

Your Turn

Flyers

Move 12" : Play 2 Cards

Move 24" : Play 1 Cards

Move 36" : Play 0 Cards

*Tanks**

Move 6" : Play 2 Cards

Move 12" : Play 1 Card

Move 24" : Play 0 Cards

*Tanks may elect to move backwards at half rate and play the appropriate number of cards

After moving resolve the appropriate board tile effect. These effects will never target a player representing the race on that board.

Crossing the Bridge

When a player attempts to cross the bridge they must roll to see if they can avoid Little Timmy the Imperator Troll.

Roll 1d6

1-2: Get Stomped

3-6: Make it through safely

Get Stomped : take 3 damage per facing. 5 armor cards can be used to block all damage and teammates may share cards in this case only.

Make it through safely: place your vehicle on the other side of the bridge and continue your

Taking Damage

Players take damage on the appropriate facing according to the card being played. If all the armor on a facing is destroyed a player loses health on their driver. When a player loses

Repairing Your Vehicle

Players can try and repair their vehicles by entering the Chaos Warp Portal, the Ad Mech Machine Spirit Pit, and the Ork Squig Race. Each uses the following chart (with some added special rules) and happens instead of playing cards.

Roll 1d6

1: Nothing happens

2: Repair 3 armor on any one facing.

3: Repair 4 armor on any one facing.

4: Repair 3 armor on two different facings.

5: Repair 4 armor on two different facings.

6: Repair 9 total armor on any facings.

Chaos Warp Portals

Players can enter the Chaos Warp Portals to slingshot ahead. A player enters the portal at the first warp point and exits at the second warp point and may then continue moving as normal. Using the warp heals a player's vehicle. Consult the table above and keep track of the total amount regained. If your vehicle regains more than 16 points of armor it will become aligned with Chaos.

Ork Squig Races

Players can elect to pull into the Ork Gambling Center and enter a squig race. If you win the race the orks will patch up your vehicle using the above table. This takes the place of playing cards.

Machine Spirit Pit

Players can elect to pull into the Mechanicus Machine Spirit Pit and repair their vehicle using the above table. This takes the place of playing Cards.

Respawning

Players respawn at the starting line, at the near side of the bridge, or the far side of the bridge as appropriate and may move as normal on the following turn.