

Vehicle Crews Bailing Out

These supplementary rules allows the crews of vehicles to disembark or bail out rather than being 'killed' with their vehicles.

Under the following circumstances tank, skimmer and vehicle crews (normally counted as being part of their vehicle) may disembark or bail out:

- **if vehicle has been immobilised or;**
- **one of the vehicles main weapons has been destroyed or;**
- **the vehicle has been destroyed.**

It should be noted that no-one survives from an annihilated vehicles

1 Procedure

After the damage result for a vehicle has been resolved, the crew can decide to disembark or bail out of their stricken vehicle.

The crew test for casualties (if required to do so) then regroup for the remainder of the current game turn. During the next and subsequent game turns, they fight on as Space Marines.

Once disembarked CREWS MAY NOT RE-EMBARK THEIR OWN OR ANY OTHER VEHICLE.

Crews of immobilised vehicles

An immobilised vehicle presents a problem if the main weapon(s) cannot bear or are out of range of any targets.

The crew may choose to disembark using all available exit points and escape hatchways.

Surviving crew form up 2" from their vehicle (which now counts as 5+ cover) into a cohesive unit. They may not move, shoot or assault (this turn) but they may defend themselves if assaulted.

Crews of vehicles with destroyed armament

If one or more of the vehicles heavy weapons are put out of action the crew may choose to bail if the vehicle can no longer be effective

The crew bail out using all available exit points and escape hatchways.

Throw one D6 per crew member, they suffer 1 wound each on a role of 6, armour saving throws allowed.

The crew forms up as detailed above.

Crews of destroyed vehicles

The crew bail out using all exit points and escape hatchways. Throw one D6 per crew member, they suffer 1 wound each on a role of 4 or more, armour saving throws allowed.

Surviving crew form up 2D6 inches away from their vehicle. They may not move, shoot or assault (this turn) but they may defend themselves if assaulted. Forming up crews do not have to test for the effects of their own vehicle exploding.

2 Morale

A crew does not need to take a morale check during it's bail out move even if it lost 25% or more casualties- they are too pumped-up to care. But If only one crewman survives, he is subject to the 'Last Man Standing' rule (see main rulebook).

If the vehicle suffered a penetrating hit the surviving crew must take a pinning test.

If the crew are assaulted during the assault phase normal morale rules apply.

3 Crew status once disembarked

A crew is considered to take on the status of Space Marines armed with bolters. They move, fight, assault, test for morale as will any other similar Space Marine unit. The crew are a cohesive unit, led by the vehicles' commander. The commander may take optional weapons if allowed (i.e. chainsword and bolt pistol rather than a bolter), but may not take any wargear.

For the purposes of morale and victory points the initial crew strength is determined by the table below.

For the purpose of victory points the crew may take objectives and table quarters providing proper victory conditions are met i.e. they are over 50% strength etc (refer to main rulebook for victory point conditions).

Disembarked crews may not join any other unit, but they may be joined by an Independent Character, the crew benefiting from any powers he confers.

4 Vehicle crew strengths

Unless the crew can be seen in full or numbers are known, use the formula below to calculate a vehicles crew:

Adeptus Astartes vehicles contains:

- 1 driver/gunner controlling defensive weapons**
- 1 commander/gunner controlling all heavy or barrage weapons**
- 1 gunner controlling all sponson weapons**

Thus a Rhino has a crew of 1, a Razorback 2, a Whirlwind 2, a Predator Annihilator 2, a Destructor with side sponsons 3.

5 Vehicle victory points

Normal victory points for vehicles immobilised, weapon destroyed or vehicle destroyed apply.

...and if all else fails, take the fight to the enemy at any cost.

Tech-Priest Magos Pharnabazos

