against you (either you or your steed, or your vehicle). If the opponent cannot avoid your trample or chooses to attack you, make a Drive, Pilot or Wrangling Test (Drive for vehicles, Pilot for aircraft and Wrangling for ridden animals). If you succeed in this Test you deal Damage equal to your steed’s Natural Attack or your vehicle’s Ram Attack.

When using this Action with a steed, the creature must be a Trained Mount.



TABLE 1-7: SLAIN MOUNTS

Roll	Result
01–20	Narrow Escape: You manage to roll out from underneath your steed just in time. You must take the stand Action to regain your feet.
21–50	Thrown: In your steed's death throws, it flings you 1d5 yards away in a random direction. Take 1d10+1 Damage to a random Location when you land.
51–90	Partially Trapped: One of your legs becomes trapped by your steed, dealing 1d10 plus the steed's SB Damage. Each Round, on your Turn, you may spend a Full Action to Test Strength to pull yourself free. While trapped, you lose all Reactions.
91–00	Completely Trapped: Your mount falls completely on top of you, crushing you beneath its bulk. You take 1d10 plus the steed's SB Damage to your Body. Each Round on your Turn, you may spend a Full Action to attempt a Hard (–20) Strength Test to pull yourself free. If you fail, you take an additional 1d10+2 Damage each Round that you remain trapped. While trapped, you have cover, but you cannot spend Reactions. Consider what sort of character, you'll play next.

TYPES OF RIDING BEASTS

RIDING HORSE

The standard riding beast of the Imperium, the horse has seeded far and wide across the galaxy, imported by colonists in need of an adaptable, docile and hardy beast of burden.

Riding Horse Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	—	50	40	30	13	33	10	—

Movement: 6/12/18/36

Wounds: 15

Skills: Awareness (Per).

Traits: Bestial, Hulking, Quadruped, Sturdy.

Weapons: Hoof/Trample (1d10+1 I; Primitive).

SCRAG-BEAR

Scrag-bears are omnivorous demi-ursids, with long, lank and ragged fur, shovel-like fore claws and a continuously slaving snout. An example of one of the many vicious animals that have been semi-domesticated by humanity,

the so-called Scrag-Bear, is a native to the brutal feral world of Endrite but since has been successfully bred elsewhere. It is a foul tempered and notoriously short-sighted but phenomenally strong and durable beast. Difficult to train and temperamental scrag-bears must be reared from birth to be used as mounts, but can be extremely loyal to their masters who they recognise by scent and well-suited to battle.

Scrag-Bear Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
33	—	45	⁸ 50	25	15	18	30	—

Movement: 4/8/12/24

Wounds: 20

Skills: Awareness (Per), Climb (S) +10, Swim (S), Tracking (Int+10).

Talents: Heightened Senses (smell), Sprint.

Traits: Bestial, Hulking, Natural Weapons (Claws), Natural Armour (Fur and Hide), Unnatural Strength (x2), Quadruped.

Armour: 2 Points All Locations (Primitive)

Weapons: Claw (1d10+8 R; Primitive).



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