

++TELEPORTING OUT++

These supplementary rules allow for Terminators and other teleport-capable units to teleport out of the battle zone to re-enter later from reserves.

It has always irked me that my expensive Deathwing squads can happily teleport into battle but can't teleport out – particularly when faced with overwhelming Nids coming at them. For this reason I have devised this simple **Teleporting Out** rule that works in the opposite manner to the way that troops teleport in.

Models with the ability to teleport may leave the field of battle by being teleported out. This represents the effect of a fighting withdrawal – saving a unit from danger and allowing them to re-enter from reserves later in the game.

Units or independent characters with the teleport ability who wish to leave the field of battle in this way must declare their intention at the start of their movement phase. During the movement phase the unit must form up in a circle around a central model with bases touching the central model. If there are more models than can be fitted in one circle then further outer concentric circles may be formed with bases touching the models of the previous circle.

Once in this position the unit may make no further voluntary movement during the movement phase.

Throw a D6 and compare the results to the chart below:

D6 Result

1 Teleportation has failed.

Due to a catastrophic error the unit has been lost in the Warp and has been destroyed.

2 Teleportation has failed.

The unit remains on the table. The unit may shoot or run during its shooting phase this turn but counts as having moved. If the unit is assaulted this turn it may defend itself, making a pile-in move if required to do so. The following turn the unit resumes normal movement and shooting activity. It suffers no wounds or other ill-effects by the teleportation failure.

3-6 Teleportation was successful.

The unit is removed from the table. It is placed back into reserve from where it can enter play again on a subsequent turn with a successful reserve roll result.

Restrictions on teleporting out

Single independent characters may not teleport out alone. They must be attached to a unit or their retinue, or another independent character. All of which must have the ability to teleport.

Units may not teleport out if any of the unit when formed up in its circle is closer than 1" to an enemy model, or on top of a friendly model or in impassable terrain.

Transports may not be teleported out.

Units may not teleport any other models or items with them other than those of the unit itself and any attached independent characters.

The whole unit and any characters must teleport out together.

Victory points

Units and independent characters that successfully teleported out of action and are currently in reserve cannot claim victory points of any description. They are off the table.

When the game ends, any teleported out units or independent characters that remain in reserve are considered destroyed.