

SQUADRONS, BATTERIES, AND CREWMEN



The following sheet contains high-lighted rules for the use of vehicle squadrons, weapon batteries and details for vehicle crewmen.

SUPPORT WEAPON BATTERIES

Support weapons are crew served or automated artillery pieces.

- Weapons which cost **less than 100 points** (including crew) **MUST** be organized into batteries.
- Each battery *must be as close to equal size as possible* (alternatively all support weapons may be kept in one large battery)

Number	Batteries (or Squadrons!)
1-3	1 Battery
4	1-2 Batteries (2 and 2)
5	1-2 Batteries (2 and 3)
6	1-2 Batteries (3 and 3)
7	1-3 Batteries (2, 2, and 3)
8	1-3 Batteries (3, 3, and 2)
9	1-3 Batteries (3, 3, and 3) etc.

- Batteries may be deployed in terrain *they would normally not be able to move through/into* – this, however, means they will be immobile for the duration of the game.
- **Weapons in a Battery benefit from Battery Coherency (6" coherency)**
- The Battery acts as a squad for purposes of Overwatch or special conditions (i.e. they must all act together)
- Weapons in a Battery may fire independently at targets but are still limited by normal targeting restrictions (i.e. closest vehicle or closest squad)
- A Battery takes Break tests just as a Squad – however it counts only support weapons as models (**and when 25% of its support weapons are destroyed it must test**).
- Batteries gain +2 to their Leadership (**to a max value of 10**) when taking Break tests.
- A support weapon is considered **destroyed** if it is physically destroyed or its entire crew is slain.
- Crews for support weapons act as normal if the Battery itself becomes Broken (fleeing to cover, etc.). The crews will automatically hide if Broken while in cover (support weapons themselves cannot 'hide' and may be targeted normally).

VEHICLE SQUADRONS

- If an army contains three or fewer vehicles which are **worth less than 100 points** apiece they **MUST** be assembled into a squadron. Up to six vehicles must form one or two Squadrons (*see the chart to the left for Weapon Batteries*)
- A squadron of vehicles **MUST** move at the same Speed rating.
- **A squadron of vehicles benefits from Squadron Coherency (6" coherency)**
- A squadron which goes on Overwatch or performs another special condition must do so with all vehicles.
- **Vehicle squadrons are immune to Psychology and never take Break tests.**
- A vehicle squadron may fire at separate targets but each vehicle is still bound by normal targeting rules and limitations.
- Shots at the squadron always target the closest vehicle (as per normal rules)

SQUADRON EXEMPTIONS

- Vehicles used to transport infantry squads (Rhinos, Ork War Trukks etc.) are exempt from Squadron rules, but **MAY** elect to be placed in a squadron if so desired.
- **Squads of bike-mounted troops** use Squadron rules but do not count as "vehicles" in the army when dividing up squadrons.
- Vehicle ridden or driven by **Characters** do not count toward the vehicle total for the army (**unless the player wishes to include them in a squadron by choice**).

SQUADRON AND BATTERY COHERENCY

- **Vehicle squadrons and weapon batteries have an extended coherency of 6".**
- Vehicles may temporarily separate in order to negotiate terrain, etc.
- There is no Morale penalty for a vehicle out of coherency (due to tactical communications)
- Crews for a support weapon must remain within 4" of their weapon unless it is destroyed or they are Broken and flee.
- Dismounted crews from vehicles follow normal (2") coherency rules for a squad.

VEHICLE CREWMEN

Provided in the Black Codex Lists book and subsequently rarely mentioned in later codices, here are the stats and equipment for vehicle crews from all the normal races.

SPACE MARINE CREW

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	4	1	4	1	8

Wargear: Bolt pistol.

Armour: Power Armour (3+ Save)

IMPERIAL AGENTS SERVITOR CREW

M	WS	BS	S	T	W	I	A	LD
4	3	4	3	4	1	3	4	7

Wargear: None.

Armour: Armoured Body (5+ Save)

IMPERIAL GUARD CREW

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Wargear: Laspistol

Armour: Flak Armour (6+ Save)

BATTLE SISTER CREW

M	WS	BS	S	T	W	I	A	LD
4	3	4	3	4	1	4	1	8

Wargear: Bolt pistol

Armour: Power Armour (3+ Save)

CHAOS SPACE MARINE CREW

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	4	1	4	1	8

Wargear: Bolt pistol.

Armour: Power Armour (3+ Save)

SQUAT CREW

M	WS	BS	S	T	W	I	A	LD
3	4	3	3	4	1	2	1	9

Wargear: Laspistol

Armour: Flak Armour (6+ Save)

ELDAR CREW

M	WS	BS	S	T	W	I	A	LD
5	3	3	3	3	1	4	1	8

Wargear: Laspistol

Armour: Mesh Armour (5+ Save)

ORK CREW

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	4	1	2	1	7

Wargear: Bolt pistol

Armour: Flak Armour (6+ Save)

GENESTEALER CULT CREW

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Wargear: Laspistol

Armour: Flak Armour (6+ Save)

VEHICLE CREW RULES

- A vehicle's point value **includes** the cost of the crew.
- A crew may dismount a vehicle just as any other model (from a door/hatch/etc.)
- If the driver bails out while a vehicle is in motion it will go out-of-control for its next turn before grinding to a halt.
- Dismounted crew **MUST** remain within 6" of their vehicle unless it has been destroyed.
- **A crew is immune to Psychology while inside their vehicle. Once dismounted they become subject to normal Psychology rules.**
- If a vehicle is destroyed, its dismounted crew become their own squad and are subject to normal coherency and psychology rules.
- Any crew model may take over a vacated position in their vehicle – it takes an entire turn to swap locations.
- Normal models in an army **CANNOT** take over a location unless noted on the Datafax.
- *Mechanicus Engineers, Techmarines, Squat Engineer Guildmasters and Ork Mekaniak MAY take over a spot in a vehicle if crew have been slain or otherwise removed.*