

MOVEMENT CHEAT SHEET



The following sheet contains numerous tables, and rules which apply to moving models in 2nd edition Warhammer 40K.

TYPES OF TERRAIN

Open Terrain (No penalty): Brush, scrub, woods, debris, ruins, wreckage, loose rocks, boulders, stairs, ramps, steps.

Difficult Terrain (1/2 Speed): Steep slopes, very thick vegetation/forest, fords/streams, marshes, bogs, thick mud, ladders and very steep ramps.

Very Difficult Terrain (1/4 Speed): Nearly sheer slopes, tar pits and swamps, fast flowing water.

Impassable Terrain (No movement): Anything a model cannot physically move through.

OBSTACLES

- Anything which is less than 1" tall or broad may be crossed without penalty.
- More than 1" but less than twice the height of the model may be crossed using half of the model's movement.
- An obstacle more than twice a model's height may not be crossed and is considered impassable.

RUNNING LIMITATIONS

The rules state that models may not run if within 8" of an enemy model and must cease running when they reach 8" of an enemy model. *As a rule we ignore this because it's unrealistic for models like Tyranids and it requires measuring (even though pre-measuring is not allowed when Charging).*

HIDING

- A model which is in cover may go into hiding at the end of its *Movement Phase* if it did not move or only moved its normal Move value (no running, charging, etc.).
- A unit which moves or shoots while hidden immediately becomes visible.
- Models will spot hidden models within their Initiative range (Initiative measured in inches)
- If a unit is detected by wargear, it becomes "Detected" though not fully spotted.
- You may only fire template weapons at Detected units and any model touched by a template is struck on a 4+ roll on a D6.

- A unit may not go into Overwatch the turn that it hides, but may do so on the following turn if still hidden.

JUMP PACKS

- A model with a Jump Pack may declare a charge as normal and gains +1 Attack for charging. A Jump Pack equipped model may move up to 4" after landing if he is attempting to Charge.
- A model may not run the same turn it uses a Jump Pack.
- A Jump Pack allows the user to leap up to 18" (reduced to 12" if clearing tall obstacles such as buildings or forests)
- Jumps must be made in a straight line.
- When landing, roll a scatter die for each model. On a "Hit" result the model lands on target, if not it scatters D3" in the direction shown.
- A model which lands on terrain (difficult or impassable) will suffer a Strength 3 hit unless it passes an Initiative test.
- If a model lands on another model it is placed in base-to-base contact (and counts as charging if the model is an enemy)
- Units shooting at models using Jump Packs do not suffer the -1 penalty for their target moving fast.

TELEPORTING

- Place one model from the teleporting unit.
- Roll a 2D10" scatter.
- If double '1's are rolled during this roll the unit in question is destroyed – consumed during the process.
- If the model is moved off of the table, the teleportation failed and **must** be attempted again next turn.
- If the model deviates onto a solid terrain piece (building etc.) the teleporting beam automatically re-calculates, roll again for deviation.
- Once finalized, place all other models within 2" of the placed model.
- Units may shoot and fight the turn they enter the game **but do NOT count as charging** if they teleport into hand-to-hand combat.
- A teleported unit may leave the table by teleportation as well, but may not return if they do so.