



yak Rulebook 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

The questions in this section do not easily fit into any particular section in the rulebook.

RB.GEN.01A – Q: Can players convert their models in order to gain an advantage in the game? For example, making tiny models to hide behind scenery, longer barrels on their vehicles to increase the range of their weapons, etc?

A: Players may only convert their models for aesthetic purposes. Tournament organizers/judges should reprimand players they believe have converted their models specifically to gain a gameplay advantage [rules change].

Ref: RB.64.02A

RB.GEN.01B – Q: Can players alter the shape of their models during the game in order to gain an advantage in the game, such as lowering a ramp on a vehicle in order to gain extra disembarking distance?

A: Players may only alter their models during the game for aesthetic purposes. For all aspects of gameplay a model must remain the same dimensions for the entirety of the game [clarification]. An exception to this rule is the flying base on Skimmers; these must be removed when the vehicle is immobilized or destroyed [rules change].

Ref: RB.67.03

RB.GEN.02 – Q: Can players mount multiple models on the same base? If so, how is that base treated in a game?

A: All (non-size 1) models with gaming characteristics must be mounted on separate bases [RAW]. In the rare cases where Games Workshop provides one base for multiple models (such as IG heavy weapon teams or Ork Warboss w/Attack Squig), they are treated as separate models mounted on a single base. Any time a model is removed as a casualty from the base, place a marker by the base to note this fact [rules change]. Refer to the following guidelines when dealing with multiple models on a single base (size 1 models do not follow these rules):

Blast/Ordnance markers: If the marker completely covers the base, then the unit suffers a hit for each model on the base that is still alive. If the blast only partially covers the base, roll a D6 for each model still alive on the base; each roll of 4+ indicates that the unit suffers a hit.

Templates: If any part of the base is partially covered by the template then the unit suffers a hit for each model on the base that is still alive.

Close Combat: If the base is *engaged* with the enemy then all models alive on the base are considered *engaged* (and may fight in close combat and be attacked by the enemy).

Ref: IG.GEN.01A-C

RULES INTRODUCTION: MODELS (PAGES 6-7)

RB.06.01 – Q: The line of sight rules on pages 20-21 say that line of sight may not be drawn “through” a size 3 model. Page 6 indicates a model occupies the area of its base. What exactly does it mean to draw line of sight “through” a size 3 model?

A: See RB.20.01.

RB.07.01 – Q: Page 7 contradicts the line of sight rules on pages 20-21 when it says size categories are the only things important when determining line of sight. What is the correct way to play?

A: Size categories are only used when line of sight crosses over area terrain or an ongoing close combat. In all other cases a “model’s eye view” or a true “what you see is what you get” (WYSIWYG) line of sight is used [clarification].

Ref: RB.20.02

RULES INTRODUCTION: CHARACTERISTICS (PAGES 12-13)

RB.12.01 – Q: Are more than 10 Attacks possible? How about the Initiative characteristic, can it be doubled beyond 10 in some cases (such as Bio-Plasma attacks)?

A: No to both, as there is no value above 10 within the confine of the rules [RAW]. However, special attacks that are made at a separate Initiative step (such as Bio-Acid attacks) or Attacks gained after rolling ‘to hit’ (such as with the Axe of Khorne) may be in addition to the ten allowed [clarification].

RB.12.02 – Q: If a unit contains models with differing Leadership characteristics, which one is used for Leadership tests?

A: Unless specified otherwise, always use the highest Ld value in the unit [clarification].

Ref: RB.47A.01

RULES INTRODUCTION: THE TURN (PAGE 14)

RB.14.01A – Q: Do actions that happen at the “start of the turn” take place at the beginning of the movement phase or is there some sort of pre-movement phase?

A: There are only three phases in a turn, so all actions that happen at the start of the game or player turn are indeed taking place at the start of a player’s movement phase [RAW].

RB.14.01B – Q: How does a player resolve multiple actions that are supposed to be performed at the “start of the turn”?

A: All events or actions that occur at the start of the turn/movement phase must be performed before any voluntary movement/actions are taken by the player. Beyond that restriction, a player is allowed to perform all “start of the turn/movement phase” actions in any order he wishes [rules change].

THE SHOOTING PHASE: INTRO (PAGE 18)

RB.18.01 – Q: When does a player have to declare when individual models in a unit are choosing not to shoot, before or after checking range?

A: Before [RAW].

THE SHOOTING PHASE: CHOOSE A TARGET (PAGE 19)

RB.19.01 – Q: The Shooting rules (pg 18) dictate that line of sight is not checked until after Target Priority is completed. Does that mean a unit can be forced to target the closest enemy unit even if it is completely out of line of sight?

A: Line of sight may be checked at any point during the game [rules change]. An enemy unit that is completely out of line of sight cannot be fired on and is therefore ignored for Target Priority.

RB.19.02 – Q: If a unit contains different size classification models and at least one is a size 3, does the unit count as a "Large Target" for Target Priority?

A: Yes [clarification].

Ref: NEC.20.01A, TYR.35.01

THE SHOOTING PHASE: CHECK RANGE AND LOS (PAGES 20-21)

RB.20.01 – Q: The line of sight rules on pages 20-21 say that line of sight may not be drawn "through" a size 3 model. Page 6 indicates a model occupies the area of its base. What exactly does it mean to draw line of sight "through" a size 3 model?

A: When not involving area terrain or close combat, a "model's eye view" line of sight is used. This means that only the physical space the model actually obscures is considered blocked [RAW]. However to simplify the process, line of sight may not be drawn through gaps on size 3 models that are enclosed on all sides by the model, its base or the table [rules change]. This naturally includes areas between a model's legs or under a vehicle's tracks/wheels. **[DIAGRAM NEEDED!]**

Ref: RB.06.01

RB.20.02 – Q: The line of sight rules on pages 20-21 seem to indicate a "model's eye view" is used in some cases, while Page 7 says that size categories are the only things important when determining line of sight. What is the correct way to play?

A: See RB.07.01.

THE SHOOTING PHASE: ROLL TO WOUND (PAGE 23)

RB.23.01 – Q: What if there are three (or more) types of Toughness in a unit but no majority?

Example: A unit has five models with T5, five models with T4 and two models with T2. Since there is no majority, is the T2 used?

A: In this case, use the Toughness value of largest plurality (the largest group) of models in the unit. If no plurality is largest, use the worst Toughness value of the pluralities that are tied for the largest (T4 in this example) [rules change]. This ruling also applies to mixed Toughness units in an Assault.

THE SHOOTING PHASE: MAKE SAVING THROWS (PAGES 24-25)

RB.24.01 – Q: Is a “failed save” the same thing as getting no save at all? What about a “failed saving throw” are these all the same thing?

A: Yes, getting “no save” or having “failed a save” or having “failed a saving throw”, etc are all one and the same thing [clarification].

RB.25.01 – Q: If a unit has models in multiple types of cover, what cover save is used?

Example: A unit has three models in 4+ cover, three models in 5+ cover, two models in 6+ cover and four models not in cover. What cover save, if any, does the unit get?

A: If the majority of the models in a unit (that can be hit) are in cover then the unit gets a cover save [RAW]. If the models (that can be hit) are in two different types of cover, use the cover type that the majority of them are in. If no majority exists, use the worst type [clarification].

If the models (that can be hit) are in three or more different types of cover, use the save type the largest plurality (the largest group) is in. If no plurality is largest, use the worst type between the pluralities that are tied for the largest (the 5+ cover save in the example above) [clarification].

RB.25.02 – Q: Is “size 2” really the minimum size classification allowed for craters?

A: No, craters may be classified as size 1, 2 or 3 [rules change].

THE SHOOTING PHASE: MAKE SAVING THROWS (PAGES 24-25) *CONTINUED*

RB.25.03 – Q: If a unit, whose models all have the *same Armor save*, is wounded by weapons that ignore its regular Armor save, but:

A) some (not all) of models in the unit have an Invulnerable save,

B) some models in the unit have differing Invulnerable saves,

C) some models have a better Invulnerable save than the cover save the unit is using, how are the wounds allocated between these differing saves?

A: In any of these situations, allocate the wounds that ignore the unit's Armor save using the mixed armor rules (found on page 76) with the following alterations:

1) In order to divide the wounds amongst the different "armor types", models with an Invulnerable save are considered a separate armor type than those without one. Models with differing Invulnerable saves (or those that have a better Invulnerable save than the unit's cover save) are also considered a separate armor type.

2) Instead of allocating wounds to the majority type first, the owning player may choose which type to start with.

Note: only wounds that ignore the unit's Armor save are allocated this way and should be fully resolved before the unit makes any regular Armor saving throws [rules change].

Example: A unit of 3 Crisis Suits (3+ save) joined by a Commander (3+ save) and 2 Shield Drones (3+/4+ save) is wounded by 3 Plasma (AP2) and 2 Heavy Bolter wounds (AP4). The Plasma wounds ignore the unit's Armor save, and are therefore resolved first. The owning player chooses to allocate the Plasma wounds to the models with the Invulnerable saves first (the Drones), and each drone is assigned a wound. One of the Battlesuits is then assigned the final Plasma wound (and gets no save against it). One Drone fails its Invulnerable save and is killed. Finally, the unit makes two 3+ Armor saves against the Heavy Bolter wounds. One save is failed and the owning player removes the last Shield Drone (although he could have removed the wounded Battlesuit model instead if he wanted).

Ref: RB.76E.02

THE SHOOTING PHASE: REMOVE CASUALTIES (PAGES 26-27)

RB.26.01 – Q: Is the term “line of fire” the same thing as “line of sight”?

A: Yes. The two terms are interchangeable [clarification].

Ref: RB.64.01

RB.26.02 – Q: Are models covered (hit) by a blast/template that are out of line of sight of the firing model considered within “line of fire” for the purposes of casualty removal ?

A: No. Casualties must be taken from within line of sight of the firer [RAW]. This applies to any unit hit, not just models in the “target” unit [rules change].

Ref: RB.30.01A

RB.26.03 – Q: If a unit has “mixed armor” is the wound allocated via the “torrent of fire” rule resolved before allocating the rest of the wounds on the unit? If so, can this casualty potentially change which armor type is the majority?

A: A “torrent of fire” wound is fully resolved before moving onto the mixed armor wound allocation. This casualty can indeed alter the majority armor composition of the unit [clarification].

Ref: RB.76E.03

RB.27.01A – Q: The “Creatures with more than one Wound” rule states: “*When a unit contains several multiple-Wound models. . .*” What exactly constitutes “several”? Does this include independent characters that have joined a unit?

A: More than one, and yes this can include joined independent characters [clarification].

RB.27.01B – Q: The “Creatures with more than one Wound” rule continues: “. . .and those models take wounds, you must remove whole multiple-Wound models from the unit as casualties where possible – wounds may not be ‘spread around’ to avoid removing models.” What exactly does “where possible” mean?

A: Where possible the owning player must “build towards” removing a casualty by putting wounding hits on a single model, even if that model can’t currently be removed [rules change]. Note that this guideline only applies when allocating wounding hits to multiple-Wound models; a player may always choose to allocate wounding hits to single-Wound creatures in the unit if he chooses [RAW].

Ref: RB.27.01C

RB.27.01C – Q: Regarding removing “whole” models, when a multi-Wound unit (that contains a previously wounded model) suffers a wounding hit that will cause instant death, is the owning player compelled to put it on an un-wounded (whole) model or can they choose to place it on the previously wounded model?

A: A wounding hit that has the potential to cause instant death to at least one model in the unit must be allocated before any other wounds [rules change]. As clarified in RB.27.01B, wounding hits must be allocated to a previously wounded model. Of course, if the unit also contains single Wound models the player is free to allocate the wound to them instead.

WEAPONS: WEAPON TYPES (PAGES 28-29)

RB.29.01 – Q: If a model “always counts as stationary” when firing a heavy weapon, does it also count as stationary when firing a rapid fire or pistol weapon?

A: Yes. If a model counts as stationary when firing a weapon type, it also counts as stationary when firing lighter weapon types as well [rules change]. Use the following guidelines to determine which weapon types are lighter:

- Ordnance weapons are the heaviest, followed by heavy weapons, rapid fire weapons and finally pistol weapons (the lightest).

Ref: CSM.17.01, DH.19.01, RB.36B.01, SM.25.01B

RB.29.02A – Q: “Models *carrying rapid fire weapons that wish to charge into close combat in the Assault phase may not fire in the Shooting phase.* . . .” Can a model armed with a rapid fire weapon charge in the Assault phase if it fires with a Pistol?

A: A model only suffers this restriction if it actually shoots the rapid fire weapon [rules change].

RB.29.02B – Q: Can a model shooting a rapid fire weapon at a target within 12” choose to fire only once instead of twice (say, to avoid “Gets Hot”)?

A: No. The weapon either shoots once at targets more than 12” away or twice at targets within 12” [RAW].

RB.29.03 – Q: How do Ordnance weapons hit non-vehicle units?

A: The same as blast weapons: once the position of the marker is determined (as described on page 29), for each model whose base is fully covered by the marker, the unit suffers an automatic hit; If a model’s base is partially covered roll a D6, on a 4+ the model is considered fully covered and the unit suffers a hit [rules clarification].

If the Ordnance marker does not scatter, the defending player may remove casualties from any models in the affected unit that are within range and line of sight of the firing weapon, not just from those beneath the Ordnance marker [rules change].

If the Ordnance marker scatters, the defending player may remove casualties from absolutely *any* model in the affected unit, regardless of whether they are within range or line of sight [rules change].

WEAPONS: SPECIAL WEAPON CHARACTERISTICS (PAGES 30-32)

RB.30.01A – Q: Are models covered (hit) by a blast/template that are out of line of sight of the firing model considered within “line of fire” for the purposes of casualty removal?

A: No. Casualties must be taken from within line of sight of the firer [RAW]. This applies to any unit hit, not just models in the “target” unit [rules change].

Ref: RB.26.02

RB.30.01B – Q: When firing a Blast weapon, if a non-vehicle model is so large that cannot be completely covered by the marker is it possible for the model to be automatically hit?

A: If a non-vehicle model is so large that a blast marker entirely over the model doesn’t completely cover it, then the model suffers an automatic hit; no “partial” roll is needed [rules change].

WEAPONS: SPECIAL WEAPON CHARACTERISTICS (PAGES 30-32) *CONTINUED*

RB.30.01C – Q: If a shooting unit contains multiple Blast or multiple Template weapons, can it utilize the “torrent of fire” allocation rule (page 26)?

A: When firing multiple Blast or Template weapons, keep a running total of how many wounds the target suffers (even those that are saved). The final Blast or Template weapon is resolved along with the rest of the unit’s “regular” shooting (if it has any) [clarification].

If the target unit suffers as many total wounds as it had models when the enemy unit’s shooting began, then the “torrent of fire” rule may be used [RAW]. The defending player does not have to immediately select a wound to save against; he can wait to make the “torrent of fire” save against any wound suffered by the firing unit that hasn’t already been resolved [clarification].

Ref: WH.18.02

RB.30.02A – Q: If a model is wounded by the “Gets Hot” rule from a weapon whose Strength value is double or more it’s Toughness, is “Instant Death!” inflicted on the model?

A: No. The actual “attack” must be double or more the Toughness value of the model, and the “Gets Hot” attack has no Strength value associated with it [rules change].

RB.30.02B – Q: If a “Gets Hot” weapon is found to be out of range from the target, do ‘to hit’ rolls still need to be made to see if the weapon overheats?

A: No, the weapon misses automatically with no dice rolls necessary [RAW].

RB.32.01A – Q: If a unit becomes Pinned in its own turn what kind of penalty is assessed?

A: It immediately counts as being Pinned: meaning it may not further move, shoot, assault or make any other actions until the start of its next turn [rules change].

RB.32.01B – Q: Are all Sniper Weapons also “Pinning” weapons?

Not necessarily [RAW]. However, all current “Sniper” weapons **are** also “Pinning” weapons.

Ref: WGB.01

RB.32.01C – Q: Can a psyker who is pinned still use psychic powers?

A: No, a pinned unit may not take actions of any kind [RAW]. Persistent psychic powers (those that are always in effect) are an exception to this.

Ref: RB.52.06

ASSAULT PHASE: DECLARE CHARGES (PAGE 36)

RB.36B.01 – Q: If a unit always counts as stationary when firing a rapid fire weapon, can it fire a heavy weapon and then charge in the subsequent Assault phase?

A: A unit may only ignore a weapon's restriction on charging if it always counts as stationary for *that particular weapon type or lighter* [rules change]. See RB.29.01 for details on which weapon types are lighter than others.

ASSAULT PHASE: MOVE CHARGING UNITS (PAGES 36-38)

RB.37.01 – Q: If two units ("A" & "B") have their models interspersed in a way that no enemies can get into base contact with a model in "A" without coming within 1 inch of a model in "B", and there are no gaps between the models in "A" large enough for enemies to get into base contact with a model in "B"; is this formation unassailable? **[DIAGRAM NEEDED!]**

A: A unit may declare which enemy units they are charging. Chargers may then move within 1" of models from enemy units they have *declared* a charge against, not just those they actually charge [rules change]. So models in "A" could indeed be charged if the attackers had declared a charge against both units "A" and "B".

RB.37.02 – Q: If a charging unit rolls enough distance on their difficult terrain roll to reach enemy models behind cover but they are unable to get into "base contact" because of some intervening piece of terrain (like barrels), does the charge fail?

A: No. Charging models that roll enough distance to reach enemies behind difficult terrain, are assumed to be in "base contact" even if a piece of terrain prevents them from actually touching [rules change]. Place the attacking model as close as you possibly can: either on top of, or on the other side of the terrain. This only applies to difficult terrain; models cannot be in "base contact" across impassable terrain. **[DIAGRAM NEEDED!]**

Ref: COD.13B.01, RB.39.01

ASSAULT PHASE: FIGHTING A CLOSE COMBAT (PAGES 38-41)

RB.39.01 – Q: When an assaulting model's direct line crosses over a piece of intervening terrain, does the defender get the cover bonus regardless of how far he actually is from the cover?

A: When dealing with a piece of intervening terrain, if the attacker can fully fit its base between the intervening terrain piece and the defender, the defender does not get the cover bonus [rules change]. **[DIAGRAM NEEDED!]**

Ref: RB.37.02

RB.39.02A – Q: If models fighting an existing close combat are within cover and charged by a new enemy unit do they get the cover bonus? Do the Attacking models get to use grenades?

A: No. After the first round of close combat, models within cover gain no further benefit from it and therefore, attackers cannot use grenades or Flesh Hooks against them [clarification].

ASSAULT PHASE: FIGHTING A CLOSE COMBAT (PAGES 38-41) *CONTINUED*

RB.39.02B – Q: If models in an existing close combat are charged by new enemies, does it count as a “first round” of combat for special rules that require a “first round” of combat (Such as a Howling Banshee mask)?

A: Models that charge into an existing combat, count that as a “first round” of combat. Models in an existing combat who are charged by new enemies do not count it as a new “first round” of combat [clarification].

RB.40.01A – Q: Many weapons in the codices are not defined as being either single or two-handed. How should those weapons be treated 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, MCO.03A

RB.40.01B – Q: Can a model use a two-handed weapon in close combat and at the same time utilize the effects of something that requires one hand to use (such as a Storm Shield)?

A: Unless specified otherwise, a model may only use two hands worth of anything at a time while in close combat. Also, in order for a model to gain the +1 Attack bonus in close combat, he must actually use two single-handed weapons, not just be carrying them [rules change].

RB.40.02 – Q: What if there are three (or more) types of Weapon Skill in a unit but no majority?

Example: A unit has five engaged models with WS5, five engaged models with WS4 and two engaged models with WS3. Since there is no majority, is the T2 used?

A: In this case, use the WS of the largest plurality (the largest group). If no plurality is largest, use the worst WS value of those that are tied for the largest (WS4 in this example) [rules change].

ASSAULT PHASE: DETERMINE CLOSE COMBAT RESULTS (PAGE 43)

RB.43A.01 – Q: Do multi-wound models that are removed due to “Instant Death” (or another special rule) count the wounds they had remaining towards the combat results?

A: Yes, include any wounds a model had remaining when it was removed towards the total number the unit suffered that round [rules change].

ASSAULT PHASE: SWEEPING ADVANCES & CONSOLIDATION (PAGES 43-44)

RB.43C.01 – Q: What if there are three (or more) types of Initiative in a unit making a Sweeping Advance, but no majority?

Example: A unit making a Sweeping Advance has five models with I5, five models with I4 and two models with I3. Since there is no majority, is the I3 used?

A: In this case, use the Initiative value of the largest plurality (the largest group). If no plurality is largest, use the worst Initiative value of those tied for the largest (I4 in this example) [rules change].

RB.44A.01 – Q: Does a unit making a Massacre Consolidation have to move the full D6”?

A: No, they may move up to D6” [rules change].

RB.44A.02 – Q: When a unit consolidates into a close combat that has yet to be resolved, the rules say they do not count as being engaged until the next Assault phase. What exactly does this mean?

A: This rule should say: *"a unit that consolidates into a new close combat does not count as being **locked** until the end of the current Assault phase and is effectively ignored."* [rules change].

Note: They will *not* count as being locked at the end of the assault phase if all enemies in base contact are then killed or subsequently move out of base contact (via consolidation or pile-in moves) when their close combat is resolved.

ASSAULT PHASE: 'PILE IN' (PAGE 44)

RB.44B.01 – Q: When resolving Pile In moves, do all models not in base contact make a Pile In move (per the Assault Phase Summary on page 36 and the Pile In diagram on page 44), or just those models that are not *engaged* (per the rules on page 44)?

A: Follow the Summary and the diagram: *all* models not in base contact make a Pile In move [clarification].

RB.44B.02 – Q: Are Pile In moves done at the end of each individual combat (per the Assault Phase Summary on page 36), or at the end of the Assault Phase (per the rules on page 44)?

A: Follow the Summary: Pile In moves are step six of each individual combat [clarification].

RB.44B.03 – Q: If a victorious unit consolidates into an enemy unit that wasn't previously locked in combat, do both units immediately make a Pile In move?

A: No. Pile In moves are only made against enemies they were locked with *before* consolidating [clarification].

RB.44B.04 – Q: In a multiple combat, if a unit cannot get any models into base contact with the enemy by making a Pile In move, what happens to the unit?

A: Anytime the Pile-In moves of combatants will be insufficient to get any models from the unit engaged in the combat, the unit no longer counts as being part of the combat and may make a consolidation move instead [rules change].

ASSAULT PHASE: SPECIAL CLOSE COMBAT ATTACKS (PAGE 46)

RB.46.01 – Q: Does a basic “Close Combat Weapon” give the model an additional close combat attack as described on page 46?

A: No. That reference is for *additional* close combat (single-handed) weapons only [rules change].

RB.46.02 – Q: Page 46 says that only one type of special close combat attack may be used. What about odd weapons and wargear that grant special types of attacks like a Techmarine’s Servo-Arm or a Carnifex Tail Attack?

A: Attacks described as “extra”, “special”, “additional” or that strike at a different Initiative from the model’s other attacks do not prohibit them from using another special close combat attack [rules change].

MORALE: TAKING MORALE TESTS (PAGES 47-48)

RB.47A.01 – Q: If a unit contains models with differing Leadership characteristics, which one is used for a Morale checks?

A: Always use the highest Ld value in the unit for the unit's Leadership based tests [clarification].

Ref: RB.12.02

RB.47B.01 – Q: What constitutes a shooting casualty for causing a morale check? Do models killed by an exploding vehicle count?

A: Any casualty suffered in the shooting phase counts, regardless of the source [rules change].

RB.47B.02 – Q: If a unit suffers 25% casualties in its own shooting phase (for example, by scattering Ordnance, or 'Gets Hot' weapons) does it take a morale check?

A: Yes. Casualties from friendly fire can be equally (if not more) demoralizing [RAW].

RB.47B.03 – Q: If a unit contains creatures with multiple wounds, does it count the total number of Wounds remaining in the unit for determining its "starting strength"?

A: No, during the game, unless specified otherwise, count only the total number of models in the unit rather than the total number of Wounds for determining the unit's strength [RAW].

RB.47B.04 – Q: If a unit contains a character and his wargear models, do those models count towards the unit's "starting strength" for Morale checks and tests to regroup?

A: Yes, characters (and their wargear models) that are joined, attached or part of a unit count towards its starting strength during the game.

Note that if the character has its own codex entry (such as an IG Commissar) then they will *not* count towards the unit's starting strength for Victory Point/Scoring unit status after the game ends.

Ref: RB.85.02C, RB.51.03D

RB.48A.01 – Q: If an enemy unit is wiped out by "No Retreat!" wounds, does this count as a "Massacre!" result?

Yes [clarification].

RB.48A.02 – Q: Does a unit subject to "No Retreat!" add friendly models in other units when determining how badly it is outnumbered in combat?

A: Use exactly the same process as for determining the Leadership modifiers for losing a combat [clarification].

MORALE: FALL BACK! (PAGE 48)

RB.48B.01 – Q: In long board edge deployment missions, do units ever Fall Back towards the portions of the short table edges that make up the player's deployment zone?

A: Yes, if it is the closest deployment zone table edge to the Falling Back unit [RAW].

Ref: ORK.05.01B, RB.84I.03

MORALE: REGROUPING (PAGE 49)

RB.49.01A – Q: If a unit touches the edge of the table is it removed from play?

A: The "Leaving A Battle" rules on page 49 apply *only* to units that are Falling Back [rules change]. Units may not voluntarily leave the table unless the mission or unit has specific rules that allow it.

RB.49.01B – Q: Can involuntary/random movement (or scatter) force a unit off of the table?

A: If random/involuntary movement or scatter is enough to take any part of a unit off the table, remove the entire unit from the game and consider it destroyed for Victory Point purposes [rules change].

CHARACTERS (PAGES 50-52)

RB.51.01 – Q: Some codices say that Independent Characters cease to be an IC if accompanied by a retinue, bodyguard, etc. If so, does that mean he fights fully as part of the bodyguard unit in close combat?

A: No. For all codices published before the 4th Edition rulebook, a character that *can be* an IC **always** counts as an IC. Therefore, if accompanied by a retinue/bodyguard/etc, they will follow the retinue rules on page 51 of the rulebook [rules change].

RB.51.02 – Q: When Independent Characters are joined to, or part of a unit, and that unit is wiped out by shooting or close combat, does the character still take Morale and Pinning tests as if he was part of the unit (including the -1 Ld modifier for the unit being under 50% strength)?

A: Yes, for Morale and Pinning purposes, they count as being part of the unit through the end of the phase in which the unit was wiped out [rules change].

Note that Enemies who fired at the unit that was subsequently wiped out may still declare a charge against the IC in the following Assault phase.

RB.51.03A – Q: When Independent Characters are accompanied by Wargear models, if not joined to another unit, are they protected by the “Shooting At Characters” restrictions on page 51?

A: Unless specified otherwise, a character and his Wargear models form a unit that may freely be targeted by the enemy [clarification]. If all of the accompanying Wargear models are removed from play, the Independent Character immediately regains his targeting restriction.

RB.51.03B – Q: When ICs are accompanied by Wargear models, are they still allowed to join another unit?

A: Unless specified otherwise, yes [RAW]. If a character joins a unit, his accompanying Wargear models do as well [rules change].

RB.51.03C – Q: When Independent Characters are accompanied by Wargear models, in close combat do they fight as a separate unit from their Wargear models? Does this change if the character (and his Wargear models) join another unit?

A: Unless specified otherwise, ICs always fight as a separate unit, even from accompanying Wargear models. When joined to another unit, in close combat they fight as three separate entities: The character, his accompanying Wargear models and the unit they are joined to [RAW].

RB.51.03D – Q: If a unit contains a character and his wargear models, do those models count towards the unit’s “starting strength” for Morale checks and tests to regroup?

A: Yes, characters (and their wargear models) that are joined, attached or part of a unit count towards its starting strength during the game.

Note that if the character has its own codex entry (such as an IG Commissar) then they will *not* count towards the unit’s starting strength for Victory Point/Scoring unit status after the game ends.

Ref: RB.85.02C, RB.47B.04

RB.51.03E – Q: When Independent Characters are accompanied by Wargear models, when not joined to another unit, are they subject to morale checks and other unit based Leadership tests?

A: Unless specified otherwise, the character and his Wargear models are a unit and follow the Morale and Leadership rules pertaining to units [RAW].

RB.51.04 – Q: If enemies wish to shoot at a lone Independent Character, but the only unit between them and the IC is one that may be ignored for Target Priority purposes, can they ignore the intervening unit and fire at the IC?

A: Yes, units that may be ignored for Target Priority purposes are also ignored when checking to see if an IC is the closest unit to the firers [rules change].

Ref: TAU.27.02

CHARACTERS: PSYCHIC POWERS (PAGE 52)

RB.52.01 – Q: Do non-character Psykers follow the Psyker rules on page 52?

A: Yes [clarification].

RB.52.02 – Q: Psychic abilities are “subject to the usual shooting rules” unless “specified otherwise”. Does this mean all psychic abilities must choose a target, check for target priority, need a line of sight and must roll ‘to hit’ unless specified otherwise?

A: Psychic abilities that are not used instead of a shooting attack are not subject to the shooting rules *at all* [rules change]. Psychic abilities used instead of a shooting attack are bound by all the rules for shooting *except for the following powers*, which are exempt from the shooting rules not checked below:

Ability Name	Army Type	Targets a specific enemy unit	Requires Target Priority test	Requires Line of Sight	Requires a roll ‘to hit’
Affliction (minor)*	CSM	X		X	
Gift of Chaos	CSM				
Mass Mutation	CSM				
Miasma of Pestilence (minor)*	CSM	X	X	X	1
Nurgle’s Dance (minor)*	CSM	X		X	
Pink Fire of Tzeentch [Daemonic Fire] (minor)*	CSM	X	X	X	X
Psychic Duel (minor)	CSM				
Wind of Chaos	CSM	X	X	X	2
Destructor	ELD	X	X	X	2
Eldritch Storm	ELD	X			
Mind War	ELD				
Psychic Vomit*	FO	X	X	X	2
Gork’Il Get ‘Em*	FO	X	X	X	X
Thunderclap (minor)*	MISC	X		X	
Fear of the Darkness	SM				
Fury of the Ancients	SM				
Vortex of Doom	SM	X	X	X	1
Storm Caller	SW				
Brain Player	WH			X	
Divine Pronouncement	WH	X		X	
Hammer of the Witches	WH				
Purgatus	WH			X	

1 – Uses a Scatter Die instead.

2 – Uses a Template instead.

* – These abilities may now only be used instead of shooting [rules change].

Ref: MCO.01C, RB.76A.01, FO.02.01

CHARACTERS: PSYCHIC POWERS (PAGE 52) *CONTINUED*

RB.52.03 – Q: If a Psyker uses an ability that follows some (or all) of the shooting rules, is he only allowed to charge the enemy unit that he targeted?

A: Only if the ability is used in the shooting phase instead of a normal shooting attack *and* it specifically targets an enemy "unit". Otherwise, the psyker is free to charge where he pleases [rules change].

RB.52.04 – Q: If a Psyker is joined to, or part of a unit, and he uses a psychic ability instead of shooting, does he have to target the same enemy as the rest of his unit?

Yes [RAW]. However, if the psychic ability doesn't target an enemy "unit", then his unit is free to fire at an enemy unit while the psyker uses his ability elsewhere.

RB.52.05 – Q: Can a Psyker use more than one (non-minor) psychic power per player turn?

A: Each codex lists their army's particular psychic limitations [RAW]. If no limitation is listed (such as the Tyranid codex), a psyker is free to use as many psychic powers per player turn as allowed by the rules for their psychic powers. However unless specified otherwise, each particular power may not be used more than once per turn [rules change].

RB.52.06 – Q: Can a psyker who is pinned still use psychic powers?

A: No. A pinned unit may not take actions of any kind [RAW]. Persistent psychic powers (those that are always in effect) are an exception to this.

Ref: RB.32.01C

RB.52.07 – Q: Can persistent Psychic abilities (those abilities that are in effect for the entire game) ever be nullified or cancelled?

A: Persistent psychic abilities may never be fully nullified or cancelled by any means [rules change]. Although some special rules may allow models to ignore the effects of these abilities, the abilities themselves never cease to function while the psyker lives.

Ref: BT.25A.02, CSM.47.03, TYR.31B.01, WH.18.01B

UNIT TYPE RULES: JETBIKES (PAGE 54)

RB.54.01A – Q: Does a Jetbike that ends its move over area terrain count as being “as tall as the terrain for line of sight purposes” even if the terrain is smaller?

A: A Jetbike model only counts as tall as the Area Terrain if the terrain is larger [rules change].

RB.54.01B – Q: If a Jetbike model ends its move over area terrain and is more than 6” from the edge of the terrain can it draw a line of sight (and have line of sight drawn to it) over that piece of terrain? If so, do the enemy models gain a cover save from the terrain?

A: The area terrain a Jetbike model is over ceases to block line of sight to and from the Jetbike [rules change]. Also, enemy models fired upon by the Jetbike do not gain a cover save from the terrain the Jetbike is over, unless the enemy models are actually inside the same terrain [rules change].

RB.54.01C – Q: Can a Jetbike that ends its move on top of size 3 area terrain draw line of sight over *other* pieces of size 3 area terrain?

A: No, it is still only size 3 [RAW].

RB.54.01D – Q: When a Jetbike is over area terrain how do you draw a model’s eye view (WYSIWYG) line of sight to and from it?

A: If the terrain piece has a well defined top, hold the model over the terrain piece when you need to draw a model’s eye view line of sight to and from it. If the terrain piece doesn’t have a well defined top, hold the model 1” above the table surface for size 1 terrain, 2” for size 2 terrain or 4” for size 3 area terrain [clarification]. You will need to discuss with your opponent before the game which area terrain pieces you think have well defined tops.

RB.54.01E – Q: Can a Jetbike end its move over area terrain that contains enemy models, provided it remains more than 1” vertically away from them? If so, can enemy models move underneath a Jetbike that is over area terrain?

A: To keep things simple, in a non-“Cities of Death” game, a Jetbike may never end its move over an enemy model [rules change]. Conversely, in a non-“Cities of Death” game, an enemy model may never move underneath a Jetbike.

RB.54.01F – Q: Can enemy models charge a Jetbike that is over area terrain?

A: Yes. If the Area Terrain has no floors (such as a forest), for the purposes of getting into “base contact” treat the Jetbike model as if it is directly on the tabletop (i.e. no vertical movement is needed). If the Area Terrain has floors (such as a ruin), then charging models must also have enough vertical movement to reach the top floor in order to charge the Jetbike.

RB.54.01G – Q: Can a Jetbike model end its move over impassable terrain?

A: Yes [rules change].

UNIT TYPE RULES: MONSTROUS CREATURES (PAGE 55)

RB.55A.01 – Q: Can a Monstrous Creature fire the same weapon twice in the same shooting phase?

A: No. A Monstrous Creature may only fire two *separate* weapons per shooting phase [RAW]. This also applies to psychic powers that are fired as a weapon (i.e. a Monstrous creature cannot “fire” the same psychic power twice per shooting phase unless it has a specific rule allowing it to do so).

RB.55A.02A – Q: Page 55 says that only Monstrous Creatures that don’t “have weapons that augment their Strength” roll an additional D6 for vehicle armor penetration. Does this apply even if the weapon isn’t used in combat? What about wargear or other rules that augment a Monstrous Creature’s Strength?

A: The restriction applies only to *weapons* that augment a Monstrous Creature’s Strength. Any other type of Strength upgrade is allowed [RAW]. Also, if a Monstrous Creature chooses not to attack with a weapon that augments its Strength, it may then utilize the extra penetration dice [rules change].

RB.55A.02B – Q: Page 55 also says that only Monstrous Creatures that don’t have weapons that “work unusually” roll an additional D6 for vehicle armor penetration. What exactly is the definition of weapons that “work unusually”?

A: A weapon that modifies the basic armor penetration computation (Strength + D6) in any way counts as working “unusually” [clarification]. For example, a weapon that gives the creature an additional penetration die (i.e. Strength + 2D6) would be working “unusually”.

UNIT TYPE RULES: JUMP INFANTRY (PAGE 55)

RB.55B.01 – Q: Can a Jet Pack model fire a Heavy weapon and still move 6 inches in the Assault phase, provided it doesn’t charge the enemy?

A: No, unless the model always counts as stationary when firing a Heavy weapon [rules change].

RB.55B.02 – Q: Can a Jet Pack model 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: TAU.30.01D

VEHICLES: VEHICLE MOVEMENT (PAGE 61)

RB.61.01 – Q: When making a dangerous terrain test, is the distance the vehicle *will move* used, or how far it has *already moved*?

A: Use the total distance the player intends to move the vehicle that phase [rules change]. Therefore, a player must declare whether he is moving the vehicle 6" or less or more than 6" before making a dangerous terrain test.

RB.61.02A – Q: Does a Skimmer that ends its move over area terrain count as being larger than size 3?

A: No. The skimmer remains size 3 regardless of the size of the terrain [rules change].

RB.61.02B – Q: If a Skimmer ends its move over area terrain but is more than 6" from the edge of the area terrain can it draw line of sight to enemies over the terrain piece? If so, do the enemies gain a cover save from the terrain?

A: The area terrain a Skimmer is over ceases to block line of sight to and from the Skimmer [rules change]. Also, the Skimmer, and enemies fired upon by the Skimmer, cannot claim cover from the piece of terrain it is over, unless the enemies are actually inside of that terrain piece [rules change].

RB.61.02C – Q: When a Skimmer is over area terrain how is a model's eye view (WYSIWYG) line of sight drawn to and from the model?

A: If the terrain has a well defined top, hold the model over it when you need to draw a model's eye view to and from the model. If the terrain doesn't have a well defined top, hold the model 1" above the table surface for size 1 terrain, 2" for size 2 terrain or 4" for size 3 terrain [clarification]. You will need to discuss with your opponent before the game which area terrain pieces have well defined tops.

RB.61.02D – Q: Can a Skimmer end its move over area terrain that contains enemy models, provided the Skimmer remains more than 1" vertically away from the enemy models?

A: To keep things simple, in a non-"Cities of Death" game, a Skimmer may never end its move over, or on top of, an enemy model [rules change]. Conversely, in a non-"Cities of Death" game enemy models may never move underneath an enemy Skimmer model.

RB.61.02E – Q: Can a Skimmer over area terrain disembark passengers?

A: No. To keep things simple, in a non-"Cities of Death" game, a Skimmer model that ends its move over area terrain may not disembark transported models [rules change].

ALT A: Yes, in non-"Cities of Death" games [RAW]. However, disembarking models may not be placed directly beneath the Skimmer model unless the area terrain has floors (like a Ruin); and provided the disembarking models underneath the Skimmer are still within 2" of one of the vehicle's Access Points (or any part of the vehicle in the case of open-topped vehicles).

RB.61.02F – Q: Can enemies charge a Skimmer that is over area terrain?

A: Yes. If the Area Terrain has no floors (such as a forest), for the purposes of getting into "base contact" treat the Skimmer as sitting directly on the tabletop (i.e. no vertical movement is needed to charge it). If the Area Terrain has floors (such as a ruin), then charging models must also have enough vertical movement to reach the top floor in order to charge.

RB.61.02G – Q: Can a Skimmer choose to enter difficult terrain rather than hovering over it?

A: A Skimmer may not normally choose to enter difficult terrain unless it has a special rule that allows it to do so [RAW].

VEHICLES: VEHICLE MOVEMENT (PAGE 61) *CONTINUED*

RB.61.02H – Q: Can a Skimmer Tank Shock enemy units in area terrain? If so, does the Skimmer move into the terrain?

A: A Skimmer tank that declares a Tank Shock against a unit in area terrain is allowed to (and must) move into the terrain to do so, but it will take a dangerous terrain test like a non-Skimmer to do so [rules change].

RB.61.03 – Q: Can a Skimmer move over friendly models?

A: A Skimmer may move over friendly models, although it may not end its move over them [rules change].

VEHICLES: [CARRYING INFANTRY] TRANSPORT VEHICLES (PAGE 62)

RB.62.01 – Q: The online GW rulebook FAQ states that embarked models are not physically on the table. Does that mean that at the end of the game embarked units count as "off-table" and give full Victory Points to the enemy? Can embarked units capture an objective or table quarter?

A: A unit embarked on a vehicle at the end of the game *does not* count as "off-table" for Victory Point purposes [GW FAQ overrule]. In order for embarked scoring units to capture an objective or table quarter their *entire* transport model must be fully within the distance or area specified by the mission rules.

VEHICLES: VEHICLES AND SHOOTING (PAGES 63-68)

RB.64.01 – Q: Is the term "line of fire" the same thing as "line of sight"?

A: Yes. The two terms are interchangeable [clarification].

Ref: RB.26.01

RB.64.02A – Q: Which vehicles count as having a turret, just those that say "turret mounted" weapons in their codex, or any model that appears to have a turret?

A: Any model that actually has a turret. Players may not add a turret to vehicle models that do not currently come with one.

Ref: RB.GEN.01A

RB.64.02B – Q: What weapons (besides the Basilisk's Earthshaker Cannon) count as being "fixed" with the imposed 90 degree fire arc?

A: Besides the Basilisk's Earthshaker Cannon, any weapon built directly into a vehicle, so that only part of the weapon extends outside the hull. Some examples include the Vindicator's Demolisher Cannon and the Chimera's hull-mounted Heavy Bolter [clarification].

Ref: IG.45C.01

VEHICLES: VEHICLES AND SHOOTING (PAGES 63-68) *CONTINUED*

RB.64.02C – Q: How are the weapons are mounted for vehicles that don't have an official Games Workshop model available?

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: *ORK.16A.01, SM.35.01*

RB.64.03 – Q: If an embarked model fires a template weapon from a vehicle fire point is the transport vehicle automatically hit since the template will partially cover the vehicle?

A: No. Transport vehicles are not affected by template weapons fired by models embarked on them [rules change].

RB.65.01 – Q: How exactly are Vehicle Armor Value arcs determined on non-rectangular vehicles (such as an Eldar Falcon)?

A: To be consistent, all vehicles determine their armor facing by drawing a line at a 45-degree angle to the axis of the vehicle [rules change]. In the case of rectangular vehicles (like a Rhino or Land Raider) this means the arc doesn't extend all the way to the vehicle's corners as depicted in the diagram on page 65 of the rulebook; instead each facing is a true 45 degree angle.

RB.67.01A – Q: If a non-Walker vehicle suffers a Crew Shaken/Stunned result on its own turn (from moving through a Castellian Minefield, for example), what kind of penalty is assessed?

A: A non-Walker vehicle that suffers a Shaken result immediately counts as being Shaken: meaning it may not shoot this turn (if it hasn't already done so). It ceases to be Shaken at the start of its next turn [rules change].

A non-Walker vehicle that suffers a Stunned result immediately counts as being Stunned: meaning it must immediately stop moving, may not shoot this turn, and embarked passengers may not fire from within it. It ceases to be Stunned at the start of its next turn [rules change].

RB.67.01B – Q: If a Walker suffers a Shaken or Stunned result in its own turn (from walking over a Castellian Minefield, for example), does it immediately count as being Shaken/Stunned?

A: A Walker that suffers a Shaken result immediately counts as being Shaken: meaning it may not shoot this turn and will fight in close combat with one less Attack than normal. It ceases to be Shaken at the start of its next turn [rules change].

A Walker that suffers Stunned result immediately counts as being Stunned: meaning it must immediately stop moving, may not shoot this turn, and will fight in close combat with one less Attack than normal. It ceases to be Stunned at the start of its next turn [rules change].

Ref: *RB.72.01*

RB.67.02 – Q: If a weapon is "twin-linked" can a single "Armament Destroyed" destroy both weapons? What about weapons that are "built-in", if the main weapon is destroyed is the "built-in" destroyed as well?

A: A single "Armament Destroyed" result applied to a twin-linked weapon, combi-weapon or a weapon containing another "built-in" weapon, destroys both weapons [rules change].

RB.67.03 – Q: If a Skimmer is immobilized or becomes a wreck, is its flying base removed?

A: Yes, remove a Skimmer's flying base if it is immobilized or destroyed [rules change].

Ref: *RB.GEN.01B*

RB.67.04 – Q: If a vehicle suffers multiple 'explodes' results from a single enemy unit does it explode multiple times?

A: No. Determine all the damage results first and if any 'destroyed', 'explodes' or 'annihilated' results are rolled apply only the highest result once [rules change].

VEHICLES: VEHICLES AND SHOOTING (PAGES 63-68) *CONTINUED*

RB.68.01A – Q: When a transport vehicle is destroyed, can the disembarking passengers be placed directly into of the wreckage?

A: No. Passengers must disembark outside of the vehicle as illustrated by the diagram on page 62 [RAW].

RB.68.01B – Q: When a transport vehicle 'explodes', do passengers suffer hits for the emergency disembarkation and then again when the vehicle explodes?

A: No. Determine all the damage results first and if the vehicle 'explodes', resolve the explosion before placing the disembarking models on the table [rules change].

VEHICLES: SKIMMERS MOVING FAST (PAGE 69)

RB.69A.01 – Q: Since a Skimmer always counts as moving more than 6 inches when in close combat, does that mean it can only ever suffer glancing hits from close combat attacks?

A: The "Skimmers Moving Fast" rule only benefits the vehicle if it actually ended its previous move more than 6" away from its original location [RAW]. If the Skimmer fails to meet this requirement, then it can suffer penetrating hits from both shooting and close combat attacks.

RB.69A.02 – Q: When a Skimmer is attacked during its own movement phase (for example, from a Castellan Minefield or a Death or Glory attack), do you use the Skimmer's current or previous movement phase to determine if it benefits from the "Skimmers Moving Fast" rule?

A: A Skimmer attacked during its movement must declare whether it is going to end its move more than 6" from where it started or not. If it is, the attack can only cause glancing hits, and the Skimmer must end its move more than 6" from where it started if possible. If the Skimmer declares otherwise, the attack may cause penetrating hits and the Skimmer must end its move 6" or less from where it started if possible [rules change].

VEHICLES: VEHICLES AND ASSAULTS (PAGES 70-73)

RB.70.01 – Q: Can a vehicle perform a Tank Shock into a close combat provided it doesn't move over any friendly models in the process?

A: No. A vehicle may not declare a Tank Shock against a unit locked in combat [rules change].

RB.70.02 – Q: If a unit is Tank Shocked, and passes its Morale check, but the shortest route to move models from underneath the vehicle would take them off the table is the unit removed from play?

A: No. Move the models the shortest route from underneath the vehicle that will keep them on the table [rules change].

RB.71.01 – Q: A vehicle without a WS is immobilized and then charged. It moved last turn, so what do the attackers need 'to hit' it in an Assault? What if the vehicle was "Stunned" instead?

A: Immobilized vehicles without a WS are automatically hit in close combat regardless of whether it moved last turn [clarification]. 'To hit' rolls against a "Stunned" vehicle without a WS are determined by the distance it moved in the previous movement phase [RAW].

VEHICLES: VEHICLES AND ASSAULTS (PAGES 70-73) *CONTINUED*

RB.72.01 – Q: If a Walker suffers a Shaken or Stunned result from enemy shooting, does it immediately count as being Shaken/Stunned in the subsequent Assault phase?

A: Yes. It immediately suffers the Shaken/Stunned result that turn [rules change]. This lasts until the start of the Walker's next turn.

Ref: RB.67.01B

RB.72.02B – Q: What happens if a Stunned or Immobile Walker has all of its combatants killed by friendly models and the enemy is unable to Pile Into them?

A: If a walker unit finds itself not locked in combat after Pile-In moves are completed, then it no longer counts as being part of the combat [rules change].

RB.72.02A – Q: Do Stunned Walkers make Pile In moves?

A: No [rules change].

VEHICLES: VEHICLES IN A UNIT (SQUADRON) (PAGE 73)

RB.73C.01 – Do vehicles in a vehicle squadron that are out of range or line of sight from the attacker's shooting still have hits allocated to them?

A: No, models out of range and line of sight may not be hit by enemy shooting [RAW].

RB.73C.02 – Do Walkers in a vehicle squadron allocate their attacks in close combat as if they are separate units, or do they roll all their attacks as a single unit?

A: Walkers in a squadron must allocate and resolve their attacks as if they were separate units [rules change]. That means a Walker not in base contact with an enemy model cannot make any close combat attacks, nor can it be targeted by any enemy close combat attacks.

UNIVERSAL SPECIAL RULES (PAGES 74-76)

RB.74.01 – Q: Do the USR rules fully replace the codex versions, including (in some cases) the restrictions in the codex on who can or cannot utilize the USR?

A: The updated USRs in the rulebook only replace the wording of the actual rules. Any text in the codex restricting or allowing units to utilize the USR remains in effect.

RB.74.02 – Q: USRs marked with an asterisk (*) are lost if the unit is "joined" by an independent character that doesn't also have it (or vice-versa). Do the same guidelines also apply to characters that are attached to a unit before the game, upgrade characters, or Wargear models?

A: Anytime models in a unit don't have an asterisked USR while other models in the unit do, the USR is not used while the models without it remain [rules change].

RB.74.03 – Q: The "Fearless", "Night Vision/Acute Senses" and "Stubborn" USRs all describe what happens when a unit with them is joined by a character that doesn't have them (and vice-versa). Do these same guidelines also apply to characters that are attached to a unit before the game, upgrade characters and Wargear models?

A: Yes, these guidelines apply to any type of character that is part of a unit. They also apply to Wargear models, so for example, if a Fearless unit contained Wargear models, they too would be Fearless [rules change].

RB.74.04 – Q: The "ATSKNF", "Move Through Cover", "Small Targets" and "Vulnerable to Blasts/Templates" USRs all do not have asterisks. What happens when units with these abilities contain or are joined by models that do not share them?

A: These USRs are automatically conferred upon any models that become part of the unit for any reason. A character that has one of these USRs who joins or becomes part of a unit loses them while he remains part of the unit [rules change].

RB.74.05 – Q: Are the "Feel No Pain", "Furious Charge", "Preferred Enemy", "Skilled Rider", "Slow and Purposeful", "Tank Hunters" and "True Grit" USRs conferred to models that join or become part of the unit?

A: No, these USRs apply only to the models in the unit that actually have them [clarification].

RB.74A.01 – Q: The ATSKNF USR states that Space Marines automatically pass "Morale tests to regroup. However, a test to regroup isn't a Morale test and what about non-Space Marine units that have ATSKNF?

A: The reference to a "Morale test" is in error; it should read: "tests to regroup" instead [rules change]. Also, any unit that has ATSKNF fully benefits from it, not just Space Marines [rules change].

RB.74E.01 – Q: Can a model Fleet on a turn they aren't allowed to shoot or on an opponent's turn?

A: No, the model must voluntarily give up its chance to shoot or use a psychic power that replaces shooting in order to use Fleet [rules change].

RB.74E.02 – Q: Can a model Fleet on the turn they disembark from an enclosed transport?

A: Yes [RAW].

RB.74G.01 – Q: The Hit & Run USR states it is performed at the "end of the Close Combat phase". Should that actually read: "the Assault phase"? And does that mean a unit can wipe out its opponents, consolidate into a fresh enemy unit and then perform a Hit & Run move at the end of the phase?

A: Hit & Run moves are resolved immediately after Step 5 (Breaking-off and consolidation) of the combat the unit fought in. A unit that consolidates into a new close combat may not immediately use Hit & Run [rules change].

UNIVERSAL SPECIAL RULES (PAGES 74-76) *CONTINUED*

RB.74G.02 – Q: If two units locked in combat with each other both have the Hit & Run USR, how is that situation handled?

A: The unit with the higher Initiative characteristic (use the majority rule) makes its Hit & Run move first. If both units have the same Initiative, randomly determine which unit moves first [rules change].

RB.76A.01 – Q: Do psychic abilities benefit from the Tank Hunters USR?

A: Any psychic ability that has a Strength value and targets a specific enemy unit benefits from Tank Hunters [rules change]. For example, Fury of the Ancients does not target a specific enemy unit and would therefore not benefit from Tank Hunters.

Ref: RB.52.02

RB.76C.01 – Q: Is the invulnerable save provided by the Turbo-Boosters USR in addition to the model's normal Armor save or does it replace it?

A: It temporarily replaces the models normal Armor save [RAW].

MIXED ARMOR (PAGE 76)

RB.76E.01 – Q: What if there are three (or more) types of Armor save in a unit but no majority?

Example: A unit has five models with a 3+ save, five models with a 4+ save and two models with a 6+ save. Since there is no majority, is the 6+ save used?

A: In this case, use the Armor type of largest plurality (the largest group) of applicable models. If no plurality is largest, use the worst of the pluralities tied for the largest (the 4+ save in this example) [rules change].

RB.76E.02 – Q: When using the Mixed Armor rules, if an Armor save set contains models with differing Invulnerable saves (or has Invulnerable Saves that are better than the unit's cover save), how are the wounds divided up within the single Armor save type?

A: They must be further divided within the Armor save type by using the standard Mixed Armor procedure, but treat differing Invulnerable saves (or Invulnerable saves that are better than the cover save) as different save "types" for wound allocation. The player may choose which invulnerable save type to begin allocating wounds to; there is no majority restriction when allocating wounds within a single Armor save type [rules change].

Ref: RB.25.03

RB.76E.03 – Q: If a unit has "mixed armor" is the wound allocated via the "torrent of fire" rule resolved before allocating the rest of the wounds on the unit? If so, can this casualty potentially change which armor type is the majority?

A: A "torrent of fire" wound is fully resolved before moving onto the mixed armor wound allocation. This casualty can indeed alter the majority armor composition of the unit [clarification].

Ref: RB.25.03

ORGANIZING A BATTLE: DEPLOY FORCES (PAGE 81)

RB.81A.01 – Q: If a single Force Organization choice is made up of several units (such as an Imperial Guard Platoon) and only some of those units can Infiltrate/Deep Strike/etc, can those abilities be utilized or must the entire choice be deployed at the same time?

A: Units with a special deployment ability are free to utilize it, even if they will be deployed at a different time from the rest of their Force Organization choice [clarification]. However, all units from a single Force Organization chart using the same special deployment ability are still deployed at the same time.

RB.81A.02 – Q: When the mission says that units may not be deployed within 18" inches of the enemy. Does that mean they can be *exactly* 18" away or that they must be set up *more than* 18" away from each other?

A: Models must be set up *more than* the distance specified apart from each other. Meaning, basic Infantry models shouldn't generally be able to charge on the very first player turn [clarification].

ORGANIZING A BATTLE: MISSION SPECIAL RULES: DEEP STRIKE (PAGE 84)

RB.84C.01 – Q: When units are arriving via Deep Strike, Summoning or Drop Pod, are all Reserve rolls completed before deploying them? Or is the Reserve roll made for one unit, and if successful, placed on the table *before* rolling for the next unit?

A: All of a player's Reserves are rolled for before placing any of them on the table. After this, the player places a single Deep Strike, Summoned or Drop Pod unit on the board, resolves its potential scatter, and then repeats the process. All Deep Strike, Summoned and Drop Pod units must be deployed before any units arriving normally from Reserves [rules change].

RB.84C.02 – Q: Does Deep Striking into difficult terrain count as moving into the terrain for models that have to take Dangerous Terrain tests when moving into terrain?

A: Yes [rules change].

ORGANIZING A BATTLE: MISSION SPECIAL RULES: ESCALATION (PAGE 84)

RB.84E.01 – Q: May a player choose to hold his "infantry" units in Reserve when the Escalation special rule is in effect?

A: No, units without a special rule allowing them to start in Reserve must be deployed [rules change].

RB.84E.02 – Q: If a single Force Organization choice is made up of several units (such as an Imperial Guard Platoon) and some of those units are not "infantry", in Escalation must the entire choice be held in Reserve?

A: Only the units that are not infantry (or that have a dedicated transport) are held in Reserve. All the other units are deployed normally [clarification].

ORGANIZING A BATTLE: MISSION SPECIAL RULES: ESCALATION (PAGE 84) *CONTINUED*

RB.84E.03 – Q: If infantry and non-infantry models are part of a single unit (A Hive Tyrant w/ Tyrant Guard for example), in Escalation must this unit be held in Reserve?

A: Yes. [clarification].

Ref: NEC.20.01A, TYR.35.01

ORGANIZING A BATTLE: MISSION SPECIAL RULES: RESERVES (PAGES 84-85)

RB.84I.01 – Q: For Reserves, do I roll for one unit, and if successful, place it on the table before rolling for the next unit? Or do I roll for all of my Reserve units first and then place them? Can I move my units that are already on the table before moving my Reserves on?

A: All of a player's Reserves are rolled for before placing any of them on the table. If applicable, all Deep Strike, Summoned and Drop Pod units are deployed first. Units arriving normally from Reserve may then be moved on in any order the player chooses. All Reserves movement must be completed before the player starts moving units that were already on the table [rules change].

RB.84I.02 – Q: If there is no room to place models moving onto the table from Reserves without placing them within 1" of an enemy model or on top of friendly models, what happens?

A: Any models that cannot fit on the table play no further part in the game and count as destroyed [rules change].

Ref: IA4.106A.01C

RB.84I.03 – Q: When Reserves arrive, what exactly is the "deployment zone board edge" they move on from?

A: Any part of a board edge that makes up a player's deployment zone. For example in "Secure and Control" Reserves could move on anywhere from the player's long board edge and from either small board edge up to 12 inches away from their long board edge [RAW].

Ref: RB.48B.01

RB.84I.04 – Q: Do special rules for models in Reserve still affect the game? Are models in Reserve vulnerable to special rules that affect all models?

A: Models in off the table have no effect on the game unless a rule specifies otherwise [rules change]. Conversely, models off the table are not affected by any rule unless specified that it affects models off the table [rules change].

Note: abilities used before deployment or that affect rolls for deployment/first turn may always be used regardless of whether the model is on the table or not.

RB.84I.05 – Q: The GW 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: SM.21.01D

ORGANIZING A BATTLE: MISSION SPECIAL RULES: VICTORY POINTS (PAGE 85)

RB.85.01 – Q: The GW online Space Marine Codex FAQ says that because Drop Pods are Immobile they automatically give up Victory Points at the end of the game. Does this principle apply to all type: Immobile vehicles?

Applying this ruling to all Immobile vehicles would render them nearly useless (especially the points-heavy Imperial Armor vehicles). Alternatively, it would be unfair to make Drop Pods the only vehicle with this penalty. Therefore, the following ruling applies to all vehicles that are type: Immobile.

A: Type "Immobile" vehicles cease to give up Victory Points for being Immobile. Instead, they give up half Victory Points if any of their weapons are destroyed. Also, any "Immobilized" damage result counts as "Armament Destroyed" instead. Unless specified otherwise, Type "Immobile" vehicles are never scoring units. [GW FAQ overrule].

Ref: IA.GEN.03

RB.85.02A – Q: Are an Independent Character's accompanying Wargear models worth any Victory Points for being destroyed?

A: Unless specified otherwise, no. Only the status of the actual character model at the end of the game matters for Victory Point purposes [rules change].

RB.85.02B – Q: Do an Independent Character's accompanying Wargear models count as a scoring unit?

A: Unless specified otherwise, no. However, if an Independent Character is normally a scoring unit than the presence of Wargear models doesn't change this fact; only the status of the actual character model at the end of the game matters [rules change].

RB.85.02C – Q: Do Wargear models that are permanently part of a unit count towards the "starting strength" of the unit for Victory Point/Scoring status?

A: Unless specified otherwise, if the character has a separate codex entry than the unit they are attached to (such as a Commissar), then he and his Wargear models *would not* count towards the unit's starting strength for Victory Point/Scoring status. If the character is an upgrade to the unit (such as an Ork Nob), then he and his Wargear models, *would* count towards the unit's starting strength/Scoring status [RAW].

Note: the character and his Wargear models *do* count towards the unit's starting strength *during* the game for things like Morale checks and tests to regroup.

Ref: RB.47B.04, RB.51.03D

HOBBY SECTION: SPECIAL MISSIONS (PAGES 190-191)

RB.190B.01 – Q: Where do Reserves enter play from in the “Rescue” special mission?

A: When available, reserves move on from the player’s deployment zone board edge [rules change].

HOBBY SECTION: BATTLE MISSIONS (PAGES 193-195)

RB.193C.01 – Q: Are units recycled back into play using the “Sustained Assault” special rule worth Victory Points each time they are destroyed or just the first time?

A: Each time a unit enters play it is worth separate Victory Points for being damaged, destroyed, etc [rules change].

EXISTING UNIT TYPES (PAGE 264)

RB.264.01 – Q: Are there any changes in classifications to the existing units in the rulebook?

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

CHAOS

Models w/ Daemonic Speed: Beasts.

TYRANIDS

Broodlord & retinue: Infantry.

Leaping Tyranid Warriors: Infantry.

Leaping Ripper Swarms: Infantry.

Winged Ripper Swarms: Jump Infantry.

Raveners: Beasts.

Gargoyles: Jump Infantry.

Spore Mines: Infantry.

Ref: CSM.18.01, TYR.GEN.01

WGB.01 – Q: Do the updated statlines for weapons and wording for Wargear/Vehicle Upgrades from the new Wargear book supercede the codex versions of the same items?

A: Any codex published before the Wargear book, uses the new statlines/rules in the WGB where they differ from the codex [RAW].

WGB.02 – Q: Are there any typographical errors in the Wargear book?

The following is a list of corrections to the WGB due to typographical errors [rules changes]:

- Page 6 – Terminator Save is: 2+/5+.
- Page 24 – Ork Dreadnought/Kan Strength is: 5(10).
- Page 28 – Venom Cannon can only cause glancing hits against *non* open-topped vehicles.
- Page 36 – Searchlight also used by Orks.
- Page 38 – Artificer Armor also used by Witch Hunters/Daemonhunters.
- Page 38 – Auspex also used by Witch Hunters/Daemonhunters.
- Page 42 – Combi-Weapons are also used by Chaos Space Marines.
- Page 43 – Company Standard entry begins: *"Units of Imperial guard infantry (not including Conscripts, Enginseers, Ogryns, Ratlings or Storm Troopers) . . ."*
- Page 52 – Lobba has a: G48" range.
- Page 53 – Master-Crafted Weapons also used by Chaos Space Marines.
- Page 56 – Rosarius also used by Witch Hunters/Daemonhunters.
- Page 58 – Servitors are also used by Space Marines.
- Page 58 – Servo-Arms are also used by Imperial Guard and Chaos Space Marines.
- Page 58 – Signum also used by Imperial Guard.

Ref: RB.32.01B

USING CITY RUINS (PAGES 10-13)

COD.10B.01 – Q: If a unit on an upper level of a city ruin Falls Back, but doesn't roll enough distance to move vertically down a level, is the unit destroyed via the "Trapped!" Rule?

A: No. The unit moves as far back horizontally within the ruin as it can towards its Fall Back point but isn't destroyed unless it is actually completely surrounded by enemy units and/or impassable terrain [RAW].

COD.11B.01 – Q: Can a model on an upper level of a City Ruin draw a line of sight "over" an intervening City Ruin to models that are on a lower level of another City Ruin (or on the ground)?

A: This is allowed, but for the purposes of seeing over a City Ruin, the intervening ruin is assumed to block line of sight up to the highest point of the terrain piece [rules change].

[DIAGRAM NEEDED!]

COD.13B.01 – Q: If a unit occupies all the available space on the upper floor of a City Ruin and an enemy rolls enough distance on their Difficult terrain roll to charge them but is unable to get into base contact due to lack of space on the floor, does the charge fail?

A: Models are allowed to charge enemies they cannot get into base contact with because of difficult terrain (RB.37.02). When dealing with multiple floors, although enemy models cannot be contacted directly "through the floor", defending models that could be reached if both units were on the same floor are eligible to be charged. [rules change]. **[DIAGRAM NEEDED!]**

CITYFIGHTING STRATAGEMS (PAGE 33)

COD.33.01 – Q: Are Stratagems on a City Ruin lost if it is reduced to Rubble?

A: Yes, unless specified otherwise [rules change].

COD.33.02 – Q: Do Stratagems that have rules for "Infantry" apply to Jump Infantry or any other type of unit besides "Infantry"?

A: Only models classified as "Infantry" may benefit from these Stratagems [rules change].

DIRTY TRICKS STRATAGEMS (PAGES 36-37)

COD.37B.01 – Q: What models may use the "Plunging Fire" Stratagem?

A: Only models classified as "Infantry" [rules change].

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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Extra Special Thanks for letting me steal their hard work:

WargamersAU, Cruentus, Lord Blackfang, MattJGilbert, HeraldoftheGods, Lastie & Time Wizard.