



Formula Waaagh!!! V.01c

By: Thomas "Goatboy" P Reidy III

**With help from Angel Baker, Robert Hodgson,
Nick Seigler, and Travis Saegert**

Thanks to Battle Forge Games for having awesome tables to test on.

Any questions please email thomasart@austin.rr.com

Formula Waaagh!!! Is a game of racing within the speed culture of the Orkidom. You are playing a team manager who has just come up from the Bush Squigg leagues into the grand world of Really Fast Orkie Racing. So strap yourself into your Ork Trukk, Bike, or war buggie and see if you can survive to the end.

Starting the game.

1. Start your engines.

If you have over 3 racers, bikes go in the front, followed by war buggies and then Trukks towards the back. Roll off if there are any arguments on who should be in front etc. Place your guys at the starting line, and get prepared for the bumper car ride that usually starts a race.

All ork drivers start with a driving skill of 7. A drivers test is roll 2d6, adding the numbers and seeing if it is below or equal to their driving score. If you pass, you can drive and do what you want (go slower, hit someone, not wreck on a jump,

etc).

2. MOVE IT!!!

Everyone rolls their movement dice. Add up the numbers, and whoever rolled highest gets to move first, as they were obviously the only one paying attention to the starting flag. If you roll all 6's, go the full distance and at the end roll a scatter dice. Whatever direction it is facing that is the way you are faced. If you roll a hit, you survived the super turbo boost.

When you move, you can only go forward from where you are facing within 90 degrees. You cannot make a 180 turn to try and ram, due to difficulty of trying to turn when you have your foot pushing the peddle to the floor.



3. Hey I can hit that guy.

You can hit anyone within 90 degrees from where you are facing. To hit a fellow driver, you must first roll a driving check. If you pass, you hit the opponent. Roll a scatter dice and a 2d6. One is for distance, and the other is for where the vehicle goes if you hit them. **1-2 Left, 3-4 Forward, and 5-6 Right.** If you roll a hit, you have damaged the opponent. If a direction is rolled, that is the way the vehicle is facing after it is hit.

A hit on the scatter dice means you have scored a glancing hit. The vehicle is pushed to the right or left, again depending on the side it is originally hit on. Then you roll a d6 on the Penetration/Glancing Hit Table. Remember, glancing hits are at a -2, with rolls of 3 or less always equals a 1.

If your distance rolled allows you to hit multiple people, you make driving tests for

each opponent you want to try to hit. Your movement ends at the distance rolled, with opponents moved forward and turned around per scatter dice rolls. If the vehicle you ram moves into another vehicle, that vehicle counts as ramming the other opponent. Roll a scatter dice +d6 to see what happens to the newly hit vehicle. It is very possible that you cause everyone to take glancing hits as you act like a queue ball hitting a mass of pool balls.

If you are knocked into the wall by the bashing attacking, your vehicle automatically takes a glancing hit, as you are jarred around by the bashing.

Only trucks and warbuggies can ram in the beginning. Bikes can get a vehicle upgrade that allows them to ram opponents. But you got to pay teef for dat!!

When you are turned around after a ram, you move half your distance as it takes you a bit to turn around forward. This is only if you are turned around past 180 degrees. If you don't want to do this and just drive straight to hit someone behind you, you can go your full distance and go the opposite way. You might not win, but I am sure you will blow up someone good.

If you are going the opposite direction on the track, you are going to get a chance to get shot at by the crowd. The only way to ignore this is if you hit someone during your "oops wrong direction" movement phase.

If you can get a head on collision, both vehicles are hit with a glancing hit roll.

4. Diffikult driving!!

Turnin is easy. But doing complex turns is a lot harder. Any turns that are determined to be Diffikult (Commish will decide) you must pass a driving test to go through it. You can decide to go slower through the turns, and thus make it easier for you drive through even though only a grot would ever go slow. If you decide to go slower, you move half your distance and get a +2 to your driving skill rolls. Diffikult driving could also mean jumps, pot holes, squig herds.

If you fail a driving test, your vehicle has skidded out in the turn, jumped wrong, or hit too many squigs and has to roll a scatter dice and a d6. A hit means you really messed up and you have to roll a glancing hit. The scatter means you moved forward that many inches and are facing that direction

3. SHOOTING?!?

Everyone has a ballistic skill and each vehicle has a different weapon they can use to shoot at the other vehicles driving around. Vehicle weapons are as listed and can be upgraded later as you get more teef from your races. Whoever rolled

the highest for driving speed shoots first, as he was obviously better then the other gangs since he can roll dice betta.

Big shoota base stats. 3 shots, 36 inch range.

Bikes: Twinlinked Big Shootas Can only shoot 180 degrees in front of them. This is due to the fact that a bike can easily change direction and turn to face different targets.

Trukks: Pindle mounted Big Shoota (can always shoot if they move over 12 inches) can shoot 360 degrees. Your boy is strapped into a twisty turnie gun bucket of doom.

Warbuggie: Twinlinked Big Shoota can shoot 360 degrees but cannot shoot if driving over 12 inches. You boy is not in a bucket and if you go too fast he might fall off if he is tryin to blast that grubba that gave him the stink eye.

Roll like a normal BS shot, at BS 2 and see if you hit your opponent you choose. A 5 or a 6 hits the vehicle. All shooters must shoot at the same vehicle. No splittin shots.

Bikes: Roll a d6 to see if you are hitting anything vital. 4+ means you have either hit the driver or the gas tank or that special grot that is holding the tubes together. If you hit, you get an auto glancing hit and roll on the table. If the bike did not move the turn before, any roll of 4+ makes it a penetration roll instead of a glancing as they didn't have a chance to do any fancy bike moves.

Warbuggies: Roll a d6, 4 and 5 are glancing hits, with a 6 being a penetrating hit.

Wartrukk: Roll a D6, with 5 equaling a glancing hit and a 6 being a penetrating hit.

Affects caused by ramming will affect if you can shoot. Any glancing hit will cause you not to shoot, thus if you are glancing during the moving phase you cannot shoot during the shooting phase as your noggin was knocked around too much to be much of a use when trying to "aim." The glancing/penetrating hits also effect the next shooting phase, as you are still a bit groggie and your movement is still affect.

Crowd shootin for going the wrong way is resolved by one of your opponents. Roll a d6 and that is how many shots are shot from the crowd. A roll of 5+ hits the driver. It takes a 6 to wound and the would will only cause a glancing hit.



GLANCING/PENTRATING HIT TABLE.

1 OR 2- ARGH MY FOOT SLIPPED!! YOU ONLY GO HALF YOUR MOVEMENT AND YOU CAN'T SHOOT.

3- OWE DAT HURTS!! VEHICLE ONLY ROLLS A 1D6 TO MOVE AND CAN'T SHOOT.

4- FRUNCH!!! DAT DOESN'T SOUND GOOD. YOU CAN'T MOVE DURING THE NEXT MOVE PHASE.

5- CRAKKADOOM!!! OH CRAPS... VEHICLE IS IMMOBILIZED, IT CANNOT MOVE THE NEXT TURN, AND EVERY OTHER TURN IT HAS TO ROLL A 4+ TO GET FIXED. YOU CANT SHOOT THE FIRST TURN OF THE IMMOBILIZATION.

6- KABOOM!!! VEHICLE IS DESTROYED, YOUR RACING CAREER HAS ENDED, BUY A NEW VEHICLE.



4. All Donez... Time to Roll again!!!

Once shooting has been resolved, the turn starts over and everyone rolls a speed test to see how far they could have gone. Whoever can go the farthest again goes first. Thus if you roll the highest, but have to cut it in half due to a penetration/glancing hit affect, you count the actual distance you can go.

End of the RACE!!! And yer still alive!!

Every race earns you 1 ranking point. Winning the race earns you another ranking point. Every 10 ranking points earns you a sponsor ship and a chance to get more teef and a better chance at rock hard gear.



SPONSORSHIP ROLLS

EVERY RACE EARNS YOU ONE RANKING POINT. FOR EVERY 10 RANKING POINTS YOU EARN, YOU GET A SPONSORSHIP POINT. EACH SPONSORSHIP POINT EARNS YOU 25 TEEF PER RACE. ALSO EACH SPONSOR POINT GIVES YOU A 1D6 TO ROLL TO SEE IF YOU CAN BUY SOMETHING FROM GRAZGUTZ SHOP. IF YOU WIN THE RACE YOU AUTOMATICALLY RECIEVE AN EXTRA D6.

1-11 YOU GETS NUTTIN

12-18 YOU CAN BUY ON DING AT THE SHOP

19-24 YOU CAN GET MORE DEN 1 THING AT TEH SHOP

25-30 GRAZGUTZ LIKES YOU, 25 TEEF OFF EVERY ITEM

31-36 YOU BIG MAN ON DA TRACKS, 50 TEEF OFF EVERY ITEM.



HOW TO MAKE TEEF?

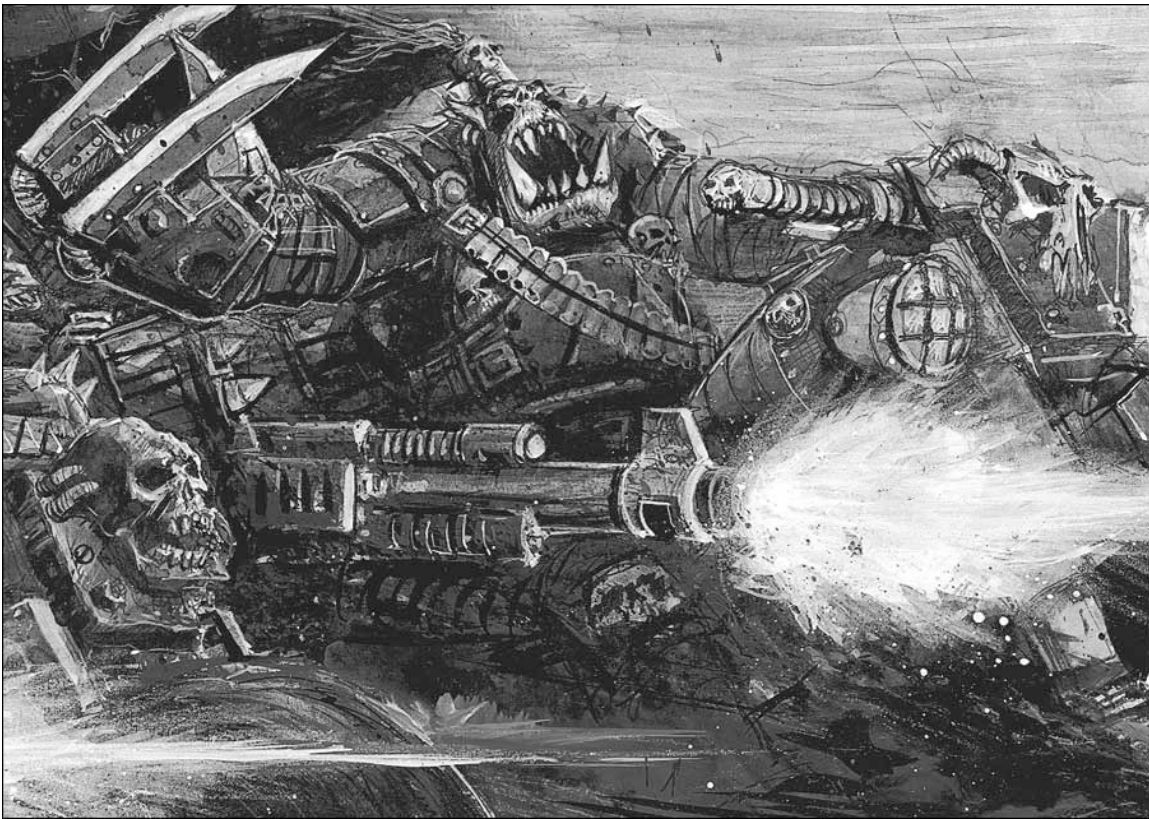
How you Earn teef. Everyone starts off with 100 teef to build their armies. And everyone starts at 1 sponsor point. 1 sponsor point gets you 25 teef per race. You get more sponsor points by finishing and winning races. If you win the race, you get an extra 25 teef. You also earn 25 teef for every competitor you blow up.

You can earn teef by betting on yourself or any of the other competitors. At the start of the race, you write a bet amount down on the piece of paper. For whatever you bet on the racer, you earn double if they win. So if you bet 25 that your "friend" Grubba McFastalot wins, you will earn 50 teef at the end of the race.

You can bet any amount, even more then you currently have. If you lose and you cannot pay, you will get a "Don't make me breaks your face" fee for every race you don't pay. The fee is for every 25 teef bet, you must pay 5 extra Teef for each race that you haven't paid the bookie back.. So if you pet 100 teef, and you only have 50, you will owe the bookie 55 teef after the next race.

If you don't pay it back by 4 races, your team has suddenly had a major accident. All your vehicles are destroyed and you must start over with 100 teef from selling all the scrap and left over orkie bits. Your sponsorship ranking goes to 1.

You can also sell your upgrades and race vehicles. You earn half of its worth in sellin' it to some stinkin git cuz you got too far in debt you dumbz git.



Racin' Shop!!

Vehicles:

Warbike: 60 Teef No armor value, comes with twin linked big shoota.

Warbuggie: 80 Teef 10 armor value comes with twin linked big shoota.

Wartrukk: 100 Teef 10 armor value comes with big shoota.

Vehicle Upgrades:

Trukk Ram 50 teef : You can reroll the skatter dice when you ram.

Trukk Wrecking Ball 50 teef : +2 to all drive tests when trying to ram.

Warbuggie Skorcha 50 teef: Auto hit with template. If any vehicles touch the flamer template, it is an auto roll to see if you penetrate/glance. You cannot shoot directly forward of your vehicle, as you don't want to burn your driver.

Squigg Juice 25 teef per use : Can only use once per Nitrus tank. You still roll your movement dice, but 2 of them are automatically replaced with 6's.

Trukk Buddies: 25 teef per race. You get an extra Big Shoota attack during the shooting phase. You can only have a maximum of 2 buddies in the back of your truk. If your truk blows up, you lose all your buddies.

Grot Rigger 25 pts : You get one driver test reroll per rigger. If a rigger is used, they are considered dead as they got in the way of your driver's foot as they were trying to stop you from doing something stupid.

Power Klaw 50 teef: Biker only, biker gets to make a ram attack during their moving phase.

Manic Mushrooms 25 teef: One use per game, driver rolls a d6.

1 - IEEE Mork wants me to be his toofpick. Driver gets -2 to all driving tests.

2-5 Whoa, this feels Awesome!!! Driver gets +1 to all drive tests.

6 - I know Kung fu. Driver gets +2 to all drive tests.

Grot Spy: 100 teef per use. You paid one of the grot riggas from the other team. Choose an opponent, they receive a -2 to all driver tests during the next race. The poor grot is found out at the end of the race and is disposed of. Inform the Commish before the race. Commish will tell the affected team and hopefully they won't find out of your Morkish ways.

Oil slick: 25 teef per use. Instead of shooting, you release an oil slick that covered that part of the track. Any vehicle driving through the slick must roll a skatter dice and a d6, a hit means they drove through it fine and can move their full distance, a direction means they move forward that far and are facing that direction.

Huntra Killa Missile 100 teef. Auto glancing hit to the lead vehicle, one use per game.

Trainee Mekboy: 25 teef per race. Trukk upgrade only. If you are immobilized, you get fixed on a 2+ instead of a 4+.

Grazgutz Special Shop

Eldarz Grav Engine 200 teef. The lowest dice roll for movement is always a 6.

Kustom Mega Shoota 4000+ 300 teef Replaces current vehicle weapon. 2d6 shots at normal Big Shoota strength.

Kustom Force Field 300 teef: Trukks and warbuggies only. Any hit towards the vehicle is given a 4+ cover save to see if it just completely misses as the forcefield warps space and time around it.

Cybork body upgrade 200 teef: +2 to all driver tests.

Super Brain Grot Riggas 200 teef: You get auto fixed when immobilized.

Cybernetic upgraded Grotie Big Shoota!! 200 teef: Your big shoota now has the brain of a grot inside of it. Your BS goes to 3. You cannot take this upgrade with the Kustom Mega Shoota 4000!!!

Kustom Mega Platz: 150 teef: Bikes only. Your bike only takes a glancing hit on a 5+.

Crazed Squigg 200 teef. Instead of shooting you release the squigg. Auto immobilized hit on a target racer that is within 12 inches. Treat this as a penetrating hit of a 5 on the target vehicle. Only 1 use per game as the squigg ran off with whatever part it chewed off.

Special Racerz

Racerz X

Driving Skill: 10

BS: 2

Vehicle: Upgraded Trukk

Upgrades: Never ending Nitrous, Super Brain Grot Riggas, Oil Slick, Twin Linked Big Shoota, Trukk Ram

History: No one knows where Racerz X came from. All they know is that he has been one of the most dominate forces on the Formula Waagh!!! Circuit. His kustom truk, the Mach ZX is a marvel of Orkie technology. Filled to the brim with special featurez, this truk is one of the fastest things known to ork. The racer that beats him, will be grunted about for centuries, or until another Racerz X Jr comes to take the crown.

If you defeat **Racerz X** in a race (Either by destroying him or beating him to the finish line), you automatically get to shop at **Grazgutz Special Shop**. You will also earn double your pay out as you have defeated one of the greatest Orkie Racerz.

Grotazilla the Mechanized Death Klaw

Driving Skill: 7

BS: 2

Vehicle: Special Trukk, only rolls 2d6 for movement, lowest is always a 6

Upgrades: Kustom Force Field, 2 x Kustom Mega Shootas!!, Ram, Wrecking Ball

History: Grotazilla is a specially designed Kustom Deff dread with built in trakks instead of legs. The rumor is that Grazgutz himself built this monstrosity himself. They say it was due to a bet between him and Racerz X who always said that no one could catch him. Well instead of creating something faster, Grazgutz just thought, why not shoot him till he blows up and then just finish the race like that. One of the more exciting drivers on the racing circuit, all orks know something is gonna blow up big when he is on the trakk.

If you survive the race versus Grotazilla and win, you will earn the chance to shop at Grazgutz. You will also get double the amount you would normally earn for the race. If you blow up Grotazilla, you will also receive a Kustom Force Field.

Badthrucka, Owner of the Formula Waagh!!!

Driving Skill: 9

BS: 2

Vehicle: Kustom Battle Wagon, Rolls 2d6 for movement. 4 Twin linked Big Shootas. Roll a driving test to see if you can pass him due to the amount of chains and other parts on the vehicle. Always moves first and is placed ahead of everyone on the race. During the initial start, movement is always a 12 as he has his turbo thrustas turned on. Every hit on him is glancing due to the vehicle being so large that the vital bits are hidden deep within.

Upgrades: Ram, Wrecking Ball, Unlimited Oil Slick (leaking oil), Deaf Rolla (roll twice on the glancing/penetration table when hit, pick the highest one.)

History: Badthrucka always wanted to see the races. So one day, after earning as much teef as he could being a Warlord for a Bad Moon's tribe, he decided to create the famous, Mega Formula Waagh!! Tracks. Each piece of the trakk is moveable, so he can create any type of race he could imagine. For those racerz that have gotten his attention, Badthrucka himself will come down and race in his kustomized Battle Wagon. Those that defeat this monstrous marvel or orkie technology will receive untold riches and fame.

If you defeat Badthrucka, you will receive the Waagh!! Cup and you will earn 4 times the amount of teef for winning the race. You will also be allowed to drive his Kustom Battle Wagon during one of your future big races. You will also be allowed to visit the Grazgutz store to purchase any special gear you would want.