

LEADERSHIP-PSYCHOLOGY CHEAT SHEET



The following sheet contains quick references for the Psychology rules of Warhammer 40K, 2nd edition.

BREAK TESTS

- If a squad suffers 25% casualties to shooting/close combat in a single turn it must take a break test.
- A squad never takes more than one Break test in a single turn.
- If failed, the unit becomes **Broken**.

BROKEN UNITS

- **Broken** units may not move/fire/fight in close combat or use psychic powers.
- A **Broken** squad not in cover **MUST** flee 2D6" towards the nearest cover away from enemy models. This is a move outside of the normal turn sequence and occurs immediately.
- If a unit is still **Broken** and in the open at the start of its turn, it must make another 2D6" move as above.
- If charged by enemies in close combat (or a fear/terror causing enemy moves within 8") the unit will again flee 2D6".
- Fleeing troops ignore normal terrain rules (but still may not cross impassable terrain).
- If a **Broken** unit is engaged in close combat, it will suffer "free hacks".

RALLYING

- **A unit must be in cover in order to Rally.**
- If a unit was forced to flee during its own turn, it may not **Rally** on the same turn.
- If the closest friendly unit is also broken, a unit may not attempt to **Rally**.
- A unit may not **Rally** if it is beneath 25% of its starting size.

INSANE BRAVY OR CRAVEN COWARDICE

If, when attempting to rally, a unit rolls a result of 2 on the 2D6 roll it may activate

immediately, taking a normal turn sequence (it may not fight in close combat, but may charge). The squad then resumes normal control.

If, when attempting to rally a unit rolls a result of 12 on the 2D6 roll it is immediately removed from the game – its courage has failed and it flees the battlefield.

FEAR

- If charged by a unit which causes **FEAR** you must take a Leadership test to fight as normal. If it fails this test and is outnumbered it will break. If failed but not outnumbered the unit fights with WS at half (round up) for the first turn of combat and may not overwatch.
- Attempting to charge a unit you **FEAR** requires passing a Leadership test or you will remain stationary and waste your turn.
- When hit by a weapon which causes **FEAR**, a unit must take an immediate break test regardless of casualties.
- If outnumbered in close combat by a unit you **FEAR**, you must take a Break test each turn regardless of casualties.

TERROR

- A unit must make a leadership test if there is a unit which causes **Terror** within 8".
- Units only test for **Terror** once per game.
- A unit which fails its leadership test vs. **Terror** breaks just as if failing a normal break test.
- A creature which causes **Terror** automatically causes **Fear**.

FEAR VS. TERROR

- Units which both cause **Fear** ignore the effects.
- A unit which causes **Fear** will only **Fear** a unit which causes **Terror**.
- A creature which causes **Terror** is not affected by either.

STUPIDITY

A **Stupid** creature/unit must pass a Leadership test at the beginning of its turn in order to function normally. If successful the unit is under the player's control. **If it fails:**

- In close combat a creature will fight normally on a roll of 4+. If it fails this, it will stand and not fight, suffering wounds as normal.
- If not in close-combat, roll a D6 to determine what the **Stupid** creature does:

1-3: *The creature/unit moves its Move value in a random direction. If it encounters enemy troops it may engage in close combat (see above)*

4-6: *The creature/unit does nothing this turn.*

A **Stupid** creature is immune to psychology while succumbed to stupidity. They will continue to take break tests as normal. Broken troops are not affected by Stupidity until after they have rallied. Cavalry units riding **Stupid** creatures use the rider's Leadership instead of the mount's.

FRENZY

- A unit subject to **Frenzy** will become frenzied if an enemy unit is within charge range at the start of their turn.
- A frenzied unit will remain frenzied until broken in close-combat or there are no enemy models within charge range.
- **You may make a Leadership test to attempt to control a frenzied unit. If successful the unit is not frenzied this turn.**

A unit which is **Frenzied** must abide the following:

- The unit must charge the nearest enemy unit in close combat.
- A frenzied model doubles its base Attack value (additional bonuses are not doubled)
- **Frenzied troops may NOT parry in close combat.**
- A frenzied model always moves its 2" follow-up move to get into more close combat if possible.
- While frenzied, models ignore psychology.
- Once broken in close-combat the unit loses its Frenzy immediately.

HATRED

- Models which hate their adversaries take all psychology and break tests with a Leadership value of 10.
- A unit which fights a unit it hates in close combat may re-roll their Attack dice during the first turn of the combat.
- Models who hate their opponents must always seek to use their 2" follow up move in close combat to engage further enemy models if possible.