




DC VEHICLE RULES

Vehicles have special rules for movement, combat, transport and damage. Vehicles may not move inside of buildings unless they fit through the entrance. Mounts are not vehicles.



DICE. Vehicles have base dice values just like troops. The difference is that vehicles can take more hits than their number of base dice. For each hit a vehicle takes, instead of deducting a die, take a Vehicle Damage Card instead. When the number of damage cards equals or exceeds the vehicle's Hits value, the vehicle is destroyed. More on Combat below.


MOVEMENT. With each move action, a vehicle may move up to 6", and may spend 2" of movement to turn 45 degrees. A vehicle may spend a move action to move backward, but will only move 3". When moving a vehicle, measure to and from the same point. For turns, find the center point of the side of the vehicle, and rotate around that point. HEAVY vehicles may not move more than once per turn. FAST vehicles get +1 move action per turn. FLYERS get +2 move actions per turn, and MUST spend one of those move actions moving 6" straight forward or it will FALL (see below). Flyers may not move backward.


JUMPING: To jump a gap, roll one  for each inch of distance, minus 1 die for each move action your vehicle has. If you roll any doubles, you FALL.

FALLING: If a vehicle falls (from driving off a cliff, for example) it takes 1 damage card for every 6" fallen.

BLIPS. Vehicles except Fliers may reveal blips by moving past them. Models inside the vehicle may not normally pick up blips.

OVER-RUNNING: A vehicle may over-run troops in its path during movement. The vehicle rolls its BASE DICE, +  for each move action it has spent this turn, against the defender's melee as a standard contested roll (note that some equipment gives bonuses during overruns). The defender may EVADE, gaining +  die but forfeiting the right to do damage to the vehicle. If the defender survives, place them to the closest side of the vehicle. The over-running vehicle may continue with its movement. FLYERS may not overrun unless noted.

RAMMING: If a vehicle collides with a structure or another vehicle, it is a ram. Roll the vehicles BASE DICE+  for each move action it has spent this turn, vs. the targets BASE DICE. FLYERS may not be rammed, except by another flyer. The ramming vehicle may not move again that turn after it rams.

WIPEOUT: If a vehicle is required to make a wipeout check, roll one die for each possible move action the vehicle could take, + . If any doubles are rolled, the vehicle WIPES OUT: an enemy player may take one move action with the vehicle as they see fit!

ATTACKING FROM A VEHICLE

FIRING: A vehicle may fire all of its weapons as an action, assuming the weapon is not destroyed or jammed.



ARC AND RANGE: Measure range from the tip of the weapon's barrel. Check LOS from the pivot point of the weapon. If LOS passes through any other part of the vehicle, it may not fire!

TROOP FIRING: Troop models in an open transport vehicle may fire if the vehicle does not take extra movement that turn, but take range penalties every 8" instead of the normal 12".

TROOP MELEE: Troop models in an open transport vehicle that does not take extra movement that turn may melee an adjacent vehicle as an attack action. They may not melee ground troops without exiting the vehicle first, unless they are the driver of a **LOW** vehicle. They may not melee the passengers of another vehicle unless they successfully **BOARD** the vehicle first.





SNAP FIRE: Vehicles may fire any mounted **BASIC** weapons they have as a snap fire attack against models attacking it in melee.



ATTACKING A VEHICLE




SHOOTING: The vehicle defends with its base dice, +  for each move it took after the first one (mark this by putting arrow markers on the vehicle. For example, a Fast vehicle that moved 3 times this turn will roll an extra two dice for defense this turn. Vehicles are **BIG**, thus do not get cover bonuses (except for smoke / darkness), and may not hide. They ignore **KD** results. Line and area effect weapons roll +  against the vehicle.

RUSHING: If a troop attacks a vehicle in melee, roll the attacker's melee against the vehicle's melee as normal (the vehicle may parry). Fliers may not be rushed. Vehicle passengers may not be rushed. **LOW** vehicles may use the driver's melee to defend against rushes!

DAMAGE CARDS: Vehicles have a specified number of hits. When it has lost all its hits, it is Wrecked. For each hit on a vehicle, the vehicle must take 1 **DAMAGE CARD** (see below) drawn at random from the Damage Card deck. If you draw more than one of the same card, use it anyway and only apply the effects marked "(cumulative)" for the additional card.

- **CREW.** -1 Action from your next turn. Roll   vs. transported models.
- **DRIVE.** The vehicle must immediately make a wipeout check (see above). The vehicle loses 1 move action / turn (cumulative).
- **HULL.** -  when defending (cumulative).
- **WEAPON.** The vehicle must lose one weapon of the attacker's choosing (cumulative).
- **FIRE.** Roll  against the vehicle at the end of each turn (cumulative). If a vehicle that is on fire is destroyed, it **EXPLODES** (see below).

DESTROYED: Leave the vehicle as a wreck. Roll   **KD** vs. any occupants. If a vehicle that is on fire is destroyed, it **EXPLODES**.

EXPLODE: Remove the vehicle model if it explodes. All models within 3" of any part of the vehicle will be hit by the explosion, including any troops that were in the vehicle. The explosion does    **KD**.


TROOP TRANSPORT

- **ALL TRANSPORT:** Troops may board a vehicle as long as it did not move more than once that turn. Troops inside vehicle transport may not be meleed unless the attacker boards the vehicle (see boarding, below). Heavy troops take up 2 normal spaces, Big models take up 3 normal spaces.
- **OPEN TRANSPORT:** Troops are treated as in **Full Cover**. They may fire weapons, but take **range penalties every 8"** (vs. the usual 12") unless the weapon is mounted. They must spend a **half move** to enter or exit the vehicle. If the **driver** of a vehicle is killed or exits the vehicle via a boarding attempt, make an immediate WIPEOUT check, after which the vehicle stops moving until another driver can get in and take over.
- **CLOSED TRANSPORT :** Troops are treated as out of line of sight. Big models cannot be transported. Must spend a **full move** to enter or exit the vehicle.

BOARDING: Models ADJACENT to an OPEN enemy vehicle may attempt to board it. Boarding attempts are counted as a full move. The model must make a jump roll of 3" to successfully clamber up the side of a vehicle which can still move. A model may also board from an adjacent OPEN vehicle; this reduces the jump roll to 2". If the jump is missed, the boarder must take a stun and are placed outside the vehicle. Flying and jumping troops need only land in an open vehicle to board it. Place successful boarders in the open transport area.

ONCE BOARDED: A boarder may melee the boarded vehicle (vs. base dice, no move bonuses are included), or may melee models in the boarded vehicle, and may ignore the cover normally afforded to Models in an open vehicle. Models in Closed spaces may be attacked by boarders also.

OTHER RULES

DROP PODS: Drop pods are treated as vehicles, except they cannot move. Drop pods must always arrive on the second turn of the game. Nominate a target spot to land- the pod will ALWAYS deviate 2d6" in a random direction. Assume anything under a 2" template is hit by the pod when it lands. If it hits a vehicle or building, treat as a RAM! If there are any troops underneath, treat the pod as a  3" blast weapon.



FOLLOWING ARE THE STATS FOR MANY VEHICLES USED IN RULES CRUSADE.

H= HITS. **T= TRANSPORT:** Number of troops vehicle may carry. **C**=closed transport. **O**=Open transport.
WEAPONS: Weapons that rapid fire may do so at up to 12". Basic weapons may SNAP FIRE.

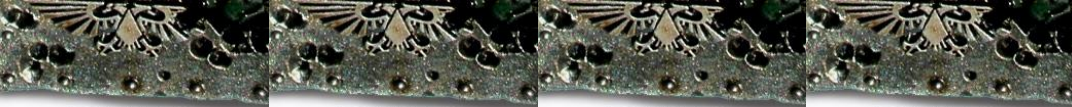
IMPERIAL GUARD VEHICLES

VEHICLE	DICE	H	T	WEAPONS	PTS.
CENTAUR	Armored	4	--	Battle Cannon (2"B, Load) Storm Bolter (P Rap. J/X)	20
CHIMERA		3	12/C	Autolaser (Rap). Heavy Bolter (P Rap. J/X)	30
LEMANN RUSS	Armored	4	--	Battle Cannon (2"B, Load) 3x Lascannon (P. Load).	40
BASILISK		3	(2/O crew)	Earthshaker (2"B, IFC, IR, Reload) Heavy Bolter (P Rap. J/X)	25
HELLHOUND	Armored	3	--	Inferno Gun (HFT Burn J/X Volatile) Heavy Bolter (P Rap. J/X)	20
GRIFFON		3	(2/O crew)	Thunderer (2"B, IFC, Load)	20
BANEBLADE	Armored	5	4/C	Battle Cannon (2"B, Load) 3x Lascannon (P. Load). Thunderer (2"B, IFC, Load) HEAVY 3x Storm Bolter (P Rap. J/X)	100

SPACE MARINE VEHICLES

VEHICLE	DICE	H	T	WEAPONS, notes	PTS.
RHINO		3	10/C	Storm Bolter (P Rap. J/X)	20
WHIRLWIND		3	5/C	Multilauncher	30
VINDICATOR	Armored	3	5/C	Thunderer (2"B, IFC, Load) Storm Bolter (P Rap. J/X)	30
RAZORBACK		3	5/C	Assault Cannon (P Rap. J/X) Storm Bolter (P Rap. J/X)	30
LAND RAIDER	Armored	4	10/C*	2x Twin Lascannon (P). Heavy Bolter (P Rap. J/X)	60
LANDSPEEDER		2	--	Assault Cannon (P Rap. J/X) Multi-Melta (P HFT J/X Load). Flyer.	20
RAPTOR		2	6/C	Twin Heavy Bolter (P Rap. R J/X) Flyer.	50
THUNDER-HAWK		5	20/C*, or 1Rhino	Battle Cannon (2"B, Load) 4x Twin Heavy Bolter (P Rap. R J/X) Flyer.	90

*These vehicles may transport Heavy (2 per) or Big (3 per) models even though they are closed transports.

 <p>CREW</p> <p>-1 action this turn</p> <p>☐☐ vs. carried</p>	 <p>CREW</p> <p>-1 action this turn</p> <p>☐☐ vs. carried</p>	 <p>CREW</p> <p>-1 action this turn</p> <p>☐☐ vs. carried</p>	 <p>CREW</p> <p>-1 action this turn</p> <p>☐☐ vs. carried</p>
			
<p>DRIVE</p> <p>wipeout check</p> <p>-1 MOVE ACTION</p>	<p>DRIVE</p> <p>wipeout check</p> <p>-1 MOVE ACTION</p>	<p>DRIVE</p> <p>wipeout check</p> <p>-1 MOVE ACTION</p>	<p>DRIVE</p> <p>wipeout check</p> <p>-1 MOVE ACTION</p>
			
<p>FIRE</p> <p>☐ vs. VEHICLE</p> <p>AT END OF TURN</p>	<p>FIRE</p> <p>☐ vs. VEHICLE</p> <p>AT END OF TURN</p>	<p>FIRE</p> <p>☐ vs. VEHICLE</p> <p>AT END OF TURN</p>	<p>FIRE</p> <p>☐ vs. VEHICLE</p> <p>AT END OF TURN</p>
			
<p>HULL</p> <p>- ☐</p> <p>WHEN DEFENDING</p>	<p>HULL</p> <p>- ☐</p> <p>WHEN DEFENDING</p>	<p>HULL</p> <p>- ☐</p> <p>WHEN DEFENDING</p>	<p>HULL</p> <p>- ☐</p> <p>WHEN DEFENDING</p>
			
<p>WEAPON</p> <p>-1 WEAPON of</p> <p>attacker choice</p>	<p>WEAPON</p> <p>-1 WEAPON of</p> <p>attacker choice</p>	<p>WEAPON</p> <p>-1 WEAPON of</p> <p>attacker choice</p>	<p>WEAPON</p> <p>-1 WEAPON of</p> <p>attacker choice</p>
			

