

ORK STOMPER



VEHICLE DATA

CREW:

1 ORK COMMANDER
 2 ORK GUNNERS
 (1 may be a MEK BOY +10 pts.)
 1 ORK DRIVER
 1-10 GRETCHIN RIGGERS
 (+4 pts. each)

MOVEMENT:

SLOW SPEED: 5"
 COMBAT SPEED: 10"
 FAST SPEED: 15"
TYPE: WALKER

RAM VALUE:

STRENGTH: 10
 2d8 DAMAGE
 -7 SAVE

MEK BOY OPTION

The Mekaniak and Gretchin option allows for some repairs be made. In addition, the Gretchin can fire out of any available view slits or hatches with autoguns.

REPAIRS

The Mekaniak may abandon his weapons' arm to attempt repairs. Any non-destroyed damage may be repaired by the Mek Boy on a roll of 1 or 2 on a D12. This chance increases by 1 for each Gretchin Rigger available. Repairs may be attempted once per turn in the Ork players shooting phase.

	WS	BS	S	I	A	Ld
Nobz	4	4	10	3	3	7
B. Boss	5	5	10	4	3	8
W. Boss	6	6	10	5	3	9

WEAPONS

HEAD: Heavy Plasma Gun or 2 Heavy Bolters - 360 degree field of fire

LEFT ARM: Battlecannon & Multilauncher or
 Battlecannon & Gatling Cannon - 180 degree field of fire

RIGHT ARM: Chainsword & Autocannon or Twin Lascannons - 180 degree field of fire

BODY: Heavy Bolter or Heavy Flamer - 90 degree field of fire

The stomper comes in a wide variety of weapon configurations. It is usually crewed by Ork Nobz in heavy armor. If a Big Boss or the Ork Warboss are to command it, it's stats change as above and the point value is increased by +60 for a Big Boss and +85 for a warboss. The Big Boss/War Boss and gear must be paid for separately. In addition, the Stomper may be fitted with a powerfield for +300 points.

Weapon	Range		To Hit S/L	Str	Dam	Save Mod	Armor Pen	Special
	Short	Long						
H. Plasma	0-20	20-40	--	7	D4	-2	D6+D4+7	
Max.	0-20	20-72	--	10	D10	-6	D6+D10+10	1- 1/2 Blast
H. Bolter	0-20	20-40	--	5	1	-3	D6+5	Sustain 2D
B. Cannon	0-20	20-72	--	8	2D6	-3	3D6+8	2" Blast
M. Launcher	0-20	20-72	--	8	D10	-6	D10+D6+8	Template
Gat. Cannon	0-20	20-48	+1-	7	D6	-4	2D6+7	Sustain 2Dice
Autocannon	0-20	20-72	--	8	D6	-3	2D6+8	Sustain 1Dice
Lascannon	0-20	20-60	--	9	2D6	-6	3D6+9	
H. Flamer	Template		Special	5	1	-3	D6+5	Burn 4+
Chainsword	Close Combat		Special	10	2D4	-8	D20+2D4+10	Close combat parry

* Gatling Cannon, Multilauncher, and Titan Chainsword are not G.W. approved weapons.

POINT COST: 450

DAMAGE TABLES

D8	Location	Armour	
		Front/Side	Rear
1	Head	22	20
2-5	Body	25	20
6	Right Arm	19	19
7	Left Arm	19	19
8	Legs	20	20

Close Combat Versus The Stomper

Only those locations a model can actually reach can be attacked. If the back door is forced the crew count as defending a fortified obstacle, and count as being in hard cover.

D6 Head Damage Table

- 1 The armor of the head turret holds but the commander is so shaken he cannot fire the head weapons or direct fire for 1 turn. Arm gunners must use their own BS.
- 2 The weapons mounted on the head turret are damaged and can only be fired by first rolling a 4+ on 1 D6.
- 3-4 The head weapons are destroyed and the turret is jammed. The commander can fire personal weapons through the view slit. The jam can be repaired.
- 5 The head turret weapons and ammunition explode! The commander is hit and killed on a 4,5, or 6 on a D6 unless he can save against a S10 hit (personal armor allows saves). If a powerfield is fitted the controls are destroyed.
- 6 The head turret, weapons, and ammunition explode as above and the head turret blows off, flying 2D6 in a random direction. Anything under the spot where it lands takes D6 STR 9 hits with a -6 save. The commander must save against 2D6 STR 9 hits at -6 to save to survive. The explosion flashes down into the body causing a secondary explosion. Roll on the body damage table to determine it's effect. Powerfield controls are destroyed as above, it may no longer function.

D6 Body Damage Table

- 1-2 The massive blow springs rivets and hull plates loose. Rivets ricochet around the interior. Check for each crew member on a D6 roll of 4, 5, or 6. They take a D4 hit at -1 Save for 1 wound.
- 3 The engine and leg gears are damaged. The Stomper can only move at slow speed for the rest of the game or until repaired. The powerfield generator is damaged and shuts down until repaired.
- 4-5 The Stomper's engine explodes showering the insides with debris. All crewmembers except the commander are hit and killed on a roll of 3-6 on a D6. Mekaniaks may save against a S10 hit if they have personal armor. The Stomper grinds to a permanent halt. Weapons may still be fired if there is crew to man them. The powerfield generator is destroyed.
- 6 The engine and fuel tank ignite and the Stomper moves out of control next turn then explodes. All crew without personal armor are killed. Those with field armor must save vs. 2D6 S9 hits at a -6 save to survive. The powerfield generator explodes. Anyone within 6" takes 2D6 S9 hits at a -6 save.

D6 Arm Damage Table

- 1 The arm is hit and jammed. Any weapons on it may only fire straight ahead and any close combat weapons are unuseable.
- 2-3 The arm is damaged and any weapons mounted on it can only be used if you first roll a 4+ on 1 D6.
- 4-5 The arm is blown off the Stomper. All weapons are destroyed and the the Stomper's attack characteristic is lowered by 1.
- 6 The arm and weapons mounted on it explode! The explosion flashes back to the Stomper's body and causes a secondary explosion. Roll on the body damage table -1 to see what effect this second explosion has.

D6 Leg Damage Table

- 1 The massive leg armor is buckled and dented. The Stomper drops to the next lowest speed on the next turn.
- 2 The Stomper is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
- 3-4 The leg/foot is seriously damaged with servos and controls shattered. The Stomper may only limp around at D6" per turn. The powerfield is damaged and can no longer function until repaired.
- 5-6 The foot is smashed to pieces. The Stomper lurches to one side and settles. It may only stomp in circles using the wrecked foot as a pivot for the rest of the game. The powerfield generator breaks loose from it's mountings and is wrecked.