**Armor / Vehicles**

Movement: Vehicles will move independently, regardless of grouping, formations, or crew.

Vehicles move at double speed (10”).

Vehicles are “Bulky” & will screen infantry.

Vehicles moving @ double or more speed (10”+) will modify shooter’s to-hit rolls.

Vehicles designated as a “Transport” may load basic infantry up to designated number.

Specifically designated “Heavy Transports” may load Heavy Infantry (at double the cost).

Independent Beasts are treated as Heavy Infantry (two models worth) when loading a transport vehicle.

Dependents (including Beasts) may be loaded on a transport, but take two slots

Dependents must be allowable infantry sized models

Armor in squads must be within 2” of another piece of Armor in the squad.