box and say something along the lines of "this box represents this vehicle what I came up wiv' last night." So, the most important rule of all is that a vehicle a player has designed himself must be represented by a painted, WYSIWYG model ('wysiwyg' = what you see is what you get), or it cannot be used at all!

'WYSIWYG' means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (ie, are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon," then another weapon that is identical must also count as a lascannon. Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!

One last point – in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

VEHICLE DESIGN STEPS

Basically there are eight steps you need to follow in order to add a new vehicle to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed vehicle model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The eight steps are:

1. Pick Type
2. Pick Size
3. Pick Armour
4. Work Out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work Out Points Value

1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the

different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition I've added in two new categories you can use; flyers and immobile.

Flyers: A flyer is basically an aircraft – ie, something that can fly along very fast in pretty much a straight line – as opposed to a skimmer which is more like a modern day helicopter. The rules for fliers are included in a special section at the very end of the vehicle design rules, to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

Immobile: Immobile vehicles are, as their name implies, a vehicle that can't move, for example an anti-aircraft battery, or a defence laser site. They can have turrets and have a crew to operate them, but unlike other vehicles they can't move from their starting location.

VEHICLE TYPE SUMMARY

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, for example determining how many weapons it can carry.

Vehicles must be allocated one of the following sizes:

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, etc)
- War Machines

War Machines: Anything larger than 'normal' sized is a special type of vehicle known as a War Machine (i.e. Baneblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main vehicle design rules with lots of 'ifs and buts' about war machines I've included all of the special rules that apply to them in a separate section later on.

Size Guidelines: Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself – in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

Small vehicles: Should be smaller than a Rhino model, about 3-4 inches square or less.

War Machines: Should be larger than a Land Raider, in other words larger than 5-6 inches square.

Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you converted a Chimera into the 'Super Zappy

Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

3. PICK ARMOUR

All vehicles in Warhammer 40,000 have a set of armour values, even if they are not actually 'armoured vehicles' as such. In this step you must decide how much armour your vehicle has on each of its facings. Cross reference the size and type above to find out how much armour the vehicle can have. The combined total of the Vehicle's front, left, right and rear armour may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an armour value of up to 14, but the total of all it's armour facings can't exceed 54.

TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armour twice when working out the total value (both values must be the same).

DARK ELDAR FLYING GUN - RAMPAGE

Nick Davis

Envious of the Falcon grav tank and tired of watching my graceful Raiders get shot down by bolter fire, I decided what I needed was something that packed the punch of a Ravager but had the survivability of a Land Raider – thus the Rampage was born.

The twin hulls of two Raiders glued together gives the vehicle its solid look whilst the open top and stabilising wings help to keep that sleek, menacing Dark Eldar feel.

It's important when you are building your dream vehicle that you keep in the character of your army – after all you wouldn't find Orks riding around in organically shaped skimmers!
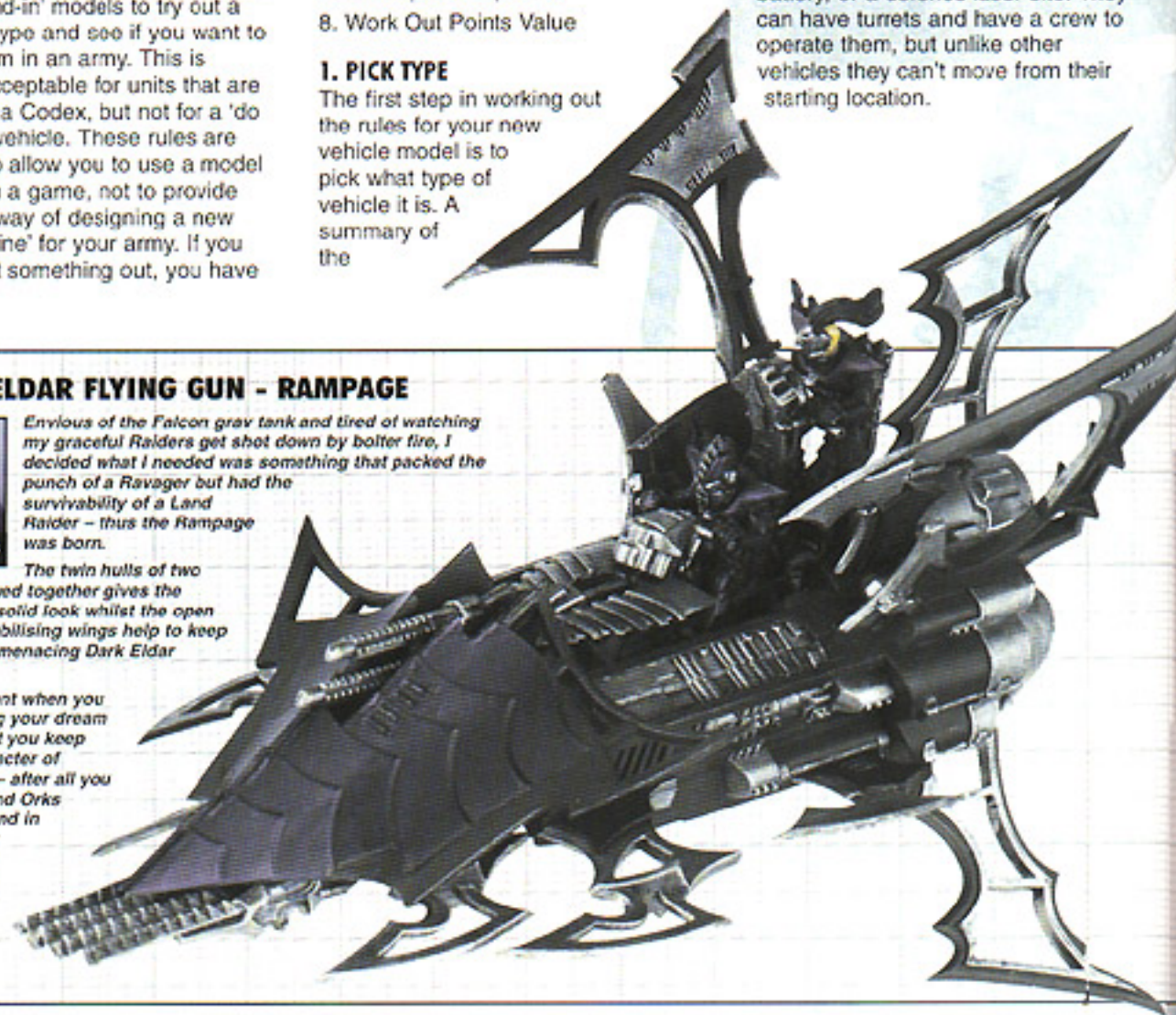
VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Rampage	250	12	11	10	4

Type: Light Vehicle

Size: Normal

Speed: Fast

Weapons: Twin-linked Splinter cannons Gatling Dark Lance (D3 shots)

Special Options: Skimmer & Open topped Energy field as seen on Front & side armour. Against glancing & penetrating hits

Vehicle Category: Heavy Support

Structure points:

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I made the Rampage out of two Raider kits glued together, with additional firepower in the shape of splinter cannons from spare Dark Eldar Warrior kits.

At the time that the Rampage was being constructed, everyone in White Dwarf was having a go at building a vehicle, so plenty of other vehicle kit bits were available – hence the third engine (donated by a Falcon grav tank).