

Warlands Quick Reference Guide

Round Order

Activation alternates between players in both phases.

1. Vehicles moving Fast then Cruising speed.
2. Pedestrians; Walkers; Slow vehicles; Stationary vehicles.

Vehicle Turn Sequence

1. Vehicle activation (Movement / Shooting / Ramming, etc.)
2. Vehicle may accelerate or decelerate.

Pedestrian Turn Sequence

These 4 steps must be performed in the order listed. If a player is forced to miss a step, or chooses to miss a step, it cannot be returned to in that activation.

Step 1. Shoot ranged weapons or **Aim** a ranged weapon.

Step 2. Move. If model aimed in Step 1, it cannot move, and goes straight to Step 3.

Step 3. Shoot ranged weapons.

Step 4. Move or Close Combat Assault (if in base-to-base contact with another model)

- It is not compulsory to perform all 4 steps in a turn. Those not taken are lost.
- When shooting, a model may fire as many times as its weapon's Rate of Fire (ROF)
- A close combat assault must be preceded by a move action unless already in base-to-base contact upon activation. Therefore, if a model chooses to move into close combat, it must omit Step 3.
- Upon activation, if a pedestrian is in base-to-base contact with another pedestrian, it is considered to be in close combat, and no other action except close combat can be taken. (Steps 1, 2, and 3 are omitted)

Devastating Damage Table

1	KABOOOOOM!!! Vehicle explodes. All models within 3" suffer 4d6 damage.
2	Driver takes 1 damage.
3	On fire. At the beginning of each round roll a d6. On a 5 or 6, the vehicle explodes.
4	Ruptured fuel line. At the start of each subsequent round, roll a d6. On a 5 or 6, the vehicle runs out of gas, reducing speed by 1 level per turn until Stationary.
5	Gunner/Crew. Randomly determined crewmember takes 1 damage.
6	Tire damage. Vehicle must make a control roll when attempting a turn.
7	Falling to pieces. Reduce armor by 1 (cumulative)
8	Axle damage. Reduce turning by 1 for all speeds (cumulative to a minimum of 1)
9	Engine damage. Lowers maximum speed by one setting for the rest of the game.
10	Lucky escape.

Critical Successes and Failures

A roll of a double six is a critical hit and is always considered a success. Roll once on the Devastating Damage Table, then for damage as normal. A roll of double one is always a critical failure and weapon is considered jammed.

Deviation *Blast Template Weapons Only*

Move 2d6" in a random direction from attacker.

Close Range

A model that attacks a target within 2" of itself receives a bonus of +2 to its RC.

Speed bonus

Calculated by the speed of the ramming vehicle at the time of the ram.

Slow = +1d6

Cruising = +2d6

Fast = +4d6

An additional +1d6 damage is caused to both vehicles if the ramming vehicle is using Nitro.

Vehicle vs. Vehicle Assault

+d10 for damage on a successful hit.

Crashing

If a vehicle hits buildings or other immovable objects, calculate collision damage as follows: vehicles moving at Slow speed receive 1d6 damage; vehicles moving at Cruising or Fast speed takes 4d6 AP2 damage. Vehicle then comes to an immediate stop.

If a vehicle hits a wreck, calculate damage as if rammed using wreck's original AM and speed of ramming vehicle. Move the wreck 1d6" in a random direction.

Control Test Target Number Table

Speed	Target Number
Slow	8
Cruising	10
Fast	12

Out of Control Table

D10 Roll	Result
1	Roll on the Devastating Damage Table
2-3	Immediately turns 45° to left
4-5	Skid*
6	In a Spin**
7	Continues in a straight line
8-9	Immediately turns 45° to Right
10	Spin Out***

***Skid** - Roll 1d6 and move 2" in the corresponding direction. 1-2, 45°Right; 3-4, Straight; 5-6, 45° Left

****In a Spin** - Move 1d6" in a random direction.

*****Spin Out** - Move 1d6" in a random direction. Repeat once per speed level (Slow: 1 roll; Cruising: 2 rolls; High: 3 rolls)