Independent National Warhammer 40,000

Tournament FAQ v2.1 (01/20/2009)

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*These FAQs are only utilized if the particular event is using Imperial Armor and/or Apocalypse rules in their games.

INTRODUCTION

This FAQ is a completely 100% independent (unofficial) Q&A list for the game of Warhammer 40,000 5th edition. It isn't meant to replace the Games Workshop official FAQs (which can be downloaded from: www.games-workshop.com) in any way, and in fact the issues addressed by the GW FAQs aren't included in this document.

The purpose of this FAQ is to give players advance knowledge of how tournament judges will be ruling the myriad of tricky situations that arise in games of 40k at the event they are planning to attend.

The answers in this FAQ are based on the rules as written (RAW) when possible (in fact, much more so than last year's FAQ*). However, in situations where the rules are unclear or, in the opinion of the FAQ council, the RAW dictated a solution that was absurd, unfun or went against the style of play of the vast majority of players, we didn't hesitate to rule against the printed word with the ultimate goal being a smooth and coherent gaming experience. After each FAQ answer there is a bracketed notation letting you know under what circumstances we felt the ruling was made:

- 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 we 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 we feel the issue is clearly based on a typographical error are noted as [typo].

Despite being lengthy, the organization of this FAQ 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).

New or altered rulings since the 2.0 version of this FAQ are denoted with a (+) symbol before their FAQ number and have their answer text colored red for easy reference.

At the end of the day please remember that miniature gaming is meant to be fun. While a FAQ can help provide standards and guidelines it is never a replacement for common sense and good sportsmanship.

If you have any questions regarding this FAQ or if you'd like to submit a rules query for consideration to be added to the document please email us at: awc_nfp@yahoo.com

Please feel free to use any portion of this FAQ for your own tournament (or any other reason you see fit). This FAQ is updated frequently, so be sure to check back regularly to see if there is an updated version available.

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Many thanks go out to the numerous internet forums, their posters, clubs/groups and GW staff that contributed invaluable questions, feedback and/or advice to help create this FAQ.

*See the Afterword on the final page of this FAQ for more information.

GENERAL TOURNAMENT QUERIES (GEN)

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

GEN.01 – 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. Any players, in the opinion of the Tournament organizers/judges, that have converted their models specifically to gain a gameplay advantage may be penalized up to, and including ejection from the tournament [clarification].
Ref: RB.22A.02

GEN.02 – 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: Besides a few noted exceptions in the rules (skimmers removing their flying bases, turrets turning, etc) 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].
Ref: RB.24A.01

GEN.03 – Q: Can opponents inspect my army list before the game begins?
A: In order to minimize potential cheating, in a tournament players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles [clarification].
Ref: RB.92B.01

GEN.04 – Q: Can a single unit capture multiple game objectives?
A: Unless the mission rules state otherwise, a single unit can capture and/or hold as many objectives as it is able to, based on the mission victory conditions [RAW].

GEN.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 explicitly stated otherwise (such as in a multi-player tournament), army specific special rules apply only to models belonging to that player's particular army [clarification].
Ref: SM.67B.01

GEN.06 – Q: Throughout this FAQ are classifications of how weapons are mounted on vehicles, however the online GW rulebook FAQ says that weapon arcs are defined by how the weapon looks like it should be able to rotate on the model. What is the correct way to play?
A: GW's FAQ ruling is correct: If the weapon looks like it would be able to turn to face a direction if it wasn't glued in place, then it can. In essence, the weapon mounting classifications presented in the rulebook (and referenced by this FAQ) represent the bare minimum the weapon of that type can rotate [RAW].

RULEBOOK QUERIES (RB)

Don't forget to check out the official rulebook FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m2030054_40k_Rulebook_Oct_2008.pdf

MODELS & UNITS (PAGE 3)

RB.03B.01 – Q: When models are supplied with multiple differently sized bases, are players allowed to choose which base to mount them on?
A: Players must, to the best of their ability, mount models on the proper base size as dictated by the majority of Games Workshop hobby materials [clarification]. When in doubt, contact the tournament organizer for a ruling on a particular model.

RB.03B.02 – Q: If a model is mounted on a scenic base and an opponent objects to it, what happens?
A: If an opponent objects to a scenic base, the model may still be used in the game. However during the game, to the best of both players' abilities, the model must be treated as if it were based on a standard-sized, non-scenic Games Workshop base [clarification].

RB.03B.03 – Q: Do skimmers have to be glued to their base even though the rules for skimmers (pg 71) state that the model should be removed from its base when it is immobilized or destroyed?
A: Skimmers models must be mounted on their flying base, but players are not required to actually glue the model onto the base. Therefore it may be removed as dictated by the skimmer rules [clarification].
Ref: TAU.30I.01

THE TURN (PAGE 9)

RB.09.01 – 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 unless specified otherwise, all actions that happen at the start of the game or player turn are indeed taking place at the very start of a player's movement phase [RAW].

RB.09.02 – 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, unless specified otherwise [clarification].
Ref: RB.94B.02

THE MOVEMENT PHASE: MOVEMENT DISTANCE (PAGES 11-12)

RB.11E.01 – Q: Can involuntary/random movement force models off of the table?
A: Unless specified in the rule itself, if random/involuntary movement would take any part of a model off the table, it stops moving at the edge of the table instead [clarification].
Ref: RB.75E.01

THE MOVEMENT PHASE: TERRAIN (PAGES 13-14)

RB.14A.01 – Q: When a unit that moves at a random rate (such as 2D6", etc) would enter or otherwise move through difficult terrain, what happens?
A: Unless specific movement rules state otherwise, models moving at a random rate are not slowed by difficult terrain but still take dangerous terrain tests as normal [clarification].

THE SHOOTING PHASE: CHECK LINE OF SIGHT & PICK A TARGET (PAGE 16)

RB.16B.01 – Q: Can line of sight be drawn through incredibly tight spaces, such as between a model's legs, under a vehicle's tracks or through a tiny window in a building?
A: Yes, if any valid portion of the target (as defined in the rulebook) can be seen from the firing model's eye view, then it is considered to be within line of sight (and in cover, of course) [RAW].

THE SHOOTING PHASE: TAKE SAVING THROWS (PAGE 20)

RB.20B.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].

THE SHOOTING PHASE: COVER (PAGES 21-24)

RB.22A.01 – Q: When models from two or more units are intermixed together, can these units simultaneously provide cover saves for each other from a single enemy firing unit?
A: Two or more intermixed units cannot simultaneously provide cover saves for each other against a single enemy firing unit. When such a situation occurs, the intermixed unit with a model closest to the firing unit does not count as being in cover from the unit(s) they are intermixed with [rules change].

RB.22A.01
As Ork Mob '1' is closer to the firing marines, so it provides a cover save for Mob '2' but not vice-versa.
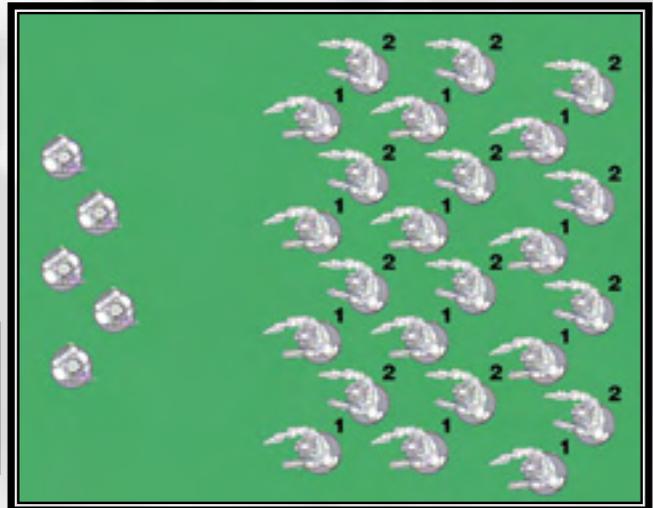
RB.22A.02 – Q: How exactly does a player determine if they are firing "through" area terrain or an intervening unit as opposed to firing "over" it?
A: When drawing line of sight past an intervening unit or area terrain draw an imaginary line from the tallest points of the two models/terrain elements that are being fired 'through'. If no portion of the target model's body (head, torso, arms, legs) is within this imaginary area then LOS is considered to pass **over** the intervening unit/area terrain and the target is considered to not be "in cover" [clarification]. Remember that purposely converting your models to gain an in-game advantage is not allowed.
Ref: GEN.01

RB.22A.02
In the example above, from the line of sight of the Fire Warrior standing on a hill (bottom left of the picture), the bodies of Orks C, D & E are all completely *over* the ruin. Since this is the majority of the unit, the Orks will not get a cover save from the Fire Warrior's shots.

Similarly, in the example to the left, the bodies of Orks C, D & E can all be completely seen *over* the intervening Gretchin from the point of view of the fire Warrior standing on a hill (bottom left of the picture) and therefore the Orks will again not get a cover save.

RB.22B.01 – Q: If a unit has the majority of its models 'in cover' but those models are in different types of cover, which cover save is used?

Example: A unit has three models in 3+ cover, three models in 4+ cover and four models not in cover. What cover save does the unit use?

A: Use the cover save that the majority of 'in cover' models are in/behind. If there is no majority, randomly determine which cover save to use [clarification]. So in the example above, the player would randomly determine which save to use by rolling a D6. On a 1-3 he would use the 4+ cover save and on a 4-6 he would use the 3+ cover save.

RB.24A.01 – Q: When firing at a '[gone] to ground' unit that has had their models laid down, are players then required to draw line of sight to the models in their prone position?
A: No, the models are laid down for representational purposes only. If line of sight is questionable, temporarily stand the models back up [clarification].
Ref: GEN.02

RB.24A.02 – Q: If a special rule forces a unit that has '[gone] to ground' to move (not including a fall back move which is covered in the rules) does the unit return to its '[gone] to ground' status when the movement is finished?
A: Unless otherwise specified, yes [RAW].
Ref: BT.23A.03, CD.75B.02, CSM.88E.02

RB.24A.03 – Q: If a unit has '[gone] to ground' and the enemy then fires 'through' them to a friendly unit behind, does that friendly unit get a cover save because the shots passed through an intervening unit?
A: Yes [RAW].
Ref: ELD.49B.04, TAU.27F.02

THE SHOOTING PHASE: COMPLEX UNITS (PAGE 25)

RB.25A.01 – Q: If two identical models in a unit both have a one-shot weapon (such as a combi-weapon), and one of them expends his weapon are these models no longer considered identical under the 'complex units' rules?
A: These two models would still be considered identical in game terms because they both still possess the same weapon [clarification].

THE SHOOTING PHASE: MULTIPLE-WOUND MODELS (PAGE 26)

RB.26C.01 – Q: A unit of non-identical multi-wound creatures contains a previously wounded model. If this unit suffers another wound, must it be to allocated to the 'group' containing the previously wounded model, or may it be placed on any of the groups in the unit?
A: Wounds may always be allocated freely between differing 'groups' of models. It is only when applying the unsaved wounds *within* a particular 'group' that whole models must be removed when possible [RAW].

Example: An Ork Nobs mob contains a previously wounded Nob with a powerklaw and three other un-wounded Nobs that are identical to each other. The mob suffers one wound from shooting. The wound may either be allocated to one of the three identical Nobs or onto the previously wounded powerklaw Nob.

WEAPONS: SPECIAL WEAPON CHARACTERISTICS (PAGES 30-32)

RB.31B.01 – 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 [clarification].

ASSAULT PHASE: MOVE ASSAULTING UNITS (PAGE 34)

RB.34B.01 – 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 [clarification]. 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.

RB.34B.01
The charging Ork rolls a six on his Difficult Terrain roll so he counts as being in base contact with the Guardsman despite the fact that their bases don't actually touch.

ASSAULT PHASE: DEFENDERS REACT (PAGE 34)

RB.34B.01 – Q: When models make a 'defenders react' move do they count as charging that turn?
A: No [RAW].

ASSAULT PHASE: FIGHTING A CLOSE COMBAT (PAGES 34-39)

RB.37A.01 – Q: If a weapon isn't defined as either single or two-handed can this weapon be used in close combat to get the +1 attack bonus for having two weapons?
A: Unless specified otherwise, only weapons defined as a single-handed weapon, along with 'pistols' and 'close combat weapons', can be used to get the +1 attack bonus for having two weapons [clarification].
Ref: ELD.51D.01

RB.37C.01 – Q: If a unit being attacked in close combat has one engaged model with WS5, two engaged models with WS4 and three engaged models with WS3 what Weapon Skill value is used for attacks against them?
A: As there is no majority WS (more than half of the engaged models in the unit), the unit uses the WS of 5 when attacked [RAW].

ASSAULT PHASE: MULTIPLE COMBATS (PAGE 41)

RB.41C.01 – Q: The rules on page 41 seem to indicate that a unit fighting in an existing close combat that is charged by another enemy unit cannot direct their attacks at this new threat. Is this correct?
A: No. The "beginning of the combat" is *after* all assault moves are completed, therefore a model in base contact with multiple enemy units can always choose to attack an enemy unit that has just charged it [RAW].

RB.41C.02 – Q: When fighting a multiple combat what happens if a unit is unable to engage the enemy with their pile-in move because all enemy models in the combat are already surrounded by other friendly models?
A: If a unit will have absolutely no way of engaging the enemy even after both sides' pile-in moves, that unit is considered no longer locked in combat and may make a consolidation move instead [clarification].
Ref: ELD.46B.01/ELD.47C.01, RB.73A.01, SM.72A.01

ASSAULT PHASE: CLOSE COMBAT WEAPONS (PAGE 42)

+RB.42O.01 – Q: Can a model fighting with a Power fist utilize attacks granted by wargear and/or special rules (such as a Mark of Khorne, an Ork Attack Squig, etc)?
A: Yes, the restriction on page 42 is **only** in reference to the bonus attack provided by fighting with two single-handed weapons [clarification].

+RB.42P.01 – Q: In close combat, can a model armed with two or more special weapons AND a normal single-handed weapon choose to fight with a special and normal weapon?
A: Yes. In this situation the model must use at least one of his special weapons but may also utilize the normal weapon in order to gain the +1 Attack bonus (assuming both weapons are single-handed and are allowed to be used together to gain the bonus Attack, of course) [clarification].
Ref: ELD.51D.02

MORALE: MORALE CHECKS (PAGES 43-44)

RB.44A.01 – Q: If a unit suffers 25% casualties in its own movement or shooting phase (for example, by scattering blast weapons or by moving through booby-trapped terrain) does it take a morale check?
A: Yes, any phase a unit suffers at least 25% (non-close combat related) casualties it must take a morale check [RAW].

MORALE: FALL BACK! (PAGES 45-46)

RB.45C.01 – Q: What exactly do the 'Trapped!' rules mean when they refer to "doubling back"?
A: A falling back unit is only 'Trapped!' if it is *completely surrounded*. As long as it can make its full fall back move in *any* direction (including away from the table edge they have to fall back towards) it will not be 'Trapped!' [clarification].

RB.46B.01 – Q: If models have a special move outside of the movement phase (such as models with Jetpacks, Eldar Warp Spiders, etc) can they use that move while falling back?
A: Yes, but only to move in the same direction they are falling back towards [clarification].

RB.46C.01 – Q: Units that are falling back "automatically fail all Morale checks". Does that mean a unit that has already fallen back this turn (from a Tank Shock, for example) will be forced to make another fall back move if they suffer 25% casualties (or are Tank Shocked by another vehicle)?
A: Yes, it is possible for a unit to make multiple fall back moves in the same player turn [RAW].

RB.45C.01
The Ork mob has failed a morale check from suffering shooting casualties and must fall back 7 inches. The Orks are not 'Trapped!' and must move back towards their own table edge by the shortest route, which in this case means temporarily moving away from their own table edge.

CHARACTERS (PAGES 47-49)

RB.48A.01 – Q: If a unit is joined by an Independent Character does he count towards whether the unit is "below half strength" for regrouping purposes?
A: During the game, Independent Characters (and any other models) that join a unit count fully towards the unit's 'strength' [clarification]. So if an Independent Character is joined to a 5-man squad they can attempt to regroup as long as 3 models (including the IC) are still alive.

RB.48A.02 – Q: Can an Independent Character end its move within 2" of a unit it cannot joint (like a vehicle)?
A: Yes they can, as otherwise it would be impossible for an IC to disembark from a vehicle that has already moved [rules change].
Ref: SW.15G.01

RB.48A.03 – Q: Can an Independent Character be deployed joined to a unit inside their transport vehicle with them?
A: Yes, an IC may join a unit by being deployed into a transport with the unit (including a dedicated transport), provided he would be allowed to embark onto the vehicle during the game [clarification].

RB.48B.01 – Q: Independent Characters joining a unit do not confer their special rules onto the unit unless "specified in the rule". If an IC's special rule says it applies to "his unit" does this qualify?
A: Yes, "his unit" refers to the unit a character is joined to [clarification].

RB.48B.02 – Q: Independent Characters joining a unit do not gain the unit's special rules unless "specified in the rule". What exactly does this mean and does it apply to special rules that have been conferred to the unit by _another_ character?
A: A special rule must specifically mention that it applies to Independent Characters joining the unit for it to be conferred, and this includes special rules granted to the unit by _another_ character. Please note that this only applies to "special rules" (as defined in their codex) and to the "universal special rules" found in the rulebook, not to Wargear or Psychic Powers [clarification].
Ref: ORK.38A.01, ORK.59A.01, SM.55A.01

RB.49A.01 – Q: When an Independent Character is 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?
A: Yes, as the character counts as being part of the unit until the start of their next turn [RAW]. This also means that enemies who fired at and wiped out the unit the IC was joined to may still declare a charge against the character in the subsequent Assault phase.

+RB.49B.01 – Q: Independent Characters joined to a unit that is making a pile-in move (or reacting to being assaulted) have to move before the rest of the models in their unit. What happens if their path to the enemy is completely blocked by friendly models?
A: In this situation, the player is allowed make pile-in/reaction moves with other models in the unit, but if at any point there is enough space for the IC to move into base contact with the enemy, the player must then do so [clarification].

UNIT TYPES: MONSTROUS CREATURES (PAGE 51)

RB.51B.01 – Q: Does 50% of a monstrous creature's body actually have to be physically obscured for it to claim a cover save in all cases? Or when it comes to area terrain does it just need 50% of its base in the terrain to get the save?
A: In all cases, a monstrous creature needs to have at least 50% of its body physically obscured in order for it to claim a cover save [clarification].
Ref: NEC.20A.02, RB.62B.01, TYR.36A.01

UNIT TYPES: JUMP INFANTRY (PAGE 52)

RB.52E.01 – Q: Can a Jet Pack model move 6 inches in the Assault phase on the same turn it arrives via Deep Strike?
A: Yes, provided it doesn't actually declare an assault [RAW]. However, please note that Tau Stealth & Crisis suits have a specific rule that prevents them from moving in the Assault phase when they Deep Strike.

RB.52E.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 actually declare an assault [RAW].

UNIT TYPES: BIKES (PAGE 53)

+RB.53E.01 – Q: How far do bikes Assault?
A: Six inches [clarification].

UNIT TYPES: ARTILLERY (PAGE 55)

+RB.55C.01 – Q: How is cover for Artillery units determined from enemy shooting?
A: Just like an infantry unit, artillery units get a cover save if at least half of their models are in cover. A gun model only counts as being 'in cover' if at least 50% of the model is physically obscured from the firers (although gun models that aren't 50% obscured can still utilize a cover save if the majority of the unit **is** 'in cover') [clarification].

VEHICLES: SHOOTING AND MOVEMENT (PAGE 57)

**+RB.57C.01 – Q: If a transport gains an extra 6"
for moving at cruising speed on a road, can
passengers still disembark at the end of its
movement?**
A: Yes they can, so long as the vehicle didn't move more
than 18" (or 19" in the case of an Ork vehicle with 'Red
Paint Job') [RAW].

**+RB.57C.02 – Q: If a fast vehicle gains an extra 6"
for moving at cruising speed on a road, can it still
fire as though it moved at cruising speed in the
subsequent shooting phase?**
A: Yes it can [RAW].

VEHICLES: SHOOTING AT VEHICLES (PAGES 60-62)

**RB.60.01 – Q: How exactly are Vehicle Armor Value
arcs determined on non-rectangular vehicles (such as
an Eldar Falcon)?**
A: In the case of non-rectangular vehicles (such as an Eldar
Falcon), determine their armor facing by drawing a line at a
45-degree angle to the axis of the vehicle [rules change].

**RB.61H.01 – Q: If a weapon is "twin-linked", "built-
in", "combi" or "co-axial" does a single "Damaged -
Weapon Destroyed" result destroy both weapons?**
A: Yes [clarification].

**RB.61I.01 – Q: Does a 'Type: Immobile' vehicle
automatically count as having suffered an
'Immobilized' result?**
A: Yes (unless specified otherwise in their unit entry), so any
'Immobilized' results count as a 'Weapon Destroyed' instead
[clarification].
Ref: BT.38C.02, IA.GEN.02, RB.95A.02, RB.108.01

**RB.61K.01 – Q: If a vehicle suffers multiple
'Destroyed – explodes!' results from a single enemy
unit does it explode multiple times?**
A: No. Determine all damage results from a single enemy
firing unit at once and if any 'Destroyed - Explodes' results
are rolled, apply this result once and ignore the other results
[clarification].

**RB.61K.02 – Q: When a vehicle 'explodes' it is
replaced with an area of "difficult ground". Does this
area provide any cover?**
A: Unless both players agree otherwise, this terrain provides
a 4+ cover save for models inside it and blocks line of sight
based on the actual piece of terrain. If an appropriate piece
of terrain is not available then the vehicle is just removed
from play [clarification].
Ref: ORK.41C.01

**RB.61K.03 – Q: When a vehicle 'explodes' is each
model within range rolled for separately or are the
normal casualty removal rules for shooting used?**
A: Use the normal casualty removal rules for shooting
[clarification]. The same is true for embarked units when
their vehicle 'explodes'.

**RB.61K.04 – Q: If a multiple combat contains a
vehicle that 'explodes', do wounds caused by the
explosion count towards combat resolution for both
sides?**
A: Yes, wounds caused by an exploding vehicle in the same
combat do count towards combat resolution for both sides
[clarification].

**RB.62B.01 – Q: Does 50% of a vehicle's facing
actually have to be physically obscured for it to claim
a cover save in all cases? Or when it comes to area
terrain does it just need 50% of the facing within the
terrain to get the save?**
A: In all cases, a vehicle needs to have at least 50% of its
body physically obscured in order for it to claim a cover save
[clarification].
Ref: RB.51B.01

VEHICLES: VEHICLES AND ASSAULTS (PAGE 63)

RB.63F.01 – Q: If a unit is fighting a multiple combat against a (non-walker) vehicle and another non-vehicle enemy unit and the combat is drawn, can the unit pile-in towards the vehicle?
A: No, in this case the unit would have to pile-in towards the enemy non-vehicle unit and (if possible) move at least 1″ away from the vehicle [RAW].

RB.63F.02 – Q: If a unit is fighting a multiple combat against a (non-walker) vehicle and another non-vehicle enemy unit and they wipe out the enemy unit, can they consolidate into the vehicle?
A: Any consolidating model that moves must end its move more than 1″ away from the vehicle. However models that are already within 1″ of the enemy vehicle may remain there provided they are not moved [RAW].

VEHICLES: TRANSPORT VEHICLES (PAGES 66-67)

RB.66B.01 – Q: If an embarked model fires a template weapon from a vehicle fire point is the transport vehicle hit if the template partially covers the vehicle?
A: No. Transport vehicles are not affected by template weapons fired by models embarked on them [clarification].

RB.66B.02 – Q: Can embarked models shoot from fire points if their transport used smoke launchers that turn?
A: No they cannot [clarification].

RB.66E.01 – Q: Can an embarked unit ever be targeted by enemy shooting? What about with weapons that don't require line of sight or embarked models on open-topped transports?
A: enemy shooting may never directly affect embarked units; only their transport vehicle may be damaged [clarification].

RB.66E.02 – Q: Do psychic powers or special rules that affect all units within a certain distance affect models embarked on vehicles? If so, can embarked units be forced to fall back or 'go to ground'?
A: Yes they can, however embarked units never have to take Ld tests, fall back or go to ground [clarification].
Ref: TAU.33E.01, TAU.42H.01

RB.67A.01 – Q: A unit that makes an emergency disembarkation can't do "anything else for the rest of that turn". What exactly does that mean?
A: They cannot take any voluntary actions but will react normally if affected by enemy actions (just like a unit that has [gone] to ground) [clarification].

RB.67C.01 – Q: If a lone Independent Character is embarked on a vehicle that is within 2″ of a friendly unit, is the IC considered joined to that unit?
A: No, while an IC is embarked on a vehicle he cannot be joined to a unit that is outside of the vehicle [rules change].

RB.67F.01 – Q: When a transport vehicle suffers a 'Destroyed – explodes!' result its passengers must be placed "where the vehicle used to be". What exactly does this mean?
A: Passengers must be placed wholly inside the area of the table that the vehicle's hull previously occupied [clarification]. Any models that cannot fit entirely within this area or are within 1″ of an enemy model are removed from play as a casualty. In addition, the models count as having disembarked from a vehicle (and so cannot assault the same turn if the vehicle wasn't open-topped, for example) [rules change].

VEHICLES: TANKS (PAGES 68-69)

RB.68.01 – 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 are those models removed from play?
A: No. Move the models the shortest route from underneath the vehicle that will keep them on the table [clarification].

RB.69A.01/RB.69B.01 – Q: Can a tank moving on the table from Reserves Tank Shock and/or Ram? If so, what happens if the tank suffers damage that stops it from moving all the way onto the table?
A: A tank moving on from reserves may Tank Shock and/or Ram but if it is stopped before it can fully enter the table it, along with any passengers onboard, counts as being destroyed (so think twice about whether you really want to!) [clarification].

VEHICLES: TANKS (PAGES 68-69) *CONTINUED*

+RB.69B.02 – Q: Can any vehicle ram or are only 'tanks' allowed to do so?
A: Unless explicitly specified otherwise, only tanks are allowed to Ram [clarification].

RB.69B.03 – Q: A ramming vehicle has to move the "highest speed it is capable of", what if this move will take the vehicle into a friendly unit, off the table or into difficult/impassable terrain?
A: A ramming vehicle that moves through difficult terrain will have to take a dangerous terrain test as normal. The ramming move ends when the vehicle moves into a friendly unit, impassable terrain or reaches the table edge [clarification].

VEHICLES: FAST VEHICLES (PAGE 70)

+RB.70H.01 – Q: If a transport vehicle is 'Destroyed' in the same movement phase it is declared to be moving 'flat out' (when ramming another vehicle, for example) are the models onboard destroyed?
A: Yes, in this case all models onboard count as being destroyed [clarification].

VEHICLES: SKIMMERS (PAGE 71)

RB.71B.01 – Q: If a skimmer rams/tank shocks an enemy unit that is in terrain does it have to take a dangerous terrain test to do so?
A: Only if the skimmer begins or ends its movement in the terrain [RAW].

RB.71B.02 – Q: Can a skimmer performing a tank shock selectively choose to fly over enemy units (and vehicles) that it doesn't want to tank shock or ram? How about flying over friendly units or intervening terrain in order to tank shock an enemy unit?
A: Yes, a skimmer may selectively choose to move over any friendly/enemy units and moves over intervening terrain without penalty (although it still has to take a dangerous terrain test if it ends the move in terrain as normal) [clarification].

VEHICLES: WALKERS (PAGES 72-73)

RB.73A.01 – 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 [clarification].
Ref: ELD.46B.01/ELD.47C.01, RB.41C.02, SM.72A.01

UNIVERSAL SPECIAL RULES (PAGES 74-76)

RB.74A.01 – 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 permanently part of a unit (and their Wargear models)?
A: Unless specified otherwise, anytime models in a unit don't have an asterisked USR while other models in the unit do, the USR is not followed while the models without it remain [clarification].

RB.74A.02 – Q: Several USRs 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 permanently part of a unit (and their Wargear models)?
A: Yes, these guidelines apply to any type of model that is part of the unit and doesn't share the same USRs as the rest of the unit [rules change].

+RB.75D.01 – Q: If a unit with 'Counter-Attack' passes its Ld test does it count as charging in all respects or just for the Attack bonus?
A: The unit only counts as having assaulted *only* for the Attack bonus. So, for example, if the unit also had 'Furious Charge' it would not benefit from it when counter-attacking [clarification].
Ref: SW.10B.03, SW.11A.02, SW.28C.01

RB.75E.01 – Q: When a unit making a Hit & Run move encounters an obstacle it cannot normally move through (impassable terrain, moving within 1" of enemy models, etc) what happens? What if the move will take the unit off the table?
A: When a unit making a Hit & Run move encounters an obstacle it cannot normally move through, including the edge of the board, it stops moving instead [clarification].
Ref: RB.11E.01

RB.75E.02 – Q: If a Jump Infantry or Jetbike unit makes a Hit & Run move, can it pass over intervening terrain and models during the move?
A: Yes, however if the final position of the unit would end in impassable terrain, over friendly models or within 1" of an enemy model reduce the Hit & Run move the minimum distance needed so the unit can be legally placed [rules change].

RB.76E.01 – Q: If a unit contains even a single model with the 'Slow and Purposeful' USR does that mean the entire unit counts as assaulting through difficult terrain when they charge (and will therefore strike at I1 unless they have assault grenades)?
A: Unfortunately for them, yes [RAW].

RB.76E.02 – Q: Can 'Slow and Purposeful' models 'run' in the shooting phase and make a sweeping advance if victorious in combat?
A: Yes and yes [RAW].

RB.76F.01 – Q: If only some models in a unit have the 'Stealth' USR do all models really benefit from the +1 cover save?
A: If only some models in a unit have 'Stealth' then only those models benefit from the +1 cover save bonus [clarification].
Ref: SM.88A.01

RB.76F.02 – Q: Do units that get a bonus to their cover saves (such as with the 'Stealth' USR) really get a 2+ cover save when Turbo-Boosting?
A: Yes [RAW].

BUILDINGS AND RUINS: BUILDINGS (PAGES 78-81)

RB.79A.01 – Q: If a unit occupying a building has a (non-shooting) special ability, where do you measure range to and from?
A: Measure it from the edge of the building [clarification]. Although in the case of an extremely large building with multiple rooms, both players may agree to place a limitation based on the area of the building the unit is actually occupying.

RB.79A.02 – Q: Can unoccupied buildings be shot at or assaulted? What about if a blast accidentally scatters onto an unoccupied building?
A: To keep things simple, unoccupied buildings cannot be assaulted and/or damaged unless both players agree otherwise [clarification].

BUILDINGS AND RUINS: RUINS (PAGES 82-85)

RB.83B.01 – Q: If a unit on an upper level of a ruin Falls Back, but doesn't roll enough distance to move vertically down a level (double '1's), is the unit automatically "Trapped" and destroyed?
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].

ORGANIZING A BATTLE: SELECT A MISSION (PAGES 90-91)

RB.91C.01 – Q: Do units that are off the table at the end of the game automatically count as being destroyed for Kill Point purposes?
A: Yes [clarification].

+RB.91C.02 – Q: If an Independent Character is joined to a unit and he, and the entire unit are killed at the same time how many Kill Points are awarded?
A: Two. One for the unit and one for the IC [clarification].

ORGANIZING A BATTLE: DEPLOY FORCES (PAGES 92-93)

RB.92A.01 – Q: When deploying forces, can units be deployed directly into a non-dedicated transport?
A: A unit may be deployed directly into a non-dedicated transport vehicle provided they would be allowed to embark onto it during the game [clarification].

RB.92A.02 – Q: When deploying forces, can units be deployed into impassable terrain?
A: A unit may only be deployed into impassable terrain if it has a special rule allowing it to do so (like a Lictor) or it would be allowed to move there during the game (such as a skimmer on top of an impassable building) [clarification].

RB.92B.01 – Q: Can opponents inspect my army list and do I have to tell them what units are inside each transport vehicle?
A: In order to minimize potential cheating, in a tournament players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles [clarification].
Ref: GEN.03

ORGANIZING A BATTLE: MISSION SPECIAL RULES: RESERVES (PAGE 94)

RB.94B.01 – 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 off the table have no effect on the game unless a rule specifies otherwise [clarification]. Conversely, models off the table are not affected by any rule unless specified that it affects models off the table [clarification].

> **Note:** abilities used before deployment or that affect deployment or who gets the first turn may always be used regardless of whether the model is on the table or not.

RB.94B.02 – Q: If a model in Reserve has an ability that occurs at the start of the turn can they arrive from Reserves and utilize that ability in the same turn?
A: No [RAW].
Ref: RB.09.02

RB.94D.01 – Q: If there is no room for models to move 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 [clarification].
Ref: IAA.66.04

RB.94D.02 – Q: Some vehicles are so big they cannot move on from the table edge without moving faster than combat speed. Are such vehicles forced to move faster than combat speed on the turn they move onto the table?
A: No, if a vehicle is so large it cannot totally fit onto the table when moving onto the table at combat speed, players are allowed to leave the back end of the vehicle hanging off the edge of the table [clarification]. If players are concerned about their model falling off the table they can mark the spot where it is supposed to be and then temporarily move the model fully onto the table.

> **Note:** While a vehicle is partially 'hanging off the table', any access points off the table may not be used and any blast with the center hole over the vehicle will hit it, even if the blast is technically off the table.

ORGANIZING A BATTLE: MISSION SPECIAL RULES: DEEP STRIKE (PAGE 95)

RB.95A.01 – Q: If not all models in a unit have the Deep Strike ability may the unit arrive via Deep Strike?
A: No, a unit may only utilize Deep Strike if all models have the ability [clarification].
Ref: ORK.62C.01, SM.92.01

RB.95A.02 – Q: If a Drop Pod or permanently immobile vehicle enters the game via Deep Strike is it able to fire the turn it arrives?
A: No, as it counts as moving at cruising speed that turn [RAW].
Ref: BT.38C.02, IA.GEN.02, RB.61I.01, RB.108.01

REFERENCE: VICTORY POINTS (PAGE 108)

RB.108.01 – Q: Do 'Type: Immobile' vehicles automatically give up half Victory Points at the end of the game for being immobile?
A: Yes, unless specified otherwise in their rules (such as the Necron Pylon) [clarification].
Ref: BT.38C.02, IA.GEN.02, RB.61I.01, RB.95A.02

RB.108.02 – Q: If an Independent Character is part of a unit it cannot leave (a 'retinue') are Victory Points for the IC worked out separately from the retinue at the end of the game?
A: No, besides Imperial Guard Officers (who have their own Victory Point rules in the online GW IG FAQ), if an IC cannot leave a unit during the game then for Victory Point purposes their points cost is included along with the unit and they are considered just another model in the unit [clarification].

BLACK TEMPLARS CODEX QUERIES (BT)

Don't forget to check out the official Black Templars FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180125_Black_Templars_FAQ_2006-08_5th_Edition.pdf

BLACK TEMPLAR GENERAL QUERIES

BT.GEN.01 – BLACK TEMPLAR UNIT TYPES
- All units are 'Infantry' except for the following:
- Units with an Armor Value are 'Vehicles'
- Characters with a Jump Pack are 'Jump Infantry'
- Characters with a Bike are 'Bikes'
- Assault Squads are 'Jump Infantry'
- Bike and Attack Bike Squadrons are 'Bikes'
[clarification]

BLACK TEMPLARS SPECIAL RULES (page 22)

BT.22A.01 – Q: The ATSKNF states that Space Marines automatically pass "Morale tests to regroup". Is a test to regroup a Morale test?
A: The reference to a "Morale test" is in error; it should read: "tests to regroup" instead [clarification].

BT.22A.02 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BA.05A.01, DA.23A.01, SM.51B.01

BT.22B.01 – Q: If a Black Templar Drop Pod's scatter would take it on top of a friendly unit or off the table is the scatter reduced as if it were landing in impassable terrain?
A: Treat friendly models as impassable terrain and reduce the scatter as needed. If the scatter takes the Pod even partially off the table it suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked models on the mishap table [clarification].
Ref: BA.06O.01, DA.35B.01, SM.69C.01

BT.22B.02 – Q: Can a Templar Drop Pod arrive on its own while the unit that purchased it is deployed normally?
A: No, Black Templar units that take a Drop Pod must arrive in them [RAW].
Ref: BA.26C.02

BT.22B.03 – Q: Do tournament missions count as "standard missions" for using Templar Drop Pods?
A: Yes, all missions in tournaments count as a standard mission for this purpose [clarification].

BT.22B.04 – Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?
A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].
Ref: BA.26C.03, DA.35B.02, SM.69A.01

BT.22C.01 – Q: Pg 22 says: "A character who is leading or attached to a squad does not stop being an independent character for the purposes of close combat" but the rulebook seems to contradict this. Which rule is correct?
A: The codex takes precedence, so Black Templar characters with a retinue still attack, and are attacked, as a separate unit from their retinue [RAW].
Ref: BT.27E.01, BT.27E.02

BT.22C.02 – Q: Is a Chaplain that is attached to another character's retinue unit worth a Kill Point if the entire unit is wiped out?
A: Yes [clarification].

BLACK TEMPLARS SPECIAL RULES (page 22) *CONTINUED*

+BT.23A.01 – Q: For the 'Righteous Zeal' special rule, what is meant by a 'Massacre' result?
A: Ignore this reference as it pertains to a previous edition of the rules. Instead, a unit suffering from 'Righteous Zeal' just makes a normal consolidation move that must take them closer to the nearest enemy unit [clarification].

BT.23A.02 – Q: Is the 'Righteous Zeal' rule used for Morale Checks outside of the enemy's Shooting phase (now that Morale Checks are taken in any phase a unit suffers 25% casualties)?
A: No, just for checks caused in the enemy's Shooting phase [RAW].

BT.23A.03 – Q: If a Templar unit that has '[gone] to ground' passes its Morale Check in the enemy Shooting phase, does it get to make a consolidate move? If so, does this remove the unit from its '[gone] to ground' status?
A: The unit makes its consolidation move and then continues to follow the 'going to ground' rules and therefore cannot move, shoot or assault in its next turn [RAW].
Ref: CD.75B.02, CSM.88E.02, RB.24A.02

BT.23E.01 – Kill Them All: Ignore the reference for vehicles to follow 'Target Priority' as this no longer exists in the current rules.

VOWS OF THE BLACK TEMPLARS (pages 24-25)

BT.24B.01 – Do Templar units following the 'Uphold the Honor of the Emperor' vow benefit from the cover save provided by intervening units and the cover bonus for 'going to ground'?
A: No they do not [RAW].

BT.24B.02 – Uphold the Honor of the Emperor: Ignore the reference to "being entangled" as it no longer applies to the current rules.

BT.25A.01 – If a unit is embarked on a vehicle, when rolling for the 'Abhor the Witch Destroy the Witch' consolidation move is just one roll made for the transport vehicle and the unit inside?
A: Yes, although if the embarked unit has Crusader Seals that bonus does apply to the roll [clarification].

BT.25A.02 – Q: Can persistent Psychic abilities (such as a 'Tyranid Psychic Scream' or Eldar 'Veil of Tears') be nullified by 'Abhor the Witch, Destroy the Witch'?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: APOC.91D.01, ELD.28G.01, IG.40.02, ELD.49B.01, TYR.31F.02

+BT.25A.03 – Q: The 'Abhor the Witch, Destroy the Witch' vow allows all Templars to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?
A: For this purpose, the model, or the unit they are part of, will be 'affected' by a (non-persistent) power if it will:
- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.
[clarification]
Ref: IG.40.03, WH.16E.01, WH.18.01B

BT.25A.04 – Q: Abhor the Witch, Destroy the Witch: Ignore the references to "Concealment" and "Minor psychic powers" as neither is used in the current rules.

BLACK TEMPLARS ARMOURY (pages 26-29)

BT.26C.01 – Q: Can a model be equipped with both a Space Marine Bike and a Jump Pack?
A: A model may take only one or the other [clarification].

BT.27C.01 – 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 [clarification].
Ref: DH.16C.01, IA3.193D.01, IG.35N.01, WH.20A.01

BT.27C.02 – Q: Is the shooting granted by an Auspex/Surveyor subject to the Night Fighting rules?
A: 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 at [RAW].
Ref: DH.16C.02, IA3.193D.02, IG.35N.02, WH.20A.02

BT.27C.03 – 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: DH.16C.04, IG.35N.04, WH.20A.04

BT.27D.01 – Q: Can Bionics be used against an attack that would normally cause 'Instant Death' if the model didn't also have 'Adamantine Mantle'?
A: No they cannot [rules change].
Ref: BT.28G.02, BA.06L.02, DA.25F.02, IG.35F.02

BT.27E.01 – Q: When a Chaplain who is not attached to a Command Squad takes Cenobyte Servitors, does he and the Servitors form a 'retinue' unit?
A: Yes. This means, among other things, they take morale checks if they lose at least 25% casualties in a single phase, and give up Victory Points as normal for a unit. The one exception is that the unit is worth only one total Kill Point if destroyed [clarification].
Ref: BT.22C.01, SW.04J.01, TAU.31D.01

BT.27E.02 – Q: Can a Chaplain who takes Cenobyte Servitors still join a friendly unit? If so, how does this combined unit fight in close combat?
A: A Chaplain with Servitors may still join another unit and if he does so the Servitors join the unit as well. In close combat, when attacking, and being attacked, the Chaplain counts as one unit, while his Servitors count as a second unit and the unit they are joined to counts as a third unit [clarification].
Ref: BT.22C.01, SW.04J.02

BT.28B.01 – Q: Does the Holy Orbs of Antioch use the standard rules for determining where a blast weapon lands?
A: Yes [clarification].

BT.28G.01 – Q: Can a Narthecium be used against shooting attacks that don't allow a save at all (if the AP is equal or lower than the target's armor save)?
A: Yes [RAW].
Ref: BA.06L.01, DA.25F.01, IG.35F.01

BT.28G.02 – Q: Can a Narthecium be used against an attack that would normally cause 'Instant Death' if the model wasn't immune to Instant Death (such as with the 'Adamantine Mantle')?
A: No it cannot [rules change].
Ref: BT.27D.01, BA.06L.02, DA.25F.02

BT.28J.01 – Q: Does a Servo arm apply Powerfist status to all of a Techmarine's attacks? If not, can this additional powerfist attack be used in the same round a Tehcmarine uses another special weapon?
A: The powerfist ability only applies to the additional attack and may be utilized in the same round the Techmarine uses another special weapon [rules change].
Ref: BA.06Y.01, DA.31B.01, IG.35L.01

BT.29A.01 – Q: Do Black Templar models in Terminator Armor always count as stationary when shooting a rapid fire weapon? Can they assault the same turn they shoot a rapid fire or heavy weapon?
A: They may assault the same turn they shoot with rapid fire or heavy weapons [rules change]. They do not, however always count as stationary when shooting a rapid fire weapon (just with heavy weapons) [RAW].
Ref: BA.06DD.01, CSM.86B.01, DA.53D.01, DH.19A.01

BLACK TEMPLARS CODEX QUERIES (BT)

BLACK TEMPLARS VEHICLE UPGRADES (page 29)

BT.29I.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: DA.34D.01, SM.81B.01

BT.29I.02 – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?
A: No [clarification].
Ref: BA.06S.01, DA.34D.02, SM.81B.02

BT.29K.01 – Q: How exactly do Templar Smoke Launchers work?
A: Templar smoke launchers downgrade all penetrating hits to glancing hits [RAW].
Ref: DH.19M.01, DA.55F.01, IG.36M.01

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

BT.31B.01 – Q: If the Emperor's Champion is involved in a combat with an Independent Character with a retinue (so he can't direct his attacks against the enemy IC) does he still have to move into base contact with the IC?
A: Yes as the Emperor's Champion never backs away from a challenge no matter what the odds [RAW].

BT.32A.01 – Q: Can a Chaplain in Terminator Armor take Cenobyte Servitors?
A: No [RAW].

BT.32B.01 – Sword Brethren Terminator Command Squad: Have both 'Terminator Armor' and 'Terminator Honors' with the accompanying statistical upgrades already included in their profile [clarification].

BT.32B.02/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 [clarification].

BLACK TEMPLARS ARMY LIST: ELITES (pages 34-36)

BT.34A.01/BT.34B.01 – Sword Brethren Terminator & Terminator Assault Squads: Have both 'Terminator Armor' and 'Terminator Honors' with the accompanying statistical upgrades already included in their profile [clarification].

BT.36.01 – 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, a Techmarine with a Servo-arm/Full Servo-harness may have a bike or Jump Pack. If equipped with Terminator Armor he retains his Servo-arm but may not upgrade to a Full Servo-Harness [RAW].

BLACK TEMPLARS ARMY LIST: TRANSPORTS (page 38)

BT.38A.01 – Rhino: The Storm Bolter is pintle-mounted [clarification].

BT.38B.01 – Razorback: The Twin-Linked Heavy Bolter is turret-mounted [clarification].

BT.38C.01 – Drop Pod: The Storm Bolter is pintle-mounted [clarification].

BT.38C.02 – Q: A Templar Drop Pod is listed as being 'Type: Immobile', what does that mean?
A: It means that it cannot move once it lands, and counts in all respects as a vehicle that has suffered an Immobilized damage result (which cannot be repaired in any way) [clarification].
Ref: RB.61I.01, IA.GEN.02, RB.95A.02, RB.108.01

BT.38C.03 – Q: Can a Black Templar Drop Pod fire on the turn it lands?
A: Yes, as it has a specific rule allowing it to do so [RAW].

BLACK TEMPLARS CODEX QUERIES (BT)

BLACK TEMPLARS ARMY LIST: FAST ATTACK (pages 39-40)

BT.39B.01 – Land Speeder: All Land Speeder weapons are hull-mounted [clarification].

BT.40A.01 – Black Templars Bike Squadron, 'Options' should begin: "Up to three Initiates may take one the following weapons" [typo].

BLACK TEMPLARS ARMY LIST: HEAVY SUPPORT (pages 41-42)

BT.41A.01 – Vindicator: The Storm Bolter is pintle-mounted [clarification].

BT.42A.01/BT.42B.01 – Q: Land Raider / Land Raider Crusader: Both have the 'Assault Vehicle' special rule that allows disembarking models to assault in the same turn.

BT.42A.02/BT.42B.02 – Q: If a Land Raider (or Crusader) is transporting a *mix* of models in Power Armor and Terminator Armor; how many models in total can they carry?
A: In this case only, 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. Other types of models may also be transported and count as a single model unless specified otherwise [rules change].

BT.42B.03 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BA.06N.01, DH.32B.03, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01

BLACK TEMPLARS ARMY LIST: HIGH MARSHAL HELBRECHT (page 44)

BT.44B.01 – Q: Does Helbrecht's Iron Halo count as the one Iron Halo the army may take?
A: Yes [RAW].

BT.44E.01 – Q: Does the Furious Charge Veteran Skill that his Command Squad must purchase count as the one Veteran Skill the unit can take?
A: Yes [clarification].

BT.44F.01 – Q: If Helbrecht is fighting an existing combat and is charged by another enemy unit does he get +D3 Attacks that round? What about if he charges into an existing combat?
A: Helbrecht only gets the +D3 attacks when it is **his** first round of any particular combat [clarification].
Ref: ELD.31A.01

BLACK TEMPLARS ARMY LIST: CHAPLAIN GRIMALDUS HERO OF HELSREACH (pages 46-47)

BT.47G.01 – Q: If Grimaldus is removed from play by something that doesn't cause wounds (such as an Ork Shokk Attack Gun) does 'Only in Death does Duty End' save him?
A: No, only when he loses his last wound (or suffers Instant Death) does his rule take effect [RAW].

BLOOD ANGELS CODEX QUERIES (BA) [PDF download]

All page numbers are taken from the official Blood Angel codex download at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180159_Blood_Angels_Codex_and_FAQ_2007-08_5th_Edition.pdf
Don't forget to read the official FAQ at the end of the document.

FORCES OF THE BLOOD ANGELS: SPECIAL RULES (page 5)

BA.05A.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3″ move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3″ move [rules change].
Ref: BT.22A.02, DA.23A.01, SM.51B.01

BA.05B.01 – Q: If a player declares that a unit is arriving from Reserves inside a vehicle can that unit be split into combat squads when it arrives?
A: No, besides a Drop Pod, a unit that arrives from Reserves in a vehicle cannot be split into combat squads [clarification].
Ref: SM.51D.01

BA.05C.01 – Q: Can a vehicle with Over-Charged Engines use them the turn it arrives from Reserves?
A: No, as any ability that can prevent a unit from entering play on the turn it arrives may not be used [RAW].

FORCES OF THE BLOOD ANGELS: WARGEAR AND UPGRADES (page 6)

BA.06C.01 – Q: 'Blessing of the Omnissiah' says the model may repair "instead of moving" what exactly does that mean?
A: The model (and any unit he is with) and the vehicle may not move at all that movement phase. The one exception is that the model (and any unit he is with) may disembark from the damaged vehicle and still repair it [rules change].

BA.06L.01 – Q: Can an Exsanguinator be used against shooting attacks that don't allow a save at all (if the AP is equal or lower than the target's armor save)?
A: Yes [RAW].
Ref: BT.28G.01, DA.25F.01, IG.35F.01

BA.06L.02 – Q: Can a Exsanguinator be used against an attack that would normally cause 'Instant Death' if the model wasn't immune to Instant Death?
A: No it cannot [rules change].
Ref: BT.27D.01, BT.28G.02, DA.25F.02, IG.35F.02

+BA.06L.03 – Q: Can an Exsanguinator be used to ignore a vehicle's failed cover save?
A: No [rules change].
Ref: DA.25F.03

BA.06N.01 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, DH.32B.03, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01

BA.06O.01 – If a Blood Angel Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked unit on the mishap table [RAW].
Ref: BT.22B.01, DA.35B.01, SM.69C.01

BA.06S.01 – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?
A: No [clarification].
Ref: BT.29I.02, DA.34D.02, SM.81B.02

BA.06T.01 – Q: Can a Blood Angel psychic hood be used against powers that don't require a psychic test? And can multiple Librarians attempt to use their Psychic Hood against the same power?
A: No and No [rules change].

BA.06X.01 – Q: When a Blood Angel vehicle uses a Searchlight, in the opponent's turn can the enemy automatically spot the Blood Angle vehicle without rolling for spotting range?
A: Yes [rules change].

BA.06Y.01 – Q: Can a Servo arm's attack be used in the same round a Tehcmarine uses another special weapon?
A: Yes [clarification].
Ref: BT.28J.01, DA.31B.01, IG.35L.01

FORCES OF THE BLOOD ANGELS: WARGEAR AND UPGRADES (page 6) *CONTINUED*

BA.06DD.01 – Q: Do Blood Angels models in Terminator Armor always count as stationary when shooting a rapid fire weapon?
A: No they do not [RAW].
Ref: BT.29A.01, CSM.86B.01, DH.19A.01, DA.53D.01

FORCES OF THE BLOOD ANGELS: PSYCHIC POWERS (page 8)

BA.08B.01 – Q: Can Transfixing Gaze reduce an enemy model's Attacks to zero?
A: Yes [RAW].

BA.08B.02 – Q: Are any Blood Angels psychic powers considered Psychic Shooting Attacks?
A: No [clarification].

BLOOD ANGELS ARMY LIST: ELITES (pages 19-21)

+BA.19B.01 – Q: What is the weapon profile for a Blood Angel Cyclone Missile Launcher?
A: As this weapon is not printed in the summary, use the profile from the Space Marine codex [clarification]:

- Krak: Range 48″, Str 8, AP3, Heavy 2
- Frag: Range 48″, Str 4, AP6, Heavy 2, Blast

BLOOD ANGELS ARMY LIST: FAST ATTACK (page 23)

BA.23C.01 – Land Speeder: All Land Speeder weapons are hull-mounted [clarification].

BLOOD ANGELS ARMY LIST: HEAVY SUPPORT (pages 24-25)

BA.24B.01 – Land Raider: The Twin-Linked Heavy Bolter is hull-mounted and the Twin-Linked Lascannons are sponson-mounted. It has one access point on each side of the hull and one at the front. It has no fire points [clarification].

BA.24C.01 – Land Raider Crusader: The Twin-Linked Assault Cannon is hull-mounted, Multi-melta is pintle-mounted and the Twin-Linked Lascannons are sponson-mounted. It has one access point on each side of the hull and one at the front. It has no fire points [clarification].

+BA.25A.01 – Q: How is the Whirlwind Launcher mounted and can it fire both 'Vengeance' and 'Incendiary Castellan' missiles in the same game?
A: It is a turret-mounted weapon and yes both types of missile can be fired during the game (choose each time the weapon fires) [clarification].

BA.25B.01 – Predator: The Autocannon is turret-mounted [clarification].

BA.25C.01 – Vindicator: The Demolisher Cannon is hull-mounted [clarification].

BLOOD ANGELS ARMY LIST: DEDICATED TRANSPORT VEHICLES (page 26)

BA.26A.01 – Rhino: The Storm Bolter is pintle-mounted. It has one access point of each side of the hull and one at the rear. Up to two models can fire from the top hatch fire point [clarification].

BA.26B.01 – Razorback: The twin-Linked Heavy Bolter is turret-mounted. It has one access point on each side of the hull and one at the rear. It has no fire points [clarification].

BA.26B.02 – Q: Can a unit containing more than six models be equipped with a Razorback transport?
A: Yes, but unless the unit is split via the 'Combat Squads' rule it will be unable to embark on the vehicle until it is reduced to six models or less [RAW].
Ref: SM.135B.02

BA.26C.01 – Drop Pod: The Storm Bolter is pintle-mounted. It is an open-topped vehicle with no fire points [clarification].

BA.26C.02 – Q: Can a Blood Angels Drop Pod arrive on its own while the unit that purchased it is deployed or arrives from reserves normally?
A: Yes, as long as the player declares as much during deployment [RAW].
Ref: BT.22B.02

BA.26C.03 – Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?
A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].
Ref: BT.22B.04, DA.35B.02, SM.69A.01

CHAOS DAEMONS CODEX QUERIES (CD)

CHAOS DAEMONS DAEMONIC FORCES: KU'GATH (Page 48)

+CD.48D.01 – Q: Can Ku'gath move and fire his Necrotic Missiles and if so, can he Assault afterwards?
A: Yes and yes [clarification].

+CD.48E.01 – Q: Is each Nurgling base created by Ku'gath worth a Kill Point in 'Annihilation' games?
A: Yes [RAW].

CHAOS DAEMONS DAEMONIC FORCES: EPIDEMIUS (Page 52)

+CD.52D.01 – Q: For the 'Tally of Pestilence', do Ku'gath, Epidemius and Nurglings all count as a follower of Nurgle?
A: Yes to all [clarification].

+CD.52D.03 – Q: If Epidemius's tally has reached 20+, do ranged attacks from followers of Nurgle ignore armor saves?
A: Yes they do [RAW].

+CD.52D.02 – Q: Which of the following situations counts as a model killed by a follower of Nurgle for the 'Tally of Pestilence'?
A: [clarification]:

CD.52D.04 – Q: Do models that have lost their last wound but have an ability that can bring them back into the game (like Inquisitorial bionics or Necron 'We'll Be Back') count towards Epidemius's tally?
A: No, only when the models have been removed from the table as casualties do they count towards the tally [clarification].

Counts as killed by a follower of Nurgle
- Models killed by an exploding or wrecked vehicle that was destroyed by a follower of Nurgle.
- A follower of Nurgle killed by his own Daemon weapon.

Does not count as killed by a follower of Nurgle
- Casualties caused by 'No Retreat!'
- Casualties caused by 'Perils of the Warp'.
- Casualties caused by failed Dangerous Terrain checks.

CHAOS DAEMONS DAEMONIC FORCES: THE BLUE SCRIBES (Page 53)

+CD.53D.01 – Q: The 'Watch This!' special rule says: "before using their second ranged attack. . ." does this mean the Blue Scribes resolves one ranged attack first and then the second one afterwards?
A: Yes, the Blue Scribes fully resolve their first power before attempting their second one [clarification].

CHAOS DAEMONS DAEMONIC FORCES: THE CHANGELING (Page 54)

CD.54C.01 – Q: How many times per turn can the Changeling use 'Glamour of Tzeentch'?
A: Once per enemy shooting phase [clarification].

CHAOS DAEMONS: DAEMONIC GIFTS (Pages 73-76)

CD.73A.01 – Q: If a model using 'Boon of Mutation' is part of a unit, is his target restricted by where the rest of his unit shoots?
A: The model using 'Boon of Mutation' must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: DA.39D.01, ELD.28F.01. WH.14E.01

CD.73A.02 – Q: If a model uses 'Boon of Mutation' does it prohibit which enemy unit he may charge in the subsequent Assault phase?
A: Yes, he may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: DA.39D.02, ELD.28F.02, WH.14E.02

CD.73A.03 – Q: Are spawn created by 'Boon of Mutation' worth a Kill Point when destroyed?
A: Yes [RAW].
Ref: CSM.88C.02

CD.75B.01 – Q: If a unit is hit by multiple 'Pavane(s) of Slaanesh' by a single firer (such as by 'The Masque') what happens?
A: No matter how many times 'Pavane' hits the target, only a single roll is made to see how far the target moves [clarification].

CD.75B.02 – Q: Can the Pavane of Slaanesh be used against a unit that has '[Gone] to Ground'?
A: Yes, although after the move the unit will return to its '[Gone] to Ground' status [RAW].
Ref: BT.23A.03, CSM.88E.02, RB.24A.02

CD.75B.03 – Q: Can a model who is able to use Pavane of Slaanesh and another ranged attack use the Pavane to move an enemy unit into position and then immediately shoot at it with Breath of Chaos (for example)?
A: No. When dealing with the firing from a single unit, all hits are determined before Pavane of Slaanesh actually moves the unit (Pavane moves models in the 'roll to wound' step of the shooting process) [clarification].
Ref: CSM.88E.03

CD.75F.01 – Q: If a model using 'Aura of Decay' is part of a unit, does the rest of his unit's firing have to target one of the enemy units affected by it?
A: The use of Aura of Decay does not affect his unit's choice of targets [clarification].
Ref: CSM.88F.01

CD.75F.02 – Q: If a model uses 'Aura of Decay' does it prohibit which enemy unit he may charge in the subsequent Assault phase?
A: As it doesn't target a specific enemy unit the firer is free to choose his Assault target as normal [clarification].
Ref: CSM.88F.02

CHAOS SPACE MARINES CODEX QUERIES (CSM)

Don't forget to check out the official Chaos Space Marines FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1610178_Chaos_Space_Marines_FAQ_2008-05_Edition.pdf

CHAOS SPACE MARINES: FORCES OF CHAOS: KHARN THE BETRAYER (Page 48)

CSM.48.01 – Q: If Kharn is joined to a unit that is hit by a psychic shooting attack can wounds be allocated to him that he just ignores?
A: Yes [RAW].
Ref: SW.15N.02

CSM.48.02 – Q: If Kharn is joined to a unit that is hit by Lash of Submission what happens?
A: Kharn ignores the ability and since a unit always moves at the rate of the slowest model, the unit does not move. However, if the unit fails its pinning test, Kharn will '[Go] to Ground' with them [RAW].
Ref: SW.15N.03

CHAOS SPACE MARINES: FORCES OF CHAOS: FABIUS BILE (Pages 52-53)

+CSM.53F.01 – Q: What counts as a 'Chaos Space Marine Squad' for Fabius's 'Enhanced Warriors' special rule?
A: Only 'Chaos Space Marines' units (pg 96 of the codex) [clarification].

CHAOS SPACE MARINES: SUMMONED DAEMONS (Pages 61-63)

CSM.61A.01 – Q: If a Greater Demon possesses a model that wasn't engaged in combat, but there isn't any room to place the Daemon model because he is surrounded by models or impassable terrain what happens?
A: If a Greater Demon possesses a model, it is never lost due to surrounding models or terrain. Push the friendly/enemy models out of the way by the minimum amount needed to place the Daemon model on the table [clarification].

CSM.61A.02 – Q: May a model that has '[Gone] to Ground' be possessed by a Greater Demon? If yes, does the Greater Daemon also count as having '[Gone] to Ground'?
A: Yes, a model that has '[Gone] to Ground' may be possessed and if so, the Greater Demon does *not* count as having '[Gone] to Ground' [RAW].

CHAOS SPACE MARINES WARGEAR: ICONS OF CHAOS (Page 81)

CSM.81B.01 – Q: Can Daemons be summoned to a Chaos Icon in a unit that has '[Gone] to Ground'?
A: As the unit itself takes no action, yes Daemons may be summoned to their Icon [RAW].

CHAOS SPACE MARINES WARGEAR: SPECIAL EQUIPMENT (Page 85)

+CSM.85H.01 – Q: Do models with 'wings' take dangerous terrain tests for ending their move in terrain as with Jump Infantry?
A: Yes, as this is part of the rules for moving as Jump Infantry [clarification].

CHAOS SPACE MARINES CODEX QUERIES (CSM)

CHAOS SPACE MARINES WARGEAR: ARMOUR (Page 86)

CSM.86B.01 – Q: Do Chaos models in Terminator Armor always count as stationary when firing rapid fire weapons?
A: No they do not [RAW].
Ref: BT.29A.01, BA.06DD.01, DH.19A.01, DA.53D.01

CHAOS SPACE MARINES WARGEAR: PSYCHIC POWERS (Page 88)

CSM.88.01 – Q: Which Chaos psychic powers are psychic shooting attacks?
A: Doombolt, Wind of Chaos, Lash of Submission, Nurgle's Rot and Bolt of Change [clarification].

+CSM.88C.01 – Q: If the psyker is part of a unit, does use of 'Gift of Chaos' restrict where his unit can shoot or assault in the subsequent shooting and assault phases?
A: No as Gift of Chaos is not a psychic shooting attack [clarification].

CSM.88C.02 – Q: Are spawn created by 'Gift of Chaos' worth a Kill Point when destroyed?
A: Yes [RAW].
Ref: CD.73A.03

CSM.88E.01 – Q: If an enemy unit is moved by multiple Lash of Submissions in the same turn can it take multiple dangerous terrain tests?
A: Yes, if both moves start, end or pass through dangerous terrain then a test will be made for each individual move [RAW].

CSM.88E.02 – Q: The online GW Chaos FAQ says that an enemy unit can't be affected by Lash of Submission if it fails its Pinning test, does that mean Lash can't be used against any unit that has '[Gone] to Ground'?
A: The GW FAQ ruling was made under the previous pinning rules. Under the new rules, even a unit which has failed a Pinning test and '[Gone] to Ground' can be affected by Lash of Submission (although after the move it will return to its '[Gone] to Ground' status) [RAW].
Ref: BT.23A.03, CD.75B.02, RB.24A.02

CSM.88E.03 – Q: Can an Independent Character joined to a unit use 'Lash' to move an enemy unit into position and then have the rest of his unit immediately shoot at it with flamers (for example)?
A: No. When dealing with the firing from a single unit, all hits are determined before 'Lash' actually moves the unit ('Lash' moves models in the 'roll to wound' step of the shooting process) [clarification].
Ref: CD.75B.03

CSM.88F.01 – Q: If a psyker is part of a unit, does the rest of his unit's firing have to target one of the enemy units affected by 'Nurgles Rot'?
A: The use of Nurgle's Rot does not affect his unit's choice of targets [clarification].
Ref: CD.75F.01

CSM.88F.02 – Q: If a psyker uses 'Nurgles Rot' does it prohibit which enemy unit he may charge in the subsequent Assault phase?
A: As it doesn't target a specific enemy unit the psyker is free to choose his Assault target as normal [clarification].
Ref: CD.75F.02

CHAOS SPACE MARINES ARMY LIST: TROOPS (Pages 96-98)

CSM.96B.01 – Chaos Rhino: The Twin-Linked Bolter is pintle-mounted [clarification].

DAEMONHUNTERS CODEX QUERIES (DH)

Don't forget to check out the official Daemonhunters FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180153_Daemonhunters_FAQ_2004-08_5th_Edition.pdf

DAEMONHUNTERS GENERAL QUERIES

DH.GEN.01 – DAEMONHUNTER UNIT TYPES
- All units are 'Infantry' except for the following:
- Units with an Armor Value are 'Vehicles'
[clarification]

GREY KNIGHTS SPECIAL RULES (page 8)

DH.08E.01 – Q: 'The Shrouding' says that "Guess Range Weapons" and Ordnance fire as normal but double their scatter distance. Does this also apply to regular blast weapons?
A: No, follow the RAW. Only Ordnance and Guess Range (Barrage) weapons follow this rule. All other weapons don't fire if they aren't within spotting distance [RAW].

DH.08F.01 – Rites of Exorcism: Ignore all references to "Instability tests" as this is no longer part of the current rules [clarification].

+DH.08G.01 – Q: What, if anything does 'Daemonic Infestation' do when playing with Chaos Space Marine and Chaos Daemon armies?
A: Ignore this rule completely as the 'Sustained Attack' rule isn't included in the current rules [clarification].

ORDO MALLEUS PSYCHIC POWERS (page 12)

DH.12A.01 – Q: What, if anything, does 'Banishment' do?
A: Ignore this power completely as it refers to rules that are no longer current [clarification].

DH.12D.01 – Q: Can the Holocaust be used if the psyker isn't locked in combat and if so, when exactly is it resolved? Also, does it hit all models touched by the blast or are partially covered models still only hit on a '4+'?
A: The power may only be used if the psyker is locked in combat [clarification]. Models partially covered are hit on a roll of '4+' [RAW].

INQUISITORIAL HENCHMEN (pages 13-15)

+DH.15C.01 – Q: How does the Mystic's ability function against a Space Marine unit that arrives via Drop Pod and then splits into combat squads?
A: After the units have disembarked and been split, the 'free shots' provided by the Mystic are taken at either the Drop Pod or at one of the two disembarked units [clarification].

DAEMONHUNTERS ARMOURY (pages 16-19)

DH.16B.01 – Q: Does an Anointed Weapon get bonus penetration against a Soul Grinder? Also, what is a "Possessed Dreadnought"?
A: The Anointed Weapon rolls 2D6+Strengh against a Soul Grinder. Ignore the reference to a "Possessed Dreadnought" as it no longer exists in the current rules [clarification].

DH.16C.01 – Q: Can a model/unit with an Auspex fire at *every* infiltrating unit within 4D6", or just one?
A: A model/unit with an Auspex 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 [clarification].
Ref: BT.27C.01, IA3.193D.01, IG.35N.01, WH.20A.01

DH.16C.02 – Q: Is the shooting granted by an Auspex subject to the Night Fighting rules?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex 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 at [RAW].
Ref: BT.27C.02, IA3.193D.02, IG.35N.02, WH.20A.02

DH.16C.03 – Q: Can a Psyker who is allowed to shoot due to an Auspex, use a psychic shooting attack instead?
A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack 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: IG.35N.03, WH.20A.03

DH.16C.04 – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex 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.27C.03, IG.35N.04, WH.20A.04

DH.16D.01 – Q: Can Daemonhunter Bionics be used even if the model was killed by Instant Death or something that automatically removes the model from play as a casualty?
A: Yes against Instant Death, but no against things that just remove the model from the table [RAW].
Ref: IG.34A.01, WH.20B.01

DH.17E.01 – Q: Can a model using Digital Weapons use another special weapon in the same round of combat?
A: Yes [clarification].
Ref: WH.21C.01

DH.17E.02 – Q: Can Digital Weapons be used against vehicles without a WS and if so do they always hit on a '4+'?
A: Yes and yes [RAW].
Ref: WH.21C.02

DH.17F.01 – Q: Does the Emperor's Tarot also affect the roll to 'seize the initiative'?
A: No [clarification].

DH.17H.01 – Q: Does a Daemonhunter Force Weapon '[slay] outright' as in the codex or does it inflict 'instant death' as in the rulebook?
A: The Daemonhunter Force Weapon slays outright and therefore models immune to Instant Death can still be affected by it [RAW].
Ref: WH.21H.01

DH.17K.01 – Q: Can a model locked in combat reveal a Holy Relic or is fighting in combat considered a "move"?
A: A model locked in combat may reveal a holy relic but will not be able to pile-in or make a consolidation move (although he will not prevent the rest of his unit from making a sweeping advance, pile-in or consolidation) [clarification].
Ref: WH.21K.01

DH.18F.01 – Q: Do Psycannon Bolts ignore cover saves?
A: No [clarification].
Ref: WH.22H.01

DH.18G.01 – Q: Can multiple Daemonhunter Psychic Hoods be used against a single enemy psychic power attempt?
A: No [rules change].
Ref: WH.22I.01

DH.18K.01 – Q: How does a Daemonhunter Storm Shield work?
A: Pick one enemy model in the unit the bearer is engaged with – if that model is directing its attacks against the bearer's unit it must roll 'to hit' and 'to wound' separately. Only wounds from this enemy model may be saved by the Storm Shield [clarification].

DAEMONHUNTERS ARMOURY (pages 16-19) *CONTINUED*

DH.18M.01 – Q: How does a Daemonhunter Teleport Homer work?
A: If a Teleporting unit chooses to Deep Strike within 6″ of the model with the teleport homer then they won't scatter. The teleport homer must be on the table at the start of the turn to be used [clarification].

DH.19A.01 – Q: Do Daemonhunter models in Terminator Armor always count as stationary when shooting a rapid fire weapon? Can they assault the same turn they shoot a rapid fire or heavy weapon?
A: They may assault the same turn they shoot with rapid fire or heavy weapons [rules change]. They do not, however always count as stationary when shooting a rapid fire weapon (just with heavy weapons) [RAW].
Ref: BT.29A.01, BA.06DD.01, CSM.86B.01, DA.53D.01

DAEMONHUNTERS VEHICLE UPGRADES (page 19)

DH.19E.01 – Blessed: Ignore the references to "Mutated Hull", "Living Vehicle" and "Parasitic Possession" as these rules are no longer found in the Chaos Space Marine codex [clarification].

DH.19I.01 – Pintle-Mounted Storm Bolter: Ignore the last sentence as it refers to a previous version of the rules [clarification].

DH.19M.01 – Q: How exactly do Daemonhunters Smoke Launchers work?
A: Daemonhunters smoke launchers downgrade all penetrating hits to glancing hits [RAW].
Ref: BT.29K.01, DA.55F.01, IG.36M.01

DAEMONHUNTER ARMY LIST (page 20)

DH.20Q.01 – Q: Exactly what models are currently considered a "daemon"?
A: Ignore the rule in the codex and instead consult the following guidelines [rules change]:

- All models from the Chaos Daemons codex (excluding Spawn created by 'Boon of Mutation').
- Chaos Space Marine Daemon Princes, Possessed Chaos Space Marines, vehicles with the Daemonic Possession upgrade, Summoned Greater and Lesser Daemons.
- The Eldar Avatar.
- Imperial Armor Daemon Lords and Spined Chaos Beasts.

USING DAEMONHUNTERS WITH OTHER ARMY LISTS (page 21)

DH.21F.01 – Using Daemonhunters as Allies: Ignore references to the "Dark Angels Hunt the Fallen" as that rule no longer exists. Also, replace "Sisters of Battle" with "Witch Hunters".

DAEMONHUNTERS CODEX QUERIES (DH)

DAEMONHUNTER ARMY LIST: HQ (pages 22-23)

DH.22A.01/DH24A.01 – Q: Are Inquisitors and Inquisitor Lords counted as psykers even if they don't take any psychic powers?
A: Yes, as they have the 'Psyker' special rule [RAW].

DH.22B.01 – Q: If an Inquisitor uses 'Iron Will' to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?
A: Yes [clarification].
Ref: _SM.84B.01_, _WH.26B.01_

DAEMONHUNTERS ARMY LIST: ELITES (pages 24-28)

DH.24B.01/DH.25B.01/DH26A.02 – Q: Can a Daemonhunter Death-Cult Assassin, Officio Assassinorum Operative or Daemonhost be taken as an ally in an army that only has a Witch Hunters Inquisitor (or vice versa)?
A: Witch Hunters and Daemonhunters are discrete types of Inquisitor. A Death-Cult Assassin, Officio Assassinorum Operative and Daemonhost may only be taken in an army that has an Inquisitor from the same Codex [clarification].

DH.24B.02 – Q: Daemonhosts are deployed "as a single unit". Does that mean individual Daemonhosts can't be held in reserve?
A: All of a player's Daemonhosts must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].
Ref: _DH.25B.01_, _DA.27C.02_, _IG.38.01_, _IG.44.01_, _NEC.20A.01_, _TYR.44.01_, _WH.32B.01_

DH.24B.03 – Q: Does a Daemonhost's Terrify power affect units locked in close combat?
A: No [clarification].

DH.24B.04 – Q: If a Daemonhost Teleports and scatters within 1" of an enemy model, off the table, in impassable terrain or on a friendly model, what happens?
A: Roll on the Deep Strike mishap table [clarification].

DH.25B.01 – Q: Death-Cult Assassins are deployed "as a single choice". Does that mean individual Death-Cult Assassins can't be held in reserve?
A: All Death-Cult Assassins from a single Elites choice must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].
Ref: _DH.24B.02_, _DA.27C.02_, _IG.38.01_, _IG.44.01_, _NEC.20A.01_, _TYR.44.01_, _WH.32B.01_

DH.26B.01 – Q: How does the Vindicare's turbo-penentrator round work in regards to rending?
A: Because sniper rifles are rending, when rolling for armor penetration, the Vindicare gets to add a D3 to the total for each dice that comes up a six. So, if one of the three dice is a six, the total penetration would be $6+2D6+D3+3$ (giving a result between 12 and 22); if all three dice were sixes, the total would be $18+3D3+3$ (24 to 30!). Almost certainly enough [RAW].

DH.26B.02 – Vindicare Marksman Special Rule:
Ignore the final sentence in parenthesis as it no longer refers to current rules.

DH.26B.03 – Q: Does the Vindicare's Exitus Rifle have the 'sniper' special rule?
A: Yes [clarification].
Ref: _WH.32A.02_

DH.27.01 – Q: Is the Culexus Assassin allowed to move _through_ enemy models when charging if he can reach a psyker model?
A: No, he is only able to ignore the rule about having to charge the closest model in the target enemy unit if doing so will allow him to get into base contact with a psyker [clarification].

DH.28A.01 – Q: With the new vehicle damage table, how does the neural shredder work against vehicles?
A: As there isn't a Glancing Hits table anymore, simply roll on the vehicle damage table, at '-4' [clarification].

DH.28A.02 – Q: Is the Callidus Assassin's 'A Word in your Ear' used before or after Scout moves are made?
A: The redeployment move and the Scouts move are both described as happening after deployment but before the first turn. In such cases the best way to proceed is to dice off for which takes priority [RAW].

DAEMONHUNTERS CODEX QUERIES (DH)

DAEMONHUNTERS ARMY LIST: ELITES (pages 24-28) *CONTINUED*

DH.28A.03 – Q: Can 'A Word in your Ear' be used to move units that are outside of the normal deployment zone (like infiltrators or units that have already made their Scout move)?
A: Yes, so long as the Infiltrators, Scouts, etc. don't end up in a position they would not otherwise be allowed to deploy in [clarification].

DH.28B.01 – Q: How does the Eversor Assassin's 'fast shot' rule work in 5th edition?
A: It doesn't, as the rule is referring to the way pistols worked in previous editions [clarification].

DAEMONHUNTERS ARMY LIST: TRANSPORTS (page 30)

DH.30A.01 – Q: Can Daemonhunter dedicated transports be used by other units besides those that purchased them:
A: No [RAW].

DH.30B.01 – Chimera: The access point is the rear hull ramp. Up to two models may fire out of the top hatch fire point. Each Lasgun is a separate fire point that a passenger may use to fire a lasgun instead of its normal weapon. Models in Terminator armor count as two models when embarked [clarification].

DH.30C.01 – Rhino: The Storm Bolter is pintle-mounted. It has one access point of each side of the hull and one at the rear. Up to two models can fire from the top hatch fire point. It also has the 'Repair' special rule as follows: Roll D6 in the Shooting Phase if immobilized instead of shooting; on a '6', the vehicle is no longer immobilized [clarification].

DH.30D.01 – Land Raider: It has one access point on each side of the hull and one at the front. Models in Terminator armor count as two models when embarked. It has the 'Machine Spirit' and 'Assault Vehicle' special rules as presented in the GW online DH FAQ [clarification].

INDUCTED ALLIED UNITS (pages 30-31)

DH.31C.01 – Space Marine Land Speeder Tornado: Remove this reference as it is now incorporated into the basic Land Speeder Squadron [clarification].

DAEMONHUNTERS ARMY LIST: HEAVY SUPPORT (pages 31-32)

DH.31A.01 – Q: How does the Orbital Strike work with the new blast rules?
A: Ignore the '(In)accuracy' special rule given in the Codex and treat the attack as an Ordnance Barrage with the 'firer' not having line of sight to the target. The blast marker is therefore placed anywhere in the terrain feature nominated and deviates 2D6" from that point. Also note that the Codex uses the older term 'Ordnance Blast' to denote the use of the large (5" diameter) blast marker [clarification].

DH.31B.02 – Q: Is an Orbital Strike affected by the Night Fighting rules at all?
A: No [clarification].

DH.32A.01 – Grey Knight Land Raider: It has one access point on each side of the hull and one at the front. It can carry up to ten models with models in Terminator armor counting as two models [clarification].

DAEMONHUNTERS ARMY LIST: HEAVY SUPPORT (pages 31-32) *CONTINUED*

+DH.32B.01 – Grey Knight Land Raider Crusader:
The Hurricane Bolters are sponson-mounted, the Multi-melta is pintle-mounted and the twin-linked Assault Cannons are hull-mounted. It has one access point on each side of the hull and one at the front [clarification]. It can carry up to sixteen models with models in Terminator armor counting as two models [rules change].

DH.32B.02 – Q: Is a Grey Knight Land Raider Crusader able to move at cruising speed and fire its Hurricane bolters? What about if smoke launchers were used that turn or the vehicle is shaken/stunned?
A: Grey Knight Crusaders may fire their Hurricane bolters no matter how far they move [RAW]. However they may not be used if the vehicle is unable to fire for any reason [clarification].

DH.32B.03 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, BA.06N.01, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01

THE ADVERSARIES OF THE DAEMONHUNTER (pages 49-51)

DH.49.01 – Q: Can I use the Daemonhunter Adversary rules to take a Greater Demon in my army?
A: The Adversary rules were written to correspond with a previous version of the game and the old Chaos Space Marine codex. As such, the Adversary rules are no longer appropriate for tournament use without extensive modification [clarification].

DAEMONHUNTERS ARMY LIST: BROTHER-CAPTAIN STERN OF THE GREY KNIGHTS (page 59)

DH.59.01 – Daemonic Nemesis: Ignore this rule as it no longer references current rules [clarification].

DAEMONHUNTER SUMMARY (pages 64)

DH.64A.01 – Q: What are the weapon characteristics for a Daemonhunter Assault Cannon?
A: As found in the summary, they are a Heavy 3, non-rending weapon [clarification].

DARK ANGELS CODEX QUERIES (DA)

Don't forget to check out the official Dark Angels FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1810079_DarkAngels_Oct_2008_5th_Edition_FAQ.pdf

FORCES OF THE DARK ANGELS: SPECIAL RULES (page 23)

DA.23A.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BT.22A.02, BA.05A.01, SM.51B.01

DA.23D.01 – Q: If a player declares that a unit is arriving from Reserves inside a vehicle can that unit be split into combat squads when it arrives?
A: No, besides a Drop Pod, a unit that arrives from Reserves in a vehicle cannot be split into combat squads [clarification].
Ref: SM.51D.01

FORCES OF THE DARK ANGELS: DARK ANGELS SPACE MARINES (pages 24-25)

DA.25F.01 – Q: Can a Narthecium be used against shooting attacks that don't allow a save at all (if the AP is equal or lower than the target's armor save)?
A: Yes [RAW].
Ref: BA.06L.01, BT.28G.01, IG.35F.01

+DA.25F.03 – Q: Can a Dark Angel Narthecium be used to ignore a vehicle's failed cover save?
A: No [rules change].
Ref: BA.06L.03

DA.25F.02 – Q: Can a Narthecium be used against an attack that would normally cause 'Instant Death' if the model wasn't immune to Instant Death (such as with the 'Adamantine Mantle')?
A: No it cannot [rules change].
Ref: BT.27D.01, BT.28G.02, BA.06L.02, IG.35F.02

FORCES OF THE DARK ANGELS: RAVENWING SQUADRONS (pages 26-27)

DA.27A.01 – Q: Can Ravenwing Bikes Turbo-Boost during their Scout move?
A: No [RAW].

+DA.27C.01 – Q: Does the Attack Bike and Land Speeder from a Ravenwing Attack Squadron count as a scoring unit even when taken as a Fast Attack choice?
A: Yes, per the codex they both each always count as a Scoring unit of one model [RAW]. Note that in the case of the Land Speeder it counts as a scoring unit until it is 'destroyed' [clarification].

DA.27C.02 – Q: Ravenwing Attack squadrons are deployed "at the same time". Does that mean individual elements of the squadron can't be held in reserve?
A: The entire squadron must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn In 'Dawn of War' missions, a squadron that is split into combat squads counts as multiple units for determining how many units may be deployed [clarification].
Ref: DH.24B.02, DH.25B.01, IG.38.01, IG.44.01, NEC.20A.01, TYR.44.01, WH.32B.01

FORCES OF THE DARK ANGELS: TECHMARINES (page 31)

DA.31B.01 – Q: Can the Servo-arm's additional attack be used in the same Assault round a Tehcmarine uses another special weapon?
A: Yes [clarification].
Ref: BT.28J.01, BA.06Y.01, IG.35L.01

FORCES OF THE DARK ANGELS: LAND RAIDERS (page 34)

DA.34D.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BT.29I.01, SM.81B.01

DA.34D.02 – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?
A: No [clarification].
Ref: BT.29I.02, BA.06S.01, SM.81B.02

FORCES OF THE DARK ANGELS: LAND RAIDER CRUSADERS (page 35)

DA.35A.01 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, BA.06N.01, DH.32B.03, ORK.93I.01, SM.75B.01, SM.82C.01

FORCES OF THE DARK ANGELS: DROP PODS (page 35)

DA.35B.01 – If a Dark Angel Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked unit on the mishap table [RAW].
Ref: BT.22B.01, BA.06O.01, SM.69C.01

DA.35B.02 – Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?
A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

> If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].

Ref: BT.22B.04, BA.26C.03, SM.69A.01

FORCES OF THE DARK ANGELS: DARK ANGELS LIBRARIAN PSYCHIC POWERS (page 39)

DA.39D.01 – Q: If a Librarian is part of a unit, is his target for 'Mind Worm' restricted by where the rest of his unit shoots?
A: The Librarian must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: CD.73A.01, ELD.28F.01, WH.14E.01

DA.39D.02 – Q: If a Librarian uses 'Mind Worm' does it prohibit which enemy unit he may charge in the subsequent Assault phase?
A: Yes, the Librarian may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: CD.73A.02, ELD.28F.02, WH.14E.02

DARK ANGELS CODEX QUERIES (DA)

WARGEAR: ARMOUR (page 53)

DA.53D.01 – Q: Do models in Terminator Armor always count as stationary when shooting a rapid fire weapon (such as with a combi-weapon)?
A: No [RAW].
Ref: BT.29A.01, BA.06DD.01, CSM.86B.01, DH.19A.01

WARGEAR: VEHICLE ARMOURY (page 55)

DA.55F.01 – Q: How exactly do Dark Angel Smoke Launchers work?
A: Dark Angel smoke launchers downgrade all penetrating hits to glancing hits [RAW].
Ref: BT.29K.01, DH.19M.01, IG.36M.01

DARK ANGELS ARMY LIST: HQ (pages 79-81)

DA.79C.01 – Sammael, Master of the Ravenwing Land Speeder: The twin-linked Assault Cannon and Heavy Bolter are both hull-mounted [clarification].

+DA.79C.02 – Q: The Master of the Ravenwing allows an Attack Squadron biker to be upgraded to an Apothecary. Can this model also take a special weapon?
A: Yes [RAW].

DARK ANGELS ARMY LIST: FAST ATTACK (pages 84-85)

DA.85A.01/DA85B.01 – Ravenwing Land Speeders: All Land Speeder weapons are hull-mounted [clarification].

DARK ANGELS ARMY LIST: HEAVY SUPPORT (pages 86-87)

DA.86B.01 – Land Raiders: The twin-linked Heavy Bolter is hull-mounted and the twin-linked Lascannons are sponson-mounted [clarification].

+DA.86C.01 – Land Raider Crusader: The Multi-melta is pintle-mounted, the twin-linked Assault Cannons are hull-mounted and the Hurricane Bolters are sponson-mounted [clarification].

DA.86D.01 – Predator: The Autocannon is turret-mounted [clarification].

DA.87A.01 – Whirlwind: The Whirlwind Missile Launcher is turret-mounted [clarification].

DA.87B.01 – Vindicator: The Demolisher Cannon is hull-mounted [clarification].

DARK ANGELS ARMY LIST: DEDICATED TRANSPORT VEHICLES (page 87)

DA.87D.01 – Razorback: The twin-linked Heavy Bolter is turret-mounted [clarification].

DARK ELDAR CODEX [2nd Edition] QUERIES (DE)

Don't forget to check out the official Dark Eldar FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180149_Dark_Eldar_FAQ_2004-08_5th_Edition.pdf

DARK ELDAR GENERAL QUERIES

DE.GEN.01 – <u>DARK ELDAR UNIT TYPES</u>
- All units are 'Infantry' except for the following:
- Units with an Armor Value are 'Vehicles'
- Characters on a Hellion Skyboard are 'Jump Infantry'
- Characters on a Reaver Jetbike are 'Jetbikes'
- Warp Beast Packs are 'Beasts'
- Reaver Jetbike Squads are 'Jetbikes'
- Hellions are 'Jump Infantry'
- Scourges are 'Jump Infantry'
- Talos are 'Monstrous Creatures'
[clarification]

DARK ELDAR SPECIAL RULES (page 4)

DE.04C.01 – Capturing Prisoners: Replace: *"if the Dark Eldar advance and destroy their opponents by moving further than them"* with: *"if the Dark Eldar catch fleeing enemies in a sweeping advance"* [clarification].

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

DE.08A.01 – Q: What happens when a weapon without a Strength value (like a Wraithcannon) hits a Grotesque?
A: Weapons without a defined Strength value cannot wound Grotesques unless the attack inflicts Instant Death regardless of the model's Toughness (such as with a Wraithcannon that rolls a '6' to wound). In this case the Grotesque is removed due to Instant Death [clarification].

DE.08B.01 – Mandrakes Shadow-skinned: Replace: "so unless the attackers are armed with frag grenades the Mandrakes will always strike first" with: "so any charging enemy who directs their attacks at a Mandrake will count as having assaulted through cover, unless the Mandrakes were already locked in combat from a previous turn". Also, Mandrakes in woods or rubble have a 2+ cover save as opposed to the 3+ cover save listed [clarification].
Ref: DE.41E.01, SW.06A.02, TAU.27F.03

DE.08B.02 – Hidden Deployment: Ignore the reference to "crossfire purposes" as that rule is no longer relevant. Also, replace: "and may not make a *fleet of foot move* instead of shooting" with: "and may not run instead of shooting" [clarification].

DE.09B.01 – Q: If the Beastmaster is slain in a Warp Beast Pack does the pack have to move as fast as possible (including running) in order to assault the nearest unit?
A: Yes [clarification].
Ref: IG.41B.01, IG.53C.01, ORK.59C.01, SW.10B.01, SW.28B.01, WH.27B.01

DARK ELDAR ARMY LIST: TROOPS (page 10)

DE.10C.01 – Raider: The Dark Lance is pintle-mounted [clarification].

DARK ELDAR ARMY LIST: FAST ATTACK (page 11)

DE.11B.01 – Hellion Hit & Run: This is a different version of the Hit & Run rule. The move is not slowed by difficult terrain but is affected by dangerous terrain as normal. It may not be used to contact enemy models. If there are units on both sides with this ability roll-off to determine who moves first and then alternate disengaging them. If the last of these ends up no longer in combat, it consolidates instead [clarification].

DARK ELDAR ARMY LIST: HEAVY SUPPORT (page 12)

DE.12B.01 – Ravager: All three Dark Lances are pintle-mounted [clarification].

DE.12C.01 – Q: The GW online DE FAQ says that Talos uses all the rules for Monstrous Creatures. Does that mean its own 'Skimmer' rule is no longer used?
A: The Talos follows the rules for Monstrous Creatures *as well as* its own 'Skimmer' rule which means it ignores the effects of terrain as it moves but if it ends the move in terrain it must then take a dangerous terrain test [clarification].

DE.12C.02 – Q: Does the Talos 'Wildfire' special rule override the normal rules for casualty removal (that allow the defending player to choose his casualties)?
A: Yes, a hit scored on specific enemy model must be resolved against that particular model [RAW].

DE.12C.03 – Q: If a Talos's shooting hits multiple enemy units which unit (if any) is it allowed to charge in the subsequent Assault phase?
A: The Talos may declare an assault against any of the units hit by his shooting [RAW].

DE.12C.04 – Q: When the Talos attacks a vehicle in close combat does it get the 2D6 penetration roll for being a Monstrous Creature as well as the 'Talos Claws' special rule?
A: Yes, the Talos only hits an enemy vehicle once no matter how many 'hits' are rolled. Armor penetration is then 7+2D6 and +1 for each additional hit that was rolled after the first [RAW].

DARK ELDAR VEHICLE UPGRADES (page 13)

DE.13B.01 – Q: Does a Night Shield affect Blast weapons?
A: Yes [RAW].

DE.13C.01 – Scaling Nets: Replace: "and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers" with: "and any enemy unit attacking the Raider in close combat never requires worse than a 4+ to hit regardless of how far the vehicle moved" [clarification].

DE.13D.01 – Q: Can transported models immediately disembark from a vehicle that arrives on the table via Deep Strike with Screaming Jets?
A: No [RAW].

DE.13F.01 – Q: Now that morale checks for 25% casualties can be caused in any phase do casualties from Slave Snares count twice – both in the movement and again in the shooting phase?
A: No, ignore casualties caused by Slave Snares in the movement phase and just apply them to the Shooting phase [clarification].

DARK ELDAR WARGEAR (pages 14-15)

DE.14B.01 – Blaster: Has the 'Lance' special rule [clarification].

DE.14D.01 – Combat Drugs: Ignore the reference to a "pursuit move" as it refers to rules that are no longer in use [clarification].

DE.14E.01 – Dark Lance: Has the 'Lance' special rule [clarification].

DE.14J.01 – Q: How can the Hellglaive be used as both as a splinter rifle and a pistol in the same turn?
A: It cannot. This reference is to a previous edition of the game and is no longer relevant [clarification].

DE.14L.01 – Q: If an Independent Character with a Hell Mask has a retinue what, if anything, does the Hell Mask do?
A: While the retinue remains alive, the Hell Mask has no effect [clarification].

DE.14N.01 – Poisoned Blades: Are a poisoned weapon as described in the Warhammer 40,000 rulebook [clarification].

DE.15A.01 – Scissorhands: Are a poisoned weapon as described in the Warhammer 40,000 rulebook [clarification].

DE.15B.01 – Shadow Field: Ignore the final sentence as it refers to rules that are no longer in use [clarification].

DARK ELDAR ARCANE WARGEAR (page 15)

DE.15M.01 – Q: What, if anything, does the Nightmare Doll do?
A: The Nightmare Doll is of no use in the standard missions in the Warhammer 40,000 rulebook but may still be used in custom scenarios where choice of table edge/quarter is rolled for [RAW].

DE.15N.01 – Q: What does a Vexanthrope do when given to non-independent characters or Independent Characters with a retinue?
A: It serves no function when given to non-Independent Characters, or to Independent Characters as long as their retinue remains alive [clarification].

+DE.15O.01 – Q: The GW online DE FAQ says that Xenospasm grenade effects are cumulative if fired by the same unit. Does that mean I can take more than one Xenospasm in my army?
A: No, that FAQ answer should actually refer to the possibility of an enemy unit being hit by both a Xenospasm and Terrorfex from the same Dark Eldar unit (and yes, the negative Leadership modifiers from both these weapons are cumulative) [typo].

DARK ELDAR SPECIAL CHARACERS (pages 36-41)

DE.36E.01 – Asdrubael Vect Firepower: The two Disintegrators and Dark Lance are all pintle-mounted [clarification].

DE.36F.01 – Q: What armor value do attackers hit Asdrubael Vect at in close combat? Does Vect get to make sweeping advances, consolidation and pile-in moves? Does Vect get locked in combat?
A: Vect fights fully as a walker, so enemy hits go against his front armor value of 11. As with all walkers, he does get locked in combat and will make sweeping advances, consolidation and pile-in moves [clarification].

DE.38B.01 – Kruellagh's Soul Flayer: Is a poisoned weapon as described in the Warhammer 40,000 rulebook [clarification].

DE.38B.02 – Q: Is the Soul Flayer's bonus for killing enemy models in base contact cumulative?
A: Yes, for each enemy model in base contact she kills she gains +1A for the next player turn [clarification].

DE.39.01 – Lelith Hesperax Designer's Note:
Replace: "several armies as a joint force (see page 131 of the Warhammer 40,000 rulebook)" with: "Multiple detachment games (see page 87 of the Warhammer 40,000 rulebook)" [clarification].

DE.41D.01 – Q: If Decapitator is fighting enemy models he automatically hits (such as inactive Wratihguard) is it impossible for him to get double-strength hits against them?
A: Yes [RAW].

DE.41E.01 – Decapitator's Shadow-skinned:
Replace: "so unless the attackers are armed with frag grenades the Mandrakes will always strike first" with: "so any charging enemy who directs their attacks at Decapitator will count as having assaulted through cover, unless he was already locked in combat from a previous turn" [clarification].
Ref: DE.08B.01, SW.06A.02, TAU.27F.03

DE.41D.01 – Q: What happens if Decapitator's deployment position turns out to be occupied by friendly models or within 1" of an enemy model?
A: In this case, move his deployment location the minimum distance needed to place him onto the table at least 1" away from the enemy [clarification].

ELDAR CODEX QUERIES (ELD)

Don't forget to check out the official Eldar FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1610177_Eldar_FAQ_2008-05_Edition.pdf

FORCES OF THE ELDAR: THE AVATAR (page 24)

ELD.24C.01 – Q: The GW online Eldar FAQ says that units that come within 12″ of the Avatar regroup immediately, but the Fearless universal special rule says that a falling back unit which becomes Fearless doesn't regroup until the start of their next turn. Which rule takes precedence?
A: The FAQ ruling takes precedence [RAW].

+ELD.24D.01 – Q: The online GW Eldar FAQ lists several flamer-style weapons the Avatar is immune to. Should the Land Raider Reedemer's Flamestorm Cannon be added to this list?
A: Yes [clarification].

FORCES OF THE ELDAR: ELDAR PSYCHIC POWERS (page 28)

ELD.28C.01 – Q: Does a player using Eldritch Storm have to roll for scatter?
A: Yes, roll for scatter as with any other blast weapon [clarification].

+ELD.28C.02 – Q: Can Eldritch Storm be used by a Farseer embarked on a Wave Serpent or Falcon?
A: No. Firing a psychic shooting attack requires a Fire Point, even if the attack itself doesn't require line of sight [clarification].
Ref: SM.52B.01

ELD.28F.01 – Q: If a Farseer is part of a unit, is his target for 'Mind War' restricted by where the rest of his unit shoots?
A: The Farseer must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: CD.73A.01, DA.39D.01, WH.14E.01

ELD.28F.02 – Q: If a Farseer uses 'Mind War' does it prohibit which enemy unit he may charge in the subsequent Assault phase?
A: Yes, the Farseer may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: CD.73A.02, DA.39D.02, WH.14E.02

ELD.28F.03 – Q: Can a Farseer on a jetbike use a psychic power at the start of the turn (like 'Fortune') on the same turn he turbo-boosts?
A: No, as a turbo-boosting model may take no voluntary actions [RAW].

ELD.28G.01 – Q: Can 'Conceal', 'Embolden' & 'Enhance' ever be nullified or cancelled?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: APOC.91D.01, BT.25A.02, ELD.49B.01, IG.40.02, TYR.31F.02

FORCES OF THE ELDAR: AUTARCH (page 29)

+ELD.29A.01 – Q: When does a player decide to add the Autarch's +1 to Reserve rolls, and can the bonus be added to some rolls and not to others?
A: After finishing his Reserves rolls for his turn, the player then decides whether or not to apply the bonus to all of his rolls [clarification].

FORCES OF THE ELDAR: HOWLING BANSHEES (page 31)

ELD.31A.01 – Q: If Banshees in an existing close combat are charged by new enemies, does it count as a "first round" of an assault for their Mask? Alternatively, what about if Banshees charge into an existing combat?
A: Banshees only benefit from their mask when it is **their** first round of any particular combat [clarification].
Ref: BT.44F.01

ELDAR CODEX QUERIES (ELD)

FORCES OF THE ELDAR: STRIKING SCORPIONS (page 33)

ELD.33.01 – Q: Can the Scorpion Chainsword's +1S bonus be combined with the Scorpion's Claw Powerfist attack?
A: No, as both are special close combat weapons the Exarch may only use one each round [RAW].

FORCES OF THE ELDAR: SWOOPING HAWKS (page 35)

ELD.35B.01 – Q: Does a Swooping Hawk unit get to use its Grenade Pack if they suffer a Deep Strike mishap that destroys the unit or places it back into Reserves?
A: Yes, as the pack is used before the Hawks actually attempt to land [clarification].

+ELD.35B.02 – Q: Is the scatter for a Swooping Hawk's Grenade Pack reduced by the unit's Ballistic Skill? Can cover saves be taken against it? Is it affected by Night Fighting rules?
A: The scatter is not reduced by the firer's BS. Cover and vehicle armor facings are determined like a barrage weapon (from the center hole of the blast). A Grenade Pack is not a shooting attack per se, so is not affected by Night Fighting, Veil of Tears, etc, and does not affect the Hawks' choice of target in the subsequent shooting and/or assault phase [clarification].
Ref: ELD.49B.03, ORK.48F.02

FORCES OF THE ELDAR: WARP SPIDERS (page 36)

ELD.36B.01 – Q: The GW online Eldar FAQ says the Warp Spider Jump Generator may be used in "any Assault phase during which the Warp Spiders are not assaulting or fighting in an assault". Does that mean it can be used in an opponent's Assault phase?
A: No [clarification].

FORCES OF THE ELDAR: RANGERS (page 38)

ELD.38B.01 – Q: How the heck do Ranger Long Rifles work since they also have the Rending special rule?
A: Any 'to hit' roll of '6' ('5+' for Pathfinders) always counts as being AP1. Any of these hits that then roll a '6' 'to wound' follow the rending rules, but remain AP1 [clarification].

FORCES OF THE ELDAR: VEHICLE UPGRADES (page 44)

ELD.44C.01 – Q: Can Star Engines be used to Tank Shock or Ram in the shooting phase?
A: No [clarification].

+ELD.44C.02 – Q: Can Star Engines be used on the same turn a vehicle Tank Shocks or Rams?
A: Yes, as long as the vehicle didn't suffer damage during the Tank Shock/Ram that prevents it from moving [clarification].

ELDAR CODEX QUERIES (ELD)

FORCES OF THE ELDAR: SUPPORT WEAPONS (page 45)

ELD.45B.01 – Q: Can vibro cannons cause hits on units embarked in vehicles and buildings?
A: No [clarification].

+ELD.45B.02 – Q: Can enemy non-vehicle models utilize a cover save against Vibro Cannon wounds?
A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain and/or touching a piece of intervening terrain [clarification].
Ref: *TAU.27E.02*, *TAU.30K.01*

+ELD.45B.03 – Q: Can enemy vehicles utilize a cover save against Vibro Cannon hits?
A: As the weapon does not require line of sight, they may only claim a cover save if they have a special rule or wargear that confers an 'obscured' status on them [clarification].
Ref: *TAU.27E.03*, *TAU.30K.02*

ELD.45B.04 – Q: What happens if a vibro cannon battery hits an enemy artillery unit?
A: The enemy artillery unit suffers D6 hits which are randomized as normal. Any vibro cannon hit that strikes a gun model destroys it [clarification].

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

ELD.46B.01/ELD.47C.01 – Q: What happens if Inactive Wraithguard/Wraithlords have all 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].
Ref: *RB.41C.02*, *RB.73A.01*, *SM.72A.01*

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

ELD.49B.01 – Q: Can Veil of Tears ever be nullified or cancelled?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: *APOC.91D.01*, *BT.25A.02*, *ELD.28G.01*, *IG.40.02*, *TYR.31F.02*

ELD.49B.02 – Veil of Tears should refer to page 28 instead of pages 20-21 [typo]. Also, ignore the reference to a "Target Priority test" as this rule is no longer used [clarification].

+ELD.49B.03 – Q: Can the Veil of Tears be used to stop a Swooping Hawk Grenade Pack or an Ork Bigbomm attack?
A: No, as both attacks are made in the movement phase and are not technically considered 'firing' [clarification].
Ref: *ELD.35B.02*, *ORK.48F.02*

ELD.49B.04 – Q: Do intervening Harlequins that are protected by 'Veil of Tears' provide cover saves to units being shot through them?
A: Yes [RAW].
Ref: *RB.24A.03*, *TAU.27F.02*

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

ELD.51D.01 – Q: Is the Staff of Ulthamar a single-handed weapon?
A: No [RAW].
Ref: *RB.37A.01*

+ELD.51D.02 – Q: In close combat can Eldrad choose to fight with his Witchblade and Shuriken pistol in order to gain the +1 bonus to Attack?
A: Yes [clarification].
Ref: *RB.42P.01*

ELDAR CODEX QUERIES (ELD)

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

ELD.53A.01 – Master Strategist should refer to page 29 [typo].

ELD.53E.01 – Q: With the 'Eye of Wrath' attack, are cover saves allowed? What is a large blast 'template'? Do casualties caused by it count towards combat resolution?
A: The Eye of Wrath uses the large Blast **marker** [typo]. Cover saves are not allowed against the attack and any models in the affected unit may be removed as a casualty. Casualties caused by the attack **do** count towards combat resolution provided they come from the combat that Yriel is locked in [clarification].

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: TRANSPORT (page 63)

ELD.63C.01 – Wave Serpent: The twin-linked Shuriken Catapults are hull-mounted and the other weapon is turret-mounted [clarification].

ELDAR ARMY LIST: FAST ATTACK (page 65)

ELD.65A.01 – Q: Do Shining Spears count as having "Eldar" Jetbikes?
A: Yes [clarification].

ELD.65D.01 – Vyper Squadron: The twin-linked Shuriken Catapults are hull-mounted and the other weapon is turret-mounted [clarification].

ELDAR ARMY LIST: HEAVY SUPPORT (pages 66-67)

ELD.67A.01 – Falcon: The twin-linked Shuriken Catapults are hull-mounted and both other weapons are turret-mounted [clarification].

ELD.65D.01 – Fire Prism: The twin-linked Shuriken Catapults are hull-mounted and the Prism Cannon is turret-mounted [clarification].

IMPERIAL GUARD CODEX QUERIES (IG)

Don't forget to check out the official Imperial Guard FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180152_Imperial_Guard_FAQ_2004-08_5th_Edition.pdf

IMPERIAL GUARD GENERAL QUESTIONS

IG.GEN.01 – IMPERIAL GUARD UNIT TYPES
- All units are 'Infantry' except for the following:
- Units with an Armor Value are 'Vehicles'
- Rough Riders are 'Cavalry'
[clarification]

IG.GEN.02 – Q: When models are part of a Heavy Weapon team do either of them have a Lasgun?
A: Both models have a lasgun and either may fire the heavy weapon (but not both at the same time) while the other model fires his lasgun [RAW].

IG.GEN.03 – Q: With a Heavy Weapon team using older models that are based separately, if the model with the Heavy Weapon is killed what happens?
A: So that the style of basing does not affect gameplay, 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 model with the lasgun (loader) as the casualty [rules change]. This applies even against attacks that target a specific model.

IMPERIAL GUARD ARMOURY (pages 34-36)

IG.34A.01 – Q: Can Imperial Guard Bionics be used even if the model was killed by Instant Death or something that automatically removes the model from play as a casualty?
A: Yes against Instant Death, but no against things that just remove the model from the table [RAW].
Ref: DH.16D.01, WH.20B.01

IG.34E.01 – Demolition Charge: Replace: "except that the model throwing the charge can move and fire on the turn that it throws" with: "except that it may be used by an infantry model" [clarification].

IG.35F.01 – Q: Can a Medi-pack be used against shooting attacks that don't allow a save at all (if the AP is equal or lower than the target's armor save)?
A: Yes [RAW].
Ref: BT.28G.01, BA.06L.01, DA.25F.01

IG.35F.02 – Q: Can a Medi-pack be used against an attack that would normally cause 'Instant Death' if the model wasn't immune to Instant Death (such as with the 'Medallion Crimson')?
A: No it cannot [rules change].
Ref: BT.27D.01, BT.28G.02, BA.06L.02, DA.25F.02

IG.35L.01 – Q: Does a Servo-arm apply Powerfist status to all of an Enginseer's attacks? If not, can this additional powerfist attack be used in the same round an Enginseer uses another special weapon?
A: The powerfist ability only applies to the additional attack and may be utilized in the same round the Enginseer uses another special weapon [rules change].
Ref: BT.28J.01, BA.06Y.01, DA.31B.01

IG.35N.01 – Q: Can a model/unit with a Surveyor fire at *every* infiltrating unit within 4D6″, or just one?
A: A model/unit with a 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 [clarification].
Ref: BT.27C.01, DH.16C.01, IA3.193D.01, WH.20A.01

IG.35N.02 – Q: Is the shooting granted by a Surveyor subject to the Night Fighting rules?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6″ 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 at [RAW].
Ref: BT.27C.02, DH.16C.02, IA3.193D.02, WH.20A.02

IG.35N.03 – Q: Can a Psyker who is allowed to shoot due to a Surveyor, use a psychic shooting attack instead?
A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack 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: DH.16C.03, WH.20A.03

IMPERIAL GUARD CODEX QUERIES (IG)

IMPERIAL GUARD ARMOURY (pages 34-36) *CONTINUED*

IG.35N.04 – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for 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.27C.03, DH.16C.04, WH.20A.04

IG.36B.01 – Q: If a model with a Trademark Item is killed in close combat does his unit have to immediately take a morale check?
A: No, ignore this rule if the unit is locked in combat [rules change].

IMPERIAL GUARD VEHICLE UPGRADES (page 36)

IG.36E.01 – Q: What, if anything, does Camo Netting do?
A: Camo Netting has no function with the current rules [clarification].

IG.36K.01 – Rough Terrain Modification: Replace: "difficult terrain test" with: "dangerous terrain test" [clarification].

IG.36L.01 – Searchlight: Replace: "see page 134 of the Warhammer 40,000 rules" with: "see page 95 of the Warhammer 40,000 rules" [clarification].

IG.36M.01 – Q: How exactly do Imperial Guard Smoke Launchers work?
A: Imperial Guard smoke launchers downgrade all penetrating hits to glancing hits [RAW].
Ref: BT.29K.01, DH.19M.01, DA.55F.01

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

+IG.38.01 – Q: Command Platoons are deployed "as a single unit". Does that mean individual units of the platoon can't be held in reserve?
A: All units of a Command Platoon must either be deployed at the start of the game or held in reserve, except for those deploying via Deep Strike or infiltration [clarification]. Only a single roll is made for all elements of the Command Platoon that are in Reserve. In 'Dawn of War' missions, the entire Command Platoon counts as only a single unit for how many units may be deployed [RAW].
Ref: DH.24B.02, DH.25B.01, DA.27C.02, IG.44.01, NEC.20A.01, TYR.44.01, WH.32B.01

IG.38.03 – Q: Does an Imperial Guard officer give up half Victory Points if wounded at all as the GW online FAQ says, or only when he has lost at least half of his wounds?
A: At least half of his wounds [clarification].

IG.40.02 – Q: Can persistent Psychic abilities (such as a Tyranid 'Psychic Scream' or Eldar 'Veil of Tears') be cancelled by the Sanctioned Psyker's 'Psychic Ward' power?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: APOC.91D.01, BT.25A.02, ELD.28G.01, ELD.49B.01, TYR.31F.02

+IG.40.03 – Q: 'Psychic Ward' allows the unit with a Sanctioned Psyker to nullify psychic abilities that would "affect" them. What exactly is meant by this term?
A: For this purpose, the unit will be 'affected' by a (non-persistent) power if it will:

- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.

[clarification]
Ref: BT.25A.03, WH.16E.01, WH.18.01B

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

IG.40.04 – Psychic Lash: Ignore: "even if the target is not in base-to-base contact" as it refers to rules that are no longer used [clarification].

IG.41B.01 – Q: Can a unit led by a Priest that appears to be in Assault range of an enemy unit in the shooting phase still make a 'run' move or fire a rapid fire weapon?
A: The Priest's unit may not run or shoot a rapid fire weapon in the shooting phase if they are already within assault range of the enemy (the player is allowed to check assault range) [clarification].
Ref: DE.09B.01, IG.53C.01, ORK.59C.01, SW.10B.01, SW.28B.01, WH.27B.01

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

+IG.44.01 – Q: Can individual units of an Infantry Platoon be held in Reserve?
A: Individual units of an Infantry Platoon may be held in Reserve while others are deployed normally (or infiltrate if able) [clarification]. When rolling for Reserves, only a single roll is made for all elements of the Infantry Platoon that are in Reserve. In 'Dawn of War' missions, each unit in the Platoon counts as a separate unit for how many units may be deployed [RAW].
Ref: DH.24B.02, DH.25B.01, DA.27C.02, IG.38.01, NEC.20A.01, TYR.44.01, WH.32B.01

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

IG.46B.01 – Rough Riders 'Fleet of Hoof': Use the 'Fleet' special rule as described in the Warhammer 40,000 rulebook [clarification].

+IG.47B.01 – Q: Can Sentinels be deployed on the table before the game starts in a 'Dawn of War' deployment mission? Can Sentinels outflank?
A: Yes and yes [RAW].

Note: Ignore the references to a 'Take & Hold mission' as this mission is no longer found in the current rulebook.

IMPERIAL GUARD ARMY LIST: HEAVY SUPPORT (pages 48-49)

IG.49C.01 – Basilisk: The Earthshaker Cannon is hull-mounted [clarification].

IMPERIAL GUARD SPECIAL CHARACTERS (pages 50-54)

IG.50A.01 – Q: Is Sergeant Kell worth a Kill Point if he is killed?
A: Yes [RAW].

IMPERIAL GUARD SPECIAL CHARACTERS (pages 50-54) *CONTINUED*

IG.50B.01 – Q: What exactly can Creed's 'Master Strategist' ability be used for?
A: The ability can be used to have both players re-roll the dice roll to see who will go first, but not for the 'seize the initiative' roll [clarification].

> **Note:** the ability to win the dice roll for choice of table edge is of no use for the standard missions found in the Warhammer 40,000 rulebook but still can be used in custom scenarios [clarification].

IG.52C.01 – Q: Can Yarrick use his Bale Eye attack in the same round he attacks with his power fist?
A: Yes [clarification].

IG.53C.01 – Q: Can Gaunt and the unit he is joined to 'run' in the shooting phase or shoot a rapid fire weapon in order to avoid charging in the subsequent assault phase?
A: No, they may not take any actions would knowingly prevent them from reaching the assault [clarification].
Ref: DE.09B.01, IG.41B.01, ORK.59C.01, SW.10B.01, SW.28B.01, WH.27B.01

IMPERIAL GUARD REGIMENTAL DOCTRINES (pages 56-57)

IG.56A.01 – Q: Can individual units in a Command or Infantry Platoon be held in Reserve to utilize the 'Drop Troops' ability while other units in the platoon are deployed normally?
A: Yes [RAW].

IG.56D.01 – Q: What effect, if any, does the 'Die-Hards' doctrine have?
A: Ignore this doctrine as it has no effect under the current rules for the game [clarification].

> **IG.56E.01 – Iron Discipline:** Ignore the reference to "the -1 modifier for being under half strength" as it refers to rules no longer in use [clarification].

IG.56F.01 – Q: If a unit that doesn't have an Officer or Sergeant is joined by an Independent Commissar what happens?
A: The Commissar adds +1 to the Ld of the unit. If the unit fails a morale check the Commissar will execute any one model in the unit instead of the normal Officer/Sergeant. If the Commissar then leaves and later rejoins the same unit, he will not take command again until he executes another model [clarification].

IG.56G.01 – Q: Do units with Close Order drill benefit from it in the round they are charged, even if their reaction moves pull them out of the proper formation?
A: No, close order drill only benefits the unit if they manage to remain in the proper formation after their reaction moves are complete [RAW].

IG.56I.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 (not including the Platoon's Command Squad) [clarification].

IG.56I.02 – Q: Does the Jungle Fighters skill allow units to use the 'outflank' special rule even in games with no woods/jungles on the table?
A: Yes [clarification].

IG.56I.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 along with another special weapon?
A: No, it is one or the other [clarification].

> **IG.57E.01 – Chem-Inhaler:** Replace: "If they fail a Morale check for 25% shooting casualties" with: "If they fail a Morale check for 25% casualties" [clarification].

IG.57E.02 – Q: What units can/must take Chem-Inhalers?
A: Guard Infantry units only [clarification].

IG.57F.01 – Q: Does the Cameleoline bonus apply to the '4+' cover save granted by intervening models?
A: Yes [RAW].

NECRONS CODEX QUERIES (NEC)

Don't forget to check out the official Necron FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180146_Necrons_FAQ_2004-08_5th_Edition.pdf

NECRONS GENERAL QUERIES

NEC.GEN.01 – NECRON UNIT TYPES
- All units are 'Infantry' except for the following:
- The Monolith is a 'Vehicle'
- Tomb Spyders and C'Tan are 'Monstrous Creatures'
- Necron Lords with a Destroyer Body are 'Jetbikes'
- Destroyers and Heavy Destroyers are 'Jetbikes'
[clarification]

NECRONS SPECIAL RULES (page 13)

NEC.13.01 – Q: The GW online FAQ indicates that damaged Necron models are moved when their unit falls back. Does this ruling apply whenever the unit moves in an opponent's turn (such as pile-in and consolidation moves)?
A: Yes, anytime a Necron unit moves in the opponent's turn move its damaged Necrons along with it, as if they were normal models in the unit [clarification].

NEC.13H.01 – Morale: Ignore the last sentence as it refers to coherency rules that are no longer current [clarification].

NECRONS ARMOURY (pages 14-15)

NEC.14A.01 – Gauss Weapons: Ignore the entire last paragraph as it refers to rules that are no longer current [clarification].

NEC.15C.01 – Q: Do wounds caused by a Lightning Field count towards combat resolution?
A: Yes, and these attacks are resolved right before combat resolution is calculated [RAW].

NEC.15D.01 – Q: Does the Nightmare Shroud cause enemy units to immediately take a Morale check?
A: Yes and if the units actually suffer 25% casualties that shooting phase they will test again at the end of the phase (or fall back again if they failed the first test) [clarification]. *Ref: NEC.30B.02, WH.14A.01, WH.23E.01*

NEC.15G.01 – Q: If a Lord with a Resurrection Orb is damaged (downed), do friendly Necron units within 6" still benefit from the Orb?
A: No, while a Necron Lord is damaged (downed) the Orb only benefits himself [clarification].

NECRONS ARMY LIST: ELITES (page 17)

NEC.17C.01 – Q: How does a Flayed Ones 'Terrifying Visage' work against opponents who always hit on a fixed number regardless of Weapon Skill (like 'on a 3+', for example)?
A: In such a case, roll off each round of combat to see which rule takes precedence [RAW].

NECRONS CODEX QUERIES (NEC)

NECRONS ARMY LIST: TROOPS (page 18)

NEC.18.01 – Warriors Reserves rule: Ignore the reference to which units are allowed to begin in Reserve as all units are now allowed to begin in Reserve [clarification].

NECRONS ARMY LIST: FAST ATTACK (page 19)

+NEC.19A.01 – Q: Can Wraiths 'run' in the Shooting phase?
A: No [clarification].

+NEC.19C.02 – Q: Can Scarab Swarms 'run' in the Shooting phase?
A: No [clarification].

NEC.19C.01 – Q: Do Turbo-Boosting Scarab Swarms really have a 2+ cover save?
A: Yes [RAW].

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

NEC.20A.01 – Q: Tomb Spyder rules say they are deployed "as a single unit". Does that mean individual Tomb Spyders can't be held in reserve?
A: All Tomb Spyders from a single Heavy Support choice must either be deployed at the start of the game or held in reserve. Only a single Reserves roll is made to see if they arrive on the table each turn. [clarification].
Ref: _DH.24B.02_, _DH.25B.01_, _DA.27C.02_, _IG.38.01_, _IG.44.01_, _TYR.44.01_, _WH.32B.01_

NEC.20A.02 – Q: Is a unit made up of a Tomb Spyder and Scarabs able to utilize cover saves from intervening units and terrain that don't physically cover 50% of the Spyder model?
A: Yes, as long as half the models in the Spyder/Scarab unit count as being in cover then the entire unit gets a cover save regardless of whether the Spyder model itself is obscured [RAW].
Ref: _RB.51B.01_, _TYR.36A.01_

NEC.21C.01 – Q: Does a Deep Striking Monolith count as moving at Cruising Speed and if so what weapons may it fire that turn?
A: Yes, a Monolith counts as having moved at Cruising Speed the turn it Deep Strikes and may therefore not fire its Gauss Flux Arc although it can still fire the Particle Whip [clarification].

NEC.21C.02 – Q: When a Deep Striking Monolith moves a vehicle out of its way can players turn the vehicle to face a different direction?
A: No the owning player moves his vehicle the minimum distance needed to make space for the Monolith and cannot turn the vehicle unless it is the only way to make room (and only then by the minimum amount needed) [clarification].

NEC.21C.03 – Q: What happens if a Monolith Deep Strikes onto friendly models, impassable terrain, an immobilized enemy vehicle or off the table?
A: If a Monolith Deep Strikes onto friendly models, impassable terrain or off the table it will suffer a Deep Strike Mishap as normal. If it Deep Strikes onto an immobile enemy vehicle the enemy model is still moved out of the way by the force of the Monolith [clarification].

NEC.21D.01 – Q: Can a Monolith ever be immobilized just by suffering enough 'Weapon Destroyed' results?
A: No, as the Monolith will always have a functioning weapon (the Power Matrix) that cannot be destroyed [RAW].

NEC.21E.01 – Q: If a Necron unit teleports through the Monolith's portal do the unit's damaged Necrons get to teleport with them?
A: Yes. All damaged Necron models from the teleporting unit that haven't already joined another Necron unit may be teleported through the Monolith's portal and re-roll their failed WBB roll. Necrons repaired in this way are placed back in coherency with their unit emerging from the portal [clarification].

NEC.21E.02 – Q: Can a Monolith teleport a unit that is falling back?
A: Yes, however doing so does not regroup the unit and it will continue to fall back in its next movement phase if it does not manage to regroup [RAW].

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

NEC.27C.01 – Q: When a C'Tan is killed what armor facing does the S6 hit affect against vehicle models within D6"?
A: Treat the hit like a shooting attack originating from the former position of the C'Tan model [clarification].

NEC.27C.02 – Q: Are C'Tan immune to 'Instant Death' in general or only against Wraithcannons? What about D-Cannons?
A: C'Tan are only immune to the specific weapons listed in their 'Necrodermis' special rule [RAW].

NEC.27F.01 – Above all Others: Ignore the reference to being picked out "even if within 6 [inches] of other targets" as it refers to rules that are no longer used [clarification].

NEC.29D.01 – Q: Are enemy models partially under the 'Gaze of Death' blast automatically hit?
A: No, only on a roll of '4+' [RAW].

NEC.30B.01 – Q: What type of saves, if any, do Fearless models get against wounds inflicted by the 'Deceive' special rule (per the GW online Necron FAQ)?
A: Only Armor and Invulnerable saves may be taken against these wounds [clarification].

NEC.30B.02 – Q: Is the Morale check caused by 'Deceive' taken immediately?
A: Yes and if the unit actually suffers 25% casualties that shooting phase it will test again at the end of the phase (or fall back again if it failed the first test) [clarification].
Ref: NEC.15D.01, WH.14A.01, WH.23E.01

NEC.30D.01 – Q: How does the Deceivers 'Dread' power work against opponents who always hit on a fixed number regardless of Weapon Skill (like 'on a 3+', for example)?
A: In such a case, roll off each round of combat to see which rule takes precedence [RAW].

NEC.30E.01 – Q: When the Deceiver leaves combat via 'Misdirect' is he actually falling back?
A: No, he makes a fall back move but is not considered to be 'falling back' (and therefore cannot be 'Trapped!' for example) [RAW].

ORKS CODEX QUERIES (ORK)

Don't forget to check out the official Ork FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1810080_Orks_FAQ_2007_5th_Edition.pdf

FORCES OF THE ORKS: ORK SPECIAL RULES (page 31)

ORK.31A.01 – Q: Can a player wait until the end of the shooting phase to call the Waaagh?
A: Yes, but any units that make a 'run' move before the Waaagh! is called do not gain the fleet ability in the subsequent Assault phase [clarification].

FORCES OF THE ORKS: MEKBOYZ (pages 34-35)

ORK.35.01 – Q: If a Shokk Attack Gun suffers a "Oops", "Gah", "Sploosh", "Bzaap" or "Raargh" result does the player still have to roll 'to hit' with the Scatter dice?
A: Yes [RAW].

ORK.35.02 – Q: If a vehicle is hit by a "Raargh" Shokk Attack result, is the vehicle removed from the table regardless of the damage caused by the penetrating hit?
A: No, the vehicle only suffers an automatic penetrating hit [clarification].

FORCES OF THE ORKS: WEIRDBOYZ (pages 36-37)

ORK.37B.01 – Q: If a Wierdboy embarked on a vehicle that is moving at cruising speed (or faster) rolls either 'Frazzle' or 'Zzap', what happens?
A: As the Wierdboy is unable to shoot in such a situation, nothing happens [RAW].

FORCES OF THE ORKS: PAINBOYZ (page 38)

ORK.38A.01 – Q: If an Independent Character joins a mob with a Painboy, does he gain the 'Feel No Pain' universal special rule?
A: Yes, as Dok's Tools are a piece of Wargear that specifies which models gain the special rule [clarification].
Ref: RB.48B.02, ORK.59A.01, SM.55A.01

FORCES OF THE ORKS: TRUKKS (page 41)

ORK.41C.01 – Q: If a Trukk suffers a 'Kaboom!' result does the model become a wreck?
A: No, it is removed and replaced with an area of difficult ground [rules change].
Ref: RB.61K.02

ORKS CODEX QUERIES (ORK)

FORCES OF THE ORKS: TANKBUSTAS (page 42)

ORK.42E.01 – Q: Can vehicles take cover saves against Bomb Squig attacks?
A: Bomb Squigs are not a shooting attack per se, so in general no. However, vehicles that are 'obscured' (such as a skimmer that moved 'flat out') or that always get a cover save for some reason would still be able to use it against a Bomb Squig [clarification].

ORK.42E.02 – Q: If Tankbustas embarked on a vehicle roll a '1' when releasing their Bomb Squig, what happens?
A: Resolve the attack against their vehicle's rear armor value [clarification].

FORCES OF THE ORKS: Deffkoptas (page 48)

+ORK.48F.01 – Q: When is a Bigbomm attack resolved?
A: Bigbomm attacks are resolved immediately after the player finishes moving the Deffkopta unit [clarification].

+ORK.48F.02 – Q: Is the scatter for a Bigbomm reduced by the firer's Ballistic Skill? Can cover saves be taken against them? Are they affected by Night Fighting?
A: The scatter is not reduced by the firer's BS. Cover and vehicle armor facings are determined like a barrage weapon (from the center hole of the blast). A Bigbomm is not a shooting attack per se, so is not affected by Night Fighting, Veil of Tears, etc, and does not affect the Deffkopta's choice of target in the subsequent shooting and/or assault phase [clarification].
Ref: ELD.35B.02, ELD.49B.03

FORCES OF THE ORKS: BATTLEWAGONS (page 55)

+ORK.55D.01 – Q: Does a Deff Rolla affect enemy vehicles that are rammed?
A: A Deff Rolla only affects enemy non-vehicle units that are 'Tank Shocked' [clarification].

FORCES OF THE ORKS: MAD DOK GROTSNIK (page 59)

ORK.59A.01 – Q: Does Grotsnik himself benefit from his own 'Dok's Tools', both when on his own and when joined to a unit?
A: Grotsnik benefits from his own Dok's Tools, both when on his own and when joined to a unit [clarification].
Ref: ORK.38A.01, RB.48B.02, SM.55A.01

ORK.59C.01 – Q: If Grotsnik appears to be out of Assault range in the shooting phase is he forced to 'run' towards the nearest enemy or can he choose to shoot a weapon instead?
A: Grotsnik (and any unit he is with) must run in the shooting phase unless he is already within assault range of the enemy (the Ork player is allowed to check assault range) [clarification].
Ref: DE.09B.01, IG.41B.01, IG.53C.01, SW.10B.01, SW.28B.01, WH.27B.01

ORKS CODEX QUERIES (ORK)

FORCES OF THE ORKS: OLD ZOGWORT (page 61)

ORK.61A.01 – Q: If Zogwort rolls for power weapon attacks while in close combat, do they combine with his poisoned attacks (so that he wounds on a '2+' and ignores armor saves)?
A: Zogwort's 'Pit of Vipers' is not a weapon and may therefore be combined with the power weapon ability [RAW].

ORK.61D.01 – Q: Does Zogwort have to pass a psychic test to use his curse? Is the Curse a psychic shooting attack?
A: A psychic test must be passed to use the Curse and it is not a psychic shooting attack [clarification].

ORK.61D.02 – Q: Can the Curse be used if Zogwort and/or his target are locked in combat?
A: No [clarification].

ORK.61D.03 – Q: Does a character turned into a Squig give up a Kill Point or Victory Points at the end of the game or must the Squig model be killed first?
A: As the Squig replaces the character, it must be killed for a Kill Point or Victory Points to be awarded for the character [clarification].
Ref: TAU.26G.01

ORK.61D.04 – Q: If an Independent Character is joined to a unit when turned into a Squig, does the Squig remain joined to the unit?
A: Yes [clarification].

ORK.61D.05 – Q: If the Ork player does not have a Squig model can Zogwort still use the curse?
A: No, Zogwort may only use his curse if the Ork player has a squig model available [RAW].

ORK.61D.06 – Q: If an Independent Character that is also a 'Troops' choice (such as an Officer from an Imperial Guard Platoon) gets turned into a Squig can he still capture an objective? Can a Squig ever contest an objective being captured by the enemy?
A: Yes and yes [clarification].

FORCES OF THE ORKS: BOSS SNIKROT (page 62)

ORK.62C.01 – Q: Can an Independent Character (such as a Warboss on a bike) join Snikrot's unit before the game and arrive with them via 'Ambush'?
A: No, as Snikrot's ability is a special rule that does not specify it affects other ICs joined to his unit, it does not [clarification].
Ref: RB.95A.01, SM.92.01

FORCES OF THE ORKS: BOSS ZAGSTRUK (page 63)

ORK.63C.01 – Zagstruk does not have the 'Waaagh!' special rule [typo].

ORK.63C.01 – Q: Can Zagstruk and the Vulchas run the turn they arrive via Deep Strike?
A: Yes [clarification].

ORK.63C.02 – Q: If D3 Vulchas are killed while landing do these casualties count towards combat resolution?
A: Yes [clarification].

ORK WARGEAR: OTHER EQUIPMENT (page 92)

ORK.92A.01 – Q: If an Ammo Runts are taken by a mob, as opposed to a character (as with Flash Gitz), which models can use the re-roll?
A: In this case, any model in the unit may use the Ammo Runt's re-roll [clarification].

ORKS CODEX QUERIES (ORK)

ORK WARGEAR: ORK VEHICLE UPGRADES (page 93)

ORK.93C.01 – Q: If a Boarding Plank is used to attack a Walker does the Walker get to strike back?
A: No [RAW].

+ORK.93H.01 – Q: Is a Trukk with a Reinforced Ram allowed to ram other vehicles?
A: No it can only perform a standard Tank Shock against non-vehicle units [clarification].

ORK.93I.01 – Q: If a vehicle with a Stikkbomb Chukka is destroyed (via a 'Death or Glory' attack, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Chukka?
A: Yes [RAW].
Ref: *BT.42B.03*, *BA.06N.01*, *DH.32B.03*, *DA.35A.01*, *SM.75B.01*, *SM.82C.01*

ORK.93J.01 – Q: If the Wreckin' Ball hits an enemy vehicle, what armor facing is used? Can it be used in an opponent's assault phase?
A: Resolve it as a (very) short-ranged shooting attack originating from wherever the Wreckin' Ball is on the Trukk model. It may only be used in the Ork player's Assault phase [clarification].

ORK ARMY LIST: HQ (pages 96-97)

ORK.96C.01 – Wazzdaka has a Dakkacannon [typo].

ORK ARMY LIST: ELITES (page 99)

ORK.99C.01 – Q: Does taking Snikrot replace one of the Kommandos in the mob?
A: No, Snikrot is taken in addition to the Kommandos in the mob (although a Nob may not be included in the same mob) [RAW].

ORK ARMY LIST: TROOPS (page 100)

ORK.100B.01 – Q: If a Gretchin unit has 29 Grots in it, is the unit required to have two or three Runtherds?
A: One Runtherd per full 10 Gretchin, so 29 Grots require only two Runtherds [RAW].

ORK ARMY LIST: FAST ATTACK (page 101)

ORK.101A.01 – Q: Does taking Zagstruk replace one of the Stormboyz in the mob?
A: No, Zagstruk is taken in addition to the Stormboyz in the mob (although a Nob may not also be included in the same mob) [RAW].

ORK ARMY LIST: HEAVY SUPPORT (pages 102-103)

ORK.102A.01 – Q: Besides the Killakannon, how are the other weapons mounted on a Battlewagon?
A: Players are free to mount the other weapons on a scratch-built Battlewagon however they see fit (i.e. in a turret, sponson, fixed or otherwise), as long as this is absolutely clear by looking at the model [clarification].

ORK.103A.01 – Q: Does taking Badrukk replace one of the Flash Gitz in the mob?
A: No, Badrukk is taken in addition to the Flash Gitz in the mob [RAW].

ORK.103C.01 – The Looted Wagon should refer back to page 54 [typo].

SPACE MARINES CODEX QUERIES (SM)

SPACE MARINE GENERAL QUERIES

SM.GEN.01 – Q: Several army list entries refer to "digital lasers" and "power sword(s)", what exactly do these things do?
A: These should actually read "digital weapons" and "power weapons" respectively [typo].

+SM.GEN.02 – Q: If an army contains two characters with 'Chapter Tactics' when exactly does the player choose which version to use?
A: It must be declared before either player deploys [clarification].

FORCES OF THE SPACE MARINES: SPECIAL RULES (page 51)

SM.51B.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BT.22A.02, BA.05A.01, DA.23A.01

SM.51D.01 – Q: If a player declares that a unit is arriving from Reserves inside a vehicle can that unit be split into combat squads when it arrives?
A: No, besides a Drop Pod, a unit that arrives from Reserves in a vehicle cannot be split into combat squads [RAW].
Ref: BA.05B.01, DA.23D.01

FORCES OF THE SPACE MARINES: CHAPTER MASTER (page 52)

+SM.52B.01 – Q: Can a Chapter Master use Orbital Bombardment when embarked on a Land Raider?
A: No. Firing from a vehicle requires the model to use a Fire Point, even if the weapon itself doesn't require line of sight [clarification].
Ref: ELD.28C.02

FORCES OF THE SPACE MARINES: HONOUR GUARD (page 53)

SM.53A.01 – Q: If a Chapter Champion is in base contact with an Independent Character that has a retinue is he able to direct his attacks against the Independent Character (and re-roll misses)?
A: No, as Attacks against an Independent Character with a retinue are actually made against the whole retinue unit [RAW].

FORCES OF THE SPACE MARINES: COMMAND SQUAD (page 55)

SM.55A.01 – Q: If an Independent Character joins a Command Squad with an Apothecary does he gain the 'Feel No Pain' universal special rule?
A: Yes, as the Narthecium is a piece of Wargear that specifies which models gain the special rule [clarification].
Ref: ORK.38A.01, ORK.59A.01, RB.48B.02

SM.55A.02 – Q: If a unit with an Apothecary is killed at the same time as other members of his unit do the other squad members still get to make their 'Feel No Pain' saves?
A: A unit with an Apothecary is a 'complex unit' so the owning player can choose to take all the other squad member's saving throws and corresponding 'Feel No Pain' saves before attempting the Apothecary's saving throw(s) [RAW].

FORCES OF THE SPACE MARINES: LIBRARIAN PSYCHIC POWERS (page 57)

SM.57F.01 – Q: What happens with 'Null Zone' vs. special rules that re-roll *failed* invulnerable saves like 'Fortune' or 'Oracle of Eternity'?
A: In this case, *all* the saves, both successful (Null Zone) and the failed (Fortune, Oracle of Eternity) are rolled again once [RAW]. To save time (and fairly pointless rolling), if both players agree these rules can simply cancel each other out instead.

SM.57H.01 – Q: Does 'The Gate of Infinity' work with a Homing Beacon to prevent scatter?
A: Yes [RAW].

SM.57H.02 – Q: Can 'The Gate of Infinity' be used on a unit (including the Psyker) that is falling back or locked in close combat?
A: A unit that is falling back (because they are unable to regroup that turn) or locked in close combat, including the psyker himself, may not be transported via 'The Gate of Infinity' [clarification].

FORCES OF THE SPACE MARINES: SCOUT BIKE SQUAD (page 67)

SM.67A.01 – Q: When exactly does a player booby-trap terrain with Cluster Bombs?
A: After terrain is settled upon. In the case of standard rulebook missions that means before the roll to select a mission is made [RAW].

SM.67A.02 – Q: If a unit starts the game in a booby-trapped piece of terrain, what happens?
A: The booby-trap will be triggered the first time the unit moves [clarification].

+SM.67A.03 – Q: If a Drop Pod lands in a booby-trapped piece of terrain, what happens?
A: The booby-trap is triggered against the Drop Pod before the unit inside disembarks [clarification].

SM.67B.01 – Q: Can a locator beacon be utilized by the opponent's Deep Striking units?
A: No [clarification].
Ref: GEN.05

FORCES OF THE SPACE MARINES: DROP POD (page 69)

SM.69A.01 – Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?
A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].

Ref: BT.22B.04, BA.26C.03, DA.35B.02

SM.69C.01 – If a Space Marine Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked unit on the mishap table [RAW].
Ref: BT.22B.01, BA.06O.01, DA.35B.01

FORCES OF THE SPACE MARINES: TECHMARINE (page 71)

SM.71A.01 – Q: Can a Techmarine embarked on a vehicle attempt to fix it without getting out?
A: Yes [clarification].

FORCES OF THE SPACE MARINES: SERVITOR (page 72)

SM.72A.01 – Q: If a Mindlocked Servitor unit is locked in combat can it perform a sweeping advance, consolidation and/or pile-in moves?
A: Mindlocked Servitors will fight normally, but cannot make sweeping advances, consolidations and/or pile-in moves. If, after the enemy makes their pile-in moves Mindlocked Servitors find themselves not engaged with any enemy they no longer count as being locked in the combat [clarification].
Ref: ELD.46B.01/ELD.47C.01, RB.41C.02, RB.73A.01

SM.72A.02 – Q: What happens if a Mindlocked Servitor unit is forced to Fall Back?
A: The unit counts as 'Falling Back' but does not move. In following turns if they pass their 'Mindlock' test they will then start making fall back moves. Mindlocked Servitors that Fall Back from combat do not move but are not run down unless the enemy is able to roll high enough to do so. If that doesn't occur, the enemy will have to use its consolidation to move at least 1" away from the Servitors [clarification].

FORCES OF THE SPACE MARINES: THUNDERFIRE CANNON (page 73)

SM.73A.01 – Q: If a Thunderfire Cannon is destroyed does then killing the Techmarine earn an extra Kill Point?
A: No, the unit is only worth one Kill Point total when both models are killed/destroyed [clarification].

FORCES OF THE SPACE MARINES: LAND SPEEDER STORM (page 75)

SM.75B.01 – Q: If a Land Speeder Storm is destroyed (by moving into booby-trapped terrain, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Cerebus Launcher?
A: Yes [RAW].
Ref: BT.42B.03, BA.06N.01, DH.32B.03, DA.35A.01, ORK.93I.01, SM.82C.01

FORCES OF THE SPACE MARINES: LAND RAIDER (page 81)

SM.81B.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BT.29I.01, DA.34D.01

SM.81B.02 – Q: Can the Machine Spirit be used to fire a weapon on the same turn a Land Raider uses Smoke Launchers?
A: No [clarification].
Ref: BT.29I.02, BA.06S.01, DA.34D.02

FORCES OF THE SPACE MARINES: LAND RAIDER CRUSADER (page 82)

SM.82C.01 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: [BT.42B.03](#), [BA.06N.01](#), [DH.32B.03](#), [DA.35A.01](#), [ORK.93I.01](#), [SM.75B.01](#)

FORCES OF THE SPACE MARINES: MARNEUS AUGUSTUS CALGAR (page 84)

SM.84B.01 – Q: If a unit uses 'God of War' to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?
A: Yes [clarification].
Ref: [DH.22B.01](#), [WH.26B.01](#)

FORCES OF THE SPACE MARINES: TORIAS TELION (page 88)

SM.88A.01 – Q: If Telion is taken does his entire unit benefit from Stealth even if they don't take Camo Cloaks?
A: No, only the models with Stealth actually benefit from it [clarification].
Ref: [RB.76F.01](#)

SM.88B.01 – Q: How exactly is Telion's 'Eye of Vengeance' special rule resolved?
A: Wounds caused by Telion are allocated first (by the player controlling Telion), followed by the wounds inflicted by the rest of his unit [clarification].

FORCES OF THE SPACE MARINES: ANTARO CHRONUS (page 89)

SM.89.01 – Q: Is Chronus worth a Kill Point if he manages to escape his vehicle?
A: Chronus's vehicle is worth 1 Kill Point and Chronus himself is worth another Kill Point if (and only if) he manages to escape and is later killed [clarification].
Ref: [IA1.263C.03](#), [TAU.30E.01](#), [TYR.29B.01](#)

SM.89.02 – Q: How does Chronus work in games utilizing Victory Points?
A: Chronus's point value is just added to the vehicle unless he manages to escape when it is destroyed. In this case, the vehicle gives up its points for being destroyed and Chronus's 70 pts are only awarded if he is killed [clarification].

FORCES OF THE SPACE MARINES: KAYVAAN SHRIKE (page 92)

SM.92.01 – Q: Can another Independent Character join Shrike (and his unit) before the game and gain the infiltrate special rule?
A: No, as Shrike's ability is a special rule that does not specify it affects other ICs joined to his unit, it does not [clarification].
Ref: [ORK.62C.01](#), [RB.95A.01](#)

SM.92.02 – Q: Can Shrike join a unit before the game and use his 'Seen, But Remain Unseen' ability to allow them all to infiltrate?
A: Yes, Shrike may nominate a unit he is going to join and together they may infiltrate [clarification].

SPACE MARINES CODEX QUERIES (SM)

FORCES OF THE SPACE MARINES: VULCAN HE'STAN (page 93)

SM.93A.01 – Q: Does Vulkan's Chapter Tactics benefit weaponry of allied units included in the army (such as allied Sisters of Battle flamers, for example)?
A: Yes, if the weapon is part of his army, including inquisitorial allies, then it benefits from his Chapter Tactics special rule [RAW].

+SM.93A.02 – Q: Does Vulkan's Chapter Tactics benefit weaponry the Flamestorm Cannon on a Land Raider Redeemer?
A: No [RAW].

SPACE MARINE ARMY LIST: HQ (pages 129-133)

SM.132B.01 – Q: Can a Veteran in a Command Squad take additional equipment (such as a Storm Shield or Storm Bolter) before being upgraded to a Company Champion?
A: Yes, as the Power Weapon and Combat Shield do not replace any of the model's existing gear [RAW]. Remember that all wargear taken must be represented on the model.

SM.132B.02 – Q: Can Apothecaries in a Command Squad take upgrades as though they are a 'Veteran'?
A: No they cannot [RAW].

SPACE MARINE ARMY LIST: DEDICATED TRANSPORTS (page 135)

SM.135A.01 – Rhino: The Storm bolter is pintle-mounted [clarification].

SM.135B.01 – Razorback: The twin-linked Heavy bolter is turret-mounted [clarification].

SM.135B.02 – Q: Can a unit containing more than six models be equipped with a Razorback transport?
A: Yes, but unless the unit is split via the 'Combat Squads' rule it will be unable to embark on the vehicle until it is reduced to six models or less [RAW].
Ref: _BA.26B.02_

SM.135C.01 – Drop Pod: The Storm bolter is pintle-mounted [clarification].

SPACE MARINE ARMY LIST: FAST ATTACK (pages 139-141)

SM.139C.01– Land Speeder Squadrons: All Land Speeder weapons are hull-mounted [clarification].

SM.141A.01– Land Speeder Storm: All Land Speeder weapons are hull-mounted [clarification].

SPACE MARINE ARMY LIST: HEAVY SUPPORT (pages 142-143)

SM.142C.01 – Land Raider: The twin-linked Heavy Bolter is hull-mounted and the twin-linked Lascannons are sponson-mounted [clarification].

+SM.142D.01 – Land Raider Crusader: The Multi-melta is pintle-mounted, the twin-linked Assault Cannons are hull-mounted and the Hurricane Bolters are sponson-mounted [clarification].

SM.143A.01 – Land Raider Reedeemer: The twin-linked Assault Cannons are hull-mounted and the Flamestorm cannons are sponson-mounted [clarification].

SM.143B.01 – Predator: The Autocannon is turret-mounted [clarification].

SM.143C.01 – Whirlwind: The Whirlwind Missile Launcher is turret-mounted [clarification].

SM.143D.01 – Vindicator: The Demolisher Cannon is hull-mounted and the Storm bolter is pintle-mounted [clarification].

SPACE WOLVES CODEX QUERIES (SW)

Don't forget to check out the official Space Wolves FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180145_Space_Wolves_FAQ_2004-08_5th_Edition.pdf

SPACE WOLVES GENERAL QUERIES

SW.GEN.01 – Q: The online GW Space Wolves FAQ says "all the different variants" of the listed vehicles can be used. Does this include the Land Speeder Storm, Ironclad Dreadnought, Land Raider Crusader and Land Raider Redeemer?
A: Yes, yes and yes [RAW].

SW.GEN.02 – Q: The online GW Space Wolves FAQ does not mention transport vehicles. Is the base points costs for transports used the ones listed in the Space Wolves codex or rather the costs found in the SM codex?
A: Use the point costs for transport vehicles from the Space Marine codex [clarification].

SW.GEN.03 – Q: Space Wolves special characters can only be used in games where players have agreed to the use of special characters. What does this mean for tournament games?
A: Space Wolf special characters can always be used in tournament games unless the tournament specifies otherwise [clarification].

SW.GEN.04 – Q: Can the Space Marine special characters Sgt. Telion or Chronus be used in a Space Wolves army?
A: No, they are not listed as rules that are allowed from the Space Marine codex [clarification].

SPACE WOLVES SPECIAL RULES (page 4)

SW.04B.01 – Q: Can Land Speeders in a Space Wolf army take a Drop Pod?
A: No [clarification].

SW.04J.01 – Q: If an Independent Character without a Wolf Guard Bodyguard takes Fenrisian Wolves, does he and the Wolves form a 'retinue' unit?
A: Yes. This means, among other things, they fight together as a single unit in close combat, take morale checks if they lose at least 25% casualties in a single phase, and give up Victory Points as normal for a unit. The one exception is that the unit is worth only one total Kill Point if destroyed [clarification].
Ref: BT.27E.01, TAU.31D.01

SW.04J.02 – Q: When an Independent Character with Fenrisian Wolves joins a friendly unit during the game how does this combined unit fight in close combat?
A: When resolving close combat attacks, the character and his Wolves count as one unit and the friendly unit they are joined to counts as another [clarification].
Ref: BT.27E.02

SW.04J.03 – Q: Fenrisian Wolves 'may be removed as casualties in place of the character'. What exactly does this mean?
A: It just means the Wolves can be removed as casualties as per the normal casualty removal rules. They do not have any additional casualty removal benefits [clarification].

SW.04J.04 – Fenrisian Wolves: Disregard the reference to the "Voluntary Fall Back rule" as that rule is no longer found in the current game.

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

SW.06A.01 – Q: Is 'Storm Caller' a psychic shooting attack?
A: No [clarification].

SW.06A.02 – Q: Does 'Storm Caller' really allow the unit to 'strike first' in close combat?
A: No, when assaulted the unit simply counts as being in cover. This means any charging enemies who direct any of their attacks towards models protected by Storm Caller counts as having assaulted through cover. Ignore this rule if the protected models were already locked in combat from a previous turn when charged. A unit protected by Storm Caller that assaults an enemy through cover still strikes at their regular Initiative [clarification].
Ref: DE.08B.01, DE.41E.01, TAU.27F.03

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

SW.07.01 – Q: A Venerable Dreadnought uses 'Old & Wise' 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 'Old & Wise' now be used again?
A: The Old & Wise re-roll can only be used once in any situation [RAW].

SW.07.02 – Q: Can 'Old & Wise' be used on the 'seize the initiative' roll to steal the first turn?
A: No [clarification].

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

SW.09A.01 – Q: One Wolf Scout squad may choose "weapon options" from the Space Marine Scout entry. Does this include camo cloaks or a teleport homer for the sergeant?
A: No, only weapon options are allowed [RAW].

SPACE WOLVES ARMY LIST: TROOPS (page 10)

SW.10B.01 – Q: Can Blood Claws not led by an IC that appears to be in Assault range of an enemy unit in the shooting phase still make a 'run' move?
A: They may not run in the shooting phase if they are already within assault range of the enemy (the player is allowed to check assault range) [clarification].
Ref: DE.09B.01, IG.41B.01, IG.53C.01, ORK.59C.01, SW.28B.01, WH.27B.01

SW.10B.02 – Blood Claws Headstrong: Disregard the last sentence of this rule as it refers to rules that are no longer found in the current game [clarification].

+SW.10B.03 – Q: Do Blood Claw that Counter-Attack get a +2 Attack bonus because of 'Berserk Charge'?
A: Yes they do [clarification].
Ref: RB.75D.01, SW.11A.02, SW.28C.01

SPACE WOLVES ARMY LIST: FAST ATTACK (page 11)

SW.11A.01 – Blood Claw Bikes Headstrong: Disregard the last sentence of this rule as it refers to rules that are no longer found in the current game [clarification].

+SW.11A.02 – Q: Do Blood Claw Bikes that Counter-Attack get a +2 Attack bonus because of 'Berserk Charge'?
A: Yes they do [clarification].
Ref: RB.75D.01, SW.10B.03, SW.28C.01

SPACE WOLVES ARMY LIST: HEAVY SUPPORT (page 12)

SW.12.01 – Q: Can a Space Wolves tank include Brother-Sergeant Chronus from the Space Marine codex?
A: No [clarification].

SPACE WOLVES ARMOURY (page 14)

SW.14C.01 – Q: What, if anything, does an Auspex and Bionics do?
A: Nothing, as those items are no longer found in the Space Marine codex [RAW].

SPACE WOLVES WARGEAR (page 15)

SW.15C.01 – Q: What, if anything, does the Fang of Morkai do?
A: Nothing, as the 'Reductor' is no longer found in the Space Marine codex [RAW].

SW.15E.01 – Q: Does a Wolf Guard Bodyguard unit with a Great Company Banner count as "Honor Guard" for the purposes of getting the bonus +1 wound during combat resolution?
A: Yes [clarification].

+SW.15G.01 – Q: Can an IC with the Mark of the Wulfen end its move within 2" of a friendly unit?
A: Yes he can, but when doing so, the opponent must be informed that the character is unable to join the unit he is ending his move within 2" of [clarification].
Ref: RB.48A.02

SW.15L.01 – Q: What, if anything, does the Wolf Helm of Russ do?
A: Nothing, as a 'Holy Relic' is no longer found in the Space Marine codex [RAW].

SW.15M.01 – Q: Does a model with a Wolf Pelt get a total of +2 Attacks when he counter-attacks?
A: Yes [RAW].

SW.15N.01 – Q: Can a model with a Wolf Tooth Talisman ignore persistent psychic abilities like Veil of Tears, Conceal, The Horror, etc?
A: Yes, the psychic ability still functions, however the model with the Necklace is able to ignore any an all effects of the ability [RAW].

SW.15N.02 – Q: If a model with a Wolf Tooth Talisman is joined to a unit that is hit by a psychic shooting attack can wounds be allocated to him that he then ignores if he rolls a '6'?
A: Yes, the Space Wolf player may make the roll to see if the power is ignored before deciding whether to allocate any wounds to the model with the Necklace [RAW].
Ref: CSM.48.01

SW.15N.03 – Q: If a model with a Wolf Tooth Talisman is joined to a unit that is hit by Lash of Submission what happens?
A: If the model with the Wolf Tooth Talisman is able to ignore the ability then he will not move. Since a unit always moves at the rate of the slowest model, that means the unit he is part of does not move either. However, the unit still takes a pinning test and if failed, the model with the Talisman will '[Go] to Ground' with them [RAW].
Ref: CSM.48.02

SPACE WOLVES CODEX QUERIES (SW)

SPACE WOLVES WARGEAR (page 15) *CONTINUED*

SW.15P.01 – Q: What, if anything, does the Wolf Totem do?
A: Nothing, as the 'Sacred Standard' is no longer found in the Space Marine codex [RAW].

SPACE WOLVES SPECIAL CHARACTERS: WOLF LORD LOGAN GRIMNAR (page 27)

SW.27A.01 – Q: If Logan Grimnar is included in an army does that use up the one 'Belt of Russ' the army is allowed to take?
A: Yes [RAW].

SPACE WOLVES SPECIAL CHARACTERS: WOLF LORD RAGNAR BLACKMANE (page 28)

SW.28B.01 – Q: If Ragnar (or any unit he is leading) appears to be in Assault range of an enemy unit in the shooting phase can he still make a 'run' move or shoot a rapid fire weapon?
A: In the shooting phase, he (and any unit he is leading) may not run or shoot a weapon that would prevent them from charging if they are already within assault range of the enemy (the player is allowed to check assault range) [clarification].
Ref: DE.09B.01, IG.41B.01, IG.53C.01, ORK.59C.01, SW.10B.01, WH.27B.01

SW.28B.02 – Ragnar's Headstrong: Disregard the last sentence of this rule as it refers to rules that are no longer found in the current game [clarification].

+SW.28C.01 – Q: When Ragnar Counter-Attacks does he get a +2 Attack bonus because of 'Berserk Charge'?
A: Yes he does [clarification].
Ref: RB.75D.01, SW.10B.03, SW.11A.02

SPACE WOLVES SUMMARY (page 31)

SW.31B.01 – Q: Do Space Wolves use the weapon characteristics from the Space Marine codex or from the Space Wolves summary page?
A: The Space Marines codex [clarification].

TAU EMPIRE CODEX QUERIES (TAU)

Don't forget to check out the official Tau Empire FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180141_Tau_Empire_FAQ_2006-08_5th_Edition.pdf

TAU EMPIRE ARMOURY (pages 25-29)

TAU.25A.01 – Q: If a unit with Advanced Stabilization Systems has drones, can the Battlesuit(s) in the unit still use the Stabilization special rules?
A: Yes, although only the Battlesuit models benefit from the Stabilization System [clarification].

TAU.26D.01 – Q: What, if anything, does the Command and Control Node do?
A: ignore this item, as it does nothing with the current rules of the game [RAW].

TAU.26F.01 – Q: Can a model with a Drone Controller take two of the same type of Drone?
A: Yes [clarification].

TAU.26G.01 – Q: If a Tau Battlesuit uses an 'Ejection System' how is the 'pilot' treated for Victory and Kill Point purposes?
A: The pilot is treated as a wounded version of the same model (with reduced characteristics), so he must be killed to gain the Kill Point and/or full Victory Points [clarification].
Ref: ORK.61D.03

TAU.26H.01 – Q: With the Failsafe detonator, how are "partial hits" rolled for "as normal"?
A: ignore this reference, any model touched by the blast is hit [clarification].

TAU.26H.02 – Q: Can casualties from a Failsafe Detonator cause enemy units to take a morale check for losing 25% of their models in a single phase?
A: No [clarification].

TAU.27E.01 – Smart Missile System: Ignore the reference to a "Target Priority test".

+TAU.27E.02 – Q: Can enemy non-vehicle models utilize a cover save against Smart Missile System wounds?
A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain and/or touching a piece of intervening terrain [clarification].
Ref: ELD.45B.02, TAU.30K.01

+TAU.27E.03 – Q: Can enemy vehicles utilize a cover save against Smart Missile System attacks?
A: As the weapon does not require line of sight, they may only claim a cover save if they have a special rule or wargear that confers an 'obscured' status on them [clarification].
Ref: ELD.45B.03, TAU.30K.02

TAU.27F.01 – Stealth Field Generator: Ignore the reference to a "Target Priority test".

TAU.27F.02 – Q: Do intervening models equipped with Stealth Field Generators provide cover saves to units being shot through them?
A: Yes [RAW].
Ref: ELD.49B.04, RB.24A.03

TAU.27F.03 – Q: Do enemies charging a unit with Stealth Field Generators count as 'assaulting through cover' even if they didn't have to take a difficult or dangerous terrain test when assaulting?
A: Yes. Any charging enemies who direct any of their attacks towards a Stealth Field Generator equipped model counts as having assaulted through cover. Ignore this rule if the Stealth models were already locked in combat from a previous turn when charged [clarification].
Ref: DE.08B.01, DE.41E.01, SW.06A.02

TAU.27F.04 – Q: If a model firing a barrage weapon successfully 'spots' a unit with Stealth Field Generators does it still add an extra D6 for scatter (for a total of 3D6)?
A: Barrage weapons may always fire at a unit with Stealth Field Generators, but if the barrage weapon fails its spotting roll the extra D6 is then added to the scatter [rules change].

TAU.28A.01 – Q: What, if anything, does a Target Lock do?
A: A model with a Target Lock is allowed to fire at a different target then the rest of the models in his unit. Ignore the references to taking a 'Target Priority test' as they refer to a previous edition of the rules [clarification].

TAU.29I.01 – Markerlight: Ignore the reference to a "Target Priority test".

TAU EMPIRE VEHICLE ARMOURY (pages 29-31)

TAU.30D.01 – Q: How do Flechette Dischargers work when fitted to a vehicle squadron?
A: If one or more vehicle in the squadron has a Flechette Discharger then any models attacking the squadron in close combat will suffer a single wound on a D6 roll of '4+' [clarification].

TAU.30E.01 – Q: In Annihilation missions, do vehicle Gun Drones give up an extra Kill Point if they are all destroyed?
A: Assuming all the Gun Drones for a vehicle or squadron aren't destroyed when their parent vehicles are destroyed, yes the squadron formed by vehicle Gun Drones is then worth a Kill Point when destroyed [RAW].
Ref: *IA1.263C.03*, *SM.89.01*, *TYR.29B.01*

TAU.30E.02 – Q: Do Gun Drones detached from a Fire Warrior's Devilfish count as a scoring unit? Can detached Gun Drones contest an objective?
A: Detached Gun Drones from a Devilfish never count as a scoring unit. Gun Drone squadrons can indeed contest an enemy scoring unit from claiming an objective [RAW].

TAU.30E.03 – Q: What is the 'arc of sight' for attached vehicle Gun Drones?
A: Gun Drones may rotate freely in their recesses, so as always, draw line of sight from the Drone to the targets [clarification].

TAU.30E.04 – Q: The online GW Tau FAQ says that vehicle Gun Drones don't benefit from markerlight BS bonuses. What about a markerlight's ability to ignore the Night Fighting rules or reduce the target's cover save, can vehicle Gun Drones utilize those bonuses?
A: Yes they gain those abilities if the player assigns it to their firing vehicle [clarification].

TAU.30I.01 – Q: When a vehicle with Landing Gear 'lands' can (or must) a player remove the model's flight base?
A: If the vehicle's flight base isn't glued in place a player must remove the model's base when it lands. If the flight base is glued in place then the Skimmer may not use its Landing Gear [rules change].
Ref: *RB.03B.03*

+TAU.30K.01 – Q: Can enemy non-vehicle models utilize a cover save against Seeker Missile wounds?
A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain and/or touching a piece of intervening terrain [clarification].
Ref: *ELD.45B.02*, *TAU.27E.02*

+TAU.30K.02 – Q: Can enemy vehicles utilize a cover save against Seeker Missile attacks?
A: As the weapon does not require line of sight, they may only claim a cover save if they have a special rule or wargear that confers an 'obscured' status on them [clarification].
Ref: *ELD.45B.03*, *TAU.27E.03*

TAU.31A.01 – Q: What, if anything, do Sensor Spines do?
A: The only thing Sensor Spines do is to allow skimmers to avoid taking a dangerous terrain tests when ending their move over terrain [clarification].

TAU.31D.01 – Q: If an Independent Character without a bodyguard takes drones, how does that 'unit' (the character and his drones) give up Victory and Kill Points?
A: If they lose half or more of their starting models they will surrender half Victory Points [RAW]. However, the unit is worth only one total Kill Point if destroyed [clarification].
Ref: *BT.27E.01*, *SW.04J.01*

TAU.31H.01 – Q: Can Marker Drones accompanying a Crisis or Stealth suit fire its markerlight on the same turn the unit moves?
A: Yes [RAW].

TAU EMPIRE CODEX QUERIES (TAU)

TAU EMPIRE ARMY LIST: HQ (pages 32-33)

TAU.33E.01 – Q: If an Ethereal is killed do embarked units have to take a morale check? If so, do they fall back out of their vehicle if they fail?
A: No, embarked units do not take Morale checks [clarification]. See RB.66E.02 for more details.
Ref: RB.66E.02, TAU.42H.01

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

TAU.36B.01 – Q: Can a Devilfish be taken as a stand-alone Troops choice without a unit to transport?
A: No [clarification].

TAU.36B.02 – Q: What is the arc of sight for a Devilfish's Burst Cannon?
A: The Burst cannon is hull-mounted [clarification].

TAU.37.01 – Q: Can a Kroot unit containing one or more Krootox embark on a vehicle? If so, do Krootox count as more than one model when embarked?
A: Yes, Krootox may embark on vehicles but count as two models when they do so [rules change].

TAU EMPIRE ARMY LIST: AUN'VA - MASTER OF THE UNDYING SPIRIT (page 42)

TAU.42H.01 – Q: If Aun'va is killed do embarked units have to take a morale check? If so, do they fall back out of their vehicle if they fail?
A: No, embarked units do not take Morale checks [clarification]. See RB.66E.02 for more details.
Ref: RB.66E.02, TAU.33E.01

TAU EMPIRE ARMY LIST: O'SHOVA – COMMANDER FARSIGHT (pages 44-45)

TAU.46E.01 – Q: Do Drones count as a 'Tau model' for O'Shova's 'Ork Fighter' special rule?
A: No [clarification].

TAU EMPIRE ARMY LIST: O'SHASERRA – COMMANDER SHADOWSUN (pages 46-47)

TAU.46B.01 – Q: Does Shadowsun's Advanced Target Lock require a Leadership test to use?
A: No, and ignore the reference to a "Target Priority test" as well [clarification].

TAU.47C.01 – Command-link drone: Ignore the reference to "Target Priority tests".

TYRANIDS CODEX QUERIES (TYR)

Don't forget to check out the official Tyranid FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180140_Tyranids_FAQ_2006-08_5th_Edition.pdf

TYRANIDS GENERAL QUERIES

TYR.GEN.01 – Q: Many special rules in the codex refer to the wrong page number in the Warhammer 40,000 rulebook. What gives?
A: The references are to an older version of the rulebook. Disregard all such references and check the index of the current rulebook to find the correct page number for special rules [clarification].

TYRANIDS ARMY SPECIAL RULES (pages 28-29)

TYR.28B.01 – Q: Can Tyranid units suffering from instinctive behavior choose to not move without lurking (so they can hold an objective)?
A: No, they must choose to either take an Instinctive Behavior test or lurk [clarification].

TYR.29A.01 – Q: Do Spore Mines that drift into an enemy unit and detonate cause Pinning?
A: Yes as they are resolved as a barrage [RAW].
Ref: IAA.70.02

+TYR.29A.02 – Q: Spore Mines detonate at the "end of the phase". Does this occur before or after morale checks at the end of the phase are taken?
A: Resolve Spore Mine casualties before taking the end of the phase morale checks [clarification].
Ref: IAA.70.02

TYR.29B.01 – Q: Are Spore Mine clusters worth a Kill Point if destroyed? Can they be used to contest an objective?
A: All Spore Mine clusters (including those fired by a Biovore, created by a Carnifex Spore Cyst, etc) can be used to contest an objective from being claimed by an enemy scoring unit. All Spore Mine clusters are worth a Kill Point when destroyed *unless* they detonate immediately upon entering play [clarification].

Example: A Spore Mine cluster fired by a Biovore that lands on target and explodes is **not** worth a Kill Point, but a cluster that misses its target and is placed on the table to drift **is** worth a Kill Point when destroyed.
Ref: IA1.263C.03, IAA.70.02, SM.89.01, TAU.30E.01

+TYR.29C.01 – Q: Can Spore Mines 'run'? If so, do they move in a random direction?
A: Spore Mines may run, and when doing so they follow their rules for movement (roll the scatter die to determine the direction they move unless a 'hit' is rolled). If this move brings them into contact with the enemy they will detonate at the end of the phase as usual [clarification].
Ref: IAA.70.02

TYRANIDS HIVE MIND POWERS (page 31)

TYR.31F.01 – Q: The rulebook states that Psykers may only use one psychic power per player turn, but what about the persistent psychic abilities Tyranids have?
A: 'The Horror', 'Psychic Scream', 'The Shadow in the Warp', 'Synapse' and 'Warp Field' all do not count towards the one power the psyker may use per player turn [clarification].

TYR.31F.02 – Q: Can any of the persistent Tyranid psychic abilities ever be nullified or cancelled by things besides "enemy psykers and wargear"?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: APOC.91D.01, BT.25A.02, ELD.28G.01, ELD.49B.01, IG.40.02

TYR.31J.01 – 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 [clarification].

TYRANIDS CODEX QUERIES (TYR)

TYRANIDS BIOMORPH ENHANCEMENTS (pages 32-33)

TYR.32H.01 – Q: If a Creature with Flesh Hooks who is able to move 6" wants to scale a 7" tall impassable cliff, is he able to?
A: No, the model must have enough vertical movement to be able to climb the terrain in a single move [clarification]. Even models with flesh hooks may not end their move hanging off the side of terrain.

TYR.33H.01 / TYR.33I.01 – Q: What, if anything, do Symbiote Rippers and Thornback do?
A: These upgrades do nothing in the current rules [clarification]. Note that players who have modeled these upgrades are not obligated to pay the points for them.

TYR.33M.01 – Q: Does a Hive Tyrant with Wings lose his Monstrous Creature status?
A: No, a Hive Tyrant with wings is both a Monstrous Creature and Jump Infantry. The only place these rules contradict is in the shooting phase, for which the Tyrant follows the Monstrous Creature rules and can fire two ranged weapons [clarification].

TYRANIDS ARMY LIST: HQ (pages 35-37)

+TYR.35.01 – Q: The GW online Tyranid FAQ is a bit confusing; does a Hive Tyrant with Tyrant Guard lose his Monstrous Creature abilities?
A: A Hive Tyrant is always a Monstrous Creature, even when accompanied by Tyrant Guard [clarification].

TYR.36A.01 – Q: Is a Tyrant with a Tyrant Guard unit able to utilize cover saves from intervening units and terrain that doesn't physically cover 50% of the Tyrant model?
A: Yes, as long as half the models in the Tyrant/Tyrant Guard unit count as being in cover then the entire unit gets a cover save regardless of whether the Tyrant model itself is obscured [RAW].
Ref: RB.51B.01, NEC.20A.02

+TYR.36A.02 – Q: How many Kill Points is a Tyrant accompanied by Tyrant Guard worth when killed?
A: Per the GW online Tyranid FAQ, a Tyrant with Tyrant Guard follows the rules for being a retinue which means the unit is worth two Kill Points when destroyed (one for the Tyrant one for all his Guards) [clarification].

TYRANIDS ARMY LIST: ELITES (pages 38-39)

+TYR.37A.01 – Q: Can a Tyrant Warrior take two of the same ranged weapon-symbiote and fire them together as a single twin-linked weapon?
A: Yes [RAW].

TYR.38C.01 – Q: Does a Lictor take a dangerous terrain test when Deep Striking into terrain?
A: Yes [RAW].

TYR.38C.02 – Q: If a Lictor suffers a 'misplaced' Deep Strike mishap does the opponent have to put the Lictor into area terrain? If so, what if there are no valid positions in terrain available?
A: The opponent must place the Lictor in a valid position in a piece of difficult or impassable area terrain. If no such condition exists, the Tyranid player must roll on the mishap table again until another result is achieved [clarification].

TYR.38D.01 – Q: Does a Lictor's stealth bonus apply to cover saves granted by intervening models and terrain?
A: Yes, as long as the Lictor would get a cover save his stealth ability adds +2 to it. That means a Lictor which '[goes] to ground' in the open will get a 4+ cover save [clarification].

TYRANIDS CODEX QUERIES (TYR)

TYRANIDS ARMY LIST: TROOPS (pages 40-41)

TYR.40.01 – Q: When a Gaunt unit that has both the 'Scuttlers' and 'Without Numbers' ability is wiped out, can it outflank when it returns to the game?
A: No [RAW].

TYR.40.02 – Q: Can a Tyranid army that contains 'Without Number' Gaunts ever suffer a 'wipeout'?
A: Yes, but only if the game ends before the unit is able to move back onto the table [RAW].

TYR.40.03 – Q: Each time a 'Without Number' Gaunt brood is wiped out does it give up a Kill Point/Victory Points?
A: Yes, each time the brood is wiped out it surrenders a Kill Point/Victory Points [RAW].

TYR.41A.01 – Q: Are Hormagaunts really unable to move into the upper levels of a ruin? If no, what about if they have flesh hooks?
A: Beasts are not allowed to climb to the upper levels of ruins, so even Hormagaunts with flesh hooks cannot do so [RAW].

TYRANIDS ARMY LIST: FAST ATTACK (pages 42-43)

TYR.41A.01 – Q: Are Raveners really unable to move into the upper levels of a ruin?
A: Beasts are not allowed to climb to the upper levels of ruins, so they may not [RAW].

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

TYR.44.01 – Q: Zoanthropes are deployed "as a single unit". Does that mean individual Zoanthropes can't be held in reserve while others are deployed normally?
A: All of a player's Zoanthropes must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].
Ref: DH.24B.02, DH.25B.01, DA.27C.02, IG.38.01, IG.44.01, NEC.20A.01, WH.32B.01

WITCH HUNTERS CODEX QUERIES (WH)

Don't forget to check out the official Witch Hunters FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1180142_Witch_Hunters_FAQ_2004-08_5th_Edition.pdf

WITCH HUNTERS GENERAL QUERIES

WH.GEN.01 – <u>WITCHHUNTER UNIT TYPES</u>
- All units are 'Infantry' except for the following:
- Units with an Armor Value are 'Vehicles'
- Characters with a Jump Pack are 'Jump Infantry'
- Seraphim are 'Jump Infantry'
- Inquisitor Lord Karamazov is a 'Monstrous Creature'
[clarification]

ORDO HERETICUS PSYCHIC POWERS (page 14)

WH.14A.01 – Q: Does Divine Pronouncement cause an *immediate* Morale check?
A: Yes and if the unit actually suffers 25% casualties that shooting phase it will test again at the end of the phase (or fall back again if it failed the first test) [clarification].
Ref: NEC.15D.01, NEC.30B.02, WH.23E.01

WH.14E.01 – Q: If a psyker using 'Purgatus is part of a unit, is his target restricted by where the rest of his unit shoots?
A: The psyker must pick an enemy model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: CD.73A.01, DA.39D.01, ELD.28F.01

WH.14E.02 – Q: If a psyker uses 'Purgatus' does it restrict what enemy units he may assault in the subsequent assault phase?
A: Yes, he may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: CD.73A.02, DA.39D.02, ELD.28F.02

INQUISITORIAL HENCHMEN (pages 15-16)

+WH.16E.01 – Q: The Penitent allows the Inquisitorial retinue to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?
A: For this purpose, the unit will be 'affected' by a (non-persistent) power if it will:
- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.
[clarification]

Ref: BT.25A.03, IG.40.03, WH.18.01B

SISTERS OF BATTLE SPECIAL RULES (page 18)

+WH.18.01B – Q: The 'Shield of Faith' rule allows Sororitas to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?
A: For this purpose the model, or the unit they are part of, will be 'affected' by a (non-persistent) power if it will:

- target them.
- wound, kill or remove them from play.
- cause them to take a Ld or other characteristic test.
- force them to move or stop them from moving.
- force them to re-roll any dice.

[clarification]
Ref: BT.25A.03, IG.40.03, WH.16E.01

WITCH HUNTERS ARMOURY (pages 20-22)

WH.20A.01 – Q: Can a model/unit with an Auspex fire at *every* infiltrating unit within 4D6", or just one?
A: A model/unit with an Auspex 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 [clarification].
Ref: BT.27C.01, DH.16C.01, IG.35N.01

WH.20A.02 – Q: Is the shooting granted by an Auspex subject to the Night Fighting rules?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex 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 at [RAW].
Ref: BT.27C.02, DH.16C.02, IA3.193D.02, IG.35N.02

WH.20A.03 – Q: Can a Psyker who is allowed to shoot due to an Auspex, use a psychic shooting attack instead?
A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack 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: DH.16C.03, IG.35N.03

WH.20A.04 – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex 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.27C.03, DH.16C.04, IG.35N.04

WH.20B.01 – Q: Can Witch Hunter Bionics be used even if the model was killed by Instant Death or something that automatically removes the model from play as a casualty?
A: Yes against Instant Death, but no against things that just remove the model from the table [RAW].
Ref: DH.16D.01, IG.34A.01

WH.21C.01 – Q: Can a model using Digital Weapons use another special weapon in the same round of combat?
A: Yes [clarification].
Ref: DH.17E.01

WH.21C.02 – Q: Can Digital Weapons be used against vehicles without a WS and if so do they always hit on a '4+'?
A: Yes and yes [RAW].
Ref: DH.17E.02

WH.21H.01 – Q: Does a Witch Hunter Force Weapon '[slay] outright' as in the codex or does it inflict 'instant death' as in the rulebook?
A: The Witch hunter Force Weapon slays outright and therefore models immune to Instant Death can still be affected by it [RAW].
Ref: DH.17H.01

WITCH HUNTERS CODEX QUERIES (WH)

WITCH HUNTERS ARMOURY (pages 20-22) *CONTINUED*

WH.21K.01 – Q: Can a model locked in combat reveal an Inquisitorial Mandate or is fighting in combat considered a "move"?
A: A model locked in combat may reveal an Inquisitorial Mandate but will not be able to pile-in or make a consolidation move (although he will not prevent the rest of his unit from making a sweeping advance, pile-in or consolidation) [clarification].
Ref: DH.17K.01

WH.22H.01 – Q: Do Psycannon Bolts ignore cover saves?
A: No [rules change].
Ref: DH.18F.01

WH.22I.01 – Q: Can multiple Witch Hunter Psychic Hoods be used against a single enemy psychic power attempt?
A: No [rules change].
Ref: DH.18G.01

WITCH HUNTERS VEHICLE UPGRADES (page 23)

WH.23E.01 – Q: Does Holy Promethium cause an *immediate* Morale check?
A: Yes and if the unit actually suffers 25% casualties that shooting phase it will test again at the end of the phase (or fall back again if it failed the first test) [clarification].
Ref: NEC.15D.01, NEC.30B.02, WH.14A.01

WH.23H.01 – Pintle-Mounted Storm Bolter: Ignore the last sentence as it refers to a previous version of the rules [clarification].

WITCH HUNTERS ARMY LIST: HQ (pages 26-27)

WH.26B.01 – Q: If an Inquisitor uses 'Iron Will' to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?
A: Yes [clarification].
Ref: DH.22B.01, SM.84B.01

WH.27B.01 – Q: Can a unit led by a Priest that appears to be in Assault range of an enemy unit in the shooting phase still make a 'run' move?
A: The Priest's unit may not run in the shooting phase if they are already within assault range of the enemy (the player is allowed to check assault range) [clarification].
Ref: DE.09B.01, IG.41B.01, IG.53C.01, ORK.59C.01, SW.10B.01, SW.28B.01

WITCH HUNTERS ARMY LIST: TRANSPORTS (page 33)

WH.33A.01 – Chimera: The access point is the rear hull ramp. Up to two models may fire out of the top hatch fire point. Each Lasgun is a separate fire point that a passenger may use to fire a lasgun instead of its normal weapon. Models in Terminator armor count as two models when embarked [clarification].

WH.33B.01 – Rhino: The Storm Bolter is pintle-mounted. It has one access point of each side of the hull and one at the rear. Up to two models can fire from the top hatch fire point. It also has the 'Repair' special rule as follows: Roll D6 in the Shooting Phase if immobilized instead of shooting; on a '6', the vehicle is no longer immobilized [clarification].

WH.33C.01 – Land Raider: It has one access point on each side of the hull and one at the front. Models in Terminator armor count as two models when embarked. It has both the 'Power of the Machine Spirit' (See the WH FAQ) and the 'Assault Vehicle' special rule: Models disembarking from any access point on the Land Raider can launch an assault on the turn they do so [clarification].

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

WH.30B.01 – Q: Is the Culexus Assassin allowed to move *through* enemy models when charging if he can reach a psyker model?
A: No, he is only able to ignore the rule about having to charge the closest model in the target enemy unit if doing so will allow him to get into base contact with a psyker [clarification].

WH.32A.01 – Vindicare Marksman Special Rule:
Ignore the final sentence in parenthesis as it no longer refers to current rules.

WH.32A.02 – Q: Does the Vindicare's Exitus Rifle have the 'sniper' special rule?
A: Yes [clarification].
Ref: DH.26B.03

WH.32B.01 – Q: Death-Cult Assassins are deployed "as a single choice". Does that mean individual Death-Cult Assassins can't be held in reserve while others are deployed normally?
A: All Death-Cult Assassins from a single Elites choice must either be deployed at the start of the game or held in Reserve. Only a single Reserves roll is made to see if they arrive on the table each turn [clarification].
Ref: DH.24B.02, DH.25B.01, DA.27C.02, IG.38.01, IG.44.01, NEC.20A.01, TYR.44.01

WITCH HUNTERS ARMY LIST: HEAVY SUPPORT (pages 36-37)

WH.37B.01 – Q: Is an Orbital Strike affected by the Night Fighting rules at all?
No [clarification].

WITCH HUNTERS ARMY LIST: SAINT CELESTINE (page 47)

WH.47E.01 – Q: If Saint Celestine is killed without losing her last wound (such as suffering a Deep Strike mishap') does she still take the leadership test to put her back into Reserve?
A: No, only when she actually loses her last wound (or is killed via instant death) does she take the Leadership Test to go back into Reserve [RAW].

APOCALYPSE GENERAL QUERIES

APOC.GEN.01 – Q: If a regular game of 40K includes Imperial Armor units, Super-Heavy vehicles, Gargantuan creatures or flyers what rules do I use, Imperial Armor or Apocalypse?
A: In all cases, use the most current rules published for any given unit, which in many cases is in the Apocalypse, Apocalypse Reload and Imperial Armor Apocalypse supplements. It also means the IA rules for Super-Heavy vehicles, Flyers and Gargantuan creatures are all replaced by the Apocalypse rules found on pages 90-97 of the Apocalypse supplement [rules change]. Check with the tournament organizer for a list of which Imperial Armor/Apocalypse units they allow.
Ref: IA.GEN.01

APOC.GEN.02 – Q: What Force Organization slot do the Apocalypse and Apocalypse Reload legendary unit datafaxes occupy in normal games of 40K?
A: For a full list, please see the Imperial Armor Apocalypse supplement from Forgeworld. If you don't have access to that supplement (or if the unit in question isn't listed in IAA), the following guidelines will suffice:

- All Super-Heavy Vehicles (including Super-Heavy Flyers), Ork Gargantuan Squiggoth and Tyranid Hierophant are a separate War Machine Detachment.
- All other units are a Heavy Support choice.

APOC.GEN.03 – Q: Many Legendary units have the 'Agile' special rule. Are these models considered to have the 'fleet' special rule?
A: Yes. These units can 'run' either 1D6" or 2D6" in the shooting phase (depending on their particular version of the rule) and still assault in the subsequent Assault phase [clarification].

APOCALYPSE ADDITIONAL RULES: GARGANTUAN CREATURES (page 91)

APOC.91A.01 – Q: Can a Gargantuan Creature ram enemy vehicles?
A: Gargantuan Creatures may ram non-Super-Heavy enemy vehicles (they count as being a tank and having a frontal armor value of 14 as stated in their rules). Remember that a ramming Gargantuan Creature will have to move as far as possible in a straight line and will not be able to shoot in the subsequent shooting phase (but can still Assault in the subsequent Assault phase) [clarification].

APOC.91B.01 – Q: Can a Gargantuan Creature run in the shooting phase instead of shooting? If so, can it tank shock/ram during this move?
A: Yes they can run [RAW], but they cannot tank/shock ram during this move [clarification].

APOC.91B.02 – Q: If a Gargantuan Creature is only partially covered by a blast is it only hit on a roll of '4+'?
A: No, a Gargantuan Creature at least partially covered by a blast is hit by it [clarification].

APOC.91C.01 – Q: Can a Gargantuan Creature tank shock/ram while making an assault move?
A: No [clarification].

+APOC.91C.02 – Q: Gargantuan Creatures' close combat attacks against vehicles count as Ordnance. How does this work for the penetration roll?
A: For each hit, roll 2D6 and pick the highest result (as the attack counts as Ordnance). Then add a further D6 to the total (because of the Monstrous Creature special rule) [clarification].

+APOC.91C.03 – Q: At the end of a round of combat if a unit (that is not a Super Heavy Walker or Gargantuan Creature) is locked both with a Gargantuan Creature and another unit does it still consolidate away from the Gargantuan Creature?
A: In this case, the enemy unit makes pile-in moves towards the non-Gargantuan unit as if they are not engaged with the Gargantuan creature. If there are enemy models in base contact with both the Gargantuan Creature and another model or there are enemy models that aren't allowed to move for any reason, then the Gargantuan Creature must be "cheated" the minimum distance needed to make sure it ends the Assault phase at least one inch away from all non-Gargantuan or Super-Heavy enemies [rules change].

APOC.91C.04 – Q: If a Fearless unit loses a round of combat to a Super Heavy Walker or Gargantuan Creature is it subject to 'No Retreat' wounds even though the unit must consolidate out of combat?
A: Yes, as this consolidation move doesn't occur until *after* the combat is fully resolved [RAW].

APPENDIX A: APOCALYPSE SUPPLEMENT QUERIES (APOC)

APOCALYPSE ADDITIONAL RULES: GARGANTUAN CREATURES (page 91) *CONTINUED*

APOC.91C.05 – Gargantuan Creature Assault Phase:
Ignore the reference to the Gargantuan Creature counting as 30 models for outnumbering purposes as this refers to rules that are no longer used [clarification].

APOC.91D.01 – Q: Does a Gargantuan Creature ignore persistent psychic abilities (like Psychic Conceal or Veil of Tears)?
A: Yes. The psychic ability still functions, however the Gargantuan Creature simply ignores any and all effects of the ability [RAW].
Ref: BT.25A.02, ELD.28G.01, ELD.49B.01, IG.40.02, TYR.31F.02

APOC.91D.02 – Q: Does a Gargantuan Creature suffer D3 wounds when suffering a Force Weapon's Instant Death ability?
A: Some force weapons inflict "Instant Death" which Gargantuan Creatures ignore. Force weapons in older codices kill models outright in which case the Gargantuan Creature suffers D3 wounds instead [RAW].

APOC.91D.03 – Q: If a Gargantuan Creature is hit by a non-Sniper/Poisoned weapon that always wounds on a specified roll (a 4+, for example) is this modified up to a 6+ to wound?
A: No. All non-Sniper or Poisoned weapons (such as a DE Agonizer) function normally against Gargantuan Creatures [RAW].

APOCALYPSE ADDITIONAL RULES: SUPER-HEAVY VEHICLES (page 92)

APOC.92C.01 – Q: When rolling on the Super-Heavy vehicle Damage Table do the normal modifiers from the basic rulebook apply?
A: Yes, all normal modifiers (AP1, Open-topped, etc) apply and are cumulative [clarification].

APOC.92E.01 – Q: Do Super-Heavy vehicles benefit from moving on roads?
A: No [clarification].

APOC.92E.02 – Q: Can Super-Heavy Walkers run in the shooting phase instead of shooting?
A: Yes [RAW].

APOC.92E.03 – Q: Can Super-Heavy Walkers Tank Shock/Ram as they move like Gargantuan Creatures?
A: Yes. They are treated as a 'tank' and use their frontal armor value for resolving the ram [clarification].
Ref: APOC.140.02

APOC.92F.01 – Q: When a Super-Heavy transport is destroyed it is unclear whether the units onboard automatically make an emergency disembarkation or disembark from the vehicle's access points?
A: Follow the normal rulebook rules for disembarking: models disembark from the vehicle's access points but if some models are unable to deploy because of enemy models or impassable terrain then the unit can perform an emergency disembarkation [clarification].

APOCALYPSE ADDITIONAL RULES: FLYERS (pages 94-95)

APOC.94C.01 – Q: Can Blast weapons hit a Flyer?
A: No, unless they have the AA mount special rule [RAW].

APOC.94C.02 – Shooting at Flyers:
Flyers do not downgrade penetrating hits to glancing, instead they count as being obscured (a 4+ cover save against shooting attacks) as with Skimmers that move over 12" [clarification].

APOC.94D.01 – Q: Can Flyers ever be rammed?
A: No [clarification].

APOC.94G.01 – Q: When Flyers move in Hover Mode do they count as a 'Fast' skimmer or just a standard skimmer?
A: They just count as a Skimmer, so they will not be 'Fast' unless they also have that classification [RAW].

APOC.94G.02 – Q: Can embarked units inside a flyer capture objectives?
A: No they cannot unless the flyer is in 'Hover Mode' or has otherwise landed [rules change].

APOCALYPSE ADDITIONAL RULES: FLYERS (pages 94-95) *CONTINUED*

+APOC.94G.03 – Q: Can a flyer contest an objective at the end of the game?
A: No (unless it ends the game in 'hover mode') [clarification].

+APOC.94G.04 – Q: Is a flyer that ends the game in 'Hover Mode', considered a scoring unit?
A: No, although it can contest an objective [clarification].

APOCALYPSE ADDITIONAL RULES: SPECIAL RULES (pages 96-97)

APOC.96D.01 – Q: Can cover saves provided by Smoke Launchers and Skimmers moving flat-out be used against Destroyer weapons?
A: No cover saves may be taken against a Destroyer weapon attack [RAW].

APOC.96K.01 – Q: Is an Eldar Titan Holo-field a cover save and can it be used against close combat attacks?
A: An Eldar Titan Holo-field is not a cover save (it is actually taken right after a 'hit' is scored) and is indeed used against any type of hit [RAW].

APOC.97D.01 – Q: Does the Apocalyptic Barrage template have to be directly centered over an enemy model?
A: No, the center ring of the marker (the one marked "5-6") may be placed anywhere as long as it is fully over a model in the target unit [clarification].

APOCALYPSE DATASHEETS: ORKS (pages 128-137)

APOC.130.01 – Q: When the Stompa fires its Supa-Gatler, what happens if there is no enemy unit within 12" of the previous target?
A: In that case the rest of the ammunition is wasted blasting into the ground and weapon stops firing [clarification].

APOC.131.01 – Q: When a Lifta-Droppa drops a vehicle on a non-vehicle unit, what kinds of saves can be taken against the 2D6 wounds?
A: It is a shooting attack, so armor, invulnerable and cover saves may be taken as normal. Cover is determined as usual from the point of view of the Lifta-Droppa weapon mount to the target models [clarification].

APOC.131.02 – Q: When a Lifta-Droppa drops a vehicle on a non-vehicle unit, this counts as a tank shock. Can a Death or Glory Attack be attempted?
A: Yes, but even if the vehicle is stunned, immobilized or destroyed the Tank Shock still occurs [clarification].

APOC.131.03 – Q: When a Lifta-Droppa drops a vehicle on another vehicle, besides both vehicles suffering D6 glancing hits, what happens?
A: Ignore the reference to vehicles tank shocking each other as the current rules no longer function this way. Instead, if a vehicle gets dropped onto another vehicle or Gargantuan creature move the dropped vehicle back along the "line of the arrow" the minimum distance needed to place it on the table still touching its target and then resolve the damage to both models. This counts as a shooting attack so target vehicles hit by this attack can attempt a cover save against the damage if they are obscured from the point of view of the Lifta-Droppa weapon mount [clarification].

APOC.134.01 – Q: What happens to passengers embarked on a Gargantuan Squiggoth when it dies?
A: Before removing it as a casualty, disembark the passengers as if it were an open-topped vehicle. This means all passengers take a S3 hit [rules change].
Ref: IAA.44.01

APOCALYPSE DATASHEETS: ELDAR (pages 138-145)

APOC.140.02 – Q: What happens if a Revenant Titan uses its 'Jump Jets' to land on an enemy vehicle, Flyer, Gargantuan Creature or Super-Heavy vehicle?
A: A Revenant cannot use its Jump Jets to land on flyers, Gargantuan Creatures, or Super-Heavy vehicles. If it lands on a standard vehicle it will perform a 'ram'.
Ref: APOC.92E.03

APPENDIX A: APOCALYPSE SUPPLEMENT QUERIES (APOC)

APOCALYPSE DATASHEETS: NECRONS (pages 162-165)

APOC.164.01 – Q: Can the Pylon's Gauss Annihilator ever be completely destroyed by enough 'Weapon Destroyed' results?
A: No [RAW].

APOCALYPSE DATASHEETS: CHAOS (pages 170-176)

APOC.173.01 – Q: If a psyker targets a Brass Scorpion with a psychic power and then rolls a '2' or '12' for his psychic test does he suffer two 'perils of the warp' attacks?
A: Just one [clarification].
Ref: REL.53.02

APPENDIX A: APOCALYPSE "RELOAD" SUPPLEMENT QUERIES (REL)

APOCALYPSE REOLAD DATASHEETS: ORKS (pages 22-29)

+REL.08.01 – Q: Are Heavy Flamers on a Stormlord really 'Heavy 3' and does it have hull-mounted twin-linked Heavy Bolters as the illustration suggests?
A: The Standard heavy flamer statline (which the Stormlord has) should actually read 'Assault 1' [typo]. The Stormlord does not have twin-linked heavy bolters [clarification].

APOCALYPSE REOLAD DATASHEETS: ORKS (pages 22-29)

REL.29.01 – Q: Can an Ork Pulsa Rokkit upgrade to have a 'Besta Force Field' in a standard 40K game?
A: It can, but it will have no effect as strategic assets are not used in standard 40K games [clarification].

APOCALYPSE REOLAD DATASHEETS: CHAOS SPACE MARINES (pages 52-59)

REL.53.01 – Q: Do wounds that are saved still count towards a Tower of Skulls 'Reknit Form' special rule? What if the Tower blows up an enemy vehicle, do wounds caused by this explosion count?
A: Only unsaved wounds count for 'Reknit Form'. Un-saved vehicle explosion wounds (from both sides) caused by the Tower do indeed count [clarification].

REL.53.02 – Q: If a psyker targets a Tower of Skulls with a psychic power and then rolls a '2' or '12' for his psychic test does he suffer two 'perils of the warp' attacks?
A: Just one [clarification].
Ref: APOC.173.01

APPENDIX B: IMPERIAL ARMOR GENERAL QUERIES (IA.GEN)

IA.GEN.01 – Q: If there are both Apocalypse rules and Imperial Armor rules for the same unit, which ones do I use for regular games of 40K?
A: In all cases, use the most current rules published for any given unit, which in many cases is in the Apocalypse, Apocalypse Reload and Imperial Armor Apocalypse supplements. It also means the IA rules for Super-Heavy vehicles, Flyers and Gargantuan creatures are all replaced by the Apocalypse rules found on pages 90-97 of the Apocalypse supplement [rules change]. Check with the tournament organizer for a list of which Imperial Armor/Apocalypse units they allow.
Ref: APOC.GEN.01

IA.GEN.02 – Q: Many units in the Imperial Armor books are classed as 'Type: Immobile', what exactly does this mean?
A: Unless specified otherwise in the unit's special rules, it means the vehicle cannot move under its own volition (although some are allowed to be towed) and counts in all respects as a vehicle that has suffered an Immobilized damage result (which cannot be repaired in any way) [clarification].
Ref: BT.38C.02, RB.61I.01, RB.95A.02, RB.108.01

IA.GEN.03 – Q: Many units have the 'Agile' special rule. Are these models considered to have the 'fleet' special rule?
A: Yes. These units can 'run' either 1D6" or 2D6" in the shooting phase (depending on their particular version of the rule) and still assault in the subsequent Assault phase [clarification].

+IA.GEN.04 – Q: Are the Imperial Armor FAQs off of the Forgeworld website still valid?
A: They are, but since they have not been updated for the current edition of the game, ignore any references that contradict the current rules (such as what constitutes a scoring unit, for example) [clarification].

APPENDIX B: IMPERIAL ARMOR VOLUME 1 (IA1)

Don't forget to check out the official IA Vol1 FAQ at: http://www.forgeworld.co.uk/pdf/qanda.pdf

IA VOL 1: IMPERIAL GUARD ARMOURED VEHICLES (pages 14-183)

IA1.46.01 – Leman Russ Vanquisher Veterans:
Ignore this ability as it refers to page numbers and rules that are no longer current [clarification].

IA1.78.01 – Thunderer Siege Tank Siege Armor:
Ignore this ability as it refers to rules that are no longer current [clarification].

IA1.128.01 – Q: Can the alternate Chimera turret weapons be utilized despite the fact the codex entry doesn't include them?
A: Yes. As well as the normal turret options, a Chimera has the option to take an Autocannon for +15 pts or twin-linked heavy bolters for +15 pts as its turret weapon [rules change].

IA1.150.01 – Q: If an Atlas drags an immobilized vehicle out of terrain is that vehicle then able to start moving on its own again?
A: No, an immobilized vehicle cannot move under its own power unless it is actually fixed by some other means [clarification].

IA1.146.01 – Q: Can the enemy attack a weapon platform being towed by a Trojan?
A: Yes. If either the Trojan or its towed weapon platform is destroyed then they count as being immediately unlimbered from each other [clarification].

IA1.146.02 – Q: If a weapon platform being towed by a Trojan is attacked in close combat do these attacks hit the platform automatically?
A: While being towed the platform no longer counts as being immobile for the purposes of attacking it in an assault [clarification].

IA VOL 1: IMPERIAL GUARD ARMOURED VEHICLES (pages 14-183) *CONTINUED*

IA1.154.01 – Q: Are both a Cyclops and its controller each worth a Kill Point?
A: Yes, for a total of two if both are destroyed (by any means) at the end of the game [RAW].

IA1.197.01 – Q: When does the player declare which mode a Sentry Gun will be used?
A: The declaration is made before the game begins when the Sentry Gun is either deployed or placed into Reserves [clarification].
Ref: IA2.178A.01, IAU06.41B.02

IA1.197.02 – Q: In the Sentry Gun's Targeting rules, what is meant by "large monster"?
A: A Monstrous or Gargantuan Creature [clarification].
Ref: IA2.178A.02

IA VOL 1: IMPERIAL GUARD TANK ACES (pages 209-214)

IA1.211.01 – Q: What stats are used for Maximillian Weisemann's Baneblade?
A: Use the standard Baneblade datasheet (page 104 of the Apocalypse rulebook) but with Max's special rules and point cost of 746 points [clarification].

IA1.214.01 – Q: If General Grizmund is included in the army can other tanks take 'Ace Crew' skills?
A: Ignore this ability unless fielding an 'Armored Battlegroup' army [clarification].

IA VOL 1: IMPERIAL NAVY AIRCRAFT UPGRADES (page 263)

IA1.263C.02 – Q: When using Ejector Seats how many crew members does each flyer have?
A: Consult the following table:

- Aquila Lander – 1 crew member
- Arvus Lighter – 1 crew member
- Lightning – 1 crew member
- Marauder Destroyer – 6 crew members
[RAW]

IA1.263C.02 – Q: What happens if ejected Imperial crew lands on impassable terrain, off the table, on friendly models or within 1" of an enemy model?
A: In all cases the crew model is destroyed [clarification].

IA1.263C.03 – Q: Is an Imperial Flyer with Ejector seats worth a Kill Point if any crew manages to eject? Is each ejected Imperial crew member worth a separate Kill Point? Can ejected crew contest objectives?
A: The plane is worth one Kill Point when destroyed and each crew member that successfully ejects is worth a separate Kill Point if killed. Ejected crew can contest objectives from being controlled by enemy scoring units [clarification].
Ref: SM.89.01, TAU.30E.01, TYR.29B.01

IA1.263H.01 – Q: What, if anything, does 'Distinctive Paint Scheme or Decals' do?
A: Ignore this upgrade as it no longer functions with the current edition of the rules [clarification].

APPENDIX B: IMPERIAL ARMOR VOLUME 2 (IA2)

Please note that this Q&A refers to the rules update provided for the volume via downloadable PDF from the Forgeworld website: http://www.forgeworld.co.uk/pdf/ia2-update.pdf

IA VOL 2: SPACE MARINE ARMOURED VEHICLES (pages 12-178)

IA2.82.01 – Q: The Damocles 'Improved Communications' allows a single "Reinforcement dice" to be re-rolled each turn. What does that mean?
A: It means a Reserves roll [clarification].

IA2.110.01 – Q: When using a Land Raider Helios in a Black Templar army what does the 'Assault Vehicle' special rule refer to?
A: It means that models who disembark from the vehicle are allowed to assault in the same turn [clarification].

IA2.116.01 – Q: When using a Land Raider Prometheus in a Black Templar army what does the 'Assault Vehicle' special rule refer to?
A: It means that models who disembark from the vehicle are allowed to assault in the same turn [clarification].

IA2.130.01 – Land Speeder Tempest: Ignore the reference to a 'White Scars army'. A Tempest may only be taken as a Fast Attack choice [clarification].

IA2.153B.01 – Q: Is the Deathstorm's automated attack resolved immediately after it lands in the movement phase or in that turn's shooting phase? If it occurs in the movement phase can the Deathstorm fire a single weapon again that turn in the Shooting phase?
A: Resolve its automated attack in the shooting phase of the turn it lands [clarification].

IA2.153B.02 – Q: When a Deathstorm Drop Pod is used in a Blood Angel or Dark Angel army what does the 'Drop Pod Assault' special rule refer to?
A: Ignore this reference as there is no such special rule in the Blood Angel and Dark Angel codexes [clarification].

IA2.153B.03 – Q: When a Deathstorm Drop Pod is used in a Black Templar army what do the 'Inertial Guidance System', 'Immobile', and 'Drop Pod Assault' special rules refer to?
A: See page 22 of the Templar codex for details on 'Drop Pod Assault'. Ignore the reference to the 'Inertial Guidance System' as it does not apply to Templar armies. The 'Immobile' special rule means that it cannot move once it lands, and counts in all respects as a vehicle that has suffered an Immobilized damage result (which cannot be repaired in any way) [clarification].

IA2.178A.01 – Q: When does the player declare which mode a Sentry Gun will be used?
A: The declaration is made before the game begins when the Sentry Gun is either deployed or placed into Reserves [clarification].
Ref: IA1.197.01, IAU06.41B.02

IA2.178A.02 – Q: In the Sentry Gun's Targeting rules, what is meant by "large monster"?
A: A Monstrous or Gargantuan Creature [clarification].
Ref: IA1.197.02

IA2.178B.01 – Q: What does "flight path" mean in the Hyperios Battery's 'Targeting' rule?
A: Ignore the reference to a flyer's "flight path". Instead, in its shooting phase, each platform will fire once at every enemy flyer within 36" [clarification].

IA VOL 2: FORCES OF THE INQUISITION (pages 192-219)

IA2.195.01 – Q: When using a Land Raider Prometheus in a Daemonhunters army, what do the 'Power of the Machine Spirit' and 'Assault Vehicle' special rules refer to?
A: Refer to the official Daemonhunters online FAQ for details about the 'Power of the Machine Spirit'. The 'Assault Vehicle special rule means that models who disembark from the vehicle are allowed to assault in the same turn [clarification].

IA2.218.01 – Q: Can the Psycannon upgrade for the Grey Knight Dreadnought be utilized despite the fact the codex entry doesn't include it?
A: Yes. As well as the normal weapon options, a Grey Knights Dreadnought has the option to take a psycannon for +40 pts [rules change].

APPENDIX B: IMPERIAL ARMOR VOLUME 3 (IA3)

Don't forget to check out the official IA Vol3 FAQ here: http://www.forgeworld.co.uk/pdf/ia3qanda.pdf

IA VOL 3: VEHICLES OF THE TAU (pages 158-222)

IA3.180B.01 – Tetra Scout Speeder Team 'Forward Scouts special rule: Use the 'Scouts' USR in the main rulebook instead as the current Tau codex no longer uses this rule [rules change].

IA3.190A.01 – Q: If a Tau Drone Sentry Turret Deep Strikes onto an enemy vehicle does a Deep Strike Mishap occur?
A: Yes it does. Ignore the reference to both vehicles taking a glancing hit as it no longer applies with the current rules of the game [clarification].

IA3.190D.01 – Q: If a Tau Drone Sentry Turret did not fire in its previous turn but is hit on the *same* turn it fires (from friendly scattering fire or close combat lasting from a previous turn, for example) does it count as open-topped?
A: Yes, if a Tau Sentry Turret manages to be attacked in the same player turn as it fires it will count as being open-topped [clarification].

IA3.190E.01 – Q: Do Tau Drone Sentry Turrets give up half Victory Points at the end of the game for being immobile? If they suffer an 'Immobilized' damage result during the game does this count as a 'Weapon Destroyed' result instead?
A: Tau Drone Sentry Turrets always give up at least half Victory Points at the end of the game as they always count as having suffered an 'Immobilized' damage result [clarification]. However, per their 'damage' special rule they ignore any and all actual 'Immobilized' damage results rolled [RAW].

IA3.190F.01 – Q: Does a model who 'markerlight targets' for a Deep Striking Tau Sentry Turret prevent the rest of his unit from firing in the subsequent shooting phase?
A: No. Although he and his unit cannot move in that movement phase, the rest of his unit is able to fire normally (that models just doesn't fire) [clarification].

IA3.193D.01 – Q: Does a Remote Sensor Tower Team fire at *every* infiltrating unit within 4D6", or just one?
A: A player with Remote Sensor Tower 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 the same ability, randomly determine which player fires his units first [clarification].
Ref: BT.27C.01, DH.16C.01, IG.35N.01

IA3.193D.02 – Q: Is the Remote Sensor Tower's pre-game Sensor Array markerlight shot(s) affected by the Night Fighting?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Sensor Array 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 at [RAW].
Ref: BT.27C.02, DH.16C.02, IG.35N.02, WH.20A.02

IA3.193E.01 – Q: Do Tau Remote Sensor Towers give up half Victory Points at the end of the game for being immobile? If they suffer an 'Immobilized' damage result during the game does this count as a 'Weapon Destroyed' result instead?
A: Tau Remote Sensor Towers always give up at least half Victory Points at the end of the game as, they always count as having suffered an 'Immobilized' damage result [clarification]. However, per their 'damage' special rule they ignore any and all actual 'Immobilized' damage results rolled [RAW].

IA3.218.01 – Goaded Great Knarloc Herd:
Ignore the references to the 'Kroot Mercenary force', including the 'Signature Evolutionary Adaptations' special rule, as these rules are no longer valid in the current edition of the game. Replace the 'Rending Beak' special rule with the 'Rending' rule found in the rulebook. The Shaper cannot choose from the Armory, but instead can upgrade his Kroot Rifle to a Pulse Rifle or Pulse Carbine for +5 points [rules change].

IA3.220.01 – Great Knarloc Baggage Herd:
Ignore the references to the 'Kroot Mercenary force', including the 'Signature Evolutionary Adaptations' special rule, as these rules are no longer valid in the current edition of the game [clarification].

IA3.222.01 – Knarloc Rider Herd:
Ignore the references to the 'Kroot Mercenary force', including both the 'Signature Evolutionary Adaptations' and the 'Eaters of the Dead' special rules, as these rules are no longer valid in the current edition of the game [rules change].

IA UPDATE 2006: IMPERIAL GUARD (pages 2-10)

IAU06.03.01 – Q: Can the Bombard reload on a turn its crew is Shaken or Stunned?
A: Yes it can as long as it does not move that turn [RAW].

IAU06.07.01 – Q: Do Griffon Smoke Shells used on a vehicle use the smoke launcher rules from the rulebook?
A: No, as written, they downgrade all penetrating hits to glancing hits [RAW].

IAU06.07.02 – Q: Do units hit by a Griffon's Infernus Shells count as 'Falling Back' or do they just make a Fall Back move?
A: They just make a Fall Back move but are otherwise not Falling Back, which means they do not have to regroup and cannot be 'Trapped!' [clarification].

IAU06.07.03 – Q: Do Griffon 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 [RAW].

IAU06.09B.01 – Sabre Gun Platform: The Sabre is an 'Artillery' unit and follows the rules as described on page 55 of the rulebook [clarification].

IA UPDATE 2006: EQUIPMENT (pages 40-44)

IAU06.41A.01 – Searchlight Team: The Searchlight is an 'Artillery' unit and follows the rules as described on page 55 of the rulebook [clarification].

IAU06.41B.01 – Long Range Ground Scanner: The Ground Scanner is an 'Artillery' unit and follows the rules as described on page 55 of the rulebook [clarification].

IAU06.41B.02 – Q: When does the player declare which mode the Long Range Ground Scanner will be used?
A: The declaration is made before the game begins when the Scanner is either deployed or placed into Reserves [clarification].
Ref: IA1.197.01, IA2.178A.01

IAU06.41B.03 – Q: Can a Long Range Ground Scanner prevent enemy units from outflanking?
A: No, it cannot [RAW].

APPENDIX B: IMPERIAL ARMOR VOLUME 5 (IA5)

Don't forget to check out the official IA Vol5 FAQ here: http://www.forgeworld.co.uk/pdf/iafiveqanda.pdf

IA VOL 5: FORCES OF THE IMPERIUM (pages 86-155)

IA5.111.01 – Centaur Artillery Tractor: Disregard the last sentence of this rule as it refers to a previous edition of the game [clarification].

IA5.111.02 – Q: Can the enemy attack a weapon being towed by a Centaur?
A: Yes, in which case any shooting will hit the weapon (as the crew is safe inside the Centaur). A towed artillery weapon may not be assaulted [clarification].

IA5.111.03 – Q: On the Centaur, is the Hull Mounted weapon fired at the same time/target as the embarked unit or along with the vehicle's firing?
A: The weapon is fired along with the embarked unit's firing, although the weapon counts as being mounted on a Fast vehicle for the purposes of being able to move and shoot [clarification].

IA5.115.01 – Q: Do the Quad-Launcher and Heavy Mortar follow the rules for Artillery units found on page 55 of the rulebook?
A: Yes, except that the gun models are immobile (unless towed). If the crew is forced to Fall Back for any reason the guns count as destroyed [clarification].

IA5.115A.02 – Q: If a Quad-Launcher fires one turn but does not fire the next turn (it moves, for example), is it then able to fire the next two turns in a row?
A: Yes. It just cannot fire three turns in a row [RAW].

IA5.115A.03 – Q: Can the Quad-Launcher be reloaded if the unit has gone to ground or is locked in combat?
A: Yes. It just cannot fire three turns in a row [RAW].

IA5.115B.01 – Q: Do Heavy Mortar Smoke Shells used on a vehicle use the smoke launcher rules from the rulebook?
A: No, as written, they downgrade all penetrating hits to glancing hits [RAW].

IA5.115B.02 – Q: Do units hit by a Heavy Mortar's Infernus Shells count as 'Falling Back' or do they just make a Fall Back move?
A: They just make a Fall Back move but are otherwise not Falling Back, which means they do not have to regroup and cannot be 'Trapped!' [clarification].

IA5.119.01 – Q: Do the Earthshaker Cannon and Medusa Siege Gun follow the rules for Artillery units found on page 57 of the rulebook?
A: Yes, except that the gun models are immobile (unless towed) and have an Armor Value of 11. If the crew are forced to Fall Back for any reason the guns count as destroyed [rules change].

IA VOL 6: FORCES OF CHAOS (pages 134-185)

IA6.155A.01/IA6.155B.01/1A6.156.01 – Malcador's Engine Damage: Replace with: If the Malcador suffers an engine damage result it loses D6″ movement instead of halving its maximum move [clarification].

IA6.159.01 – Q: The Dreadclaw is listed as a Flyer, does this mean it cannot be used in games that do not allow flyers?
A: Yes [RAW].

IA6.159.02 – Q: When the Dreadclaw lands it can deviate D6″. What happens if this scatter takes it off the table, into impassable terrain, onto friendly models or within 1″ enemy models?
A: Reduce the distance deviated by the minimum needed to avoid landing in impassable terrain, on friendly models or within 1″ of the enemy. If the scatter takes the Dreadclaw (even partially) off the table it, and the embarked unit, count as being destroyed [clarification].

IA6.159.03 – Q: When a Dreadclaw that has landed is Assaulted what roll is needed 'to hit' it?
A: All close combat attacks against a landed Dreadclaw hit automatically regardless of how far it moved the previous turn [rules change].

IA6.159.04 – Q: Once a Dreadclaw lands can it still be used as a flyer to move units around the table? If so how, as it doesn't have a hover mode?
A: Once a Dreadclaw has landed, a unit may embark onto it and the Dreadclaw may then disengage from the table as with any flyer. The Dreadclaw then returns to the table the following turn using its 'Drop Pod Landing' rule (which means it does not actually land again until the turn after that) [RAW].

APPENDIX B: IMPERIAL ARMOR APOCALYPSE (IAA)

Don't forget to check out the official IAA FAQ here: http://www.forgeworld.co.uk/downloads40k.htm

IMPERIAL ARMOR APOCALYPSE GENERAL QUERIES

IAA.GEN.01 – Q: Many of the Imperial flyers in the book list options such as "Ejector Seats" and "Chaff Launcher". Where can I find the rules for these?
A: See Imperial Armor Vol. 1 (page 263).

IMPERIAL ARMOR APOCALYPSE: IMPERIAL GUARD (pages 5-24)

IAA.09A.01 & IAA.09B.01 – Q: Can a Manticore fire all of its missiles in one turn (if it doesn't move)?
A: No. It may fire a maximum of one missile per turn [rules change].

IAA.09A.02 & IAA.09B.02 – Q: Does a single 'Weapon Destroyed' result destroy all remaining Manticore Missiles or just one?
A: Just one [clarification].

IMPERIAL ARMOR APOCALYPSE: SPACE MARINES (pages 25-34)

IAA.28.01 – Q: Can vehicles only unload from a Thunderhawk Transporter if it doesn't move that turn?
A: Yes, the Transporter has to be in 'Hover Mode' and not move that phase (but can pivot) for vehicles to unload from it [RAW].

IAA.28.02 – Q: Can a Thunderhawk Transporter load a vehicle on a turn it moves as a flyer?
A: The Transporter may only load a vehicle by ending its move over it while in Hover Mode [clarification].

IMPERIAL ARMOR APOCALYPSE: ORKS (pages 43-52)

IAA.44.01 – Q: What happens to passengers embarked on a Big Squiggoth when it dies?
A: Before removing it as a casualty, disembark the passengers as if it were an open-topped vehicle. This means all passengers take a S3 hit [rules change].
Ref: APOC.134.01

IAA.44.02 – Q: Can a Big Squiggoth move and fire a heavy weapon on the same turn?
A: Yes it always counts as stationary for the purposes of firing its heavy weapon [rules change].

IAA.45.01 – Q: If a Gun Wagon takes an Armored Top how many Fire & Access points does it have?
A: It has one Access point located at the rear of the model. It has three Fire points, one on either side of the hull and one at the rear. One model may fire from each Access Point [rules change].

IMPERIAL ARMOR APOCALYPSE: TYRANIDS (pages 65-74)

IAA.66.01 – Q: If the Trygon shoots with his Bio-Electric Field can he still use it as an invulnerable save in the opponent's turn?
A: No. Declare how the Bio-Electric field will be used at the start of each of the Tyranid player's turns. This declaration lasts throughout the opponent's turn as well [clarification].

IAA.66.02 – 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 [clarification].

IAA.66.03 – 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 point of where the Trygon emerged [clarification].

IAA.66.04 – Q: If 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 [clarification].
Ref: RB.94D.01

IAA.66.05 – Q: The official FAQ suggests that the Trygon not be destroyed if it Deep Strikes within 1" of non-Gargantuan or Super Heavy enemies. Is this a suggestion or a rule?
A: It is a rule. A Trygon that Deep Strikes into base contact with non-Gargantuan or Super Heavy enemies initiates close combat as if he had charged them. Push the models out of the way the minimum distance needed to fit the Trygon on the table [clarification].

IAA.68.01 – Q: Can a Harridan move over terrain and intervening units?
A: Yes, a Harridan may move over terrain and models freely but must take a Dangerous Terrain test if it begins or ends its move in difficult or impassable terrain. It may only end its move in impassable terrain if it is actually possible to place the model there. It may not end its move on top of other models [clarification].

IAA.68.02 – Q: When a blast weapon hits a Harridan carrying a Gargoyle Brood how many Gargoyles are hit by this attack? Does this apply to template weapons too?
A: All blast markers that hit the Harridan (regardless of size) cause D6 hits on the Gargoyle brood [rules change]. Template weapons that hit the Harridan do not affect any carried Gargoyles [RAW].

IAA.68.03 – Q: Do Gargoyles carried by a Harridan have to take Instinctive Behavior tests, or morale checks if they suffer casualties from a blast weapon?
A: No, while carried on the Harridan, Gargoyles do not take Ld tests [rules change].

IAA.68.04 – Q: If the Harridan is killed while carrying Gargoyles, do they suffer any additional damage?
A: Treat them as if disembarking from an open-topped vehicle except that they do not take the automatic S3 hit [clarification].

IAA.70.01 – Q: Are Meiotic Spores just a single model per Fast Attack choice?
A: Yes [RAW].

IAA.70.02 – Q: Unless specified otherwise, do Meiotic Spores follow all the rules and FAQ rulings for Spore Mines?
A: Yes [clarification].
Ref: TYR.29A.01, TYR.29A.02, TYR.29B.01, TYR.29C.01

IAA.70.03 – Q: If a Meiotic Spore fails to kill a model directly beneath it (or is in base contact with it) do the D6-1 Bio-Acid Mines thrown out immediately contact the enemy model and explode?
A: Yes. If the Bio-Acid Mines contact an enemy model they will detonate at the end of the phase [RAW].

APPENDIX B: IMPERIAL ARMOR APOCALYPSE (IAA)

IMPERIAL ARMOR APOCALYPSE: TAU (pages 75-86)

IAA.76.01 – Manta: Ignore the 'Drone Controlled Sub-munitions' rule as well as the reference to an 'Escape Pod' as both are no longer applicable in the current rules. Also, the Targeting Array's bonus is already included to the Manta's profile [clarification].

IAA.77.01 – Q: The official FAQ says that the Orca's Transport Ramp has no rules, but the rules clearly say four units may disembark. Why does the FAQ say only three units may disembark then?
A: Ignore the FAQ, up to four units may disembark from the Orca's Transport Ramp [typo].

IAA.79.01 – Q: Can the Tiger Shark's fourteen Gun Drones be deployed as separate units?
A: No, they all must be deployed together as a single unit which then follows the normal gun drone squadron rules [clarification].

IAA.79.02 – Q: Can Drones Deep Striking from a Tiger Shark Deep Strike anywhere on the table?
A: No, see the 'flying transports' rules on page 95 of the Apocalypse supplement [clarification].

IAA.81.01 – DX-6 'Remora' Drone Fighter's Stealth Field Generator: Ignore the last sentence as it refers to rules no longer found in the current version of the game [clarification].

IMPERIAL ARMOR APOCALYPSE: CHAOS (pages 95-109)

IAA.96.01/IAA.97.01/IAA.98.01 – Q: What Force Organization Chart selection (if any) do the Daemon Lords occupy? Can any of them be used in Chaos Daemon armies?
A: In a CSM army they do not use up a force organization chart selection, but are otherwise treated as a HQ choice. In a Daemon army they **do** count fully as a HQ choice, but please see the Forgeworld downloadable PDF for more details on taking Daemon Lords in a Daemon army [clarification].

IAA.96.02/IAA.97.02/IAA.98.02 – Q: When using a Daemon Lord in a Daemon army does their 'Living Icon' rule work like a 'Chaos Icon'?
A: Yes [clarification].

IAA.96.03 – Q: Gargantuan creatures already move 12", so does An'Ggrath's wings give him any additional movement?
A: No, they just allow him to pass over terrain [rules change].

IAA.97.03/IAA.98.03 – Q: When using Zarakynel or Scabeiathrax in a Daemon army do they have to pass a psychic test to use their psychic powers?
A: Yes, as these are psychic powers out of the Chaos Space Marine codex [RAW].

IAA.98.04 – Q: Do Scabeiathrax's Nurgling Infestation Attacks ignore armor saves, roll 2D6 penetration against vehicles and benefit from the 'Blade of Decay' special rule?
A: No, they are basic attacks without any special rules applied to them [rules change].

GLOSSARY OF ABBREVIATIONS

40K	Warhammer 40,000		IC	Independent Character
40KA	Apocalypse Supplement (APOC)		IG	Imperial Guard
APOC	Apocalypse supplement (40KA)		LOS	Line of Sight
ASM	All Space Marine Codices		MC	Monstrous Creature
ATSKNF	And They Shall Know No Fear		MCO	Multiple Codices
BA	Blood Angels		MEQ	Marines and Equivalents
BRB	Big Red Book (RB)		MISC	Miscellaneous
BT	Black Templars		NEC	Necrons
CA	Chapter Approved		ORK	Orks
CC	Close Combat		RAW	Rules As Written
CSM	Chaos Space Marines		RB	Rulebook (BRB)
DA	Dark Angels		REL	Apocalypse Reload supplement
DE	Dark Eldar		SM	Space Marines
DH	Daemonhunters		SOB	Sisters of Battle (WH)
ELD	Eldar		SW	Space Wolves
FAQ	Frequently Asked Question		TAU	Tau Empire
FW	Forge World (IA)		TYR	Tyranids
GEN	General Question		UK	United Kingdom
GK	Grey Knights		US	United States
GW	Games Workshop		USR	Universal Special Rule
HW	Heavy Weapon		VP	Victory Point
IA	Imperial Armor (FW)		WBB	We'll Be Back
IA1-6	Imperial Armor Vol. 1-6		WD	White Dwarf Magazine
IAU06	Imperial Armor Update 2006 (IA06)		WH	Witch Hunters
IAA	Imperial Armor Apocalypse		WYSIWYG	What You See Is What You Get

AFTERWORD

THE GOAL OF AN UNOFFICIAL TOURNAMENT FAQ

While the goal of this document remains to ensure a smoothly run event for as many players as possible, several drastic changes have occurred within the hobby in the last year that have forced us to change the way we approached this project.

In the previous edition of the game, the rulebook specifically said (universal special rules, for example) that it took precedence over similarly named rules in the codices. Beyond that, Games Workshop made attempts to keep consistency across the various codices by releasing the 'Wargear Book' and via their official FAQs. Under this pretense one of the big goals of our FAQ last year was to try to maintain this concept of consistency across the codices, even if it meant ruling against the rules as printed in any particular codex.

However, with the release of the new edition of the game, Games Workshop has clearly changed their vision on how the main rulebook and codices function with each other. Several places in the rulebook clearly state that wording in a particular codex takes precedence over similarly named rules in the rulebook. In addition, the latest round of official GW FAQs have upheld this new concept and also reaffirmed that the existing wording in each codex is ultimately the deciding factor in rules disputes.

This shift in core ideals means that our FAQ has had to adjust as well. Even if we wanted to try to impose uniformity across every codex, the reality is that in order to do so we would have to rule directly against GW's official FAQs in many, many cases. Ultimately this would only serve to establish a completely different game than the one supported by the company who produces it. No one involved in authoring this FAQ is interested in making an offshoot version of the game that only those who read our FAQ are familiar with, as essentially this would end up creating *more* confusion for the hobby as a whole rather than *less*.

With that in mind, you will notice that many more rulings in our FAQ this year are labeled [RAW] or [clarifications] and generally those rulings uphold the principle that the wording in a codex is king for that army. Of course, in some cases we still did rule against the RAW, but only in much more extreme cases.

One offshoot of this change is that each section of our FAQ is much more self-reliant instead of referring back to a central set of clarifications. While this has made each codex section longer (which is why the length of the document is about the same as it was last year despite the dramatic reduction in rulebook clarifications), it also makes it easier for a player to print out just the clarifications for their particular codex and carry it with them.

We are well aware that this shift in style will make many players attending tournaments that utilize this document unhappy. No doubt there are many players out there who were hoping that a document like this one could come along and create the consistency across the codices that they feel is needed. While we definitely sympathize with those concerns, it just isn't realistically feasible for a unofficial FAQ whose goal is to be as universally helpful as possible to be in direct opposition to the game company's own position.

As a supplement for Games Workshop's own official FAQs, we think that this document is more exhaustive, better laid-out and more coherent than last year's version and therefore even more of a fantastic resource for helping to achieve a smoothly run and enjoyable tournament for all who choose to use it.

Hopefully you all agree and we'll see you at the gaming table!