WARHAMMER 40,000

Vehicle Reference Sheet

Version 1.0

MOVING PHASE

MOVING VEHICLES
Stationary: May pivot in place.
Combat Speed: May move up to 6". This is the maximum speed for *Walkers*.
Cruising Speed: May move up to 12" (18" on roads).
Flat Out Speed: *Fast* vehicles only. May move up to 18" (24" on roads).

TERRAIN
Difficult Terrain: Vehicles are not slowed by difficult terrain, but difficult terrain is treated as dangerous terrain.
Dangerous Terrain Test: When starting from or moving into or through dangerous terrain, roll 1d6 per affected model. On a 1, model must stop immediately (or just outside terrain being moved into) and suffers an *Immobilized* damage result.
Intervening Models: Non-*Tanks* may not drive into or through intervening models.

SMOKE LAUNCHERS
Once per game, after completing its move (or declared stationary), a vehicle with Smoke Launchers can trigger them (even if crew is *Shaken* or *Stunned)*.

SHOOTING FROM A VEHICLE

TARGETING
All weapons must fire at same unit, as normal.

DEFENSIVE WEAPONS
All weapons with a Strength of 4 or less are considered *Defensive* weapons.

WEAPONS TO SHOOT
Vehicle was Stationary: Vehicle may fire all weapons, or one *Ordnance* weapon.
Moved at Combat Speed: May fire one main weapon and all *Defensive* weapons, or one *Ordnance* weapon. *Fast* vehicles as Stationary.
Moved at Cruising Speed: May not fire. *Fast* vehicles as Combat Speed.
Moved at Flat Out Speed: May not fire.
Triggered Smoke Launcher: May not fire.

ORDNANCE WEAPONS
Use Large Blast marker. *Ordnance Barrage* weapons may be fired directly or as a barrage (declare which). If directly, treat as normal Ordnance weapon (ignore minimum range). If barrage, treat as normal barrage shot, vehicle must have been Stationary, and Pinning tests are at -1 to Ld.

LINE OF SIGHT
LOS is determines on a per-weapon basis, from weapon mounting point (see vehicle's codex listing).
Turret: 360° arc of fire.
Hull: 45° arc of fire from mounting point.
Sponson: Per sponson's arc of movement.
Pintle or Bolt-on: Per arc of mounting point.
Vertical Shots: Guns are able to swivel vertically up to 45°.

SHOOTING AT A VEHICLE

LINE OF SIGHT AND COVER
LOS: Must be drawn to vehicle's hull or turret (not gun barrels, antennas, etc.).
Cover: 50% of facing must be in cover (from LOS of majority of firers) to claim cover. May not Go to Ground.
Triggered Smoke Launcher: Vehicle gains +4 cover save until completion of enemy's Shooting phase.

TEMPLATES AND BLASTS
Templates: Must be placed to cover as much of the vehicle as possible without touching friendly models. Hits are scored on the side the firer is facing.
Blasts: Place marker hole over hull (not gun barrels, antennas, etc.). If hole end up over hull, hits are scored on the side the firer is facing (Side Armor if barrage). If hole is not on hull, hits are scored on the side facing the hole, and weapon's S is ½ (round down).

SHOOTING SEQUENCE
1. **Select Target Vehicle, Check LOS and Range**
   As normal.
2. **Determine Facing and Roll to Hit**
   Roll separately for models firing at different vehicle facings.
3. **Note Armor Values of Hits Against Each Facing**
4. **Roll for Armor Penetration**
   For each hit roll 1d6 (2d6 and pick highest if *Ordnance*) and add the weapon's S. Compare to Armor Value of the side hit:
   Less than AV: No Effect
   Equal to AV: Glancing Hit
   Greater than AV: Penetrating Hit
5. **Roll for Damage**
   For each Glancing or Penetrating hit, roll 1d6 on Vehicle Damage Table.

ASSAULTING A VEHICLE

ASSAULT SEQUENCE
1. **Select Assaulting Unit and Target Vehicle**
2. **Move Assaulting Unit**
   Each model must move into base contact with vehicle, then within 2" of engaged ally, then within cohesion. Difficult and dangerous terrain applies.
3. **Determine Number of Attacks**
   Engaged models and those within 2" of them may attack. Each attacker adds 1d6 for each point of A, +1d6 if model uses two hand weapons, +1d6 if unit assaulted this phase. If attacker is using Grenades, only one attack is allowed.
4. **Roll to Hit**
   For each attack, roll on vehicle to-hit table. When determine speed, only take into account actual distance covered from original position.

Vehicle Speed	To Hit
Stationary or Immobilized	Auto
Combat Speed	4+
Cruising or Flat Out Speed	6+

5. **Roll for Armor Penetration**
   For each hit roll 1d6 and add attacker's S.
   If using Grenades:
   Defensive & Assault: d6+4
   Krak: d6+6
   Melta Bombs: 2d6+8
   Compare to Armor Value of the side hit:
   Less than AV: No Effect
   Equal to AV: Glancing Hit
   Greater than AV: Penetrating Hit
6. **Combat Ends**
   There are no combat results, morale tests, or sweeping advances. Combatants are not locked in combat; they may move away during future turns.

VEHICLE DAMAGE TABLE

d6   Result
1-   Crew Shaken: May not shoot until end of its next player turn. Passengers may not shoot.
2   Crew Stunned: May not move or shoot until end of its next player turn. Passengers may not shoot.
3   Weapon Destroyed: Attacker chooses weapon. If none, treat as Immobilized (if Immobilized, treat as Wrecked).
4   Immobilized: May not move or pivot. If Immobilized, treat as Weapon Destroyed (if none, treat as Wrecked).
5   Wrecked: Crew killed. Vehicle left in play. Passengers must disembark (or be destroyed) and take a Pinning test.
6+   Explodes: Crew killed. All models within d6" suffer a S:3, AP– hit. Replace vehicle with area of difficult ground. Passenger unit suffers S:4, AP– hits equal to number of passengers. Survivors are placed where vehicle was and must take a Pinning test.

Modifiers
-2   Glancing Hit
-1   AP– weapon
+1   AP1 weapon
+1   *Open-Topped* vehicle

FAST VEHICLES

MOVING

May move Flat Out.

SHOOTING

May fire all weapons at Combat Speed. As if stationary. Including Ordnance Barrages.

May fire one weapon (and defense weapons) at Cruising Speed. As normal vehicle combat speed.

May not fire weapons at Flat Out Speed.

FAST TRANSPORTS

Passengers may not embark/disembark from a vehicle that moved Flat Out.

TRANSPORT VEHICLES

CAPACITY

Transport vehicles may carry infantry units (never Jump Infantry) and must carry an entire unit (never partial units). See Codex listing for maximum passenger capacity.

FIRE POINTS

If a Codex indicates one or more Fire Points, a single passenger may shoot from each Fire Point (measure range from hull). Passenger counts as moving if the vehicle moved.

EMBARKING AND DISEMBARKING

Models my embark and disembark during the Movement phase, and only at access points. May not voluntarily embark and disembark on same turn.

Embarking: Move all models within 2" of access points, then indicate they are aboard (remove models). The vehicle may then move if it has not yet done so.

Disembarking: Unit may disembark before or after vehicle moves. Place models within 2" of access points, and in coherency. If they cannot all be placed, may perform an *emergency disembarkation* (place anywhere within 2" of vehicle and in coherency, but may do nothing else this turn).

If transport moved: Unit may not move or assault, but may shoot (they count as moving). Transport may not move or pivot this turn.

If transport did not yet move: Unit and may move, shoot, and assault (they count as moving). Transport may move as normal.

OPEN-TOPPED VEHICLES

OPEN-TOPPED TRANSPORTS

No Fire Points. All passengers may fire (measure range from hull).

No Access Points. Models may embark/disembark within 2" of any point of the vehicle (in coherency).

Passengers May Assault. Even if the transport has moved.

Easy to Evacuate. Strength of exploding transport attack is 3 instead of 4.

DAMAGING

Easier to damage, as indicated on Vehicle Damage Table.

SKIMMERS

MOVING

May move over friendly and enemy models, but may not stop on them. May ignore all terrain. Starting or landing in difficult or impassible terrain requires a dangerous terrain test. A *Fast* Skimmer may move Flat Out up to 24".

SHOOTING AT SKIMMERS

A Fast Skimmer that moved Flat Out (and not currently Immobilized) gains a 4+ cover save. A Skimmer that becomes Immobilized after moving Flat Out instead crashes and is Wrecked.

RAMMING A SKIMMER

Skimmers may attempt to dodge a ramming Tank (unless the Tank is also a Skimmer). Roll 1d6. On 1 or 2, ram occurs as normal, On 3+, the ram is avoided, neither vehicle is hit, and the ramming vehicle immediately stops.

TANKS

TANK SHOCK!

Tank may drive through/over unengaged enemy non-vehicles.

1. **Pivot Tank:** If necessary.
2. **Declare Number of Inches To Move:** Tank must move at lease Combat Speed.
3. **Move Tank Straight Ahead:** Until reaching distance, hitting each enemy unit is contacts on the way. If it comes into contact with a friendly model or within 1" of enemy vehicle, it stops.
4. **Hit Enemy Unit Takes Morale Test:** If failed, the enemy unit Falls Back and the tank continues. If passed, the tank continues through unit. If tank stops "on" a model, it moves out of the way by shortest distance, at least 1" from tank, and within coherency.
5. **Tank May Shoot:** If it moved slowly enough.

DEATH OR GLORY!

If a Tank Shocked unit passed its Morale test, one model in the way may make a *single* attack (1 hit) against the tank (single shot or close combat). Automatic hit against front armor. If Stunned, Damaged, or Destroyed, the tank immediately stops/explodes immediately in front of the model. If failed or Shaken, model is destroyed and tank continues.

RAMMING

A ramming tank must move at highest possible speed and may not shoot. Proceed as a Tank Shock, but target is enemy vehicle. Intervening enemy units are Tank Shocked as normal. Upon hitting enemy vehicle, each vehicle suffers a hit against the impacted facing.

Strength of each vehicle's hit of the other is calculated as follows:

+1 Each point of armor over 10 on point of impact.
+1 Each full 3" moved by rammer before impact
+1 Vehicle is a Tank.

Each player rolls for Armor Penetration against the other. Ramming vehicle halts if rammed vehicle is not removed. If rammed vehicle explodes, ramming vehicles continues.

WALKERS

MOVING

Walkers move 6", and may run 1d6", and assault 6", as infantry. Walkers have a facing.

TERRAIN

Difficult and dangerous terrain is treated as infantry. A Walker is Immobilized if is fails a dangerous terrain test.

WALKERS SHOOTING

Walkers can move and fire all weapons, as if they were stationary. If they run, they may not assault, but may trigger Smoke Launchers.

When firing, may pivot to face target (does not count as moving) but will (likely) remain in this position until next Movement phase.

ASSAULTS

Walkers may assault even if they fired Heavy or Rapid Fire weapons. Must assault unit it fired at. Hits are determined vs. WS as infantry.

Close Combat hits scored against a Walker roll for Armor Penetration against the Front face (instead of Rear).

Grenades and Melta Bombs may be used, but only hit on a roll of 6 (unless it is Stunned or Immobilized, in which WS is compared as normal).

Stunned or Immobilized Walkers have 1 less Attack (min 1). Shaken Walkers fight normally.

Each roll on the Vehicle Damage Table counts as a wound for purposed of Combat Results.

Defeated Walkers do not take Morale checks (as normal for vehicles).

A Walker may make Sweeping Advances, Pile-In moves, and consolidations (unless it is Stunned or Immobilized).

RAMMING A WALKER

A rammed Walkers may choose to brace of impact (treat ram as normal) or may attempt a *Death or Glory! a*ttack (unless rammed in the rear facing). If *Death of Glory!* fails, the ram affects the Walker's rear facing.

DREADNOUGHT CLOSE COMBAT WEAPON

Power Weapon that doubles the Walker's Strength (max 10). Two confer a bonus attack.