**General Movement**

Models normally move their allotted non-combat movement during the non-combat movement phase.

Models may move their allotted combat movement if it would move them into combat with enemy models.

**Hindered movement:**

If models are hindered for any reason, roll one D6 per 5”. (i.e. 2 D6” for 10” of allotted movement)

------------------------------------------------------------------------------------------------------------------------------------------

Option 1: Models may only move up to their allotted movement

**Option 2:** Models may move up to the full amount of inches rolled.  
(models moving farther than allotted will be penalized with Faulty Fire.)

------------------------------------------------------------------------------------------------------------------------------------------