

++TELEPORTING OUT++

These supplementary rules allows for Terminators and other teleport-capable units to teleport out of the battle zone



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.

Any unit with the ability to teleport may leave the field of battle by being teleported out. This represents the effect of a fighting withdrawal – saving the unit from certain death and allowing them to fight another day.

Procedure

Units 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 during it's 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.

Restrictions

- A single IC may not teleport out, it must be attached to a unit or have a retinue/command squad.
- Units wanting to teleport out with an attached IC may do so if the attached IC also has the teleport ability.
- Units may not teleport out if any of the unit when formed up in it's circle is closer than 1" to an enemy model.
- Transports may not be teleported out.
- Units may not teleport any other models/items with them other than those of the unit itself.
- Units removed from play using this method may not re-enter later in the game.

Victory points

- Units that successfully teleport out of action are considered to be at FULL strength for victory points purposes no matter what size the unit actually was when it teleported.
- Independent Characters are considered to be UNWOUNDED for victory points purposes no matter what their actual wound status was when they teleported out.
- Destroyed units give full victory points to your opponent.