

THE INFANTRYMAN'S GUIDE TO ARMOUR

v1.2 August 26, 2008
www.fromthewarp.blogspot.com



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ON THE BATTLEFIELD, VEHICLE MOVEMENT AND SHOOTING CAN BE CLASSIFIED INTO THE CATEGORIES LISTED BELOW:

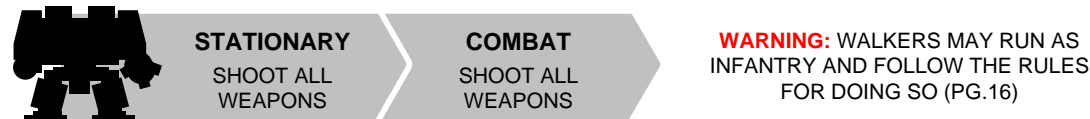


If you have to Assault a vehicle at a particular speed, you hit the REAR ARMOUR (2) on a roll of:



To best determine the threat posed by enemy armour, check the individual vehicle 'TYPE':

WALKERS PERFORM SLIGHTLY DIFFERENT THAN VEHICLES:



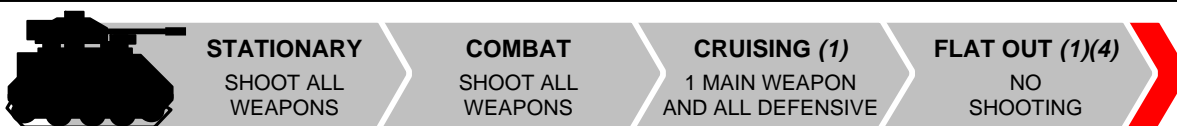
IF THE TERM 'FAST' IS NOT LISTED IN THE VEHICLE TYPE, IT PERFORMS AS FOLLOWS:



IF THE TERM 'FAST' IS LISTED IN THE VEHICLE TYPE, IT PERFORMS AS FOLLOWS:



IF THE VEHICLE IS A SKIMMER AND THE TERM 'FAST' IS LISTED IN THE VEHICLE TYPE, IT IS CAPABLE OF THE FOLLOWING:



WARNING: A FAST SKIMMER MOVING 'FLAT OUT' IS CAPABLE OF MOVING 24". IT ALSO GAINS A 4+ COVER SAVE WHEN DOING SO. IF DAMAGED AT THIS SPEED, ANY RESULTS OF IMMOBILISED ARE UPGRADED TO DESTROYED - WRECKED.

TECHNICAL SPECS



WEAPONS

DEFENSIVE =
STR 4 and lower

FIRING ORDNANCE:
NO other weapons may shoot that turn

Target In direct LOS:
Scatter minus BS

Target out of LOS:
Scatter FULL 2D6

MOUNTINGS

TURRET: 360 degrees

HULL: 45 degrees

SPONSON: Varies

PINTLE: 360 on turret
45 on hull

COVER SAVES

50 PERCENT of the vehicle must be hidden to gain a cover save

SMOKE LAUNCHERS

NO other weapons may be fired that turn.

4+ cover save is gained

FOOTNOTES:

(1) VEHICLES THAT TRAVEL ON A ROAD FOR THEIR ENTIRE DISTANCE MAY MOVE UP TO 6" FURTHER.

(2) HITS IN H2H ARE RESOLVED AGAINST THE VEHICLES REAR ARMOUR VALUE.

(3) VEHICLES THAT ARE STATIONARY THE PREVIOUS MOVEMENT PHASE OR CURRENTLY IMMOBILISED ARE AUTOMATICALLY HIT.

(4) PASSENGERS MAY NOT EMBARK ONTO OR DISEMBARK FROM A FAST VEHICLE IF IT HAS MOVED (OR IS GOING TO MOVE) FLAT OUT IN THAT MOVEMENT PHASE.

EMBARKING AND DISEMBARKING

A UNIT MAY NOT VOLUNTARILY DO BOTH IN THE SAME TURN

EMBARK

If the VEH moves first then the unit gets on, **NO** more vehicle movement (including pivot)
If the UNIT moves first and gets on, vehicle may move as regular



DISEMBARK

If the VEH moves before the unit gets off (including pivot), the unit may disembark and shoot but not assault
If the VEH does NOT move before the unit gets off, the unit may move and assault as normal

FORCED DISEMBARK: Within 2" of access point

EMERGENCY DISEMBARK: Within 2" of hull, UNIT can do nothing else

CAN'T DISEMBARK AT ALL: Unit destroyed!

A NOTE ON OPEN TOPPED VEHICLES:

Open-topped vehicles do not have specific access points. Models can embark or disembark within 2" of any point of the vehicle. The passengers of open topped vehicles may assault, even if the vehicle has moved before their disembarkation.



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VEHICLE DAMAGE RESULT TABLE (D6)

1 CREW SHAKEN

The vehicle is rocked by the attack, but no serious damage is sustained (or perhaps the crew have decided that it is time to quickly relocate). The vehicle may not shoot until the end of its next player turn.

MODIFIERS

- 2 Glancing Hit
- 1 Hit by 'AP-' weapon
- +1 Hit by 'AP1' weapon
- +1 Open-topped

2 CREW STUNNED

The vehicle's crew is knocked about by the attack, or perhaps all of the vehicle's targeting and steering systems are temporarily scrambled (or maybe the crew have decided to temporarily bail out and take cover somewhere nearby). The vehicle may not move nor shoot until the end of its next player turn.

Note: Additional stunned and shaken results are not cumulative, so if a vehicle is shaken three times it is still only unable to fire in its next Shooting phase, not its next three Shooting phases!

3 WEAPON DESTROYED

One of the vehicle's weapons (chosen by the attacker) is destroyed – ripped off by the force of the attack. If a vehicle has no weapons left, treat this result as an 'immobilised' result instead. This can include vehicle upgrades that function as weapons, such as pintle-mounted storm bolters or hunter-killer missiles.

4 DAMAGED - IMMOBILIZED

The vehicle has taken a hit that has crippled a wheel, track, grav plate, jet or leg. It may not move for the rest of the game. An immobilised vehicle may not turn in place but its turret may continue to rotate to select targets, and other weapons retain their normal arc of fire. Further 'immobilised' results count as 'weapon destroyed' instead.

Note: A vehicle that suffers either Damaged result when it has no weapons left and is already immobilised treats the result as 'Destroyed – Wrecked' instead.

5 DESTROYED - WRECKED

The attack critically damages the hull and internal systems – the vehicle is destroyed. The model is left in place and becomes a wreck (see page 62).

6 DESTROYED - EXPLODES

The vehicle is destroyed, as its fuel and ammo detonate, ripping it apart in a spectacular explosion. Flaming debris is scattered D6" from the vehicle, and models in range suffer a Strength 4, AP– hit. The vehicle is then removed and is replaced with an area of difficult ground representing scattered wreckage or a crater (if you have one).

Note: Vehicle drivers, gunners and other crew are killed if their vehicle suffers either Destroyed results.

EFFECTS OF DAMAGE RESULT ON PASSENGERS

CREW SHAKEN AND CREW STUNNED

Passengers may not shoot from the vehicle in their next Shooting phase, but are otherwise unaffected.

CREW SHAKEN AND CREW STUNNED

These results have no effect on passengers.

DESTROYED WRECKED

The passengers must immediately disembark and then take a Pinning test. Any models that cannot disembark are destroyed. After this, the vehicle becomes a wreck.

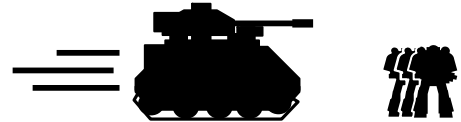
DESTROYED EXPLODES

The unit suffers a number of Strength 4 (STR 3 if Open-Topped), AP– hits equal to the number of models embarked, treated just like hits from shooting. The surviving passengers are placed where the vehicle used to be and then take a Pinning test.



TANK SHOCK AND RAMMING

TANK SHOCKING



Pivot once and declare distance to be moved
Vehicle must move a minimum of 6"
Morale Check for units in path of Vehicle
'Death or Glory' attempt (PG.69)

RAMMING A VEHICLE



Pivot once and Vehicle moves highest speed
No Shooting after attempting to "ram"

EACH VEHICLE SUFFERS A HIT:

Against the Armour facing where the other Vehicle has impacted (RAMMER ALWAYS USES FRONT ARMOUR)

ARMOUR: Each point of Armour +1
above 10 on the point of impact

SPEED: Each full 3" moved that turn +1
by the Rammer before impact

MASS: If the vehicle is a Tank +1

Results are applied immediately and if the Vehicle rammed is NOT removed, the rammer halts, However, if the rammed vehicle is removed because it suffers a 'Destroyed - Explodes' damage result, the rammer continues it's move until it reaches it's maximum distance or another enemy (repeating the process for the next unit reached).

RAMMING A SKIMMER OR WALKER

RAMMING A SKIMMER:

Skimmers may try to dodge (as long as the ramming tank is not also a skimmer).

Roll a D6: 1 or 2 the collision proceeds as normal.
3+ the skimmer avoids the tank, neither vehicle suffers any damage, and the ramming tank stops.

RAMMING A WALKER:

If a walker is rammed by a tank, it can choose to either brace itself for the impact, in which case the collision is resolved as normal for a vehicle, or it can attempt a 'Death or Glory!' attack in the same way as infantry (it cannot do this, however, if it is rammed in its rear arc). If it chooses 'Death or Glory!' and its attack fails to stop the ramming tank, the walker will not be ready for the impact and is hit on its rear armour in the collision.