

# Death Race 40k

## version 0.2

Original idea by the Dakka Wargaming club.

Expanded, modified and play tested by members of the Welland Warhammer Club  
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For updates on these rules visit

<http://www.miniwargaming.com/forum/viewtopic.php?f=16&t=1162>

### **The Racers:**

The race is essentially a bike race, however almost anything can participate as long as it a bike or jet bike. See the Bike Design rules, later in this document. Note: You will need a copy of the Warhammer 40K rule book to use these rules.

### **The Track:**

The track can be anything from a closed circuit urban raceway to an open drag race in a desert. The more turns and bends in your raceway the more exciting an event. Adding a few jumps and other obstacles are good fun as well. In addition to a clearly marked starting and finishing line you'll also need a 'safety zone' marker. This should be some distance after the starting line. The safety zone is an area where no combat can occur until both racers are out of the zone.

### **Starting the Race:**

Each racer should put his name on a scrap of papers and these should be placed in a hat, cup, or bag. If a player has more than one racer then his name should put a scrap of paper in for each racer. The names are then randomly pulled from the hat, and this determines the starting order behind the starting line, the pole position. In the first turn all players will move their bikes in order of their poll positions. After that play order will be determined as per who has the lead. Note that all racers start the race in Gear 1. (see below)

### **Finishing the Race:**

The number of laps should be determined before the race (usually one is enough, depending on the size of your board). The first to pass the finish line gets first place, second gets second place and so on. At the end of the race, all bikes are repaired and racers can spend their prize money on war gear or driver skill points.

## **Movement:**

### **Gears**

All vehicles have access to gears 1-6. The current gear is indicated by placing a d6 next to the racer with the correct number up. Gears represent two factors: Top speed, and momentum. At the beginning of a movement phase a driver may go up or down one gear without any tests required.

### **Distance**

In 1st gear the vehicle can move between 0-4 inches. In all other gears the number of inches moved is 4" x the gear. The racer **MUST** move this distance. No more, no less. Racers may 'slide' one inch left or right for each inch they move forward. Sliding does not change the facing of the vehicle. To change facing the racer must attempt a turn maneuver.

### **Passengers**

Vehicles with more than one rider are slower, but the passengers can fire weapons and attack in combat without making maneuver tests. To represent their decreased speed, these vehicles only move at 3" x Gear.

## **Maneuvers:**

There are a variety of maneuvers that can be performed. Many can be performed by any racer, some are vehicle and/or race specific. Maneuvers can be performed at any point in a vehicles movement but there must be at least a number of inches equal to their current gear of movement between maneuvers. To perform a maneuver roll a D6; if the number equals or exceeds your current gear you pass. Note that some maneuvers and conditions may add modifiers to this roll. If you fail a maneuver you must roll on the 'Loss of Control' chart. If a racer loses control he/she may not attempt any more maneuvers that turn.

## **Driver Skill Points:**

Driver Skill Points, or skill points (SP), are used to assist in performing difficult maneuvers. If a maneuver is attempted, and failed, a racer can spend skill points to adjust the roll to the number needed to pass (assuming he/she has enough skill points to do so). Each skill point spent increases the die roll by one. Thus, if a driver needed a 6 to pass a difficult maneuver, and rolled a 4, he would need to expend 2 skill points to make the test successful. Once a skill point is spent it is gone for the remainder of the race. Additional skill points can be purchased at 5 points a skill point.

## Basic Maneuvers:

**Turn** - Perform this maneuver at the moment you wish to turn. Success means the vehicle may be turned up to 45 degrees.

**Hard Turn** - Same as a Turn but subtract -1 from the maneuver roll. Success means the vehicle may turn up to 90 degrees.

**Break** - Performed at the beginning of movement when declaring your gear, it allows the racer to shift down two gears.

**Landing** - If a racer goes air born (via jumping, boosting, etc) this test must be performed to successfully land. If you are landing on a down ramp add +1 to your roll.

**Shooting** - Success means the vehicle may fire ONE weapon. Vehicle mounted weapons have a 45 degree front arc, while pistol weapons can fire 180 degrees forward. More than one weapon may be fired, but a test must be made for each. No weapon can be fired more than once. All weapons must fire at the same target. Pistol Weapons may shoot in the bikers rear arc, but at a -1 to the maneuver roll.

**Hand To Hand Attack** - Success means a driver/passenger may make one attack at an enemy vehicle/rider within 1". More than one attack may be made, but a test must be made for each. No more than the maximum number of attacks that the model has may be made in a single turn.

**Jink** - This maneuver is performed when another racer declares he/she is shooting at you or attempting to swing at you in close combat. Before they roll their maneuver test to shoot/attack you can opt to Jink. If successful the enemy misses, but must still perform their own test (they did shoot, you just dodged). If you fail the enemy shoots as normal, and you must roll on the loss of control table.

**Run over** – This maneuver is performed against a dismounted rider. If the maneuver roll is successful, the target suffers D3 hits at a strength equal to the gear the bike is in. The target may attempt to Jink (dodge). In order to dodge, the target must roll equal to or higher than the gear the bike is in.

**Pivot** – While in 1<sup>st</sup> gear, the bike can pivot 45, 90 or 180 degrees with no maneuver check needed.

## Special Maneuvers:

**Boosters** – Only in gears 3 and above. Success adds D6 to movement. No turns or slipping allowed. This can be done once per turn for each gear you are in. For example, if you are in 4th gear you can attempt to boost 4 times.

**Thrusting Up** - Jet bikes only. In gears 3 and above. Success means they have jumped even if they have no ramp! No turns are allowed, but the vehicle may pass over any obstacles or racers. A Landing test is required at the end of movement.

**Jumping** - Any time a racer goes up a steep incline he/she can opt to jump when the end is reached. To jump you must roll UNDER your current gear. If successful the vehicle goes airborne for a distance equal to its current gear plus D3. This distance is added to their total movement for the turn. The Jumping vehicle can pass over intervening models while airborne. When it lands the driver must perform a landing maneuver as described above.

## Loss of Control Table: (Roll D6)

|     |  |
|-----|--|
| 1   | <b>Spin:</b> Move in straight line for remainder of distance. Roll scatter die at end of movement to determine facing. Gear reduced to 1.  |
| 2-3 | <b>Swerve Left:</b> Vehicle turns 45 degrees left then moves in a straight line for the rest of its remaining movement. The current gear is unaffected.  |
| 4-5 | <b>Swerve Right:</b> Vehicle turns 45 degrees right then moves in a straight line for the rest of its remaining movement. The current gear is unaffected.  |
| 6   | <b>Wipe out:</b> The vehicle spills and tumbles along the ground for half the remainder of its movement in straight line. The vehicle and rider take D6 Strength = Gear hits (distribute as impacts). The rider (and passengers) are all thrown D3" from the vehicle in random directions. The vehicle can only move again once the driver (at least) has climbed aboard. Once boarded the vehicle starts its next turn in gear 1. |

## Damage:

**Bike Armour:** All bikes have 10 front and back armour and 9 armour on its sides.

**Collisions & Impact:** Whenever a vehicle collides with an obstacle, building, etc. the vehicle takes D3 hits at a strength equal to the gear it is in. Roll a D6 for each hit. On a roll of a 6 the rider is struck. All other results mean the vehicle has been hit. When vehicles collide with each other, they both take D3 hits, but the strength is based on the gear difference. If they are traveling the same direction the strength equals the difference in gears. If they are traveling in opposite direction the strength equals the sum of the gears. Both Bikes must take a maneuver check, the target suffering a -1 modifier to the maneuver roll. The bike that is hit will also be moved half of the remaining distance to be traveled by the impacting bike (this applies to the Loss of Control result).

**Shooting:** All shots fired at a vehicle are randomized between the rider/passengers and vehicle. Roll a D6, on a 6 it hits a rider or passenger, otherwise the vehicle is struck.

**Damage to riders:** Use 40k rules using the riders base toughness and includes armour saves to drivers.

**Damage to vehicles:** Use 40k rules using the bikes armor values. However, use the table below to determine the damage. Glancing hits get a -2 to their damage roll. AP 1 weapons get a +1 to their damage roll.

## Damage Table:

| Armor value beaten by | Result   |
|-----------------------|--|
| 0 or less             | No Effect  |
| 1                     | Engine Damage: Vehicle is at -1 movement for all gears. Further results are cumulative.  |
| 2                     | Control Damage: Vehicle is at -1 for all future maneuver rolls. Further results are cumulative.  |
| 3                     | Clutch Stuck: Must roll a 4+ to change gears at start of turn, failure means can't change gears. Each additional result adds a 1 to the difficulty. Once you hit 7+ you cannot change gears (up or down, even when you hit obstacles). |
| 4                     | Major Engine Damage: Gear multiplier for movement reduced by 1. ie. 4"*gear reduced to 3"*Gear. Further results are cumulative. If this falls to 0" the bike is destroyed, but the rider is not thrown.                                |
| 5                     | Roll again twice to see results, re-rolling 5's and 6's.   |
| 6 or more             | Vehicle Destroyed: Rider is thrown D6" in a random direction.  |

## **Prize Money (only used in campaigns):**

Racers will be awarded prize money (points) at the end of a race to use in future races. The points can be used to purchase war gear or driver skill points (5 pts each).

|                       |                  |
|-----------------------|------------------|
| <b>First:</b>         | <b>10 points</b> |
| <b>Second:</b>        | <b>8 points</b>  |
| <b>Third:</b>         | <b>6 points</b>  |
| <b>Other placing:</b> | <b>4 points</b>  |