



yak Codex FAQ v1.5 (02/22/2007)

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These two 'yak' FAQ documents (the 'rulebook' FAQ and the 'Codex' FAQ) comprise a completely 100% unofficial question and answer list for the game of Warhammer 40,000 4th edition. This FAQ is related to the 'Dakka' FAQ in that, at the root of both, is the same basic list of questions (including the same numbering system and organization for each question). But while the Dakka FAQ is just a (detailed) collection of questions, the yak FAQ actually puts answers to those questions.

The yak FAQ is not meant to replace the GW FAQs (in fact the questions they answer aren't included), but rather it tackles the issues with the game that the official FAQs fail to cover. I can safely say that this is the most comprehensive list of unaddressed 40k questions and answers ever assembled. However, even omitting the questions answered by the GW FAQ, the two yak FAQs combined weigh in at a hefty 70+ pages. This is not a FAQ that you print up and carry games. Instead, this is a great master resource for tournament organizers/judges and players to utilize after the game is finished and the dust has settled.

Despite being lengthy, the superior organization of these FAQs makes finding the answer to your question a breeze. Each question is numbered in reference to the particular rulebook or supplement page number it corresponds to. So, for example, if the query is the first question from page 52 of the rulebook, the number assigned to it will be: "RB.52.01" (Rulebook.Page 52.Question 1).

Some questions also have a reference number at the end (such as: "Ref: RB.52.01"). This indicates that the question in some way references a question in another section of the FAQ. Either the two topics are related, or sometimes the same question is repeated multiple times (if it appropriately falls into multiple areas of the rules).

The answers in this FAQ are based solely on my experience and opinion (and in some cases backed up by polls conducted on Dakkadakka). I have tried to stay with the RAW when possible, but when I felt that the RAW presented an absurd/unfun solution or went against how the vast majority of players (I've encountered) play the game, I didn't hesitate to rule against the printed word. I made it very easy and clear to identify when and where I did this:

- Rulings based on the rules as written are noted as [RAW].
- Rulings that clarify an issue that has no conclusive RAW answer are noted as [clarifications].
- Rulings that change the RAW because I feel playing that way is absurd, unfun, or goes against the style the vast majority of people play are noted as [rules change].
- Situations where I believe the issue is clearly based on a typographical error are noted as [typo].
- The rare occasions rulings go against existing GW FAQs are noted as [GW FAQ overrule].

For some of the more tricky questions, I've included an alternate answer colored green representing an opposing way to rule on the issue. These alternate answers make it easy for tournament organizers who don't want to use my standard answer for their tournament.

For those looking to utilize these questions in your own FAQ, I give full consent and permission for use of any or all of this document in any way you see fit. Anyone looking to contribute further questions and/or give comments/criticism please head over to the DakkaDakka forum and post in this thread:

<http://www.dakkadakka.com/Forums/tabid/56/forumid/15/postid/46258/view/topic/Default.aspx>

Thanks for taking the time to read the yak FAQ!

Jon "yakface" Regul

MULTIPLE CODICES QUERIES (MCO)

The questions in this section apply to more than one codex (or even all of them).

MCO.01A – Q: Can a model/unit with an Auspex/Surveyor fire at *every* infiltrating unit within 4D6", or just one?

A: A model/unit with an Auspex/Surveyor waits until all infiltrators have been set up, rolls 4D6" once, and may then fire once at each enemy unit within this distance (provided they are also within range and line of sight). If both sides have units with Auspexes/Surveyors, randomly determine which player fires his units first [rules change].

Ref: BT.27.01, DH.16.01, IG.35.01, SM.23.01, WH.20.01

MCO.01B – Q: Is the shooting granted by an Auspex/Surveyor subject to the Night Fighting rules?

A: If applicable, roll for Dusk & Dawn before resolving Auspex/Surveyor shooting [rules change]. If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex/Surveyor distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired upon [RAW].

Ref: BT.27.01, DH.16.01, IG.35.01, SM.23.01, WH.20.01

MCO.01C – Q: Can a Psyker who is allowed to shoot due to an Auspex/Surveyor, use his psychic abilities instead?

A: Only if the psychic ability is normally used instead of shooting *and* it directly targets a single enemy unit [rules change]. The psyker may use his abilities against each enemy unit he shoots at (even with the same ability), but he must pass a separate psychic test (if applicable) each time.

Ref: BT.27.01, DH.16.01, IG.35.01, RB.52.02, SM.23.01, WH.20.01

MCO.01D – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex/Surveyor shooting? If so, how many times may it be used?

A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].

Ref: BT.27.01, DH.16.01, IG.35.01, SM.23.01, WH.20.01

MCO.02 – Q: Some models suffer "no effect" from Minor Psychic Powers; what exactly does this mean?

A: Models with immunity to the effects of minor psychic powers (henceforth referred to as "immune" models) ignore only the *direct effects* of minor psychic powers [rules change]. The following guidelines establish when a power *directly* affects a model or not:

- Minor powers that target or can cause casualties among enemy models have no effect on units containing an immune model (example: "Miasma of Pestilence").
- Minor powers that move an enemy unit or restrict it from moving, shooting, assaulting, Falling Back, or alter an enemy model's characteristics in any way, have no effect on units containing an immune model (example: "Siren").
- Minor powers that give the psyker (or friendly units) statistical upgrades or re-rolls. These upgrades and re-rolls cannot be used when shooting at a unit containing an immune model or when making close combat attacks against a unit with an immune model. These upgrades and re-rolls also cannot be used against shooting from immune models or against attacks made by immune models (examples: "Fuelled by Pain", "Reckoning of Tzeentch").
- Minor powers that allow the psyker (or friendly units) to move more quickly are not affected by immune models (examples: "Leap", "Warp Time").
- Minor powers that give the psyker (or friendly units) a Leadership boost (or make them "Fearless") are not affected by immune models (examples: "Inspire", "Glory").
- Minor powers that give the psyker's army an overall advantage (such as a better strategy rating) are not affected by immune models (examples: "Weaver of Fates").

Ref: BT.25A.01, DH.08.01, WH.18.01A

MCO.03A – Q: Many weapons in codices are not defined as being either single or two-handed. How should those weapons be treated; especially in close combat?

A: Any weapon called an "axe", "sword", "pistol", "close combat weapon" or that gives the model a special close combat attack, counts as a single-handed weapon unless specifically designated as two-handed. All other weapons are considered two-handed unless specifically designated as single-handed [rules change].

Ref: CSM.16.01, RB.40.01

MCO.03B – Q: Does the limitation on characters having no more than two weapons (and only one of these being a two-handed weapon) apply to all models in the game or just to characters that have access to their codex's armory?

A: Unless specified otherwise, all models may only have two weapons; only one of which may be a two-handed weapon [rules change]. Models that come equipped standard with a number of weapons that exceed this limitation are, of course, allowed to keep all of them. Bike-mounted weaponry does not count against this limitation.

Ref: ELD.60A.01

MCO.03C – Q: When a model is equipped with a weapon (either as an option from its codex entry or picked from the armory) does the new weapon replace a weapon the model was already equipped with, or does the model get to retain both weapons?

A: Unless specified otherwise, all weapon options in a unit's codex entry are assumed to replace a model's existing weapon of the same type (single or two-handed). If the model has multiple weapons of the same type, the player may choose which weapon is replaced [rules change].

Unless specified otherwise, weapons chosen from the armory are taken *in addition to* any weapons the model already up to the maximum of two weapons per model (only one of which may be two-handed). A player is free to discard any weapons he wishes from a model in order to maintain this limitation, but no points are refunded to the player when doing so [rules change].

Ref: ORC.02A.01

MCO.04 – Q: Can bodyguard/retinue units be taken as a unit on their own without taking the accompanying character? Can dedicated Transport vehicles be taken on their own without an associated unit?

A: Bodyguard/retinue type units may only be fielded when accompanying a character unless their codex entry explicitly states otherwise. Similarly, any vehicle marked as a Transport may only be taken with an accompanying unit unless their codex entry explicitly states otherwise [rules change].

Ref: BT.32.01/BT.33.01, SM.29.01/SM.30.01, TAU.36.01

MCO.05 – Q: Do army specific special rules affect an opponent's army, especially in the case of two players using the same type of army (For example, do Tyranid Synapse creatures provide Synapse to opposing Tyranid creatures)?

A: Unless specified otherwise, army specific special rules apply only to models belonging to that player's particular army [rules change]. In multiplayer games, if all players agree, army specific special rules also apply to their teammates' models provided they are using the same army type.

MCO.06 – Q: Can two of the same special character be taken in a single army?

A: Unless specified otherwise, all special characters are assumed to have a '0-1' restriction on them [rules change].

MCO.07 – Q: Some models/units have a rule which requires them to charge if possible in the Assault phase. Can such a model/unit shoot with rapid fire weapons (or another type of weapon) if it will restrict them from charging?

A: When a player wishes to fire with such a unit, measure to see if they are within charge range of any enemy. If so, they may not fire a weapon that will restrict them from charging [rules change].

ARMORED COMPANY GENERAL QUESTIONS

ACo.GEN.01 – Q: Can an Armored Company take Deamonhunter, Witch Hunter or Kroot Mercenary allies?

A: Armored Company units may never be allies in another army [rules change]. Armored Companies may take Daemonhunter or Witch Hunter allies, however only units that have dedicated transports are allowed, meaning Kroot Mercenary units may not be taken [rules change].

BLACK TEMPLARS CODEX QUERIES (BT)

Don't forget to check out the official Black Templars FAQ at:

<http://uk.games-workshop.com/news/errata/assets/40k/BlackTemplarsFAQ.pdf>

BLACK TEMPLARS SPECIAL RULES (page 22)

BT.22.01 – For questions regarding Drop Pod Assault, refer to SM.21.01A-D.

VOWS OF THE BLACK TEMPLARS (pages 24-25)

BT.25A.01 – Q: The “Abhor the Witch, Destroy the Witch” vow gives all Templars immunity from Minor Psychic powers. What exactly does this mean?

A: See MCO.02.

BT.25A.02 – Q: Can persistent Psychic abilities (such as Psychic Scream or a Warp Field) be nullified by “Abhor the Witch, Destroy the Witch”?

A: No. See RB.52.07.

BLACK TEMPLARS ARMOURY (pages 26-29)

BT.27.01 – For questions regarding the Auspex, refer to MCO.1A-D.

BT.28.02 – For questions regarding the Power of the Machine Spirit refer to SM.25.02A-B.

BT.28.01 – For questions regarding Terminator Armor refer to SM.25.01A-D.

BLACK TEMPLARS ARMY LIST: HQ (pages 31-33)

BT.31.02 – Q: Can the Emperor’s Champion ever ride in a Drop Pod?

A: No, see SM.21.01D.

BT.32.01/BT.33.01 – Q: Can a Command Squad or Sword Brethren Terminator Command Squad be taken as an HQ choice without an accompanying character leading it?

A: No, see MCO.04.

BLOOD ANGELS CODEX QUERIES (BA)

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Don't forget to check out the official Blood Angels FAQ at:

http://us.games-workshop.com/games/40k/spacemarines/gaming/FAQ/assets/blood_angels_faq_v4-1.pdf

BLOOD ANGELS SPECIAL RULES (page 4)

BA.04.02A – Q: Do models lost to the Death Company still count as part of their original unit's starting strength for Morale and Victory Points purposes?

A: Yes, they count as casualties to their original unit. That means a unit of seven models that loses one to the Death Company will be considered under half starting strength when it is reduced to three or less models [rules change].

BA.04.02B – Q: Exactly which Sergeants count as a "Veteran Sergeant" for getting a Death Company member with a power weapon/fist?

A: Any Sergeant who may select items from the armory [rules change].

BLOOD ANGELS ARMY LIST: HQ (pages 5-6)

BA.05C.01 – Q: Can BA Chaplains accompanied by the Death Company still join another unit?

A: Not while any Death Company remain alive [rules change]. Once they are all dead, any Chaplains left are free to join other units as normal.

BA.06A.01 – Q: Can a Blood Angels Honor Guard be equipped with a Drop Pod?

A: Yes, but only if not equipped with Jump Packs [rules change].

BA.06B.01 – Q: Is the Death Company a scoring unit? If so, how many Victory Points are they considered to be worth when the unit's Victory Point value is used?

A: The Death Company is a scoring unit, but it is worth zero Victory Points [RAW].

BA.06B.02 – Q: Is the Death Company's starting strength for Morale and Victory Point purposes determined *before* rolling to see how many models join the unit or *after*?

A: After completing all rolls to see how many models are in the unit [rules change].

BLOOD ANGELS ARMY LIST: ELITES (page 7)

BA.07.01 – Q: Can Furioso Dreadnoughts be equipped with a Drop Pod?

A: Yes [rules change].

BLOOD ANGELS SPECIAL CHARACTERS (pages 18-21)

BA.18.01/BA.20.01 – Q: Do Commander Dante and Captain Tycho have the "Rites of Battle" special rule?

A: Yes [rules change].

BA.21.01 – Q: Can Moriar the Chosen be equipped with a Drop Pod?

A: Yes [rules change].

CHAOS SPACE MARINES CODEX QUERIES (CSM)

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Don't forget to check out the official Chaos Space Marines FAQ at:

http://us.games-workshop.com/games/40k/chaosspacemarines/gaming/FAQ/assets/csm_faq_v4-0.pdf

GENERAL CHAOS SPACE MARINES QUERIES

CSM.GEN.01 – Q: When rolling for minor psychic powers, how many times may a player re-roll duplicate powers?

A: Duplicate powers may only be re-rolled for once. Any duplicate copies of the same power that remain after the re-roll are ignored (a model may only have each power once) [rules change].

CHAOS SPACE MARINES SPECIAL RULES (pages 12-13)

CSM.12.01 – Q: If an Independent Character has a mark of Chaos, does he also count as having a Chaos Icon at no additional points cost?

A: The free Chaos Icon applies only to non-Independent Character units [rules change]. Independent Characters may purchase a Personal Icon in order to summon Daemons.

CSM.12.02 – Q: Can Daemons be summoned to a Chaos Icon in a Pinned unit?

A: As the Pinned unit takes no action, yes Daemons may be summoned to their Icon [RAW].

CSM.12.03 – Q: If a summoned Daemon unit is so large that all the models cannot be placed fully on the marker, do the excess models count as destroyed?

A: If (and only if) the unit cannot fit onto the marker, players are allowed to place models hanging off the marker by the minimum amount needed. When this occurs, the unit's maximum movement for that turn is measured from the edge of the marker, rather than from the models themselves [rules change].

CSM.13.01A – Q: If a Greater Daemon possesses a Demonvessel, but there isn't any room to place the Daemon model because he is surrounded by friendly models, what happens?

A: Push the friendly models out of the way by the minimum needed to place the Daemon model [rules change].

CSM.13.01B – Q: If a Greater Daemon possesses a Demonvessel but there isn't any room to place the Demon model without it being within 1" of an enemy model, is it destroyed?

A: No. If placing the Daemon will put it into base contact with an enemy, the Daemon is considered to be locked in combat with that enemy model (as if he had consolidated into them). If there is no room to place the Daemon model because he is surrounded by enemy models, move them out of the way by the minimum needed to place the Daemon model into base contact with them [rules change].

CSM.13.01C – Q: If a Demonvessel is Pinned, may it still be possessed by a Greater Daemon? If yes, does the Greater Daemon count as being Pinned that turn?

A: A Pinned Demonvessel still rolls for possession, but automatically counts as resisting the possession [rules change]. If a Pinned Demonvessel is possessed, the Daemon does *not* count as Pinned [RAW].

CHAOS SPACE MARINES ARMOURY (pages 14-20)

CSM.16.01 – Q: How many “hands” do Daemon/Gifts of the Gods weapons require to use when not specified?

A: They all count as single-handed unless specified as being two-handed [rules change].

CSM.16.02 – Q: Are there army limitations on taking more than one of an item in the Armory (besides “Wargear”)? For example, can a single vehicle be given two or more Havoc Launchers?

A: Unless specified otherwise, no single item in the Armory may be taken more than once on a single model [rules change].

CSM.16.03 – Q: If a character with a Bike upgrades the combi-bolter, do the points spent on the upgrade count against the character’s Wargear points limitation?

A: Yes [RAW].

CSM.17.01 – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons?

A: Yes [rules change]. See RB.29.01 for more details.

CSM.18.01 – Q: What classification type is a model with Daemonic Speed?

A: They count as “Beasts”, which means they are kept in Reserve during Escalation [clarification].

Ref: RB.264.01

CSM.18.02A – Can a Daemon Icon summon its bound daemons on the first turn of the game?

A: No, only on the second turn or later [clarification].

CSM.18.02B – Can a Pinned unit with a Daemon Icon summon its bound daemons?

A: Yes, as the Pinned unit takes no part in summoning [RAW].

CHAOS SPACE MARINES ARMY LIST: HEAVY SUPPORT (pages 34-37)

CSM.36.01 – Does a Chaos Land Raider use the new Machine Spirit rules and always count as a Scoring unit like loyalist ones?

A: No [RAW].

ALPHA LEGION (page 40)

CSM.40.01 – Q: What Daemon units can be included in an Alpha Legion army?

A: Only Daemon packs, Daemon Princes and Possessed Chaos Space Marines [rules change].

IRON WARRIORS (page 41)

CSM.41.01 – Q: Can vehicles in an Iron Warrior army be dedicated to a particular Chaos god?

A: No [rules change].

THE BOOK OF KHORNE (pages 47-49)

CSM.47.01A – Q: Do models gripped by Blood Frenzy move their *full* normal move (+D6”), or can they choose to move less (as part of its “normal” move)?

A: They must make a full normal move plus D6” towards the nearest enemy [rules change].

CSM.47.01B – Q: Is the D6” portion of the Blood Frenzy move affected by difficult terrain?

A: As with all random movement (pg 16 of the rulebook), it is halved when moving through difficult terrain [RAW].

CSM.47.01C – Q: If a character with a special movement mode (such as Daemonic Flight) is part of a unit subject to Blood Frenzy, does the unit still roll to see if they move +D6”?

A: If at least one model in the unit moves as infantry, then the whole unit will test to see if they rage forward +D6” [rules change].

CSM.47.01D – Q: Does a character with Daemonic Speed or Steed still roll for Blood Frenzy?

A: No, see the current printing of the codex [RAW].

THE BOOK OF NURGLE (pages 51-53)

CSM.51.01 – Q: Does Nurgle’s Rot affect Nurglings?

A: No [rules change].

THE BOOK OF SLAANESH (pages 55-57)

CSM.55.01A – Q: Does a model behind cover who is charged by an enemy with Warp Scream fight at Initiative 9 or 10?

A: Initiative 9. Also, against abilities that double (or halve) a model’s Initiative, the -1 Warp Scream penalty is applied after the Initiative is doubled (or halved) [clarification].

CSM.47.02 – Q: Can Bikers with the mark of Khorne upgrade their bike’s bolters?

A: No [clarification].

CSM.47.03 – Q: Can the Collar of Khorne nullify a persistent psychic ability (one that is always in use)? What exactly does the “area of effect” mean for nullification purposes?

A: Persistent psychic abilities can never be nullified. As for what exactly constitutes the “area of effect” use the following guidelines [clarification]:

- Non-persistent psychic abilities that target or can cause casualties to a model with a Collar of Khorne (or the unit he is joined to or part of) may be nullified.
- Non-persistent psychic abilities that move enemy models, restricts enemy models from moving, shooting, assaulting or Falling Back, or alters their characteristics, may be nullified by the Collar of Khorne if the model with it (or any unit he is joined to or part of) will suffer any of these effects.

Ref: RB.52.07

CSM.48.01 – Q: Can a model with the Berzerker Glaive use special movement modes?

A: No, see the current printing of the codex [RAW].

CSM.55.01B – Q: Does the -1 Initiative *only* apply if the enemy model is attacking a Chaos model with Warp Scream, or just if the enemy is engaged with the Chaos model?

A: The penalty is only applied if an enemy allocates its attacks towards the Chaos model [RAW].

THE BOOK OF SLAANESH (pages 55-57) *CONTINUED*

CSM.55.02 – Q: Does a Lash of Torment allow Independent Characters to attack in close combat when not in base contact with the enemy?

A: Yes, provided they are joined to, or part of, a friendly unit that is locked in combat. Even then, they may only attack and kill enemy models within 2", and only in enemy units they are locked in combat against. Enemies are not able to attack back at the IC until they actually get into base contact with him [RAW].

CSM.56.01 – Q: Does a Doom Siren allow a model with a Powerfist to strike first.

A: No, see the current printing of the codex [RAW].

THE BOOK OF TZEENTCH (pages 59-62)

CSM.59.01 – Q: Does Coruscating Flame strike at enemies who shoot at the vehicle?

A: No, it only affects close combat attacks made against the vehicle [rules change].

CSM.59.02 – Q: Does the Bedlam staff really cause enemies to strike "last" (after Initiative 1) in the next Assault phase?

A: No, it causes enemies to strike *at* Initiative 1 in the next Assault phase [rules change].

Don't forget to check out the official Daemonhunters FAQ at:

http://us.games-workshop.com/games/40k/daemonhunters/gaming/FAQ/assets/daemonhunters_faq_v4-0.pdf

GREY KNIGHTS SPECIAL RULES (page 8)

DH.08.01 – Q: The Aegis gives all Grey Knights immunity from Minor Psychic powers. What exactly does this mean?

A: See MCO.02.

INQUISITORIAL HENCHMEN (pages 13-15)

DH.15.01 – Q: Do Inquisitorial Mystics allow free shots at units arriving by Drop Pod?

A: Yes. The shooting is resolved after the Drop Pod lands and the passengers disembark. Either the Drop Pod or the disembarked unit may be the target of the shooting (but not both) [rules change].

Ref: BT.22.01, SM.21.01B

DAEMONHUNTERS ARMOURY (pages 16-19)

DH.16.01 – For questions regarding the Auspex, refer to MCO.1A-D.

DH.18.01 – Q: Do Psycannons ignore cover saves?

A: No, just invulnerable saves [rules change].

DH.19.01 – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons?

A: Yes [rules change]. See RB.29.01 for more details.

USING DAEMONHUNTERS WITH OTHER ARMY LISTS (page 21)

DH.21.01 – Q: Can Daemonhunters be taken as allies in an army that also has Witch Hunter allies?

A: Yes, Daemonhunter and Witch Hunter units may both be taken as allies in the same army [GW DH FAQ overrule].

Ref: WH.25.01

DAEMONHUNTERS ARMY LIST: ELITES (pages 24-28)

DH.26.01 – Q: Can a Daemonhunter Assassin be taken as an ally in an army that only has an Witch Hunters Inquisitor (or vice versa)?

A: An Assassin may only be taken in an army that has an Inquisitor from the same codex [rules change].

Ref: WH.30.01

DH.26.02 – Q: Does the Callidus Assassin's Nural Shredder count as a single or two-handed weapon?

A: Single-handed [rules change].

Ref: WH.30.02

INDUCTED ALLIED UNITS (pages 30-31)

DH.31.01 – Q: Can a Daemonhunter army include two inducted Land Speeder squadrons provided one of them is made up entirely of Land Speeder Tornados?

A: Only a single inducted Land Speeder squadron may be taken. Ignore the reference to "0-1 Space Marine Land Speeder Tornado" on page 31 [rules change].

Don't forget to check out the official Dark Angels FAQ at:

http://us.games-workshop.com/games/40k/spacemarines/gaming/FAQ/assets/dark_angels_faq_v4-1.pdf

DARK ANGELS ARMOURY (page 4)

DA.04A.01 – Q: Which DA items replace which relic and standard items from the SM codex?

A: The three DA Standards replace the SM 'Sacred Standard'. The DA 'Book of Secrets' and 'Cup of Retribution' replace the SM 'Holy Relic' [rules change].

RAVENWING & DEATHWING ARMIES (page 4)

DA.04B.01 – Q: Can a Techmarine be included in a Deathwing army if equipped with Terminator armor?

A: A Techmarine may not be included in a Deathwing army [RAW – GW FAQ].

DA.04B.02 – Q: Can a Techmarine be included in a Ravenwing army if equipped with a Bike?

A: A Techmarine may not be included in a Ravenwing army [RAW – GW FAQ].

DARK ANGELS SPECIAL RULES (page 5)

DA.05.06 – Q: Can a Dark Angels army take Inquisitorial allies?

A: No [RAW – GW FAQ].

DARK ANGELS ARMY LIST: HQ (pages 6-7)

DA.06A.01 – Q: Since the DA 'Hero' profiles were replaced by the SM 'Commander', what about the DA 'Leader' profile? Also, can the SM 'Commander' profile select 'Grand masters only' items from the Armoury?

A: The old DA 'Leader' profile is gone. Only a Commander 'Master' may select 'Grand master only' items [rules change].

DA.07B.01 – Q: Must Terminator honors be purchased for all models in a command squad in order for a Standard Bearer to field one of the Dark Angel special standards?

A: Yes, only models with Terminator Honors may take equipment from the Armoury, and the entire unit must be given them for the Standard Bearer to get them [RAW].

DA.07A.01 – Q: Do Dark Angels Chaplain have to purchase the 'Stubborn' ability even though they're already 'Fearless'?

A: No, they do not [GW FAQ overrule].

DARK ANGELS ARMY LIST: FAST ATTACK (pages 8-9)

DA.09.01 – Q: Can Ravenwing Landspeeder Squadrons Deep Strike if the mission allows it?

A: No [RAW].

DA.09.02 – Q: Does a Ravenwing Attack Bike use the statline from the Space Marine codex?

A: Yes, it has 2 Wounds and a 3+ Save [rules change].

DARK ANGELS SPECIAL CHARACTERS (pages 18-20)

DA.18A.01/DA.19A.01/DA.19B.01 – Q: Does Azrael and the Master of the Ravenwing (both Land Speeder and Bike mounted) have the "Rites of Battle" special rule?

A: Yes to all [rules change].

Don't forget to check out the official Dark Eldar FAQ at:

http://us.games-workshop.com/games/40k/darkeldar/gaming/FAQ/assets/dark_eldar_faq_v4-0.pdf

DARK ELДАР SPECIAL RULES (page 4)

DE.04.01 – Q: Can a character on a Skyboard “Fleet”?

A: No [rules change].

DARK ELДАР ARMY LIST: ELITES (pages 8-9)

DE.09.01 – Q: When Wyches attack an enemy (who has a Strength lower than 6) in close combat, is the enemy’s WS halved because of their Wych Weapons?

A: Only when the enemy is attacking does their WS count as halved [GW FAQ overrule].

This ruling overrides what appears to be an error in the Games Workshop online FAQ.

DARK ELДАР WARGEAR (pages 14-15)

DE.14.01 – Q: What exactly is the 3D6 inch “pursuit” move a character with Combat Drugs can make?

A: This is in reference to 3rd edition rules and should be disregarded [rules change].

DE.14.02 – Q: Can a Character on a Skyboard use Combat Drugs to charge 12”?

A: The 12” charge option may not be used by models on a Skyboard [rules change].

DE.14.03 – Q: Does a Jetbike chosen for a character come with a bike mounted Splinter Rifle?

A: Yes [rules change].

DARK ELДАР SPECIAL CHARACERS (pages 36-41)

DE.39.01 – Q: Does Lelith Hesperax gain the advantages of the combat drugs her retinue has?

A: Yes [RAW].

FORCES OF THE ELDAR: FARSEER (page 26)

ELD.26.01A -- Q: How do the Runes of Witnessing in one Eldar army work against the Runes of Warding in another army?

A: The two Runes cancel each other out; neither is used while either remains in play [rules change].

ELD.26.01B -- Q: How do the Runes of Witnessing work when facing a Hive Tyant with Shadow in the Warp?

A: The two cancel each other out; neither is used while either remains in play [rules change].

Ref: TYR.31B.03B

FORCES OF THE ELDAR: AUTARCH (page 29)

ELD.29.01 -- Q: If an army has two Autarchs does it get +2 to its Reserve rolls?

A: No, +1 is the maximum [rules change].

FORCES OF THE ELDAR: STRIKING SCORPIONS (page 33)

ELD.33.01 -- Q: Can the Scorpion Chainsword's +1S bonus be combined with a Powerfist attack?

A: No, as both are special close combat attacks [RAW].

FORCES OF THE ELDAR: DARK REAPERS (page 34)

ELD.34.01 -- Q: How are multiple shots from the Exarch's Tempest Launcher resolved?

A: resolve them as a multiple barrage (rulebook page 32), as if they were fired by separate weapons in the unit [rules change].

FORCES OF THE ELDAR: SWOOPING HAWKS (page 35)

ELD.35.01A -- Q: Can Skyleap be used to leave play in the same turn the unit Deep Strikes in?

A: No, the unit may not Skyleap on the turn it Deep Strikes [rules change].

ELD.35.02 -- Q: Can the Intercept skill be used to hit (non-Shaken, Stunned or Immobilized) Walkers with grenades on a 4+?

A: Yes [clarification].

ELD.35.01B -- Q: Can Skyleap be used if the unit contains an Autarch without Wings?

A: The Autarch may only utilize Skyleap if he has Wings [rules change].

FORCES OF THE ELDAR: WARP SPIDERS (page 36)

ELD.36.01 -- Q: Can an Autarch without a Jump Generator, who arrives from Reserve on the same turn as Warp Spiders with Surprise Assault, Deep Strike into play with them?

A: The Autarch may only utilize Surprise Assault if he has a Jump Generator [rules change].

ELD.36.02 -- Q: Is an Autarch with a Warp Jump Generator (who is not joined to a unit) that rolls doubles on his second jump automatically removed as a casualty?

A: Yes [RAW].

FORCES OF THE ELDAR: GUARDIANS (page 39)

ELD.39.01 -- Q: Can Guardians with a Heavy Weapon Platform embark on a transport vehicle?

A: Yes, the platform does not take up any space in a transport vehicle [RAW].

FORCES OF THE ELDAR: FIRE PRISM (page 43)

ELD.43.01A -- Q: Can a Fire Prism contribute its Prism Cannon to another Fire Prism that is more than 60" away?

A: Yes [RAW].

ELD.43.01B -- Q: Can a Fire Prism still contribute its Prism Cannon even if the Cannon is destroyed or the vehicle is Shaken?

A: No, the model must voluntarily give up its chance to fire the Prism Cannon in order to contribute [rules change].

ELD.43.01C -- Q: Can a Fire Prism that contributes its Prism Cannon still fire its other weapons at a separate enemy target?

A: Yes, but when firing, the player must also declare which other Fire Prism they are contributing their beam to [clarification].

FORCES OF THE ELDAR: SUPPORT WEAPONS (page 45)

ELD.45B.01 -- Q: Do vibro cannons have to fire in a straight line?

A: Yes [rules change].

ELD.45B.02 -- Q: Can vibro cannons affect models out of LOS? Can they hit units locked in combat?

A: Vibro cannons can indeed affect enemies out of LOS [rules change]. A vibro cannon line may not pass over a locked unit; the player firing it must choose another direction instead [rules change].

ELD.45B.03 -- Q: Do individual vibro cannons add their Strength to the battery even if they miss? Do vehicles suffer a maximum of one glancing hit per battery?

A: All cannons in the battery after the first add +1 Strength regardless of whether they hit or not [RAW]. Enemy vehicles suffer a maximum of one glancing hit per battery [rules change].

FORCES OF THE ELDAR: WRAITHGUARD/WRAITHLORD (pages 46-47)

ELD.46.01A/ELD.47.01A -- Q: Can Inactive Wraithguard/Wraithlords perform a Sweeping Advance?

A: No [rules change].

ELD.46.01B/ELD.47.01B -- Q: What happens if Inactive Wraithguard/Wraithlords have all of their combatants killed by friendly models and the enemy is unable to Pile Into them?

A: An Inactive unit that finds itself not locked in combat after Pile-In moves are completed no longer counts as being part of the combat [rules change].

FORCES OF THE ELDAR: HARLEQUINS (pages 48-49)

ELD.49.01 -- Veil of Tears should refer to page 28 [typo].

FORCES OF THE ELDAR: ELDRAD ULTHRAN (pages 50-51)

ELD.51.01 -- Q: When Divination is used to move a vehicle with an embarked unit onboard, does this count as having moved two units or just one?

A: One. Embarked units **do not** count towards the Divination total [RAW].

FORCES OF THE ELDAR: PRINCE YRIEL (pages 52-53)

ELD.53.01 -- Master Strategist should refer to page 29 [typo].

FORCES OF THE ELDAR: THE PHOENIX LORDS (pages 54-57)

ELD.57B.01 -- The Maugetar's Executioner should refer back to page 31 [typo].

ELDAR ARMY LIST: HQ (pages 60-61)

ELD.60A.01/ELD.60B.01/ELD.60C.01 -- Q: Can Farseers, Warlocks and Autarchs Fleet while mounted on a Jetbike, and in the case of an Autarch, while equipped with a Jump Generator?

A: No in all cases [rules change].

ELD.60A.02 -- Q: Can an Autarch have two single-handed weapons *and* a two-handed weapon?

A: Yes, Autarchs are an exception to MCO.03B [RAW].

ELD.60C.02 -- Q: Does a Warlock unit and their Farseer form a single unit during the game?

A: No, they are two separate units that make up a single HQ choice [RAW].

ELDAR ARMY LIST: FAST ATTACK (page 65)

ELD.65A.01 -- Q: Do Shining Spears count as having "Eldar" Jetbikes?

A: Yes [rules change].

ELD.65C.01 -- Swooping Hawks should have "Swooping Hawk Wings" listed under Wargear [typo].

ELD.65B.01 -- Warp Spiders should have "Warp Jump Generator" listed under Wargear [typo].

ELDAR ARMY LIST: HEAVY SUPPORT (page 66)

ELD.66C.01 -- Q: Does a Wraithlord get +1 Attack in close combat for having "two single-handed weapons"?

A: No [rules change].

FERAL ORK GENERAL QUESTIONS

FO.GEN.01 – Q: Several units have differing costs listed for the Nob upgrade. What cost is correct?

A: If they differ, use the point cost listed next to the Nob characteristics rather than those listed in the unit's "Character" text [clarification].

FERAL ORKS SPECIAL RULES (page 2)

FO.02.01 – Q: Are the Wyrdboyz psychic abilities used instead of shooting a weapon in the shooting phase?

A: Yes, both powers may only be used in the shooting phase instead of the Wyrdboyz firing another weapon [rules change].

Ref: RB.52.02

FERAL ORKS WARGEAR (page 3)

FO.03A.01 – Q: Do Cyboars have to take a dangerous terrain test when making a Sweeping Advance (and fail on a roll of '1-3')?

A: No, they do not have to test [rules change].

ARMY LIST: HEAVY SUPPORT (page 7)

FO.07.01A – Q: Can Squiggoths benefit from the Grot Living Shield rule?

A: No [rules change].

FO.07.01B – Q: What BS do the Orks carried by a Squiggoth use? Must they fire at the same target as the rest of the Squiggoth's shooting? Do they count as having moved if the Squiggoth moves?

A: Orks carried on a Squiggoth fire as part of the Squiggoth: they use its BS of 3, must fire at the same time and at the same target, and never count as having moved for the purposes of firing their weapons. Essentially, the Squiggoth is allowed to fire any Shootas wielded by the Orks it carries, in addition to any other weapons it may normally fire [rules change].

Don't forget to check out the official Imperial Guard FAQ at:

http://us.games-workshop.com/games/40k/imperialguard/gaming/FAQ/assets/imperial_guard_faq_v4-0.pdf

IMPERIAL GUARD GENERAL QUESTIONS

IG.GEN.01A – Q: How are Imperial Guard Heavy Weapon teams that are mounted on a single base treated in a game?

A: They are treated as separate models mounted on a single base. See RB.GEN.02.

IG.GEN.01B – Q: When models are part of a Heavy Weapon team do either of them have a Lasgun?

A: Even though either model may fire the Heavy Weapon, only one model loses his lasgun when they become a Heavy Weapon team. The other model retains his Lasgun and may fire it while the other model fires the Heavy Weapon [rules change].

Ref: RB.GEN.02

IG.GEN.01C – Q: With a Heavy Weapon team, if the model with the Heavy Weapon is killed does the other guy pick it up?

A: If both models are mounted on the same base and one is killed, mark the base to show one model is dead. The other model discards his lasgun and takes over the Heavy Weapon [rules change].

If the models are based separately, both team members must remain within 2" of each other during the game where possible. If the model with the Heavy Weapon is killed, swap the position of the two models and remove the team model with the lasgun as the casualty [rules change]. This applies even against attacks that target a specific model.

Ref: RB.GEN.02

IMPERIAL GUARD ARMOURY (pages 34-36)

IG.35.01 – For questions regarding the Surveyor, refer to MCO.1A-D.

IMPERIAL GUARD ARMY LIST: HQ (pages 38-41)

IG.40.01 – Q: Do Sanctioned Psykers roll for their psychic ability before or after being assigned to their unit via the "Advisors" rule?

A: Before assigning them to their unit [clarification].

IG.41B.01A – Q: Does a unit with an attached Commissar use his Ld10 for Leadership tests even if he hasn't executed an Officer or Sergeant in the unit?

A: His Ld value is not used. However, if the Commissar executes the Officer or Sergeant (via the "Summary Execution" special rule) he then takes command and his Ld is used by the unit while he lives [rules change].

IG.41B.01B – Q: If a unit's Officer and Sergeants are killed by the enemy, does an attached Commissar take command of the unit?

A: Yes, the Commissar immediately takes command without executing anyone and his Ld is used by the unit while he lives [rules change].

IMPERIAL GUARD ARMY LIST: ELITES (pages 42-43)

IG.43C.01 – Q: Do an Enginseer’s Servitors count against his Wargear point limit?

A: No [GW FAQ overrule].

This is a change from the GW online FAQ, as the newest printing of the IG codex, released after the FAQ, indicates the opposite of what the FAQ says.

IMPERIAL GUARD ARMY LIST: TROOPS (pages 44-45)

IG.45C.01 – Q: How do the Lasguns on a Chimera function? Can they fire up to their maximum range even if the vehicle moves? What is their fire arc?

A: Each Lasgun is a separate Fire Point. It is a fixed weapon, with a 90 degree arc of fire to the side of the vehicle from the mounting point. Range is measured from the barrel of the weapon. It must be fired by a passenger model, but models shooting it always count as stationary for the purposes of firing, even if the vehicle moved [rules change].

Ref: RB.64.02B

IMPERIAL GUARD ARMY LIST: FAST ATTACK (pages 46-47)

IG.46B.01 – Q: Do Rough Rider Lances last through the whole first combat they fight in a game, or just the first round of the first combat they fight?

A: Just the first round of the first combat they fight in [rules change].

IMPERIAL GUARD SPECIAL CHARACTERS (pages 50-54)

IG.50.01A – Q: What exactly is a “Cadian” army for the purposes of being allowed to take Ursarkar Creed?

A: An IG army using the Cadian Shock Troops doctrines listed on page 58 of the codex, or any IG army that doesn’t use any doctrines [clarification].

IG.50.01B – Q: Does Ursarkar Creed have the “Leadership” special rule?

A: Yes [rules change].

IG.53.01 – Q: What exactly are “Tanith Imperial Guard models” for the purposes of Ibram Guant’s “Front-Liner” special rule?

A: Any Guardsman, Sergeant, Veteran Sergeant or Officer in a *Guard Infantry* unit that is taken in an IG army using the Tanith First & Only doctrines listed on page 59 of the codex, or from any IG army that doesn’t use any doctrines [clarification].

IMPERIAL GUARD SPECIAL CHARACTERS (pages 50-54)

IG.54.01 – Q: What do Colonel Schaeffer and his Last Chancer sub-units deploy as: a HQ choice, a Troops choice or a mixture of both?

A: Colonel Schaeffer and all of his Last Chancer sub-units are deployed as a single HQ choice, no matter how many Last Chancer models are taken in the unit [rules change]. Sub-units do not have to be deployed within coherency of each other and each sub-unit operates separately during the game.

IMPERIAL GUARD REGIMENTAL DOCTRINES: SKILLS AND DRILLS (page 56)

IG.56C.01 – Q: If a unit is joined by an Independent Commissar do they use his Ld value for Leadership tests or does he have to execute someone first?

A: An Independent Commissar adds +1 to the Ld of a joined unit, but doesn't use his own Ld until he performs a Summary Execution (remove any model in the unit if it doesn't contain an Officer or Sergeant), and takes command of the unit. His Ld value is then used by the unit while he remains. If he leaves and later rejoins the same unit, he will not take command again until he executes another model [rules change].

IG.56F.01 – Q: Is the Jungle Fighters Heavy Flamer upgrade available to any *Guard Infantry* unit, or just regular Infantry Platoon squads?

A: Just to Infantry Platoon squads [rules change].

IG.56F.02 – Q: If a unit has both the Jungle Fighters and Mechanised doctrines can the unit infiltrate if not deployed inside their Chimera?

A: No, the unit cannot infiltrate if it has a dedicated transport [rules change].

IG.56F.03 – Q: If a unit has both the Jungle Fighters and Light Infantry doctrines can they take both a Heavy Flamer and a Sniper rifle?

A: No [rules change].

IG.56F.04 – Q: Can a Jungle Fighter model see 12" *through* jungle/forest terrain to enemies on the other side?

A: No, they may only see 12" *into or out of* forest and jungle area terrain [rules change].

Ref: KM.02.03, TAU.37.01

IG ABHUMAN DOCTRINES QUERIES [USWD302] (IG.AB)

IG.AB.01 – Q: Do Feral Ogryns get +1 Attack in close combat for having two single-handed weapons?

A: Yes [rules change].

IG.AB.02 – Q: If an army includes Afiel Strain abhumans is it then unable to take the Iron Discipline, Die Hards and Chem-Inhalers doctrines?

A: The army may still include those doctrines, they just may not be taken/used by the Afiel Strain units [clarification].

KROOT MERCENARY GENERAL QUERIES

KM.GEN.01 – Q: Do changes to the Kroot in the new Tau Empire codex affect the Kroot Mercenary army list in any way?

A: Use the Kroot Mercenary army list exactly as published [RAW].

KM.GEN.02 – Q: Are any units in the Kroot Mercenary army list not classified as 'Infantry'?

A: Vulture Kindred are classed as 'Jump Infantry' and Tracker Kindred are 'Beasts' [clarification].

KM.GEN.03 – Q: Does the CA special character Anghkor Prok have the 'fieldcraft' and 'Infiltrate' special rules?

A: Prok always has the 'fieldcraft' ability and gains the 'infiltrate' ability when taken in a Kroot Mercenary army [rules change].

KROOT MERCENARY SPECIAL RULES (page 2)

KM.02.01 – Q: The rules state that "Space Marine" and "Sisters of Battle" armies may not take Kroot allies. Exactly what army types does this include?

A: Kroot Mercs may not be taken as allies in any army that contains even a single Space Marine (not including Chaos Space Marines) or Sisters of Battle model [rules change].

KM.02.02 – Q: Per the 'Eaters of the Dead' special rule, can Master Shapers, Shapers and units led by them make a Sweeping Advance?

A: No, they may not [rules change].

Ref: IA3.222.01

KM.02.03 – Q: Can Kroot Mercenaries see up to 12" *through* woods and jungle (allowing them to target enemies on the other side of a piece of forest/jungle area terrain)?

A: No, just 12" *into and out of* such terrain [rules change].

Ref: IG.56F.04, TAU.37.01

KM.02.04 – Q: Is the +1 Initiative bonus for 'Fast Reflexes' counted when resolving a Sweeping Advance?

A: Yes [rules change].

NECRONS CODEX QUERIES (NEC)

Don't forget to check out the official Necron FAQ at:

http://us.games-workshop.com/games/40k/necrons/gaming/FAQ/assets/necrons_faq_v4-0.pdf

NECRONS SPECIAL RULES (page 13)

NEC.13.01 – Q: The codex says that damaged Necrons are ignored for all game purposes, but the Games Workshop online FAQ indicates in some cases damaged Necrons are moved along with their unit. Are damaged Necrons still part of their original unit?

A: They are *associated* with their original unit unless they get back up and join another unit (this association is important for NEC.21.02) [rules change]. However, damaged Necrons are **not** moved along with their unit [GW FAQ overrule].

The online ruling has been changed as it creates more rules issues than it solves.

NEC.13.02 – Q: If a damaged Necron Lord is unable to get back up without being within 1" of an enemy model is he considered destroyed, or does he go right into combat?

A: A Necron Lord who gets up within 1" of an enemy model must be moved directly into combat with an enemy model within 1" of him (as if he had consolidated into them) [rules change].

NECRONS ARMOURY (pages 14-15)

NEC.15.01 – Q: When is the range of the Resurrection Orb checked, at the time the Necron becomes damaged or at the start of the turn when We'll Be Back is rolled for?

A: Check range when a Necron becomes damaged. If at least one (undamaged) model in the unit is within 6" a Resurrection Orb at that point, leave the damaged Necron on the board. Otherwise, immediately remove it from the table as a casualty [rules change].

NECRONS ARMY LIST: TROOPS (page 18)

NEC.18.01 – Q: Can a Necron Warrior unit utilize its Reserve special rule if the army doesn't include a Monolith?

A: No [rules change].

NECRONS ARMY LIST: HEAVY SUPPORT (pages 20-21)

NEC.20.01A – Q: Does a Tomb Spyder w/ Scarab Swarms count as a "Large Target" for Target Priority? Do they have to start off the table in a mission using the Escalation rule?

A: Yes and Yes [clarification].

Ref: RB.19.02, RB.84E.03

NECRONS ARMY LIST: HEAVY SUPPORT (pages 20-21) *CONTINUED*

NEC.20.01B – Q: How does a Tomb Spyder with Scarab Swarms work with the “Vulnerable to Blasts/Templates” and “Small Targets” USRs?

A: Since they have differing Armor saves, all wounding hits are allocated via the mixed armor rules. Only the wounding hits allocated to the Scarab's Armor type are doubled for “Vulnerable to Blasts/Templates” and gain the +1 cover save bonus for “Small Targets” [rules change].

NEC.20.01C – Q: Are Scarab Swarms created by a Tomb Spyder worth any Victory Points? Does their creation or destruction alter the Tomb Spyder's Scoring unit status?

A: Tomb Spyder created Scarab Swarms are not worth any Victory Points, nor do they alter the Tomb Spyder's Scoring unit status. Only the condition of the Tomb Spyder is used to determine Victory Points and if it is a scoring unit [rules change].

NEC.21.01 – Q: Does a model with a Powerfist/claw that attacks a Monolith not get to double its Strength for armor penetration rolls?

A: Yes, Powerfists/claws still double their user's Strength when attacking a Monolith [RAW].

NEC.21.02 – Q: If a Necron unit teleports through the Monolith's portal do the unit's damaged Necrons get to re-roll their We'll Be Back rolls even if they are no longer within 6" of a Necron model of the same type?

A: All damaged Necron models *associated* (see: NEC.13.01) with the unit that teleported through the Monolith's Portal may re-roll failed We'll Be Back rolls provided they were eligible to make (and failed) them at the start of that turn. Necrons repaired in this way are placed back in coherency with their unit emerging from the portal [rules change].

NECRONS ARMY LIST: SPECIAL CHARACTERS (pages 27-31)

NEC.30.01 – Q: Do Fearless units that Fall Back due to the Deceiver's “Deceive” special rule automatically regroup?

A: No, they must regroup normally [RAW].

Don't forget to check out the official Ork FAQ at:

http://us.games-workshop.com/games/40k/orks/gaming/FAQ/assets/orks_faq_v4-0.pdf

ORKS SPECIAL RULES (pages 5-6)

ORK.05.01A – Q: Can Ork units that are Falling Back Mob Up into units that are locked in combat, Falling Back or Pinned?

A: Ork units that are Falling Back cannot Mob Up into units that are also Falling Back or locked in combat. They can however, Mob Up into Pinned units, in which case the newly Mobbed Up models also count as Pinned (after their extra 6" Mob Up move) [rules change].

ORK.05.01B – Q: Ork mobs that Fall Back can move towards any Mob "behind their own position", what exactly does this mean?

A: "Behind" is in relation to the direction the unit would normally Fall Back if they didn't use the "Mobbing Up" rules. If at least one Ork model in another unit is "behind" the Falling Back unit, then the Fall Back move may be diverted [clarification].

Ref: RB.48B.01

ORK.05.01C – Q: Do Orks test to Mob Up after *all* Fall Back moves are complete for the phase, or after each individual Fall Back move?

A: At end of each Fall Back move (if applicable) [rules change].

ORK.05.01D – Q: Do Ork models that Mob Up gain the unit special rules of the unit they join? Or, are a unit's special rules lost if they Mob Up with a unit that doesn't share them?

A: Models do not gain or lose their own special rules when they Mob Up into another unit (or another unit Mobs Up into them). Kommandos are the only exception; they lose their "Slippery" special rule if they Mob Up into another unit (or another unit Mobs Up into them) [rules change].

ORK.05.01E – Q: When Orks Mob Up with each other does it alter the unit's ability to regroup? What about its status as a scoring unit?

A: An Ork unit that has models Mob Up into it counts them as part of the unit for Morale, regrouping and Victory Point purposes (including scoring status); compare this new total against the *original* starting size of the unit. It is entirely possible for a unit to end up with more models than its original starting size [rules change].

ORK.06.01 – Q: Do Orks double their Initiative when making a Sweeping Advance because of the Power of the Waagh?

A: No [rules change].

ORKS ARMY LIST: HEAVY SUPPORT (pages 14-16)

ORK.14B.01 – Q: Are Slavers/Meks in a Big Gunz Battery considered part of the crew or can they fire weapons they are equipped with?

A: They are part of the Artillery crew which means they may not fire personal weapons while gun models remain in the unit [RAW].

ORK.16A.01 – Q: How are the weapons mounted on a Battlewagon?

A: For vehicles that have no official GW miniature (not including Forge World renditions), players are free to mount the weapons on their scratch-built models however they see fit (i.e. in a turret, sponson, fixed or otherwise) [clarification].

Ref: RB.64.02C

ORKS ARMY LIST: HEAVY SUPPORT (pages 14-16) *CONTINUED*

ORK.16B.01 – Q: What “Looted vehicles” are Orks actually allowed to take?

A: All of the SM vehicles listed and all of the IG vehicles listed except for the Griffon [rules change].

These are taken from their respective codices, not from the rulebook as listed.

ORKS WARGEAR (pages 34-37)

ORK.34.01 – Q: Can an Ammo Runt be used to re-roll Big Gunz failed ‘to hit’ rolls? If so, can the re-roll be used on the Scatter dice for the Kannon Frag round or on the Lobba?

A: Only the Kannon’s Shell round ‘to hit’ roll may be re-rolled [RAW].

ORK.35.01 – Q: Can Dok’s Tools be used to heal wounds that were suffered in previous phases? How exactly does he heal a model that has already been killed?

A: Dok’s Tools may be used to heal any currently wounded Ork regardless of what phase the wound was suffered in [RAW]. Alternatively, a Mad Dok/Painboss may attempt to heal an Ork in the unit that was removed as a casualty in *that* shooting phase. If successfully healed, return the Ork onto the table in coherency of the unit (but not within 1” of an enemy) [rules change].

ORK.35.02A – Q: The online FAQ states that Ork Meks with a Kustom Force Field may use it while embarked on a vehicle. How is this possible in an Enclosed vehicle?

A: In the case of an enclosed vehicle, measure the Kustom Force Field’s effect from the center point of the vehicle model [rules change].

ORK.35.02B – Q: Can a Mek with a Kustom Force Field in an open-topped vehicle be moved around on the transport in order to cover different areas with the Field?

A: No. The Mek must remain in the same location on the vehicle until the unit disembarks [rules change].

ORK.35.02C – Q: If a Mek with a Kustom Force Field starts the game embarked on a vehicle, do I have to put the Mek model on the Truk? All other transport vehicles get to keep the content of their passengers concealed!

A: You may keep the Mek’s location secret until you want to start using the Kustom Force Field. Then you must place the Mek model onto the appropriate vehicle [rules change].

ORK.35.03A – Q: Do Mega Armored Orks take up any extra space in transport vehicles?

A: Mega Armored Orks take up no additional space in normal Ork vehicles [RAW]. In Looted vehicles, they count as taking up the space of two models [rules change].

ORK.35.03B – Q: The Mega Armor rules say that Orks “advance” as if in difficult terrain. What does this mean?

A: This is in reference to 3rd edition rules and should be ignored [rules change].

ORK.36.01 – Q: If some Orks in Mega Armor have Mega Boostas can they really move at a different speed than those in the unit without Mega Armor?

A: No, this is in reference to 3rd edition rules and should be ignored [rules change], all models in a unit move at the speed of the slowest model.

ORK CLANZ GENERAL QUESTIONS

ORC.GEN.01 – Q: Are Oddboyz an additional model or an upgrade to a boy in the unit?

A: They are a boyz upgrade in place of a Nob (only in units that can normally take a Nob). They are part of the unit and so fully benefit from the unit's special rules [RAW].

ORC.GEN.02 – Q: Can a Clan army include Ork units not listed as Core, Common, or Rare?

A: Yes, those units may be taken without change from the Ork codex [RAW].

BAD MOONS CLAN QUESTIONS (page 2)

ORC.02A.01 – Q: Does a Bad Moon Warboss retain his free Kustom Mega Blasta if he takes Mega Armor?

A: No, he loses it [RAW].

Ref: MCO.03C

SNAKEBITES CLAN QUESTIONS (page 4)

ORC.0401A – Q: Do Nobs and Pigdoks taken in Huntas, Boarboyz and Madboyz squads pick their equipment from the Feral Armoury?

A: Yes, while all other characters in the army choose from the normal Ork Armoury [RAW].

ORC.0401B – Q: Can a Warboss take any other items from the Feral Armoury besides a super Cyboar? What about his bodyguard?

A: Nope, just the Super Cyboar [RAW].

Don't forget to check out the official Space Marines FAQ at:

<http://uk.games-workshop.com/news/errata/assets/40k/SpaceMarinesFAQ.pdf>

SPACE MARINES SPECIAL RULES (page 21)

SM.21.01A – Q: Does the Games Workshop online rulebook FAQ ruling regarding Deep Striking onto friendly models also apply to Drop Pods (do friendly models count as impassable terrain)?

A: Yes, treat friendly models as impassable terrain when a Drop Pod arrives [rules change].

Ref: BT.22.01

SM.21.01B – Q: Do Inquisitorial Mystics allow free shots at units arriving by Drop Pod?

A: Yes. The shooting is resolved after the Drop Pod lands and the passengers disembark. Either the Drop Pod or the disembarked unit may be the target of the shooting (but not both) [rules change].

Ref: BT.22.01, DH.15.01

SM.21.01C – Q: Can either a Terminator Assault squad or Terminator Command squad be equipped with a Drop Pod?

A: Either may be equipped with a Drop Pod [rules change].

Ref: BT.22.01

SM.21.01D – Q: The Games Workshop online rulebook FAQ says that Independent Characters in Reserve arriving at the same time as other units may join them before moving onto the table. Does that mean a character that arrives at the same time as a Deep Strike or Drop Pod unit may join them and utilize their special rule?

A: A character may only join a unit that is arriving by a special rule if he himself also has that special rule, so no to both examples [rules change].

Ref: BT.22.01, BT.31.02, RB.84I.05

SPACE MARINES ARMOURY (pages 22-25)

SM.23.01 – For questions regarding the Auspex, refer to MCO.1A-D.

SM.24.01 – Q: Can a Psychic Hood block a force weapon's instant death ability?

A: Yes [clarification].

SM.24.02 – Q: Can a model be equipped with both a Space Marine Bike and a Jump Pack?

A: No, it is one or the other [rules change].

Ref: SM.33.01

SM.25.01A – Q: Do all Terminators follow the rules for Terminator Armor described in the Wargear section?

A: Yes [clarification].

Ref: BT.28.01

SM.25.01B – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons?

A: Yes [rules change]. See RB.29.01 for more details.

Ref: BT.28.01

SM.25.01C – Q: The GW online SM FAQ states that any model in Terminator Armor may Deep Strike even if the mission doesn't normally allow it. Does this apply to any other codices?

A: This ruling only applies to Terminators from the basic Space Marine codex, the Black Templar codex, and any Marine army lists that directly refer back to the basic Space Marine codex [rules change].

Ref: BT.28.01

SM.25.01D – Q: If a Terminator model is part of a unit that contains models that cannot Deep Strike, can he still do so?

A: No [GW FAQ overrule].

Ref: BT.28.01

SM.25.02A – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?

A: No [clarification].

Ref: BT.28.02

SPACE MARINES ARMOURY (pages 22-25) *CONTINUED*

SM.25.02B – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?

A: No [clarification].

Ref: *BT.28.02*

SPACE MARINES ARMY LIST: HQ (pages 28-30)

SM.29.01/SM.30.01 – Q: Can a Command Squad or Terminator Command Squad be taken as an HQ choice without an accompanying character leading it?

A: No, See MCO.04.

SPACE MARINES ARMY LIST: ELITES (pages 31-33)

SM.33.01 – Q: Can a Techmarine (including one with a full Servo-Harness) be equipped with either a Bike or Jump Pack? If equipped with Terminator armor does he retain his Servo-arm/full Servo-Harness?

A: Yes and Yes [RAW].

Ref: *SM.24.02*

SPACE MARINES ARMY LIST: TROOPS (pages 34-35)

SM.35.01 – Q: How are the weapons mounted on a Drop Pod?

A: For vehicles that have no official GW miniature (not including Forge World renditions), players are free to mount the weapons on their scratch-built models however they see fit (i.e. in a turret, sponson, fixed or otherwise) [clarification].

Ref: *RB.64.02C*

SPACE MARINES ARMY LIST: HEAVY SUPPORT (pages 38-40)

SM.39B.01A – Q: When exactly is a Whirlwind's Missile type decided upon before a game?

A: When the Whirlwind is deployed on the table, the player must declare what missile type it will be using for the game [rules change].

SPACE MARINES ARMY LIST: HEAVY SUPPORT (pages 38-40)

SM.39B.01B – Q: Does a model standing in a minefield have to test to trigger a mine each time it moves, even in the Assault phase?

A: Every time an enemy model moves in or over a minefield it tests to trigger a mine [RAW]. However, a model only tests a maximum of once per phase [rules change]. So an enemy model that charges into a minefield would test to trigger a mine, but if he survived, he would not have to test again later that same Assault phase if he made a Pile In move.

SM.39B.01C – Q: If multiple Castellian Minefields occupy the same space on the table, do enemy models moving over that area test for each minefield, or just once no matter how many Minefields are stacked there?

A: A model rolls once to trigger a mine when moving through an area of the table covered by one or more minefields, no matter how many actual minefields are stacked in the same spot [rules change].

SM.39B.01D – Q: Do hits from a Minefield count as Ordnance hits? Do they cause Pinning checks as an Ordnance Barrage weapon?

A: No and No [rules change].

SM.40.01 – Q: If a Land Raider (or Crusader) is transporting a unit in Power Armor with some models in Terminator Armor; how many models in total can they carry?

A: In this case, the basic Land Raider may transport 10 models total, the Crusader may carry 15. Models in Terminator armor count as two models for this purpose [clarification].

SPACE MARINES CHAPTER TRAITS (pages 42-45)

SM.43.01 – Q: Do Scout Bike and Attack Bike Squadrons count as "Bike Squadrons" for the purposes of "Be Swift as the Wind"?

A: Yes [rules change].

SPACE MARINES SPECIAL CHARACTERS (pages 46-52)

SM.49.01 – Q: When Tigirius uses "Fear of the Darkness", does the Hood of Hellfire double its area of effect up to 24"?

A: Yes [rules change].

SPACE WOLVES CODEX QUERIES (SW)

Don't forget to check out the official Space Wolves FAQ at:

http://us.games-workshop.com/games/40k/spacemarines/gaming/FAQ/assets/space_wolves_faq_v4-1.pdf

SPACE WOLVES ARMY LIST: HEADQUARTERS (pages 5-6)

SW.05B.01 – Q: Can a Wolf Guard Battle Leader select Wolf Guard Bodyguard Heavy Weapons?

A: Yes [RAW].

SPACE WOLVES ARMY LIST: HEADQUARTERS OR ELITES (page 7)

SW.07.01 – Q: If a Venerable Dreadnought uses the "Old & Wise" special rule to re-roll the dice to go first, and that re-rolled result is a tie between the players. When the players roll yet again to determine who goes first, can the "Old & Wise" rule now be used again?

A: The Old & Wise re-roll can only be used once in any situation [RAW].

SPACE WOLVES ARMY LIST: ELITES (pages 8-9)

SW.08.01 – Q: Can Space Wolves take two different types of Venerable Dreadnoughts in their army, one from their codex and others from the Space Marine codex?

A: Yes [RAW].

Don't forget to check out the official Tau Empire FAQ at:

<http://uk.games-workshop.com/news/errata/assets/40k/TauEmpireFAQ.pdf>

TAU EMPIRE ARMOURY (pages 25-31)

TAU.25.01A – Q: If a unit with Advanced Stabilization Systems also has drones, can the Battlesuit(s) in the unit still use the Stabilization special rules? Do the drones also gain the Stabilization benefit?

A: The Battlesuits in the unit may utilize the Advanced Stabilization System, any drones in the unit do not [rules change].

TAU.25.01B – Q: If a unit with Advanced Stabilization Systems also has Marker drones, can the drones remain stationary to fire their Markerlight while the Battlesuits move using their Advanced Stabilization Systems?

A: No, since models in the unit moved, those models without the Stabilization System may not fire a Heavy weapon [RAW].

TAU.26.01 – Q: Can a model with a Drone Controller take two of the same type of Drone?

A: Yes [rules change].

TAU.27.01 – Q: If a unit is firing multiple weapons, one of which is a Smart Missile System, does the unit need to take a Target Priority test?

A: A unit firing Smart Missile Systems need not take a Target Priority test *only* if they are exclusively firing Smart Missile Systems [rules change].

TAU.27.02 – Q: If enemies wish to shoot at a lone Independent Character, but the only unit between them and the IC are Stealth Suits, can they ignore the Stealth Suits and fire at the IC?

A: Yes, see RB.51.04.

TAU.29.01 – Q: Do Kroot armed with a Kroot Rifle get the +1 Attack bonus for being armed with two single-handed weapons in close combat?

A: Yes, the Kroot Rifle entry should read: ". . .Kroot using a Kroot Rifle in close combat always count as having two single-handed weapons." [rules change].

TAU.29.02 – Q: Can Photon grenades be used by models locked in combat that are charged by new enemies?

A: Yes, but they only affect the charging models [RAW].

TAU.30.01A – Q: Can mounted Gun Drones on a vehicle still fire if the vehicle is Shaken, Stunned, moved over 12" or isn't allowed to fire its weapons for any other reason?

A: No, Gun Drones mounted on a vehicle may only fire if the vehicle is allowed to fire at least one weapon [rules change].

TAU.30.01B – Q: If a vehicle with Gun Drones takes a Penetrating hit do they have to disengage and take a Pinning test? If the vehicle is destroyed are the drones Entangled?

A: Yes and Yes [RAW].

TAU.30.01C – Q: Do disengaged Gun Drones prevent a vehicle from being a scoring unit? Do all of a vehicle's Drones need to be destroyed before the vehicle gives up its full Victory Points?

A: Disengaged Drones have no effect on whether a vehicle is a scoring unit and how many Victory Points it gives up. These factors are based solely on the condition of the actual vehicle model [RAW].

TAU EMPIRE ARMOURY (pages 25-31) *CONTINUED*

TAU.30.01D – Q: Can a Drone disembark from an enclosed vehicle and still move 6 inches in the Assault phase?

A: Yes, provided it doesn't charge an enemy model [rules change].

Ref: RB.55B.02

TAU.30.01E – Q: What is the Ld value for Drones that have disengaged from a vehicle?

A: They function as a Drone Squadron, which means they have a Leadership value of 7 [RAW].

TAU.30.01F – Q: When Gun Drones disembark from a vehicle are they placed within 2" of an access point or from the recesses they were mounted in?

A: Within 2" of the recess they are mounted in [rules change].

TAU.30.01G – Q: If one Piranha suffers a penetrating hit do all Drones in the squadron have to disengage? If one Piranha is destroyed do all the Drones in the squadron count as Entangled?

A: Each vehicle's Drones form a separate unit, so only the Drones from the vehicle that was hit suffer the damage result [rules change].

This rule change was made due to the immense complications that arise from having all Drones in a squadron form a single unit.

TAU EMPIRE ARMY LIST: TROOPS (pages 36-37)

TAU.36.01 – Q: Can a Devilfish be taken as a stand-alone Troops choice without a unit to transport?

A: No, See MCO.04.

TAU.37.01 – Q: Can Kroot see up to 12" *through* woods and jungle (allowing them to target enemies on the other side of a piece of forest/jungle area terrain)?

A: No, just 12" *into and out of* such terrain [rules change].

Ref: IG.56F.04, KM.02.03

Don't forget to check out the official Tyranid FAQ at:

<http://uk.games-workshop.com/news/errata/assets/40k/TyranidsFAQ.pdf>

TYRANIDS GENERAL QUESTIONS

TYR.GEN.01 – Q: The Tyranid codex doesn't designate unit types for its codex entries. Are there any changes from the list in the back of the rulebook?

A: All listings in the back of the rulebook apply except for the following [rules changes]:

Broodlord & retinue: Infantry.
Leaping Tyranid Warriors: Infantry.
Leaping Ripper Swarms: Infantry.
Winged Ripper Swarms: Jump Infantry.
Ravens: Beasts.
Gargoyles: Jump Infantry.
Spore Mines: Infantry.

Ref: RB.264.01

TYRANIDS ARMY SPECIAL RULES (pages 28-29)

TYR.28.01A – Q: If a Synapse creature detonates Spore Mines, if it wishes to charge in the subsequent Assault phase, must it engage an enemy that was hit by the Spore Mines?

A: Detonating Spore Mines does not mean the Synapse creature has to charge any particular unit [clarification].

TYR.28.01B – Q: Do Spore Mines cause Pinning as they are resolved as Barrage weapons?

A: Yes [RAW].
Ref: IA4.107A.01A

TYR.28.01C – Q: When a Biovore fires Spore Mines and they land directly on an enemy vehicle, which armor value is used? What about if a cluster Deep Strikes onto a vehicle on its own?

A: If a cluster fired by a Biovore hits a vehicle that same turn, resolve the attacks as a Barrage with the Biovore as the firing model [RAW].

If the cluster Deep Strikes onto the table (or drifts into the vehicle) resolve the attack as a Barrage weapon with each Mine counting as the firing model for its own blast. If a mine is directly over the center of the vehicle, use the vehicle's rear armor value to resolve the attack [rules change].

Ref: IA4.107A.01A

TYRANIDS WEAPON-SYMBIOTES (pages 30-31)

TYR.31A.01 – Q: Do Lash Whips affect friendly models in base contact?

A: No [rules change].

TYR.31A.02 – Q: If a creature has Rending Claws do Bio-Plasma or Tail Attacks benefit from the Rending ability?

A: No [rules change].

TYRANIDS HIVE MIND POWERS (page 31)

TYR.31B.01 – Q: Can persistent Psychic abilities (such as Psychic Scream or a Warp Field) ever be nullified or cancelled?

A: No. See RB.52.07.

TYR.31B.02 – Q: How long does a target unit benefit from the Catalyst psychic power?

A: One Assault phase [rules change].

TYR.31B.03A – Q: When “The Shadow in the Warp” is in play are “Perils of the Warp” effects nullified for the Tyranid player, or just his opponent?

A: Just his opponent [rules change].

TYR.31B.03B -- Q: How do the Eldar Runes of Witnessing work when facing a Hive Tyant with Shadow in the Warp?

A: The two cancel each other out; neither is used while either remains in play [rules change].

Ref: ELD.26.01B

TYRANIDS BIOMORPH ENHANCEMENTS (pages 32-33)

TYR.32.01 – Q: Can a single creature take both types of Adrenal Glands at once?

A: They count as separate Biomorphs [rules change].

TYR.33.01A – Q: If an enemy unit is attacked by two (or more) creatures with Toxic Miasma, are the effects cumulative?

A: The effects are not cumulative, and they only affect the enemy when the creature with Toxic Miasma is rolling ‘to hit’ or when the enemy is rolling ‘to hit’ against the creature [rules change].

TYR.33.01B – Q: When a Hive Tyrant with Toxic Miasma has Tyrant Guards, are all attacks made against the unit at -1 WS?

A: Only if all Tyrant Guard in the unit have been killed, or if the Tyrant is the only model engaged. Otherwise, Toxic Miasma has no effect on attack directed at the Tyrant/Tyrant Guard unit [rules change].

TYRANIDS ARMY LIST: HQ (pages 35-37)

TYR.35.01 – Q: Does a Hive Tyrant w/ Tyrant Guard unit count as a “Large Target” for Target Priority? Do they have to start off the table in a mission using the Escalation rule?

A: Yes and Yes [clarification].

Ref: RB.19.02, RB.84E.03

TYRANIDS ARMY LIST: HEAVY SUPPORT (pages 44-47)

TYR.46.01 – Q: Does a Barbed Strangler really cost an extra 5 points for a Carnifex with Toxin Sacs, even though it doesn’t benefit the weapon?

A: Yes [RAW].

Don't forget to check out the official Witch Hunters FAQ at:

http://us.games-workshop.com/games/40k/witchhunters/gaming/FAQ/assets/witch_hunters_faq_v4-0.pdf

SISTERS OF BATTLE SPECIAL RULES (page 18)

WH.18.01A – Q: Shield of Faith gives all Sororitas immunity from Minor Psychic powers. What exactly does this mean?

A: See MCO.02.

WH.18.01B – Q: Can persistent Psychic abilities (such as Psychic Scream or a Warp Field) be nullified by Shield of Faith?

A: No. See RB.52.07.

WH.18.02 – If a unit has Multiple Blasts/Templates and wants to use the Divine Guidance Act of Faith, how exactly does this work?

A: In this case, the player is allowed to declare Divine Guidance is being used after completing the unit's 'to hit' rolls, but before placing and resolving any template/blast markers [rules change].

Ref: RB.30.01C

WITCH HUNTERS ARMOURY (pages 20-22)

WH.20.01 – For questions regarding the Auspex, refer to MCO.1A-D.

WH.22.01 – Q: How is the Praesidium Protectiva used in close combat against an enemy unit made up of multiple models?

A: Ignore the reference to only being able to use it against one opponent [rules change].

USING WITCH HUNTERS WITH OTHER ARMY LISTS (page 25)

WH.25.01 – Q: Can Daemonhunters be taken as allies in an army that also has Witch Hunter allies?

A: Yes, Daemonhunter and Witch Hunter units may both be taken as allies in the same army [GW DH FAQ overrule].

Ref: DH.21.01

WITCH HUNTERS ARMY LIST: ELITES (pages 28-32)

WH.28.01 – Q: Do Arco-Flagellants require a Witch Hunter Priest to be fielded or can an Imperial Guard Priest fulfill the requirement?

A: The Priest must be taken from the Witch Hunter codex [rules change].

WH.30.02 – Q: Does the Callidus Assassin's Nural Shredder count as a single or two-handed weapon?

A: Single-handed [rules change].

Ref: DH.26.02

WH.30.01 – Q: Can a Daemonhunter Assassin be taken as an ally in an army that only has a Witch Hunter Inquisitor (or vice versa)?

A: An Assassin may only be taken in an army that has an Inquisitor from the same codex [rules change].

Ref: DH.26.01

IMPERIAL ARMOR GENERAL QUERIES

The following questions apply to all Imperial Armor publications.

IA.GEN.01 – Q: Can units from Imperial Armor publications be used without an opponent's consent in a pick-up game?

A: Yes, with the following exceptions: Flyers, vehicles with structure points, and creatures with mass points are all considered *optional* (require an opponent's consent to be used) [rules change]. For tournaments, check with the organizer to see what rules are allowed.

IA.GEN.02 – Q: Imperial Armor units say they are for use in a general army type (like "Space Marine" or "Imperial Guard"). Exactly which army lists fall into these headings?

A: use the following guidelines [rules change]:

Chaos Space Marine army:

- Includes all CSM Legions unless noted otherwise.
- LatD armies may only use specifically noted IA units.

Imperial Guard army:

- Includes any type of IG army built from the codex (including Tallarn armies from IA4) unless noted otherwise.
- Armored Companies may use IA units provided they are mobile vehicle units or non-vehicle units mounted in a transport.
- Deathworld Veteran armies may only use specifically noted IA units.
- Armored Battlegroups (IA1) may only use specifically noted IA units.
- Elaysian Drop Troop armies (IA3&4) may only use specifically noted IA units.

Ork army:

- Includes any Codex Ork army, including those utilizing the Clanz rules unless noted otherwise.
- Kult of Speed armies may use IA units provided they are mobile vehicle units or non-vehicle units mounted in a transport.
- Feral armies may only use specifically noted IA units.

Space Marine army:

- Includes all codex Space Marine armies (including Red Scorpions from IA4) plus those from the Black Templars, Blood Angels, Dark Angels and Space Wolves codices unless noted otherwise.
- 13th Company armies may only use specifically noted IA units.

Ref: IA06.05.01, IA06.16.01, IA06.34.01

IA.GEN.03 – Q: Do all "Immobile" type vehicles automatically give up half their Victory Points like Space Marine Drop Pods per the GW online SM FAQ? Does this include Imperial Armor vehicles (some of which are several hundred points)?

A: No, see: RB.85.01.

IA.GEN.04A – Q: Do Fearless units have to Fall Back if they fail to destroy a super-heavy vehicle in close combat?

A: No, units that don't have to Fall Back don't fall back when they fail to destroy a super-heavy vehicle in close combat [RAW].

IA.GEN.04B – Q: If a unit fails to destroy a super-heavy vehicle in close combat and they're also locked in combat with another enemy unit, do they still Fall Back?

A: Units failing to destroy a super-heavy vehicle in close combat automatically lose the combat and must Fall Back, regardless of how many casualties they inflicted [rules change]. This does mean that other non-super-heavy enemies locked in combat with the Falling Back unit may make a Sweeping Advance (normal restrictions apply).

IA.GEN.05 – Q: Can template weapons hit a flyer making its attack run?

A: No [rules change].

IA.GEN.06 – Q: Are Mass Points considered when determining if a creature is below 50% of its starting wounds for VP purposes and its status as a scoring unit?

A: No, only Wounds matter for Victory Point purposes [RAW].

IA.GEN.07 – Q: If a super-heavy vehicle's movement is reduced to zero inches, does it count as immobilized for VP purposes and its status as a scoring unit?

A: Yes [rules change].

WEAPON PLATFORMS (pages 184-202)

IA1.202.01 – Q: What damage tables are used for rolling damage on a Gun Emplacement?

A: Use the following tables [rules change]:

Glancing Hit (roll a D6):

1-4: The emplacement may not fire next turn.

5: +1 to all future damage rolls on the emplacement (this result is cumulative).

6: The emplacement is destroyed.

Penetrating Hit (roll a D6):

1-2: The emplacement may not fire next turn.

3-4: +1 to all future damage rolls on the emplacement (this result is cumulative).

5-6: The emplacement is destroyed.

IA VOL 2 GENERAL QUERIES

IA2.GEN.01 – Q: All the Land Raiders entries have the 'Dues Ex Machina' and 'Fire Control' special rules. Should these be replaced by 'Power of the Machine Spirit' from the new Space Marine codex?

A: Yes [[rules change](#)].

IA2.GEN.02 – Q: Do the Land Raider Crusaders lose the ability to always fire their 'Hurricane Bolters' as with the new Space Marine codex?

A: Yes [[rules change](#)].

VEHICLES OF THE TAU (pages 158-222)

IA3.218.01/IA3.219.01/IA3.220.01 – Q:
What unit classification are Great Knarloc units?

A: Infantry [clarification].

IA3.218.02/IA3.219.02/IA3.220.02 – Q:
When fielded in a Kroot Mercenary army, can Great Knarloc units infrate?

A: No [rules change].

IA3.222.01 – Q: Do Knarloc riders still use the 'Eaters of the Dead' special rule even though it's gone from the new Tau codex?

A: No, that special rule is no longer applicable. However, if fielded in a Kroot Merc army, and the unit is led by a Shaper or Master Shaper, then it may not make a Sweeping Advance [rules change].

Ref: KM.02.02

IA VOL 4 GENERAL QUERIES

IA4.GEN.01 – Q: Are Fearless Tyranid creatures affected by Instinctive Behavior?

A: Yes, ignore the FW FAQ ruling and follow the GW Tyranid FAQ ruling: Fearless Tyranids must still test for Instinctive Behavior and if they fail, lurk for the turn [FAQ overrule].

NEW TYRANID CREATURES (pages 104-108)

IA4.106A.01A – Q: Can the brood following the Trygon through his subterranean tunnels move, shoot and Assault the turn it arrives?

A: Yes, they move on as if arriving normally from Reserves, but from the center point of where the Trygon emerged the previous turn [rules change].

IA4.106A.01B – Q: If the Trygon doesn't move the turn after he arrives, can the brood following him in the tunnels still move onto the board?

A: Yes, they may still move on, but measure their starting movement distance from the center of the Trygon model [rules change].

IA4.106A.01C – Q: If, because of friendly models and impassable terrain, there isn't enough space for all the models from a brood following a Trygon to move onto the table, what happens?

A: Any models that cannot be placed on the table the turn they arrive from Reserves (for any reason) count as destroyed [rules change].

Ref: RB.84I.02

IA4.107A.01A – Q: Unless specified otherwise, do Meiotic Spores follow all the rules and FAQ rulings for Spore Mines?

A: Yes [rules change].

Ref: TYR.28.01B, TYR.28.01C

IA4.107A.01B – Q: The online FW IA4 FAQ says that the Bio-acid mines thrown out by a Meiotic Spore don't explode for a turn. What happens if, before they become 'active', the enemy shoots or attacks them in close combat (or they were left over an enemy model)?

A: The Bio-Acid mines thrown out become active at the start of the Tyranid player's next turn. Until that time they cannot be harmed in any way. If over an enemy model, move the cluster the minimum distance so they may be placed on the tabletop [rules change].

IA4.108.01 – Q: If the Harridan is hit by a blast weapon, the Gargoyle Brood it is carrying is also hit. How many Gargoyles are hit when this happens?

A: The small blast marker causes D3 hits on the Gargoyle brood; the large blast marker or template causes D6 hits. Carried Gargoyle broods do not take Ld tests [rules change].

IMPERIAL GUARD (pages 2-10)

IA06.03.01A – Q: Can the Bombard reload on a turn its crew is Shaken or Stunned?

A: No, the vehicle must be normally able to fire in order to reload. It can however, still use smoke launchers and reload at the same time [rules change].

IA06.03.01B – Q: Do the Bombard and its Trojan form a vehicle squadron? If not, is the Trojan a scoring unit on its own?

A: They are separate units (deployed at the same time) [RAW]. The Trojan is not a scoring unit and its survival or destruction has no bearing on the Bombard's status as a scoring unit [rules change].

IA06.04A.01/IA06.04B.01 – Q: If an Inquisitor in Terminator armor is transported aboard an Arvus Lighter or Aquila Lander, does he count as two models against the total capacity?

A: yes [rules change].

IA06.04B.02 – Q: Which Imperial Characters is an Aquila Lander a transport option for?

A: The following characters are allowed to use the Aquila (For a complete list, see page 248 of IA3) [clarification]:

Inquisitor and retinue (DH&WH)
Techpriest and Servitors (IG)
Cannoness and bodyguard (WH)
Preacher and followers (WH)
IG General and staff (IG – CA)
Officio Assassinorum Operative (DH&WH)

IA06.05.01 – Q: Which armies may utilize a Warhound Titan?

A: Any Imperial Guard or Space Marine army, see: IA.GEN.02 [clarification].

IA06.07.01 – Q: Do Infernus Shells cause Fearless units to make a Fall Back move?

A: No, any unit that never has to Fall Back is not forced to make a Fall Back move [rules change].

ORKS (pages 13-18)

IA06.13B.01A/IA06.14.01A – Q: Can a Feral Ork army use a mix of IA Squiggoths and Squiggoths from their own army list?

A: No, all Squiggoths must come from either the Feral Ork rules or from IA; the two may not be mixed [rules change].

IA06.13B.01B/IA06.14.01B – Q: What happens to passengers embarked on a Squiggoth when it dies?

A: Disembark the models within 2" of the Squiggoth before removing it from the table. Any models unable to be placed on the table without being within 1" of the enemy count as destroyed [rules change].

IA06.14.02 – Q: Is a Gargantuan Squiggoth allowed to move within 1" of enemy models during the movement phase in order to use its Tank Shock ability?

A: Yes, and if it does so it initiates a Tank Shock as described in its special rules [rules change].

IA06.14.03A – Q: When does the Gargantuan Squiggoth get to use its 'Wrecker' ability and does it have to give up its normal CC attacks to do so?

A: It can make a single Wrecker attack in the Assault phase instead of making its normal CC attacks [rules change].

ORKS (pages 13-18) *CONTINUED*

IA06.14.03B – Q: Can the Wrecker be used to destroy terrain with models inside of it? When destroyed is the terrain removed from the board?

A: A Wrecker attack may not be used on terrain that contains friendly models, mobile enemy vehicles or enemy models that are locked in combat. Enemy models inside a terrain piece that is successfully destroyed must immediately be placed within 2" of the edge of the terrain as if they were exiting an open-topped vehicle. Models unable to be placed outside the terrain without being within 1" of the enemy count as destroyed. Immobile vehicles and terrain destroyed by a Wrecker attack are then removed from the table [rules change].

IA06.16.01 – Q: Which Ork armies may take a Battle Fortress?

A: Any Ork army, see: IA.GEN.02 [clarification].

IA06.18A.01 – Grot Bomb Launcha should be listed as a "Guess" range weapon [typo].

ELDAR (pages 19-27)

IA06.20.01/IA06.21.01 – Q: Can Scorpions and Cobras be intermixed in the same Detachment?

A: Yes [rules change].

IA06.27.01 – The reference to "the Void Dragon Phoenix is a Heavy Support choice. . ." should be removed [typo].

CHAOS (pages 29-37)

IA06.29.01/IA06.32.01 – Q: Exactly which Chaos armies can take the named Greater Demons?

A: Any Chaos Space Marine or LatD army that can normally take a Greater Demon may take a named Greater Demon instead [rules change].

IA06.33.01A – Q: Can the Dreadclaw be taken in a LatD army?

A: Yes, for any of the CSM units listed as being allowed to take a Dreadclaw [clarification].

CHAOS (pages 29-37) *CONTINUED*

IA06.33.01B – Q: Does the Dreadclaw use the Drop Pod Assault rules from the new Space Marine codex when it enters play?

A: No it uses the Drop Pod rules from IA Volume 2 (page 152) [clarification]. The following is a truncated version of the Drop Pod rules from IA2:

Dreadclaws follow the normal Flyer & Orbital Lander rules (from pages 47-48 of IA06) except for the following:

- Drop Pods ignore the crew 'Shaken' and 'Stunned' damage results.
- If the Drop Pod is immobilized, it still lands as described below, but all passengers take damage as if onboard a vehicle that suffered a penetrating hit whilst moving over 6".
- If the Drop Pod is destroyed its passengers are killed.
- Assuming the Drop Pod isn't shot down during its move in the opponent's shooting phase, it will land at the end of the (opponent's) turn. At this point, roll a Scatter die. On an 'Arrow' it deviates 2D6" in the direction indicated. On a 'Hit' it deviates D6" in the direction indicated by the small arrow.
- If a Drop Pod lands on a model move the model the minimum distance out of the way. If it lands on a vehicle both the vehicle and the Drop Pod take a glancing hit (move the Drop Pod off the vehicle by the shortest distance possible) [rules change].
- A Drop Pod that lands in impassable terrain or off the board is destroyed.
- At the start of the next turn, the Troops disembark from the Pod as if leaving from a stationary, open-topped vehicle.

IA06.34.01 – Q: What Chaos armies can take a Chaos Warhound Titan?

A: Any Chaos Space Marine army, see IA.GEN.02 [clarification].

13Co	13th Company (EOT)	IA	Imperial Armor (FW)
40K	Warhammer 40,000	IC	Independent Character
ABH	IG Abhuman Doctrines	IG	Imperial Guard
ACo	Armored Company (CA)	KM	Kroot Mercenaries (CA)
ARM	Armageddon Codex	LatD	Lost and the Damned (EOT)
ASM	All Space Marine Codexes	LotD	Legion of the Damned (CA)
ATSKNF	And They Shall Know No Fear	LOS	Line of Sight
BA	Blood Angels	MC	Monstrous Creature
BGB	Big Grey Book (RB)	MCO	Multiple Codices
BT	Black Templars	MEQ	Marines and Equivalent
CA	Chapter Approved	MISC	Miscellaneous
CAT	Catachan Codex	NEC	Necrons
CC	Close Combat	ORC	Ork Clans (CA)
COD	Cities of Death	ORK	Orks
CF	Cursed Foundings (CA)	RAW	Rules As Written
CSM	Chaos Space Marines	RB	Rulebook (BGB)
DA	Dark Angels	SM	Space Marines
DE	Dark Eldar	SOB	Sisters of Battle (WH)
DH	Daemonhunters	SW	Space Wolves
ELD	Eldar	TAU	Tau Empire
EOT	Eye of Terror Codex	TYR	Tyranids
FAQ	Frequently Asked Question	USR	Universal Special Rule
FO	Feral Orks (CA)	VP	Victory Point
FW	Forge World (IA)	WBB	We'll Be Back
GEN	General Question	WGB	Wargear Book
GW	Games Workshop	WH	Witch Hunters
HW	Heavy Weapon	WYSIWYG	What You See Is What You Get

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