

Codex Orks Update



For use with Warhammer 40,000 2nd Edition

This document is meant to allow players with newer models to use them when playing 2nd edition Warhammer 40,000.

NEW WEAPONS

WEAPON	RANGE		TO HIT		STR	DAM	SAVE MOD	ARMOUR PEN	SPECIAL
	SHORT	LONG	SHORT	LONG					
Burna (Ranged)	Flamer Template		Flamer Template		4	1	-2	d6+4	Target burns on 4+
Burna (CC)	Close Combat				6	1	-3	d6+d12+6	
Klaw of Gork/Mork	Close Combat				10	2d4	-8	d20+2d4+10	Vehicle mount only
Rokkit Launcha	0-12"	12-24"	+1	-	8	1d10	-6	d6+d10+8	
Grotzooka	0-6"	6-18"	+1	-1	6	1	-2	d6+6	Sustained Fire (1) 1 ½ " blast
Deffstorm Mega-shoota	0-18"	18-36"	-	-	6	1d4	-3	d6+d4+6	Sustained Fire (5)
Kustom Mega-Blasta	0-12"	12-24"	+1	-	8	d6	-4	2d6+8	
Kustom Mega-Kannon	0-12"	12-36"	+1	-	8	d12	-4	1d6+d12+8	2" Blast Move or Fire
Killkannon	0-12"	12-24"	-	-	7	d4	-3	d6+d4+7	3" Blast Move or Fire

SQUADS

BURNA BOYZ.....25 Points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Burna Boy	4	3	3	3	4	1	2	1	7

SQUAD The squad consists of between 5 and 20 Burna Boyz.

WEAPONS Burna, axe and frag stikkbomz.

ARMOUR Flak armour (6+ save)

WARGEAR Up to 3 models may replace their burna with a Missile Launcher with frag and krak missiles for 16 points.

SPECIAL A Burna is a basic weapon which may be used in the shooting phase or hand-to-hand combat phase.

Whenever a Burna Boy is killed there is a chance his extremely volatile weapon will explode as his precarious control of it is lost. When a Burna Boy is killed roll a d6. On a roll of 5 or 6 place the 2" template over the dead model. Anything covered will be hit automatically, and anything partially covered will be hit on a 4+. The hit has a strength of 4 with a -2 save modifier.

TANKBUSTAS.....41 Points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tankbusta	4	3	3	3	4	1	2	1	7

SQUAD The squad consists of between 5 and 20 Tankbustas.

WEAPONS Rokkit Launcha, axe and krak stikkbomz.

ARMOUR Flak armour (6+ save)

WARGEAR Up to two models may replace their Rokkit Launcha with a Thunder Hammer for free.

Up to three models may take a Bomb-Squig for +15 points.

A Bomb-Squig is a one-shot 'move or fire' weapon, which may be used in the shooting phase. When it is released roll a d6.

On a 2-6 it moves up to 18" towards the nearest enemy vehicle. If it reaches a vehicle it will detonate, hitting a random location with an armour penetration of d6+d20+8.

On a roll of 1 it moves up to 18" towards the nearest friendly vehicle instead.

If there are no vehicles on the table, or if it fails to reach a vehicle the squig will run off and be lost.

SUPPORT

Battlewagon

50 points

<p>Movement: Slow Speed: 8" Combat Speed: 18" Fast Speed: 25"</p> <p>Type: Wheeled</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Ork Driver</p> <p>Transport: Any number of models that can fit or balance on the Battlewagon can be carried by it. Any models which fall off during play are judged to have actually fallen off and the normal rules apply.</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons:

The Battlewagon may be armed with up to 4 of the following weapons. Each weapon's field of fire will depend on its location on the vehicle:

Rokkit Launcha at 30 points each;
Heavy Bolter at 10 points each.

Orks in the Battlewagon may use any weapons that they are carrying. The field of fire is based on the position of the individual Ork model within the vehicle.

D6	Location	Front Armour	Rear Armour
1	Wheel*	15	15
2 - 4	Hull	20	18
5 - 6	Passengers*	-	-

* Hit the one nearest the attacker.

Chinork Warkopta

40 points + weapons.

Movement:
Slow Speed: 7"
Combat Speed: 20"
Fast Speed: 25"

Type:
Skimmer

Ram Value:
Strength: 6, d6 Damage, -3 Save
(Armour Penetration 2d6+6)

Crew:
1 Ork Pilot, and 1 Gretchin Gunner

Transport:
10 models



The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

One of the following weapons fired by the Pilot with a 90° field of fire to the front:

Heavy Bolter for +10 points;
Heavy Flamer for 25 points;
Rokkit Launcha for 30 points;
Kustom Mega-Blasta for 18 points.

One of the following weapons fired by the Gunner with a 90° field of fire to the front:

Twin-linked Autocannon for +32 points;
Twin-linked Heavy Stubber for 14 points;

The Warkopta may also be equipped with a **Kustom Blasta** for 30 points, which has a 360° field of fire.

D6	Location	Front Armour	Side/Rear Armour
1	Pilot	T4, W1, Sv 6+	
2 - 3	Passengers*	*	*
4 - 6	Warkopta	11	11

* Hit the one nearest the attacker. If no passengers are on board, count this as a hit on the Warkopta instead.

Deffkopta

20 points + weapons

<p>Movement: Slow Speed: 10" Combat Speed: 20" Fast Speed: 30"</p> <p>Type: Skimmer</p> <p>Ram Value: Strength: 6, d6 Damage, -3 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Ork Pilot</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons:

The Deffkopta must be armed with one weapon from the following.:

Twin-linked **Heavy Bolters** for 20 points;

Twin-linked **Missile Launchers** with frag and krak missiles for 60 points;

Kustom Mega-Blasta for 18 points.

Each has a 90° field of fire to the front.

The Deffkopta may also be equipped with a **Kustom Blasta** for 30 points, which has a 360° field of fire.

D6	Location	Front Armour	Rear Armour
1 - 2	Pilot	T4, W1, Sv 6+	
3 - 6	Deffkopta	10	10

Dreadnought

85 points + weapons

M WS BS S I A Ld	
6 5 4 6 3 4 6	
Type:	
Walker	
Ram Value:	
Strength: 7, d10 Damage, -4 Save (Armour Penetration d6+d10+7)	
Crew:	
1 Gretchin Pilot	



The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

The Dreadnought has 2 upper arms equipped with **Power Claws** (Power Fists)

In addition it has 2 lower arms which must be equipped with weapons from the following list for the listed points. Both have a 90° field of fire to the front:

Heavy Bolter +10 points;

Heavy Stubber +7 points;

Heavy Flamer +25 points;

Lascannon +30 points;

Missile Launcher (frag & krak) + 30 points;

Kustom Mega-Blasta for 18 points.

D6	Location	Front Armour	Rear Armour
1	Legs	18	18
182	Left Arm*	16	16
3	Right Arm*	16	16
4 - 6	Body	20	17

* Roll a d6. 1-3= upper arm, 4-6= lower arm.

Gorkanaut

325 points

M	WS	BS	S	I	A	Ld
6	5	4	8	3	3	8

Type:
Walker

Ram Value:
Strength: 8, d12 Damage, -5 Save
(Armour Penetration d6+d12+8)

Crew:
1 Ork Nob Pilot

Transport:
6



The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

The Gorkanaut's right arm is equipped with a **Klaw of Gork**, and its left arm is equipped with a **Deffstorm Mega-shoota**, which has a 180° field of fire to the front.

The Gorkanaut is also armed with 2 twin-linked **Heavy Bolters** and a **Heavy Flamer**, which have a 180° field of fire to the front, and 2 **Rokkit Launchas**, which have a 360° field of fire.

D6	Location	Front Armour	Rear Armour
1	Legs	20	20
2	Left Arm	18	18
3	Right Arm	18	18
4 - 6	Body	22	19

Grot Bomb Launcha

45 points.

<p>Movement: Slow Speed: 8" Combat Speed: 12" Fast Speed: 30"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 5, d4 Damage, -2 Save (Armour Penetration d6+d4+5)</p> <p>Crew: 1 Ork Driver 1 Gretchin 'Pilot'</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

The vehicle is armed with a single **Grob Bomb**. Once the bomb has been launched the vehicle may not fire again, though the rider is armed with a **Bolt Pistol**.

To fire the Grot Bomb the bike must remain stationary. First nominate a target, which must be within the bike's 90° front fire arc. You can aim anywhere on the table that you think is in range, regardless of whether the target is visible- the Grot Bomb is not subject to the Choosing a Target rules. Once you have picked the target the bomb is launched and it's all up to the Gretchin pilot. Roll the scatter and artillery dice, and consult the table below:

Scatter Dice	Artillery Dice	Result
Hit	Number	Remarkably the pilot steers the bomb directly to the target. Place the 2" blast over the target and resolve damage as normal.
Arrow	Number	Despite his best efforts, the pilot doesn't quite make it. Move the target point the number of inches shown on the artillery dice in the direction shown on the scatter dice. Place the 2" blast over the target and resolve damage as normal.
Arrow	Misfire	The poor Gretchin panics at the last minute, and pulls up. The bomb disappears over the horizon, never to be seen again.
Hit	Misfire	Something goes horribly wrong during the launch. Place the blast marker over the Grot Bomb vehicle and resolve damage as normal.

WEAPON	RANGE		TO HIT		STR	DAM	SAVE MOD	ARMOUR PEN	SPECIAL
	SHORT	LONG	SHORT	LONG					
Grot Bomb	Guess 24"-72"		Special		8	2d6	-3	3d6+8	2" Blast

D6	Location	Front Armour	Side/Rear Armour
1 - 2	Rider	T4, W1, Sv 6+	
3 - 4	Bike	10	12
5 - 6	Grot Bomb* (Weapon)	10	10

*If the bomb has been launched count 5 – 6 as bike instead.

Grot Tank

20 points + weapons.

<p>Movement: Slow Speed: 7" Combat Speed: 20" Fast Speed: 25"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 6, d6 Damage, -3 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Gretchin Driver</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

The vehicle must be equipped with one of the following weapons, which is mounted in the turret with a 360° field of fire:

Kustom Kombi-Weapon for 15 points;

Heavy Stubber for 7 points;

Heavy Flamer for 25 points;

Grotzooka for 10 points;

Rokkit Launcha for 30 points.

The Grot Tank may also be equipped with a pintle-mounted **Bolter** with a 360° field of fire for 3 points.

D6	Location	Front Armour	Side/Rear Armour
1	Scrap	See below	See below
2	Track*	10	10
3 - 4	Hull	11	10
5 - 6	Turret	14	14

*Hit the nearest to the attacker.

Scrap: Grot tanks are rolling scrap piles. If a 1 is rolled on the damage location chart the shot has hit something which doesn't seem to be important, or even necessary. The shot is wasted.

Killa Kan

45 points

M WS BS S I A Ld	
6 4 3 5 2 2 6	
Type: Walker	
Ram Value: Strength: 6, d6 Damage, -3 Save (Armour Penetration 2d6+6)	
Crew: 1 Gretchin Pilot	

The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

The Killa Kan is armed with a **Power Claw** (power fist) and one weapon from the following list for the listed points, which has a 90° field of fire to the front.

Heavy Stubber +7 points;
Heavy Flamer +25 points;
Missile Launcher (frag & krak) + 30 points.

D6	Location	Front Armour	Rear Armour
1	Legs	16	16
2	Left Arm	14	14
3	Right Arm	14	14
4 - 6	Body	18	15

Lifta Battlewagon

95 points

<p>Movement: Slow Speed: 8" Combat Speed: 18" Fast Speed: 25"</p> <p>Type: Wheeled</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Ork Driver, 2 Gretchin Gunners</p> <p>Transport: Any number of models that can fit or balance on the Battlewagon can be carried by it. Any models which fall off during play are judged to have actually fallen off and the normal rules apply.</p>	
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The Ork army must include at least one Mekaniak and one Runtherd in order to have any of these vehicles.

Weapons:

The Battlewagon is armed with a **Smasha Gun** which has a 360° field of fire.

The Battlewagon may be armed with up to 4 of the following weapons. Each weapon's field of fire will depend on its location on the vehicle.

Rokkit Launcha at 30 points each;
Heavy Bolter at 10 points each.

Orks in the Battlewagon may use any weapons that they are carrying. The field of fire is based on the position of the individual Ork model within the vehicle.

D6	Location	Front Armour	Rear Armour
1	Wheel*	15	15
2 - 3	Hull	20	18
4 - 5	Smasha Gun	10	10
6	Passengers/Gunners*	-	-

* Hit the one nearest the attacker.

Morkanaut

325 points

M	WS	BS	S	I	A	Ld
6	5	4	8	3	3	8

Type:
Walker

Ram Value:
Strength: 8, d12 Damage, -5 Save
(Armour Penetration d6+d12+8)

Crew:
1 Ork Nob Pilot

Transport:
6



The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons

The Gorkanaut's left arm is equipped with a **Klaw of Mork**, and its left arm is equipped with a **Kustom Mega-Kannon**, which has a 180° field of fire to the front.

The Gorkanaut is also armed with 2 twin-linked **Heavy Bolters** and a **Kustom Mega-Blasta**, which have a 180° field of fire to the front, and 2 **Rokkit Launchas**, which have a 360° field of fire.

D6	Location	Front Armour	Rear Armour
1	Legs	20	20
2	Left Arm	18	18
3	Right Arm	18	18
4 - 6	Body	22	19

Nobz Bike

20 points + Nob

Movement:
Slow Speed: 8"
Combat Speed: 12"
Fast Speed: 30"

Type:
Bike

Ram Value:
Strength: 5, d4 Damage, -2 Save
(Armour Penetration d6+d4+5)

Crew:
1 Ork Driver
1 Ork Nob



Weapons:

The bike is unarmed, though the Nob may fire any of his weapons in a 360° arc.

D6	Location	Front Armour	Rear Armour
1 - 3	Rider	T4, W1, Sv 6+	
4 - 6	Bike	10	12

Skorcher

50 points

<p>Movement: Slow Speed: 8" Combat Speed: 20" Fast Speed: 30"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 6, d6 Damage, -2 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Ork Driver, 1 Ork Gunner, 1 Snotling</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons:

The Scorcher is armed with a **Heavy Flamer**, which has a 360° field of fire.

D6	Location	Front Armour	Rear Armour
1	Driver	T4, W1, Sv 6+	
2	Turret	12	12
3 - 5	Scorcher	10	12
6	Fuel Tank	12	12

* Hit the one nearest the attacker

Scorcher	
1	The track is blown off. The Scorcher moves out of control next turn then comes to a permanent halt.
2 - 3	The controls are damaged. Roll a d6 at the start of each of the Scorcher's movement phase. On a 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a 1, 2 or 3 it moves out of control that turn.
4	The front wheel is blown off and the Scorcher flips over, killing the crew. The wreck crashes down d6" away in a random direction. Anything hit suffers d6 strength 7 hits with a -2 save modifier.
5	The engine explodes, killing the crew. The wreck goes out of control next turn then comes to a permanent halt.
6	The fuel catches fire, killing the crew. The flaming wreck moves out of control next turn then explodes, causing d3 strength 8 hits with a -3 saving throw modifier to all models within 3".

Turret

1 - 2	The heavy flamer is destroyed and may not be used for the rest of the game.
3 - 6	The gunner is hit. He has a toughness of 4, 1 wound and a 6+ save. If killed the heavy flamer may no longer be used.

Fuel Tank

1	The Snotling pump attendant is killed and the fuel tank's pressure starts running down. Next turn the Scorcher may fire as normal. The turn after that it is treated as a normal flamer rather than a heavy flamer. The turn after that it is treated as a hand flamer, and the turn after that it may not fire at all.
2	The fuel tank starts leaving a trail of burning fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason then the burning fuel will catch up causing an explosion as described for a roll of 3 - 6 below.
3 - 6	The fuel explodes, destroying the Scorcher and killing the crew. Any models within 2d6" of the vehicle are caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

Warbike

45 points

Movement:
Slow Speed: 8"
Combat Speed: 12"
Fast Speed: 30"

Type:
Bike

Ram Value:
Strength: 5, d4 Damage, -2 Save
(Armour Penetration d6+d4+5)

Crew:
1 Ork Rider



Weapons:

The Warbike is armed with **twin-linked Autocannons**, which have a 90° field of fire to the front.

D6	Location	Front Armour	Rear Armour
1 - 2	Rider	T4, W1, Sv 6+	
3 - 6	Warbike	10	12

War Buggy

25 points + weapons

<p>Movement: Slow Speed: 8" Combat Speed: 16" Fast Speed: 30"</p> <p>Type: Wheeled</p> <p>Ram Value: Strength: 6, d6 Damage, -3 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Ork Driver, 1 Ork Gunner</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons:

The War Buggy must be armed with one weapon from the following for the Gunner to operate:

Twin-linked **Heavy Bolters** for 20 points;
Lascannon for 30 points;
Twin-linked **Autocannon** for 32 points;
Heavy Plasma Gun for 26 points;
Multi-melta for 39 points.

The weapon has a 360° field of fire.

D6	Location	Front Armour	Rear Armour
1 - 3	Crew*	T4, W1, Sv 6+	
4 - 6	War Buggy	10	10

* Hit the one nearest the attacker

Wartrak

30 points + weapons

<p>Movement: Slow Speed: 10" Combat Speed: 20" Fast Speed: 28"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 6, d6 Damage, -2 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Ork Driver, 1 Ork Gunner</p>	
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The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons:

The Wartrak must be armed with one weapon from the following for the Gunner to operate:

Twin-linked **Heavy Bolters** for 20 points;

Lascannon for 30 points;

Twin-linked **Autocannon** for 32 points;

Heavy Plasma Gun for 26 points;

Multi-melta for 39 points.

The weapon has a 360° field of fire.

D6	Location	Front Armour	Rear Armour
1 - 3	Crew*	T4, W1, Sv 6+	
4 - 6	Wartrak (Bike)	10	12

* Hit the one nearest the attacker

Wartruukk

40 points

Movement:
Slow Speed: 8"
Combat Speed: 16"
Fast Speed: 30"

Type:
Wheeled

Ram Value:

Strength: 6, d6 Damage, -3 Save
(Armour Penetration 2d6+6)

Crew:
1 Ork Driver, 1 Ork Gunner

Transport:

Any number of models that can fit or balance on the Trukk can be carried by it. Any models which fall off during play are judged to have actually fallen off and the normal rules apply.



The Ork army must include at least one Mekaniak in order to have any of these vehicles.

Weapons:

The Wartruukk is armed with a **Heavy Bolter** which has a 180° field of fire. For an additional 10 points this may be upgraded to a twin-linked **Heavy Bolter**.

D6	Location	Front Armour	Rear Armour
1 - 3	Crew/Passengers*	T4, W1, Sv 6+	
4 - 6	Wartruukk (Hull)	12	12

* Hit the one nearest the attacker

Generic Vehicle Damage Tables

For use with Warhammer 40,000 2nd edition.

Vehicle Location (d6 Roll)	
Arm	
1	The arm is hit & partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the model's Attack characteristic by 1 point.
2	Any weapons mounted on the arm are jammed or partially damaged & can only be used if you first roll a 4+ on a d6.
3 - 5	The arm is torn off. Any weapons mounted on it are destroyed, & the model's Attack characteristic is reduced by 1 point.
6	The arm is destroyed and any weapon on it explodes! The explosion causes a flashback resulting in a secondary explosion. Roll on the damage table representing the vehicle's main body, hull or engine.
Body or Head (Dreadnought, Wraithlord)	
1	The vehicle's controls are damaged making it difficult to control. The vehicle may only move or attack if you first roll a 4 or more on a d6. It may still shoot normally.
2	The controlling entity is badly damaged. All the vehicle's characteristics are halved for the rest of the game.
3 - 4	The engine bursts into flames & the vehicle is immobilised, though it may still shoot normally. Roll a d6 at the beginning of each player's turn. On a 1 or 2 the vehicle explodes. Any models within 3" suffer d6 S10 hits with a -3 save.
5	The entity controlling the vehicle is destroyed. The vehicle staggers d3" in a random direction, colliding with anything moved into, & then collapses to the ground.
6	The vehicle's ammunition explodes! The vehicle is destroyed & any models within 3" suffer d6 S10 hits with a -3 save.
Bike, or Warbike or War Buggy	
1	The vehicle's mounted weapon, (the weapon fired by the pilot) is destroyed & may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
2	The vehicle's mounted heavy weapon, (the weapon fired by the gunner) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
3	The controls are damaged making it difficult to control. Roll a d6 at the start of each of the vehicle's movement phases. On a 4,5 or 6 the rider is able to keep control and the vehicle moves normally. On a 1,2 or 3 the vehicle moves out of control for that turn.
4	The vehicle's wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier.
5	The engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
6	The vehicle's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn then explodes, causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Crew or Cockpit	
1 - 6	Roll to see if the crewman is damaged using the normal shooting rules. If the driver/pilot is killed the vehicle will move out of control for the remainder of the game unless another crew member takes over, or until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the table. If a gunner is killed then his weapon may no longer be fired unless another crewman takes over.
Engine	
1	The vehicle's controls are damaged making it difficult to control. The vehicle may only move or attack if you first roll a 4 or more on a d6. It may still shoot normally.
2 - 3	The cooling system for the engine is damaged and the vehicle starts to overheat. Roll a d6 at the beginning of each player's turn. On a roll of 1 or 2 the vehicle explodes. Any models within 3" suffer d6 S10 hits with a -3 saving throw modifier.
4 - 6	The engine explodes, destroying the vehicle & causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Leg	
1	The leg holds, but the force of the blow slows it down. The vehicle may not move in it's next turn.
2	The vehicle is knocked sprawling. It staggers d3" in a random direction, colliding with anything it moves into.
3 - 4	The leg is seriously damaged. The vehicle may now only limp 1d3" per turn.
5 - 6	The leg is blown off and the vehicle crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

Hull	
1	Any hull mounted weapon is destroyed and may not be fired for the rest of the game. If there are no weapons mounted on the hull, count this result as 2-3 instead.
2 - 3	A large explosion tears through the crew compartment. Roll a D6 for each crew member: On a roll of 4+ they killed.
4	The vehicle's engine explodes, killing the crew. The vehicle is spun around to face in a random direction by the force of the blast and then comes to a permanent halt.
5	A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering D6 S10 hits with a -3 save modifier.
6	The vehicle's ammunition or fuel tank explodes, destroying it and all models on board. Any models within 3" D6 S10 hits with a -3 save modifier.
Skimmer Body (Land Speeder, Jetbike, Vyper, Valkyrie)	
1	The vehicle's mounted weapon, (the weapon fired by the pilot) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
2	The vehicle's mounted heavy weapon, (the weapon fired by the gunner) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
3	The controls are damaged making it difficult to control. Roll a d6 at the start of each of the vehicle's movement phases. On a 4,5 or 6 the rider is able to keep control and the vehicle moves normally. On a 1,2 or 3 the vehicle moves out of control for that turn.
4	The engine cuts out and it crashes to the ground 2d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the vehicle was moving at more than 10" in its previous move.
5	The vehicle's engine blows up, killing the crew. The wreck plummets to the ground 2d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier
6	The vehicle's fuel explodes, killing the crew. The wreck plummets to the ground 2d6" away in a random direction. When it hits the ground its ammunition explodes, causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Track or Wheel	
1	The track is damaged, but keeps running. The vehicle may only move at slow speed for the rest of the game.
2 - 5	The track is blown off. The vehicle moves out of control next turn and then comes to a permanent halt.
6	The track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, and any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model on board, they are killed on a 4,5 or 6. Surviving models may dismount using the normal rules.
Turret	
1	The weapon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a d6.
2	The turret is jammed and may no longer rotate. Any weapon mounted in it may only fire in a straight line at targets that are directly in front of it.
3	The turret gunner is killed. Unless manned by another crew member any turret weapons may no longer be fired.
4 - 6	The ammunition stored in the turret explodes and the vehicle is destroyed. All the crew and passengers are killed and the turret is blown off, flying 2d6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes d6 S9 hits with a -6 saving throw modifier.
Weapon or Sponson	
1	The weapon is damaged and may only be fired if you first roll a 4 or more on a d6.
2 - 5	The weapon is destroyed, and may not be fired for the rest of the game.
6	The weapon is destroyed as above, but the explosion causes a flashback resulting in a secondary explosion. Roll on the damage table representing the vehicle's main body, hull or engine.
Wing or Tail	
1	The wing is clipped, making movement difficult. The vehicle may only travel at slow speed from now on.
2 - 3	The vehicle's tail is damaged making it difficult to control. Roll a D6 at the start of each movement phase. On a roll of 4 - 6 the vehicle moves normally. On a roll of 1 - 3 it moves out of control for that turn.
4	The tail is badly damaged. The vehicle makes an emergency crash landing 2D6" away in a random direction. Anything under it when it lands takes D3 S6 hits with a -2 save. The crew can leap to the ground before it crashes, but if the vehicle moved over 10" in its last turn they suffer damage as normal.
5 - 6	The vehicle's wing is blown off. The wreck plummets to the ground 2D6" away in a random direction. When it hits the ground it's ammunition explodes, causing D3 strength 8 hits with a -3 save to all models within 3".