

40K 6th Cheat Sheet

MOVEMENT

- Models can move at their own speed—no more move at slowest, and some can move while others stationary. (10)

SHOOTING

- Model only counts as moving if it moved, not if the unit did (12)
- Snap Shot—BS1. Moving with Heavy/fallback/Overwatch.(13)
- Each model has its own cover save (19)
- Saves: same: do all saves, wound closest till dead, move on(15)
- Saves—different— allocate 1 to closest, roll, repeat (15)
- Diff types of shot (S/AP) happen one at a time, shooters choice(15)
- Can only wound visible (16) (cept blast (33))
- Look out sir (4+, same unit, within 6” takes wound for char)(16)
- 25% covered for cover (5+ for units/area/forest, 4+ ruins/trench)(18)
- Go to ground can shoot (snap shot overwatch only)(18)
- Focus Fire (can only wound models with certain save or worse)(18)
- Template ignore focus fire (52)
- Two pistols can fire both (52)
- Rapid fire—1 full, 2 half, even moving(52)
- Salvo—move half range, less shots (52)
- Grenades can be thrown 1/squad in shooting (61)

ASSAULT

- Declare charge :Overwatch : 2d6/slowest model :move: repeat (20)
- Overwatch: BS1 normal range/cover/etc, no pin/morale (21)
- Overwatch: template are D3 autohits (52)
- Difficult is 3d6, lowest 2, all at Init 1 (22)
- Pile in: at init, Attacker then defender move 3” (23)
- Wound as shooting (touching, then closest, even unengaged) (25)
- Look out sir allowed (26) (6”, 4+, take wound from char)
- Multicharge: No +1 A, can’t touch 2nd unless can’t touch 1st (28)
- If you can’t hurt them, you can auto lose combat at end(26)
- Hammer of wrath(i10,s:u, ap— attack) (37)
- AP value on CC (most force/power is AP3) (61)
- No stationary disembark then assault w/o assaultV/opentop (79)

Reserves

- Only up to 1/2 (unit+vehicle is one, IC always counts sep, ignore must start in reserve) (124)
- Turn 2&3: 3+ Turn 4+/ongoing: Auto

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General Reference

- Premeasuring is allowed (4)
- Fractions round up (5)
- Fearless can’t go to ground(35)
- MC have Fear, Hammer, Smash
- Smash: Ap2, can half A to 2xS, reroll armor

Vehicles

- Hull points: glance or pen -, 0=wreck(74)
- How many fire? X+ others snap (71, 426)
- <=6 com, 6<x<=12 cruising
- Flat out move: 6" instead of shooting(72)
- Ap2:+1 ap1:+2, nicer damage chart (74)
- 25% cover(75)
- Lots of things cause snap fire(4)
- WS1 (immobile/station=WS0(76)
- Combat res: Glance=1 pen=2 (76)
- Disembark only <=6", move 6" free (79)
- Wreck=3" move
- Heavy <=combat, no flat, always still(83)
- Fast: Flat=12, combat all, cruise 2(83)
- Skimmers - flat+immobile=wreck, Jink
 - Fast skim, flat=18
- Walker (84) can overwatch
- Smoke= no shooting or flat out, 5+

Flyers 80

- Must reserve
- Zoom (all) or hover(some)
- Zoom: min:Combat18 Cruising36
 - Single 90deg pivot, then straight
 - 4 weapons at bs, return fire is snap
 - Flat out is 12-24
 - GoToGround is Jink, snap only
 - Leaving board enters auto reserves
 - Immobilized: locked speed, no evade/flat
 - Crash: Large blast scatter s6, inside dies
 - Missiles(zoom or hover) Bomb(zoom)
- Hover: Fast skimmer

Chariot (rider of vehicle) 82

Victory Points 122

- Primary per mission
- Slay warlord, first blood, Linebreaker 1VP
- Unit holds 1 obj
- In transport not scoring

Night Fight

- 4+ turn 1, if not, 4+ turn 5on
- 12-24 stealth, 24-36 shroud, 36+untargetable

Characters

- To hit of 6 means you allocate that hit(63)
- Challenge—start of round, 1/cc (64)
- Pick char or foe picks 1 guy to get 0A (64)
- Bonuses for bystanders in gang up(65)
- Other chars can intervene (65)

Psykers

- Mastery=normal powers per turn(66)
- Charge and spells = mastery level (66)
- Spend charge, target, test, defend, resolve
- Defend on 6, 5+psyker, 4+ better psyker
- NO SAVES VS PERILS(67)
- Psy hood 6", take test instead (68)
- Types of power. 69)

Terrain 90

- Area: g2g is +2, 5+normal
- Mysterious decided when touched
- Dangerous: armor saves allowed

Forest 102

- Difficult area 5+ mysterious

Water 103

- Difficult mysterious

Random Debris 105

- As type

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- Can jump off!

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- Allied (1hq 1-2Tr 0-1 rest)109
- Levels of friendly 112,113
- 0-1 Fortification 109, 112-117
- Warlord (1 hq) gets ability 111