

FALLING & JUMPING v4.8

These are experimental fan-made rules for adding elevated platforms and ramps to your vehicular combats. Terrain features like those offer new ways for vehicles to move, and so they require some special rules for resolving what happens when a vehicle falls over a ledge or jumps off a ramp.

Use these optional rules at your own peril — although they are not overly complicated to resolve, they will add some time to your games and may require the liberal application of the Rule of Carnage at points.

LEDGES AND FALLING

If more than half of a vehicle's maneuver template or final position extends over a ledge above open air, or if a vehicle hanging over a ledge cannot be balanced without tipping or falling, immediately resolve a **fall** by following these steps:

Falling Procedure

- 1. Determine the height of the fall.** Measure the distance between the vehicle's current elevation and the surface directly below, using Short templates as the unit of measurement. Make a note of the approximate distance, rounding up to the nearest whole number.
- 2. Move the vehicle to its final position.** The player to the left of the falling vehicle's controller places the vehicle on the surface directly below the point where it fell, and may rotate it in any direction (or use a scatter die). If an obstruction prevents placing the falling vehicle flat on a playing surface, move the vehicle to the nearest position where it can be placed flat.
- 3. Check for collisions.** Any collisions with obstacles struck during the fall are resolved in order, even if their final positions are not touching. If the falling vehicle is performing a jump, that vehicle's controller determines the final positions of the participants and the orientations of the collisions. Otherwise, the player to the left of the falling vehicle's controller determines the final positions and orientations of the collisions. The falling vehicle must declare a smash attack as its reaction in each collision.
- 4. Determine the damage from falling.** If the falling vehicle fell greater than a Long template's distance, it becomes wrecked. Otherwise, for each Short template's distance (or part thereof) that the vehicle plummeted, that vehicle receives 1D6 hits. For each uncancelled hit that a vehicle receives in this way, that vehicle receives +1 hazard token also.
- 5. The vehicle becomes *distracted* until the end of the gear phase.** If this vehicle is still operational, its crew is too rattled from the fall to make any attacks this gear phase.
- 6. If the falling vehicle was performing a jump, move on to step 5 of the Jumping procedure.**

Falling War Rigs

When a War Rig falls, treat its pre-fall arrangement of cab and trailer as a fixed object until the fall is fully resolved.

Falling Aircraft

Vehicles with the Airborne quality cannot fall before they become wrecked, and they ignore ramps as they do all other terrain.

When an a vehicle with the Airborne quality becomes a wreck, immediately after it moves forward using the Short template as usual, resolve a **fall** as if it was a vehicle falling from a height greater than a Long template.

THE THIRD DIMENSION

Vehicles are considered to be at different elevations if their vertical distance from each other is greater than a Short maneuver template. Vehicles at different elevations ignore each other for most purposes, but may attack each other using shooting weapons.

SHOOTING WEAPONS

A vehicle's elevation is ignored for the purposes of determining firing arcs. Measure all ranges by viewing the situation from overhead two-dimensionally. Lay the range template flat on the surface from the attacker toward the target and disregard elevation when determining if the target is in range.

DROPPED WEAPONS

Ignore the portions of dropped weapon templates that extend beyond a ledge into open air. If more than half of a dropped weapon's template is over a ledge or cannot be placed without tipping or falling, that template is removed from play.

RAMPS AND JUMPING

Ramps are special terrain. Before play, players should agree which terrain features count as ramps.

The sloped top of a ramp is treated as a standard surface. Vehicles may drive onto the low end of ramps like flat ground, and may fall off the edges of ramps using the Ledges And Falling rules described above. The vertical sides of most ramps should be treated as permanent heavyweight obstacles.

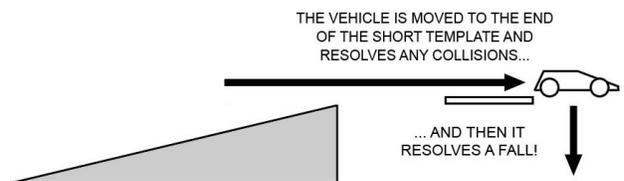
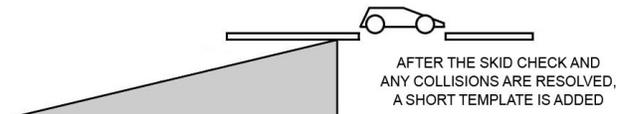
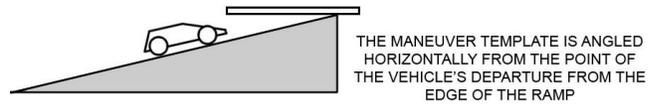
Gaming Tip: To prevent models slipping while positioned on ramps, stick a little ball of poster putty underneath a tire.

Conditions For Jumping: If the active vehicle would travel off of the tall edge of a ramp with their chosen maneuver template during movement step 1.2, it may jump off the end of the ramp instead of immediately falling.

If those conditions are met, you may follow these steps to resolve a **jump**:

Jumping Procedure

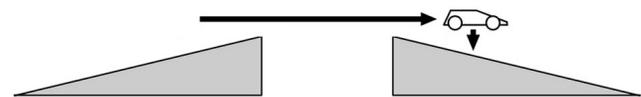
1. **Level the vehicle's maneuver template.** The vehicle's maneuver template is set horizontally through open air from the point of its departure off the end of the ramp.
2. **Continue with the movement step.** Starting with movement step 1.2, make a skid check, and resolve the rest of the vehicle's movement step in the normal way -- only in open air. Intervening obstructions along the vehicle's and templates' paths through the air may interrupt the vehicle's position and cause a collision. All other obstructions are ignored. Resolve these collisions and final positions in open air as if they were on a surface.
3. **Extend the vehicle's travel distance with a Short template.** Add a Short template to the vehicle's final position and move the vehicle to the end of the template, resolving collisions using the same rules in step 2 above.
4. **Resolve a fall using the Falling procedure.** The vehicle drops to the nearest surface and resolves a fall using the rules described earlier. If the jumping vehicle did not collide with anything during its flight and is falling 1 Short template's distance or less, skip step 4 of the Falling procedure. This is called a safe jump.
5. **Apply the benefits of a safe jump.** If the jumping vehicle performed a safe jump, it gains +1 hazard token and is *no longer distracted*.
6. **The jumping vehicle's controller gains +1 audience vote.**



Jumping Across Gaps

When a vehicle jumps off a ramp to cross a gap, if the height of the point of departure is the same height or taller than the landing point, then it is possible to cross that gap.

In the illustration below, the vehicle would easily clear the gap, and then drop less than a Short template's distance to the next ramp's surface, which is a safe jump resulting in only a gain of +1 hazard token (and +1 audience vote).



EXAMPLES

Here are some examples of how these rules should be applied during play.

Example A (an ordinary fall): Josh's vehicle falls about 1.5 Short templates' distance, which is rounded up to 2.

The player to Josh's left places the falling vehicle on the surface directly below, which is occupied by another vehicle.

The player to Josh's left rotates the falling vehicle as necessary to place it flat on the surface, and then determines that the collision's orientation is head-on. The collision is resolved in the usual way.

Finally, Josh rolls 2D6, scoring a roll of 8. His vehicle suffers 8 hits and gains +8 hazard tokens.

Example B (a safe jump): Val's vehicle meets the conditions for making a jump — she has chosen a template that easily clears the end of the ramp. She angles the template horizontally from the point of departure, and then make a skid check. She keeps a Slide and a Spin result and resolves these.

There are no obstacles along that path, so Val moves her vehicle to its uninterrupted final position.

Then, following the Jumping procedure, she places a Short template before her vehicle in open air and moves it to the end of that template.

She then resolves a fall, which turns out to be about 0.5 Short templates' distance. Because this vehicle is jumping, it doesn't roll any dice for hits or hazard tokens from such a short fall, so Val simply gains +1 hazard token and +1 audience vote for her stunt.

Example C (a poorly executed jump): Derek's vehicle meets the conditions for making a jump — he has chosen a template that extends just beyond the end of the ramp. The template is angled horizontally from the point that it touches the end of the ramp, and Derek chooses to roll 0 dice for his skid check.

He moves his vehicle to the end of his chosen template in open air, and then adds a Short template in front of his vehicle.

The Short template intersects with a street lamp terrain piece, which the players have determined to be a lightweight destructible obstacle. Derek's vehicle is moved up to the point of impact with the street lamp, and the collision is resolved in midair at the vehicle's interrupted final position. Once that collision is resolved, the street lamp is removed, because it's destructible.

Derek's vehicle then drops about 2.25 Short templates' distance (rounded up to 3) — right onto another vehicle.

Another collision is resolved. When that second collision is resolved, Derek's vehicle is in awful shape and still has to resolve the effects of the fall, being 3D6 hits and hazard tokens. It's quite likely that his vehicle is wrecked by this point, but at least he gets +1 audience vote!