Independent National Warhammer 40,000

Tournament FAQ v1.1 (2/20/2008)

TABLE OF CONTENTS

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

INTRODUCTION

This FAQ is a completely 100% independent (unofficial) Q&A list for the game of Warhammer 40,000 4th edition. It isn't meant to replace the Games Workshop official FAQs (which can be downloaded from: http://us.games-workshop.com/errata/errata.htm) 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. 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].
- The rare occasions rulings go against existing GW FAQs are noted as [GW FAQ overrule].

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 1.0 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.

FAQ written and edited by: Jon "yakface" Regul
FAQ ruling council is comprised of: Jon "yakface" Regul, Bill "Centurian 99" Kim, Jeff Chua, Hank "Muwhe" Edley and Joe Adams.

Many thanks go out to the numerous internet forums and individual forum posters who contributed invaluable questions and feedback for this FAQ.

*See the Afterword on the final page of this FAQ for more information on what the "majority" style of play means.

GENERAL TOURNAMENT QUERIES (GEN)

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

GEN.01A – Q: Can players convert their models in order to gain an advantage in the game? For example, making tiny models to hide behind scenery, longer barrels on their vehicles to increase the range of their weapons, etc?
A: Players may only convert their models for aesthetic purposes. 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 [rules change].
Ref: RB.64.02A

GEN.01B – Q: Can players alter the shape of their models during the game in order to gain an advantage in the game, such as lowering a ramp on a vehicle in order to gain extra disembarking distance?
A: Players may only alter their models during the game for aesthetic purposes. For all aspects of gameplay a model must remain the same dimensions for the entirety of the game [clarification]. An exception to this rule is the flying base on Skimmers; these must be removed when the vehicle is immobilized or destroyed [rules change].
Ref: RB.67.03

GEN.02 – 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, 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 [rules change].
Ref: RB.81A.03

+GEN.03 – Q: The rules often ask players to check if a model or unit is "within" a specified distance. Does this mean the model or unit has to be entirely within that distance to qualify?
A: Whenever the term "within" is used in the rules in relation to distance, assume that it actually means "partially within" unless specified otherwise (for example, the term "entirely within" is used) [clarification].
Ref: ORK.34C.01

+GEN.04 – Q: Can a single unit capture multiple game objectives?
A: Unless the mission rules state otherwise, a unit can only ever capture or hold a single game objective. If the unit is in range of multiple objectives, the owning player chooses which one they are holding/capturing (unless the mission rules state otherwise) [rules change].

GEN.05 – Q: Can players mount multiple models on the same base? If so, how is that base treated in a game?
A: All models that have their own characteristics must be mounted on a separate base [RAW]. In the rare case where Games Workshop provides a single base for multiple models each with their own characteristics (such as IG heavy weapon teams), they are treated as separate models mounted on a single base. Any time a model is removed as a casualty from the base, place a marker by the base to note this fact [rules change]. Refer to the following guidelines when dealing with separate models on a single base:

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

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

Close Combat: If the base is *engaged* with the enemy then all models alive on the base are considered *engaged* (and may fight in close combat and be attacked by the enemy).
Ref: IG.GEN.01A, IG.GEN.01B, IG.GEN.01C,

GEN.03
This particular mission requires units to be within 6″ of the objective to capture it. Both the Gaunts and Carnifex meet this requirement as they are partially within 6″ of the objective.

RULEBOOK QUERIES (RB)

Don't forget to check out the official rulebook FAQ here:
http://us.games-workshop.com/errata/assets/40k_rulebook_faq.pdf

RULES INTRODUCTION: MODELS (PAGES 6-7)

RB.06.01 – Q: The line of sight rules on pages 20-21 say that line of sight may not be drawn "through" a size 3 model. Page 6 indicates a model occupies the area of its base. What exactly does it mean to draw line of sight "through" a size 3 model?
A: See RB.20.01.

RB.07.01 – Q: Page 7 contradicts the line of sight rules on pages 20-21 when it says size categories are the only things important when determining line of sight. What is the correct way to play?
A: See RB.20.02.

RULES INTRODUCTION: CHARACTERISTICS (PAGES 12-13)

RB.12.01 – Q: Is it possible for a model to make more than 10 Attacks in close combat?
A: Yes, due to various special rules, more than 10 Attacks are possible [rules change]. This is a rare exception to the normal characteristic limitation of 0-10.

RB.12.02 – Q: If a unit contains models with differing Leadership characteristics, which one is used for Leadership tests?
A: Unless specified otherwise, always use the highest Ld value in the unit [clarification].
Ref: RB.47A.01

RULES INTRODUCTION: THE TURN (PAGE 14)

RB.14.01A – Q: Do actions that happen at the "start of the turn" take place at the beginning of the movement phase or is there some sort of pre-movement phase?
A: There are only three phases in a turn, so unless specified otherwise, all actions that happen at the start of the game or player turn are indeed taking place at the start of a player's movement phase [RAW].

RB.14.01B – Q: How does a player resolve multiple actions that are supposed to be performed at the "start of the turn"?
A: All events or actions that occur at the start of the turn/movement phase must be performed before any voluntary movement/actions are taken by the player. Beyond that restriction, a player is allowed to perform all "start of the turn/movement phase" actions in any order he wishes, unless specified otherwise [rules change].
Ref: RB.84C.01, RB.84I.01

THE SHOOTING PHASE: INTRO (PAGE 18)

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

THE SHOOTING PHASE: CHOOSE A TARGET (PAGE 19)

RB.19.01 – Q: The Shooting rules (pg 18) dictate that line of sight is not checked until after Target Priority is completed. Does that mean a unit can be forced to target the closest enemy unit even if it is completely out of line of sight?
A: Line of sight may be checked at any point during the game [rules change]. An enemy unit that is completely out of line of sight cannot be fired on and is therefore ignored for Target Priority.

RB.19.02 – Q: If a unit contains different size classification models and at least one is a size 3, does the unit count as a "Large Target" for Target Priority?
A: Yes [clarification].
Ref: NEC.20A.01, TYR.35.01

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

RB.20.01 – Q: The line of sight rules on pages 20-21 say that line of sight may not be drawn "through" a size 3 model. Page 6 indicates a model occupies the area of its base. What exactly does it mean to draw line of sight "through" a size 3 model?
A: When not involving area terrain or close combat, a "model's eye view" line of sight is used. This means that only the physical space the model actually obscures is considered blocked [RAW]. However to simplify the process, line of sight may not be drawn through gaps on size 3 models that are enclosed on all sides by the model, its base or the table [rules change]. This naturally includes areas between a model's legs or under a vehicle's tracks/wheels.
Ref: RB.06.01

RB.20.02 – Q: The line of sight rules on pages 20-21 seem to indicate a "model's eye view" is used in some cases, while Page 7 says that size categories are the only things important when determining line of sight. What is the correct way to play?
A: Size categories are only used when line of sight crosses over area terrain or an ongoing close combat. In all other cases a "model's eye view" or a true "what you see is what you get" (WYSIWYG) line of sight is used [clarification].
Ref: RB.07.01

RB.20.01
Line of Sight may not be drawn through the actual model or the enclosed gap between the model's legs (marked in red), but is free to be drawn around any other part of the model (marked in green).

THE SHOOTING PHASE: ROLL TO WOUND (PAGE 23)

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

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

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

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

RB.24.01 – Q: Is a "failed save" the same thing as getting no save at all? What about a "failed saving throw" are these all the same thing?
A: Yes, getting "no save" or having "failed a save" or having "failed a saving throw", etc are all one and the same thing [clarification].

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

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

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

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

RB.25.02 – Q: Is "size 2" really the minimum size classification allowed for craters?
A: No, craters may be classified as size 1, 2 or 3 [rules change].

RB.25.03 – Q: If all the models in a unit have the *same Armor save*, but only some of the models have an invulnerable save (or models have differing invulnerable/cover saves) how are wounds that ignore the unit's regular Armor save allocated to the models?
A: In any of these situations, resolve any wounds that ignore the unit's regular Armor save first [RAW]. The owning player allocates these wounds to individual models in the unit as he sees fit (provided those models are within range and line of sight of the attacker). The models then get their invulnerable/cover saves, if applicable. Remember, wounds must always be spread evenly amongst the unit, so no model may be allocated a second wound until every other valid model has been allocated one (the same process holds true for three wounds, four wounds, etc) [rules change].
Note: only wounds that ignore the unit's Armor save are allocated this way and should be fully resolved before the unit makes any regular Armor saving throws.

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

Ref:

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

RB.26.01 – Q: Is the term "line of fire" the same thing as "line of sight"?
A: Yes. The two terms are interchangeable [clarification].
Ref: RB.64.01

RB.26.02 – Q: Are models covered (hit) by a blast weapon that are out of line of sight of the firing model considered within "line of fire" for the purposes of casualty removal ?
A: No. Casualties must be taken from within line of sight of the firer [RAW]. This applies to any unit hit, not just models in the "target" unit [rules change].
Ref: RB.30.01A

RB.26.03 – Q: If a unit has "mixed armor" is the wound allocated via the "torrent of fire" rule resolved before allocating the rest of the wounds on the unit? If so, can this casualty potentially change which armor type is the majority?
A: A "torrent of fire" wound is fully resolved before moving onto the mixed armor wound allocation. This casualty can indeed alter the majority armor composition of the unit [clarification].
Ref: RB.76E.03

RB.27.01A – Q: The "Creatures with more than one Wound" rule states: *"When a unit contains several multiple-Wound models. . ."* **What exactly constitutes "several"? Does this include independent characters that have joined a unit?**
A: More than one, and yes this includes joined independent characters [clarification].

RB.27.01B – Q: The "Creatures with more than one Wound" rule continues: *". . .and those models take wounds, you must remove whole multiple-Wound models from the unit as casualties where possible – wounds may not be 'spread around' to avoid removing models."* **What exactly does "where possible" mean?**
A: Where possible the owning player must "build towards" removing a casualty by putting wounding hits on a single model, even if that model can't currently be removed [rules change]. Note that this guideline only applies when allocating wounding hits to multiple-Wound models; a player may always choose to allocate wounding hits to single-Wound creatures in the unit if he chooses [RAW].
Ref: RB.27.01C

RB.27.01C – Q: Regarding removing "whole" models, when a multi-Wound unit (that contains a previously wounded model) suffers a wounding hit that will cause instant death, is the owning player compelled to put it on an un-wounded (whole) model or can they choose to place it on the previously wounded model?
A: A wounding hit that will cause instant death to a multi-wound model must be allocated to an unwounded model if at all possible [clarification]. Of course, if the unit also contains single Wound models the player is free to allocate the wound to them instead.
Ref: RB.27.01B

RB.27.02 – Q: When a unit contains only *one* multi-wound creature (and all the models in the unit have the same armor save) can I allocate more than one unsaved wound to that multi-wound model?
A: The wounds must always be spread around as evenly as possible which means that each model in the unit must be allocated an unsaved wound before any model can be allocated a second wound [rules change].

Example: A Broodlord and 5-man Genestealer retinue fail six armor saves from incoming Bolter fire. Since each model in the unit must be allocated an unsaved wound before the Broodlord can be allocated a second wound, all five Genestealers are killed and the Broodlord suffers a single wound.

Ref: RB.25.03

WEAPONS: WEAPON TYPES (PAGES 28-29)

RB.29.01 – Q: If a model "always counts as stationary" when firing a heavy weapon, does it also count as stationary when firing a rapid fire or pistol weapon?
A: Yes. If a model counts as stationary when firing a weapon type, it also counts as stationary when firing lighter weapon types as well [rules change]. Use the following guideline to determine which weapon types are lighter:

Ordnance weapons are the heaviest, followed by heavy weapons, rapid fire weapons and finally pistol weapons (the lightest).
Ref: _BA.06AD.01_, _DA.53D.01_, _MCO.08A_, _RB.36B.01_

RB.29.02A – Q: _"Models carrying rapid fire weapons that wish to charge into close combat in the Assault phase may not fire in the Shooting phase. . ."_ Can a model armed with a rapid fire weapon charge in the Assault phase if it fires with a Pistol?
A: A model only suffers this restriction if it actually shoots the rapid fire weapon [rules change].

RB.29.02B – Q: Can a model shooting a rapid fire weapon at a target within 12″ choose to fire only once instead of twice (say, to avoid "Gets Hot")?
A: If the firing model remained stationary in the movement phase the player may choose to fire once or twice. If the model moved, then the model must fire twice [RAW].

RB.29.03 – Q: How do Ordnance weapons hit non-vehicle models?
A: The same as blast weapons – once the position of the marker is determined (as described on page 29), for each model whose base is fully covered by the marker, the unit suffers an automatic hit; If a model's base is partially covered roll a D6, on a 4+ the model is considered fully covered and the unit suffers a hit [rules clarification].

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

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

WEAPONS: SPECIAL WEAPON CHARACTERISTICS (PAGES 30-32)

RB.30.01A – Q: Are models covered (hit) by a template weapon that are out of line of sight of the firing model considered within "line of fire" for the purposes of casualty removal?
A: No. Casualties must be taken from within line of sight of the firer [RAW]. This applies to any unit hit, not just models in the "target" unit [rules change].
Ref: _RB.26.02_

RB.30.01B – Q: When firing a Blast weapon, if a non-vehicle model is so large that cannot be completely covered by the marker is it possible for the model to be automatically hit?
A: If a non-vehicle model is so large that a blast marker entirely over the model doesn't completely cover it, then the model suffers an automatic hit; no "partial" roll is needed [rules change].

RB.30.01C – Q: If a shooting unit contains multiple Blast or multiple Template weapons, can it utilize the "torrent of fire" allocation rule (page 26)?
A: When firing multiple Blast or Template weapons, each Blast/Template has the ability to trigger a separate 'torrent' save based on the number of enemy models remaining when that particular Blast/Template is resolved. If the unit has any 'regular' shooting, the owning player is free to resolve it along with any of the multiple Blasts/Templates [rules change].
Ref: _WH.18.02_

RB.30.02A – Q: If a model is wounded by the "Gets Hot" rule from a weapon whose Strength value is double or more it's Toughness, is "Instant Death!" inflicted on the model?
A: No. The actual "attack" must be double or more the Toughness value of the model, and the "Gets Hot" attack has no Strength value associated with it [rules change].

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

RB.30.02B – Q: If a "Gets Hot" weapon is found to be out of range from the target, do 'to hit' rolls still need to be made to see if the weapon overheats?
A: No, the weapon misses automatically with no dice rolls necessary [RAW].

+RB.30.02C – Q: If a "Gets Hot" weapon fires two shots and both 'to hit' rolls are '1's, how many wounds does the model suffer?
A: Two [RAW].

RB.32.01A – Q: If a unit becomes Pinned in its own turn what kind of penalty is assessed?
A: It immediately counts as being Pinned: meaning it may not further move, shoot, assault or make any other actions until the start of its next turn [rules change].

RB.32.01B – Q: Are all Sniper Weapons also "Pinning" weapons?
Not necessarily [RAW]. However, all current "Sniper" weapons do also happen to be "Pinning" weapons.
Ref: *WGB.GEN.01*

RB.32.01C – Q: Can a psyker who is pinned still use psychic powers?
A: No, a pinned unit may not take actions of any kind [RAW]. Persistent psychic powers (those that are always in effect without a psychic test) are an exception to this.
Ref: *RB.52.06*

ASSAULT PHASE: DECLARE CHARGES (PAGE 36)

RB.36B.01 – Q: If a unit always counts as stationary when firing a rapid fire weapon, can it fire a heavy weapon and then charge in the subsequent Assault phase?
A: A unit may ignore a weapon's restriction on charging if it always counts as stationary for *that particular weapon type or lighter* [rules change]. See RB.29.01 for details on which weapon types are lighter than others.

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

RB.37.01 – Q: If two units ('A' & 'B') have their models interspersed in a way that no enemies can get into base contact with a model in 'A' without coming within 1 inch of a model in 'B', and there are no gaps between the models in 'A' large enough for enemies to get into base contact with a model in 'B'; is this formation unassaultable?
A: A unit may choose to declare multiple enemy units they intend to charge (although one unit is still chosen as the primary target). Chargers are allowed to move within 1" of models from enemy units they have *declared* a charge against, not just those they actually end up reaching [rules change].

RB.37.01
The Tyranid Warrior wants to charge the grot mob, but doing so will bring him within 1 inch of the Ork models behind. The Tyranid player is allowed to declare a charge against both mobs (with the Grots as the primary) and is then able to move the Warrior within 1 inch of the Ork models even though he isn't actually able to get into base contact with any Orks.

RB.37.02 – Q: If a charging unit rolls enough distance on their difficult terrain roll to reach enemy models behind cover but they are unable to get into "base contact" because of some intervening piece of terrain (like barrels), does the charge fail?
A: No. Charging models that roll enough distance to reach enemies behind difficult terrain, are assumed to be in "base contact" even if a piece of terrain prevents them from actually touching [rules change]. Place the attacking model as close as you possibly can: either on top of, or on the other side of the terrain. This only applies to difficult terrain; models cannot be in "base contact" across impassable terrain.
Ref: COD.13B.01

RB.37.02
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: FIGHTING A CLOSE COMBAT (PAGES 38-41)

RB.39.01 – Q: When an assaulting model's direct line crosses over a piece of intervening terrain, does the defender get the cover bonus regardless of how far he actually is from the cover?
A: Yes. If a direct line from the attacker to the defender passes over any (and we mean any) terrain then the defender is considered to be defending cover, no matter how far away from the cover they actually are [RAW].

RB.39.01
Even though the Guardsman is several inches away from the barrels, because a direct line from the Ork to him passes through the terrain he will count as defending in cover.

RB.39.02A – Q: If models fighting an existing close combat are within cover and charged by a new enemy unit do they get the cover bonus? Do the Attacking models get to use grenades?
A: No. Once locked in combat, models within cover gain no further benefit from it and therefore attackers cannot use grenades or Flesh Hooks against them [rules change].

RB.39.02B – Q: If models in an existing close combat are charged by new enemies, does it count as a "first round" of combat for special rules that require a "first round" of combat (Such as a Howling Banshee mask)?
A: Models that charge into an existing combat count it as a "first round" of combat. Models already fighting in the existing combat that are charged by new enemies **do not** count it as a new "first round" of combat [clarification].

RB.40.01A – Q: Many weapons in the codices are not defined as being either single or two-handed. How should those weapons be treated in close combat?
A: Any weapon called an "axe", "sword", "pistol", "close combat weapon" or that gives the model a special close combat attack, counts as a single-handed weapon unless specifically designated as two-handed. All other weapons are considered two-handed unless specifically designated as single-handed [rules change].
Ref: MCO.02A

RB.40.01B – Q: Can a model use a two-handed weapon in close combat and at the same time utilize the effects of something that requires one hand to use (such as a Storm Shield)?
A: Unless specified otherwise, a model may only use two hands worth of anything when fighting in close combat. Also, in order for a model to gain the +1 Attack bonus in close combat, he must actually *use* two single-handed weapons, not just be carrying them [rules change].

RB.40.02 – Q: What if there are three (or more) types of Weapon Skill in a unit but no majority?
Example: A unit has five engaged models with WS5, five engaged models with WS4 and two engaged models with WS3. Since there is no majority, is the WS3 used?
A: In this case, use the WS of the largest plurality (the largest group). If no plurality is largest, use the worst WS value of those that are tied for the largest (WS4 in this example) [rules change].

ASSAULT PHASE: DETERMINE CLOSE COMBAT RESULTS (PAGE 43)

RB.43A.01 – Q: Do multi-wound models that are removed due to "Instant Death" (or another special rule) count the wounds they had remaining towards the combat results?
A: Yes, include any wounds a model had remaining when it was removed towards the total number the unit suffered that round [rules change].

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

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

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

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

RB.44A.01 – Q: Does a unit making a Massacre Consolidation have to move the full D6"?
A: No, they may move up to D6" [rules change].

RB.44A.02 – Q: When a unit consolidates into a close combat that has yet to be resolved, the rules say they do not count as being engaged until the next Assault phase. What exactly does this mean?
A: This rule should say: *"a unit that consolidates into a new close combat does not count as being **locked** until the end of the current Assault phase and is effectively ignored."* [rules change].

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

ASSAULT PHASE: 'PILE IN' (PAGE 44)

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

RB.44B.02 – Q: Are Pile In moves done at the end of each individual combat (per the Assault Phase Summary on page 36), or at the end of the Assault Phase (per the rules on page 44)?
A: Follow the Summary: Pile In moves are step six of each individual combat [clarification]. Ignore any references in the rules to Pile In moves happening at the end of the Assault phase.
Ref: RB.74G.01

RB.44B.03 – Q: If a victorious unit consolidates into an enemy unit that wasn't previously locked in combat, do both units immediately make a Pile In move?
A: No. Pile In moves are only made against enemies they were locked with *before* consolidating [clarification].

ASSAULT PHASE: SPECIAL CLOSE COMBAT ATTACKS (PAGE 46)

RB.46.01 – Q: Does a basic "Close Combat Weapon" give the model an additional close combat attack as described on page 46?
A: No. That reference is for *additional* close combat (single-handed) weapons only [rules change].

RB.46.02 – Q: Page 46 says that only one type of special close combat attack may be used. What about odd weapons and wargear that grant special types of attacks like a Techmarine's Servo-Arm or a Carnifex Tail Attack?
A: Attacks described as "extra", "special", "additional" or that strike at a different Initiative from the model's other attacks do not prohibit them from using another special close combat attack [rules change].

MORALE: TAKING MORALE TESTS (PAGES 47-48)

RB.47A.01 – Q: If a unit contains models with differing Leadership characteristics, which one is used for a Morale checks?
A: Always use the highest Ld value in the unit for the unit's Leadership based tests [clarification].
Ref: *RB.12.02*

RB.47B.01 – Q: What constitutes a shooting casualty for causing a morale check? Do models killed by an exploding vehicle count?
A: Any casualty suffered in the shooting phase counts, regardless of the source [rules change].

RB.47B.02 – Q: If a unit suffers 25% casualties in its own shooting phase (for example, by scattering Ordnance, or 'Gets Hot' weapons) does it take a morale check?
A: No. Unless specified otherwise, only enemy units take Morale checks in a player's shooting phase [rules change].

RB.47B.03 – Q: If a unit contains creatures with multiple wounds, does it count the total number of Wounds remaining in the unit for determining its "starting strength" for Morale checks, etc?
A: No. During the game, unless specified otherwise, count only the total number of models in the unit rather than the total number of Wounds for determining the unit's strength [RAW].

RB.47B.04 – Q: If a unit contains a character and his wargear models, do those models count towards the unit's "starting strength" for Morale checks and tests to regroup?
A: Yes. Characters (and their wargear models) that are joined, attached or part of a unit count towards its starting strength during the game.

Note that in the case of **independent** characters attached to a unit, they do *not* count towards the unit's starting strength for Victory Point/Scoring unit status **after** the game ends.
Ref: *RB.85.02C, RB.51.03D*

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

RB.48A.02 – Q: Does a unit subject to "No Retreat!" count friendly models in other units when determining how badly it is outnumbered in combat?
A: Use exactly the same process as for determining the Leadership modifiers for losing a combat [clarification].

MORALE: FALL BACK! (PAGE 48)

RB.48B.01 – Q: In long board edge deployment missions, do units ever Fall Back towards the portions of the short table edges that make up the player's deployment zone?
A: Yes, if it is the closest deployment zone table edge to the Falling Back unit [RAW].
Ref: *RB.84I.03*

RB.48B.02 – Q: If models have a special move outside of the movement phase (such as Jetpacks, Eldar Warp Spiders, Eldar Jetbikes, etc) can they use that move while falling back?
A: Yes, but only to move in the direction they are falling back towards [rules change].

MORALE: REGROUPING (PAGE 49)

RB.49.01A – Q: If a unit touches the edge of the table is it removed from play?
A: The "Leaving A Battle" rules on page 49 apply *only* to units that are Falling Back [rules change]. Therefore, units may not voluntarily leave the table unless the mission or unit has specific rules that allow it.

RB.49.01B – Q: Can involuntary/random movement (or scatter) force a unit off of the table?
A: If random/involuntary movement or scatter is enough to take any part of a unit off the table, remove the entire unit from the game and consider it destroyed for Victory Point purposes [rules change].

CHARACTERS (PAGES 50-52)

+Throughout this FAQ, references to "wargear models" means: models with characteristics that are purchased as wargear (such Tau Drones). Wargear models without any characteristics (such as Ork Attack Squigs) are not included in these rulings.

RB.51.01 – Q: Some codices say that Independent Characters cease to be an IC if accompanied by a retinue, bodyguard, etc. If so, does that mean he fights fully as part of the bodyguard unit in close combat?
A: No. For all codices published before the 4th Edition rulebook, a character that *can be* an IC **always** counts as an IC. Therefore, if accompanied by a retinue/bodyguard/etc, they will follow the retinue rules on page 51 of the rulebook [rules change].

RB.51.02 – Q: When Independent Characters are joined to, or part of a unit, and that unit is wiped out by shooting or close combat, does the character still take Morale and Pinning tests as if he was part of the unit (including the -1 Ld modifier for the unit being under 50% strength)?
A: Yes, for Morale and Pinning purposes, they count as being part of the unit through the end of the phase in which the unit was wiped out [rules change].

Also, enemies who fired at the unit that was subsequently wiped out may still declare a charge against the (now) lone IC in the following Assault phase.

RB.51.03A – Q: When Independent Characters are accompanied by Wargear models, if not joined to another unit, are they protected by the "Shooting At Characters" restrictions on page 51?
A: Unless specified otherwise, a character and his Wargear models form a unit that may freely be targeted by the enemy [clarification]. If all of the accompanying Wargear models are removed from play, the Independent Character immediately regains his targeting restriction.

RB.51.03B – Q: When ICs are accompanied by Wargear models, are they still allowed to join another unit?
A: Unless specified otherwise, yes [RAW]. If a character joins a unit, his accompanying Wargear models do as well [rules change].

RB.51.03C – Q: When Independent Characters are accompanied by Wargear models, in close combat do they fight as a separate unit from their Wargear models? Does this change if the character (and his Wargear models) joins another unit?
A: Unless specified otherwise, ICs always fight as a separate unit, even from their accompanying Wargear models. When joined to another unit, in close combat, the character fights separately while his accompanying Wargear models fight as part of the unit they are joined to [rules change].

RB.51.03D – Q: If a unit contains a character and his wargear models, do those models count towards the unit's "starting strength" for Morale checks and tests to regroup?
A: Yes, characters (and their wargear models) that are joined, attached or part of a unit count towards its starting strength during the game [RAW].

Note that in the case of **independent** characters attached to a unit, they do *not* count towards the unit's starting strength for Victory Point/Scoring unit status **after** the game ends.
Ref: RB.47B.04, RB.85.02C

RB.51.03E – Q: When Independent Characters are accompanied by Wargear models, when not joined to another unit, are they subject to morale checks and other unit based Leadership tests?
A: Yes. Unless specified otherwise, the character and his Wargear models are a unit and follow the Morale and Leadership rules pertaining to units [RAW].

RB.51.04 – Q: If enemies wish to shoot at a lone Independent Character, but the only unit between them and the IC is one that may always be ignored for Target Priority purposes, can they ignore the intervening unit and fire at the IC?
A: Yes, units that may always be ignored for Target Priority purposes are also ignored when checking to see if an IC is the closest unit to the firers [rules change].
Ref: TAU.27F.01

CHARACTERS: PSYCHIC POWERS (PAGE 52)

RB.52.01 – Q: Do non-character Psykers follow the Psyker rules on page 52?
A: Yes [clarification].

+RB.52.02 – Q: Psychic abilities are "subject to the usual shooting rules" unless "specified otherwise". Does this mean all psychic abilities must choose a target, check for target priority, need a line of sight and must roll 'to hit' unless specified otherwise?
A: Unless specified otherwise, Psychic abilities used outside of the shooting phase are not subject to the shooting rules **at all** [rules change]. Psychic abilities used in the shooting phase are bound by **all** of the shooting rules except for the following exemptions.

Ability Name	Army Type	Targets a specific enemy unit	Requires Target Priority test	Requires Line of Sight	Requires a roll 'to hit'
Lash of Submission	CSM	YES	NO	YES	NO
Nurgle's Rot	CSM	YES	YES	YES (4)	NO (3)
Wind of Chaos	CSM	YES	YES	YES	NO (2)
Hellfire	DA	YES	YES	YES	NO (2)
Mind Worm	DA	NO	NO	YES	NO
Destructor	ELD	YES	YES	YES	NO (2)
Eldritch Storm	ELD	YES	NO	NO	NO
Mind War	ELD	NO	NO	YES	NO
Frazzle	ORK	YES	YES	YES	NO (3)
Zzap	ORK	YES	YES	YES	NO (3)
Warpath	ORK	NO	NO	NO	NO
'Ere We Go	ORK	NO	NO	NO	NO
Waaagh!	ORK	NO	NO	NO	NO
Fear of the Darkness	SM	NO	NO	NO	NO
Fury of the Ancients	SM	NO	NO	NO	NO
Vortex of Doom	SM	YES	YES	YES	YES (1)
Storm Caller	SW	NO	NO	NO	NO
Divine Pronouncement	WH	YES	NO	YES	NO
Hammer of the Witches	WH	NO	NO	NO	NO
Purgatus	WH	NO	NO	YES	NO

1 – Uses a Scatter Die instead.
2 – Uses a Template instead.
3 – Automatically hits.
4 – May fire into close combat; line of sight is not blocked by models in close combat.
Ref: BA.08B.03, CSM.88.01, DH.12.01, DA.39.01, ELD.28.01, IG.40.04, MCO.01C, ORK.37B.01, RB.52.03, RB.52.04, SM.26.01, SW.06A.01, TYR.31B.04, WH.14.01

CHARACTERS: PSYCHIC POWERS (PAGE 52) *CONTINUED*

RB.52.03 – Q: If a Psyker uses an ability that follows some (or all) of the shooting rules, is he only allowed to charge the enemy unit that he targeted?
A: Only if the ability is used in the shooting phase instead of normal shooting **and** it specifically targets an enemy "unit". Otherwise, the psyker is free to charge where he pleases [rules change].
Ref: RB.52.02

RB.52.04 – Q: If a Psyker is joined to, or part of a unit, and he uses a psychic ability instead of shooting, does he have to target the same enemy as the rest of his unit?
Yes [RAW]. However, if the psychic ability doesn't target an enemy "unit" then his unit is free to fire at an enemy unit while the psyker uses his ability elsewhere [rules change].
Ref: RB.52.02

RB.52.05 – Q: Can a Psyker use more than one psychic power per player turn?
A: Each codex lists their army's particular psychic limitations [RAW]. If no limitation is listed (such as the Tyranid codex), a psyker is free to use as many psychic powers per player turn as allowed by the rules for their psychic powers. However unless specified otherwise, each particular power may not be used more than once per player turn [rules change].
Ref: CSM.32.01

RB.52.06 – Q: Can a psyker who is pinned still use psychic powers?
A: No. A pinned unit may not take actions of any kind [RAW]. Persistent psychic powers (those that are always in effect) are an exception to this.
Ref: RB.32.01C

RB.52.07 – Q: Can persistent Psychic abilities (those abilities that are always in effect for the entire game without a psychic test) ever be nullified or cancelled?
A: Persistent psychic abilities may never be fully nullified or cancelled by any means [rules change]. Although some rare special rules may allow models to ignore the effects of these abilities (such as a Null Rod and Kharn's Blessing of the Blood God), the abilities themselves never cease to function while the psyker lives.

> **Psychic powers considered "persistent":**
> - Conceal (ELD)
> - Embolden (ELD)
> - Enhance (ELD)
> - Veil of Tears (ELD)
> - The Horror (TYR)
> - Psychic Scream (TYR)
> - Synapse (TYR)
> - The Shadow in the Warp (TYR)

Ref: APOC.91D.02, BT.25A.01, CSM.48.02, DH.18C.01, ELD.28B.01, ELD.49A.01, IG.40.02, RB.52.08, TYR.31B.01, WH.16E.01, WH.18.01A

RB.52.08 – Q: Many models are allowed to attempt to nullify/cancel an enemy's psychic ability if they are considered in its "area of effect". What exactly does that term mean?
A: If a model with psychic immunity (or the unit they are part of) will suffer any of effects described below they are considered in the "area of affect" of the power [clarification].

> - Non-persistent psychic abilities that cause casualties or damage vehicles (regardless of whether the ability actually "targets" the enemy unit or not).
> - Non-persistent psychic abilities that move enemy models, restrict enemy models from moving, shooting, assaulting or Falling Back.
> - Non-persistent psychic abilities that force the enemy to make a Ld test or that alter the enemy's characteristics.

Ref: BT.25A.02, IG.40.03, RB.52.07, WH.16E.02, WH.18.01B

RB.52.09 – Q: Some models suffer no effect from "Minor" Psychic Powers; what exactly does this mean?
A: Ignore these rules. There are currently no official "Minor" psychic powers in the game [clarification].
Ref: BT.25A.03, DH.08D.01, WH.18.01C

UNIT TYPE RULES: BIKES (PAGE 53)

RB.53B.01 – Q: Can a bike model *carrying* a rapid fire or heavy weapon (as opposed to a *bike-mounted* weapon) fire it and then charge into combat in the subsequent Assault phase?
A: Yes, a bike model may fire any heavy or rapid fire weapon and still charge into combat. Note that the rapid fire weapon may only be fired at maximum range if it is actually *bike-mounted* [RAW].
Ref: RB.54B.01

UNIT TYPE RULES: JETBIKES (PAGE 54)

RB.54A.01 – Q: Does a Jetbike that ends its move over area terrain count as being "as tall as the terrain for line of sight purposes" even if the terrain is smaller?
A: A Jetbike model only counts as tall as the Area Terrain if the terrain is a larger size [rules change].

RB.54A.02 – Q: If a Jetbike ends its move over area terrain and is more than 6" from the edge of the terrain can it draw a line of sight (and have line of sight drawn to it) over that piece of terrain? If so, do the enemy models gain a cover save from the terrain?
A: The area terrain a Jetbike is over ceases to block line of sight to and from the Jetbike [rules change]. Also, enemy models fired upon by the Jetbike do not gain a cover save from the terrain the Jetbike is over, unless the enemy models are actually inside the same terrain [rules change].

RB.54A.03 – Q: Can a Jetbike that ends its move on top of size 3 area terrain draw line of sight over *other* pieces of size 3 area terrain?
A: No, the Jetbike is still only size 3 [RAW].

RB.54A.04 – Q: When a Jetbike is over area terrain how do you draw a model's eye view (WYSIWYG) line of sight to and from it?
A: If the terrain piece has a well defined top, hold the model over the terrain piece when you need to draw a model's eye view line of sight to and from it. If the terrain piece doesn't have a well defined top, hold the model 1" above the table surface for size 1 terrain, 2" for size 2 terrain or 4" for size 3 area terrain [clarification]. You will need to discuss with your opponent before the game which area terrain pieces you think have well defined tops.

RB.54A.05 – Q: Can a Jetbike end its move over area terrain that contains enemy models, provided it remains more than 1" vertically away from them? If so, can enemy models move underneath a Jetbike that is over area terrain?
A: To keep things simple, in a non-"Cities of Death" game, a Jetbike may never end its move over an enemy model [rules change]. Conversely, in a non-"Cities of Death" game, an enemy model may never move underneath a Jetbike.

RB.54A.06 – Q: Can enemy models charge a Jetbike that is over area terrain?
A: Yes. If the Area Terrain has no floors (such as a forest), for the purposes of getting into "base contact" treat the Jetbike model as if it is directly on the tabletop (i.e. no vertical movement is needed). If the Area Terrain has floors (such as a ruin), then charging models must also have enough vertical movement to reach the top floor in order to charge the Jetbike.

RB.54A.07 – Q: Can a Jetbike model end its move over impassable terrain?
A: Yes [rules change].

RB.54B.01 – Q: Can a jetbike model *carrying* a rapid fire or heavy weapon (as opposed to a *bike-mounted* weapon) fire it and then charge into combat in the subsequent Assault phase?
A: Yes, a jetbike model may fire any heavy or rapid fire weapon and still charge into combat. Note that the rapid fire weapon may only be fired at maximum range if it is actually *bike-mounted* [RAW].
Ref: RB.53B.01

UNIT TYPE RULES: MONSTROUS CREATURES (PAGE 55)

RB.55A.01 – Q: Can a Monstrous Creature fire the same weapon twice in the same shooting phase?
A: No. A Monstrous Creature may only fire two *separate* weapons per shooting phase [RAW]. This also applies to psychic powers that are fired as a weapon (i.e. a Monstrous creature cannot "fire" the same psychic power twice per shooting phase unless it has a specific rule allowing it to do so).

RB.55A.02A – Q: Page 55 says that only Monstrous Creatures that don't "have weapons that augment their Strength" roll an additional D6 for vehicle armor penetration. Does this apply even if the weapon isn't used in combat? What about wargear or other rules that augment a Monstrous Creature's Strength?
A: The restriction applies only to *weapons* that augment a Monstrous Creature's Strength. Any other type of Strength upgrade is allowed [RAW]. Also, if a Monstrous Creature chooses not to attack with a weapon that augments its Strength, it may then utilize the extra penetration dice [rules change].

RB.55A.02B – Q: Page 55 also says that only Monstrous Creatures that don't have weapons that "work unusually" roll an additional D6 for vehicle armor penetration. What exactly is the definition of weapons that "work unusually"?
A: A weapon that modifies the basic armor penetration computation (Strength + D6) in any way counts as working "unusually" [clarification]. For example, a weapon that gives the creature an additional penetration die (i.e. Strength + 2D6) would be working "unusually".

UNIT TYPE RULES: JUMP INFANTRY (PAGE 55)

RB.55B.01 – Q: Can a Jet Pack model fire a Heavy weapon and still move 6 inches in the Assault phase, provided it doesn't charge the enemy?
A: No, unless the model always counts as stationary when firing a Heavy weapon [rules change].

RB.55B.02 – Q: Can a Jet Pack model disembark from an enclosed vehicle and still move 6 inches in the Assault phase?
A: Yes, provided it doesn't charge an enemy model [rules change].
Ref: TAU.30E.04

VEHICLES: VEHICLE MOVEMENT (PAGE 61)

RB.61.01 – Q: When making a dangerous terrain test, is the distance the vehicle *will move* used, or how far it has *already moved*?
A: Use the total distance the player intends to move the vehicle that phase [rules change]. Therefore, a player must declare whether he is moving the vehicle 6″ or less or more than 6″ before making a dangerous terrain test.

RB.61.02A – Q: Does a Skimmer that ends its move over area terrain count as being larger than size 3?
A: No. The skimmer remains size 3 regardless of the size of the terrain [rules change].

RB.61.02B – Q: If a Skimmer ends its move over area terrain but is more than 6″ from the edge of the area terrain can it draw line of sight to enemies over the terrain piece? If so, do the enemies gain a cover save from the terrain?
A: The area terrain a Skimmer is over ceases to block line of sight to and from the Skimmer [rules change]. Also, the Skimmer, and enemies fired upon by the Skimmer, cannot claim cover from the piece of terrain it is over, unless the enemies are actually inside of that terrain piece [rules change].

RB.61.02C – Q: When a Skimmer is over area terrain how is a model's eye view (WYSIWYG) line of sight drawn to and from the model?
A: If the terrain has a well defined top, hold the model over it when you need to draw a model's eye view to and from the model. If the terrain doesn't have a well defined top, hold the model 1″ above the table surface for size 1 terrain, 2″ for size 2 terrain or 4″ for size 3 terrain [clarification]. You will need to discuss with your opponent before the game which area terrain pieces have well defined tops.

RB.61.02D – Q: Can a Skimmer end its move over area terrain that contains enemy models, provided the Skimmer remains more than 1″ vertically away from the enemy models?
A: To keep things simple, in a non-"Cities of Death" game, a Skimmer may never end its move over, or on top of, an enemy model [rules change]. Conversely, in a non-"Cities of Death" game enemy models may never move underneath an enemy Skimmer model.

RB.61.02E – Q: Can a Skimmer over area terrain disembark passengers?
A: Yes [RAW]. However, disembarking models may not be placed directly beneath the Skimmer and provided they are still within 2″ of one of the vehicle's Access Points (or any part of the vehicle in the case of open-topped vehicles).

RB.61.02F – Q: Can enemies charge a Skimmer that is over area terrain?
A: Yes. If the Area Terrain has no floors (such as a forest), for the purposes of getting into "base contact" treat the Skimmer as sitting directly on the tabletop (i.e. no vertical movement is needed to charge it). If the Area Terrain has floors (such as a ruin), then charging models must also have enough vertical movement to reach the top floor in order to charge.

+RB.61.02G – Q: Can a Skimmer choose to enter difficult terrain rather than hovering over it?
A: A Skimmer may not normally choose to enter difficult terrain unless it has a special rule that allows it to do so (or is tank shocking an enemy unit in terrain) [RAW].

+RB.61.02H – Q: Can a Skimmer Tank Shock enemy units in area terrain? If so, does the Skimmer move into the terrain?
A: A Skimmer tank that declares a Tank Shock against a unit in area terrain is allowed to (and must) move into the terrain to do so, but it will take a dangerous terrain test like a non-Skimmer to do so. If the Tank Shock movement finishes in terrain (and it hasn't been immobilized), the Skimmer will then end its move above the terrain [rules change].

RB.61.03 – Q: Can a Skimmer move over friendly models?
A: A Skimmer may move over friendly models, although it may not end its move over them [rules change].

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

RB.62.01 – Q: The online GW rulebook FAQ states that embarked models are not physically on the table. Does that mean that at the end of the game embarked units count as "off-table" and give full Victory Points to the enemy? Can embarked units capture an objective or table quarter?
A: A unit embarked on a vehicle at the end of the game *does not* count as "off-table" for Victory Point purposes [GW FAQ overrule]. In order for embarked scoring units to capture an objective or table quarter their *entire* transport model must be fully within the distance or area specified by the mission rules.
Ref: RB.84I.06, RB.85.03

VEHICLES: VEHICLES AND SHOOTING (PAGES 63-68)

RB.64.01 – Q: Is the term "line of fire" the same thing as "line of sight"?
A: Yes. The two terms are interchangeable [clarification].
Ref: RB.26.01

RB.64.02A – Q: Which vehicles count as having a turret, just those that say "turret mounted" weapons in their codex, or any model that appears to have a turret?
A: Any model that actually has a turret. Players may not add a turret to vehicle models that do not currently come with one.
Ref: GEN.01A

RB.64.02B – Q: What weapons (besides the Basilisk's Earthshaker Cannon) count as being "fixed" with the imposed 90 degree fire arc?
A: Besides the Basilisk's Earthshaker Cannon, any weapon built directly into a vehicle, so that only part of the weapon extends outside the hull. Some examples include the Vindicator's Demolisher Cannon and the Chimera's hull-mounted Heavy Bolter & lasguns [clarification].
Ref: IG.45C.01

RB.64.02C – Q: How are the weapons are mounted for vehicles that don't have an official Games Workshop model available?
A: Unless specified in their codex entry, with vehicles that have no official GW miniature (not including Forge World renditions), players are free to mount the weapons on their scratch-built models however they see fit (i.e. in a turret, sponson, fixed or otherwise) [clarification].
Ref: ORK.54C.01, ORK.55D.03, SM.35C.01

RB.64.03 – Q: If an embarked model fires a template weapon from a vehicle fire point is the transport vehicle automatically hit since the template will partially cover the vehicle?
A: No. Transport vehicles are not affected by template weapons fired by models embarked on them [rules change].

RB.65.01 – Q: How exactly are Vehicle Armor Value arcs determined on non-rectangular vehicles (such as an Eldar Falcon)?
A: 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.67.01A – Q: If a non-Walker vehicle suffers a Crew Shaken/Stunned result on its own turn (from moving through a Castellan Minefield, for example), what kind of penalty is assessed?
A: A non-Walker vehicle that suffers a Shaken result immediately counts as being Shaken: meaning it may not shoot this turn (if it hasn't already done so). It ceases to be Shaken at the start of its next turn [rules change].

A non-Walker vehicle that suffers a Stunned result immediately counts as being Stunned: meaning it must immediately stop moving, may not shoot this turn, and embarked passengers may not fire from within it. It ceases to be Stunned at the start of its next turn [rules change].
Ref: ORK.34B.01

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

RB.67.01B – Q: If a Walker suffers a Shaken or Stunned result in its own turn (from walking over a Castellan Minefield, for example), does it immediately count as being Shaken/Stunned?
A: A Walker that suffers a Shaken result immediately counts as being Shaken: meaning it may not shoot this turn and will fight in close combat with one less Attack than normal. It ceases to be Shaken at the start of its next turn [rules change].

A Walker that suffers Stunned result immediately counts as being Stunned: meaning it must immediately stop moving, may not shoot this turn, and will fight in close combat with one less Attack than normal. It ceases to be Stunned at the start of its next turn [rules change].
Ref: ORK.34B.01, RB.72.01

RB.67.02 – Q: If a weapon is "twin-linked", "built-in", "combi" or "co-axial" does a single "Armament Destroyed" destroy both weapons?
A: A single "Armament Destroyed" result applied to a twin-linked, co-axial, built-in or combi-weapon destroys both weapons [rules change].

RB.67.03 – Q: If a Skimmer is immobilized or becomes a wreck, is its flying base removed?
A: Yes, remove a Skimmer's flying base if it is immobilized or destroyed [rules change].
Ref: GEN.01B

RB.67.04 – Q: If a vehicle suffers multiple 'explodes' results from a single enemy unit does it explode multiple times?
A: No. Determine all the damage results first and, if any 'destroyed', 'explodes' or 'annihilated' results are rolled, apply only the highest result once [rules change].

+RB.67.05 – Q: When a vehicle 'explodes' it is replaced with an area of "difficult ground". Does this area provide any cover and what if there is no appropriate terrain piece available?
A: The terrain should be roughly the size of the vehicle it is replacing and unless both players agree otherwise it counts as a piece of Size 1 area terrain that provides a 4+ cover save. If the appropriate terrain is not available then the vehicle is just removed from play [rules change].

RB.68.01A – Q: When a transport vehicle is destroyed, can the disembarking passengers be placed directly into of the wreckage?
A: No. Passengers must disembark outside of the vehicle as illustrated by the diagram on page 62 [RAW].

RB.68.01B – Q: When a transport vehicle 'explodes', do passengers suffer hits for the emergency disembarkation and then again when the vehicle explodes?
A: No. Determine all the damage results first and if the vehicle 'explodes', resolve the explosion before placing the disembarking models on the table [rules change].

VEHICLES: SKIMMERS MOVING FAST (PAGE 69)

RB.69A.01 – Q: Since a Skimmer always counts as moving more than 6 inches when in close combat, does that mean it can only ever suffer glancing hits from close combat attacks?
A: The "Skimmers Moving Fast" rule only benefits the vehicle if it actually ended its previous move more than 6" away from its original location [RAW]. If the Skimmer fails to meet this requirement, then it can suffer penetrating hits from both shooting and close combat attacks.

RB.69A.02 – Q: When a Skimmer is attacked during its own movement phase (for example, from a Castellan Minefield or a Death or Glory attack), do you use the Skimmer's current or previous movement phase to determine if it benefits from the "Skimmers Moving Fast" rule?
A: A Skimmer attacked during its movement must declare whether it is going to end its move more than 6" from where it started or not. If it is, the attack can only cause glancing hits, and the Skimmer must end its move more than 6" from where it started if possible. If the Skimmer declares otherwise, the attack may cause penetrating hits and the Skimmer must end its move 6" or less from where it started if possible [rules change].

VEHICLES: VEHICLES AND ASSAULTS (PAGES 70-73)

RB.70.01 – Q: Can a vehicle perform a Tank Shock into a close combat provided it doesn't move over any friendly models in the process?
A: No. A vehicle may not declare a Tank Shock against a unit locked in combat [rules change].

RB.70.02 – Q: If a unit is Tank Shocked, and passes its Morale check, but the shortest route to move models from underneath the vehicle would take them off the table is the unit removed from play?
A: No. Move the models the shortest route from underneath the vehicle that will keep them on the table [rules change].

RB.71.01 – Q: A vehicle without a WS is immobilized and then charged. It moved last turn, so what do the attackers need 'to hit' in an Assault? What about if the vehicle was "Stunned" instead?
A: Immobilized vehicles without a WS are automatically hit in close combat regardless of whether it moved last turn [clarification]. 'To hit' rolls against a "Stunned" vehicle without a WS are determined by the distance it moved in the previous movement phase [RAW].

RB.72.01 – Q: If a Walker suffers a Shaken or Stunned result from enemy shooting, does it immediately count as being Shaken/Stunned in the subsequent Assault phase?
A: Yes. It immediately suffers the Shaken/Stunned result that turn [rules change]. This lasts until the start of the Walker's next turn.
Ref: RB.67.01B

RB.72.02A – Q: Do Stunned Walkers make Pile In moves?
A: No [rules change].

RB.72.02B – Q: What happens if a Stunned or Immobile Walker has all of its combatants killed by friendly models and the enemy is unable to Pile Into them?
A: If a walker unit finds itself not locked in combat after Pile-In moves are completed, then it no longer counts as being part of the combat [rules change].

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

RB.73C.01 – Do vehicles in a vehicle squadron that are out of range or line of sight from the attacker's shooting still have hits allocated to them?
A: No, models out of range and line of sight may not normally be hit by enemy shooting [RAW].

RB.73C.02 – Do Walkers in a vehicle squadron allocate their attacks in close combat as if they are separate units, or do they roll all their attacks as a single unit?
A: Walkers in a squadron must allocate and resolve their attacks as if they were separate units [rules change]. That means a Walker not in base contact with an enemy model cannot make any close combat attacks, nor can it be targeted by any enemy close combat attacks.

UNIVERSAL SPECIAL RULES (PAGES 74-76)

RB.74.01 – Q: Do the USR rules fully replace the codex versions, including (in some cases) the restrictions in the codex on who can or cannot utilize the USR?
A: The updated USRs in the rulebook only replace the wording of the actual rules. Any text in the codex restricting or allowing units to utilize the USR remains in effect.

RB.74.02 – Q: USRs marked with an asterisk (*) are lost if the unit is "joined" by an independent character that doesn't also have it (or vice-versa). Do the same guidelines also apply to characters that are attached to a unit before the game, upgrade characters, or Wargear models?
A: 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 used while the models without it remain [rules change].

RB.74.03 – Q: The "Fearless", "Night Vision/Acute Senses" and "Stubborn" USRs all describe what happens when a unit with them is joined by a character that doesn't have them (and vice-versa). Do these same guidelines also apply to characters that are attached to a unit before the game, upgrade characters and Wargear models?
A: Yes, these guidelines apply to any type of character that is part of a unit. They also apply to Wargear models, so for example, if a Fearless unit contained Wargear models, they too would be Fearless [rules change].

RB.74.04 – Q: The "ATSKNF", "Move Through Cover", "Small Targets" and "Vulnerable to Blasts/Templates" USRs all do not have asterisks. What happens when units with these abilities contain or are joined by models that do not share them?
A: These USRs are automatically conferred upon any models that become part of the unit for any reason. A character that has one of these USRs who joins or becomes part of a unit loses them while he remains part of the unit [rules change].

RB.74.05 – Q: Are the "Feel No Pain", "Furious Charge", "Preferred Enemy", "Skilled Rider", "Slow and Purposeful", "Tank Hunters" and "True Grit" USRs conferred to models that join or become part of the unit?
A: No, these USRs apply only to the models in the unit that actually have them [clarification].

RB.74A.01 – Q: The ATSKNF USR states that Space Marines automatically pass "Morale tests to regroup. However, a test to regroup isn't a Morale test and what about non-Space Marine units that have ATSKNF?
A: The reference to a "Morale test" is in error; it should read: "tests to regroup" instead [rules change]. Also, any unit that has ATSKNF fully benefits from it, not just Space Marines [rules change].
Ref: BT.22A.01, RB.74A.02, SM.21A.01

RB.74A.02 – Q: When a unit with ATSKNF regroups at the start of a turn does it get to consolidate as well as make its normal move?
A: No, a unit with ATSKNF that regroups at the start of the turn does not get the normal consolidation move for regrouping [rules change].
Ref: BA.05A.01, BT.22A.01, DA.23A.01, RB.74A.01, SM.21A.01

+RB.74E.01 – Q: Can a model Fleet on a turn they aren't allowed to shoot or on an opponent's turn?
A: Models may not use Fleet in their opponent's turn and turns when they are prohibited from firing [rules change].

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

RB.74G.01 – Q: The Hit & Run USR states it is performed at the "end of the Close Combat phase". Should that actually read: "the Assault phase"? And does that mean a unit can wipe out its opponents, consolidate into a fresh enemy unit and then perform a Hit & Run move at the end of the phase?
A: Hit & Run moves are resolved immediately after Step 5 (Breaking-off and consolidation) of the combat the unit fought in. A unit that consolidates into a new close combat may not immediately use Hit & Run [rules change].
Ref: RB.44B.02

+RB.74G.02 – Q: If two units locked in combat with each other both have the Hit & Run USR, how is that situation handled?
A: The player whose turn it is decides first if he will utilize Hit & Run and if so moves his models. The opposing player may then use his Hit & Run ability even if the first player's move means his models are no longer locked in combat [clarification].

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

RB.76A.01 – Q: Do psychic abilities benefit from the Tank Hunters USR?
A: Any psychic ability that has a Strength value benefits from Tank Hunters [RAW].

RB.76C.01 – Q: Is the invulnerable save provided by the Turbo-Boosters USR in addition to the model's normal Armor save or does it replace it?
A: It temporarily replaces the models normal Armor save [RAW].

MIXED ARMOR (PAGE 76)

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

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

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

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

A: They must be further divided within the Armor save type by using the standard Mixed Armor procedure, but treat differing Invulnerable saves (or Invulnerable saves that are better than the unit's cover save) as different save "types" for this allocation. The player may choose which invulnerable save type to begin allocating wounds to [rules change].

Example: Two Space Marine Terminators (2+ Armor save / 5+ Invulnerable save) are joined by a Chaplain in Terminator armor (2+ Armor save / 4+ Invulnerable save). The unit suffers 5 Plasma gun wounds (AP2) and 5 Bolter wounds (AP5). The owning player chooses to allocate the first Plasma wound to the Chaplain, he then must allocate two Plasma wounds to the regular Terminators, and 'wrapping around' the Chaplain receives another Plasma wound as do the regular Terminators. The Chaplain must then make two 4+ Invulnerable saving throws while the regular Terminators make three at 5+. After the Invulnerable saving throws are resolved, the Bolter wounds are then taken against the unit's regular 2+ armor save.

Ref: RB.25.03

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

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

Ref: RB.26.03

ORGANIZING A BATTLE: DEPLOY FORCES (PAGE 81)

+RB.81A.01 – Q: If a single Force Organization choice is made up of several units (such as an Imperial Guard Platoon) and some of the units can Infiltrate/Deep Strike/etc, can those abilities be utilized or must the entire choice be deployed at the same time?
A: Units with a special deployment ability may utilize it even if this will cause them to be deployed at a different time from the rest of their Force Organization choice. When any element of the Force Org choice is deployed (or held in reserve) the player must declare how the different elements of the force organization choice will be deploying/entering the battle [clarification].

RB.81A.02 – Q: When the mission says that units may not be deployed within 18" inches of the enemy. Does that mean they can be *exactly* 18" away or that they must be set up *more than* 18" away from each other?
A: Models must be set up *more than* the distance specified apart from each other. Meaning, for example, models that are able to move 12" and assault 6" would be unable to charge on the very first player turn [clarification].

RB.81A.03 – 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, 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 [rules change].
Ref: GEN.02

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

RB.84C.01 – Q: When units are arriving via Deep Strike, Summoning or Drop Pod, are all Reserve rolls completed before deploying any units?
A: All of a player's Reserves are rolled for before placing any of them on the table. After this, the player places a single Deep Striking, Summoned or Drop Podding unit on the board, resolves its potential scatter, and then repeats the process. All Deep Strike, Summoned and Drop Pod units must be deployed before any units arriving normally from Reserves [rules change].
Ref: RB.14.01B, RB.84I.01

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

+RB.84C.03 – When a vehicle Deep Strikes, how far (if at all) is it considered to have moved?
A: Unless specified otherwise, Deep Striking vehicles count as having moved, but less than 6" [clarification]. Space Marine Landspeeders (of all varieties) are an exception that count as having moved over 12" as are DE vehicles with Screaming Jets (which count as having moved between 6-12").

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

RB.84E.01 – Q: May a player choose to hold his "infantry" units in Reserve when the Escalation special rule is in effect?
A: No, units without a special rule allowing them to start in Reserve must be deployed. The only exceptions are units (and Independent Characters) embarked on a transport. See RB.84I.05&06 for details [rules change].

RB.84E.02 – Q: If a single Force Organization choice is made up of several units (such as an Imperial Guard Platoon) and some of those units are not "infantry", in Escalation must the entire choice be held in Reserve?
A: No, just the units that are not infantry (or that have a dedicated transport) must be held in Reserve [clarification].

RB.84E.03 – Q: If infantry and non-infantry models are part of a single unit (A Hive Tyrant w/ Tyrant Guard for example), in Escalation must this unit be held in Reserve?
A: Yes. [clarification].
Ref: NEC.20A.01, TYR.35.01

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

RB.84I.01 – Q: For Reserves, do I roll for one unit, and if successful, place it on the table before rolling for the next unit? Am I allowed to move my units that are already on the table before moving my Reserves on?
A: All of a player's Reserves are rolled for before placing any of them on the table. If applicable, all Deep Strike, Summoned and Drop Pod units are deployed first. Units arriving normally from Reserve may then be moved on in any order the player chooses. All Reserves movement must be completed before the player starts moving units that were already on the table [rules change].
Ref: *RB.14.01B*, *RB.84C.01*

RB.84I.02 – Q: If there is no room to place models moving onto the table from Reserves without placing them within 1″ of an enemy model or on top of friendly models, what happens?
A: Any models that cannot fit on the table play no further part in the game and count as destroyed [rules change].
Ref: *IAA.66.04*

RB.84I.03 – Q: When Reserves arrive, what exactly is the "deployment zone board edge" they move on from?
A: Any part of a board edge that makes up a player's deployment zone. For example in "Secure and Control" Reserves could move on anywhere from the player's long board edge and from either small board edge up to 12 inches away from their long board edge [RAW].
Ref: *RB.48B.01*

RB.84I.04 – Q: Do special rules for models in Reserve still affect the game? Are models in Reserve vulnerable to special rules that affect all models?
A: Models off the table have no effect on the game unless a rule specifies otherwise [rules change]. Conversely, models off the table are not affected by any rule unless specified that it affects models off the table [rules change].

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

RB.84I.05 – Q: The GW online rulebook FAQ says that ICs in Reserve arriving at the same time as other units may join them before moving onto the table. But the Escalation rules don't allow ICs to start in Reserve! Is there any way my characters are allowed to start in Reserve and enter play in a vehicle (like a Drop Pod)?
A: Moving forward towards 5th edition, unless a mission's deployment rules specifically state otherwise, anytime an embarked unit starts the game in Reserve, players are allowed to join any applicable IC to the embarked unit (not exceeding the normal capacity rules of the transport, of course!) instead of deploying them normally. Only a single Reserves roll is then made each turn to see if the embarked unit and attached IC arrive. It must be made abundantly clear to your opponent which unit the IC is arriving with and when they do arrive they must enter play embarked together [rules change].
Ref: *BA.26C.03*, *BT.22B.01*, *BT.31.02*, *DA.35B.04*, *RB84E.01*, *RB.84I.06*, *SM.21C.04*

RB.84I.06 – Q: What about non-dedicated transports? Am I allowed to designate a unit and attached ICs that will arrive from Reserves onboard?
A: Moving forward towards 5th edition, unless a mission's deployment rules specify state otherwise, anytime a non-dedicated transport starts the game in Reserve, players are allowed to nominate a unit that will begin the game embarked aboard the vehicle in Reserves instead of deploying normally. ICs may also be joined to this embarked unit although they all must still abide by the transport's capacity rules. Only a single Reserves roll is then made each turn to see if the transport, embarked unit and any joined ICs arrive. It must be made abundantly clear to your opponent what models are arriving together and when they do arrive they must enter play embarked together [rules change].
Ref: *RB.62.01*, *RB84E.01*, *RB.84I.05*

RB.84I.07 – Q: What happens to units in Reserve that never arrive on the table the whole game?
A: Unless specified otherwise, units off the table at the end of the game count as destroyed and give full Victory Points to your opponent [rules change]. This rule does not apply to 'Type: Flyer' vehicles and units embarked on transports (that are on the table) at the end of the game.
Ref: *RB.85.03*

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

RB.85.01 – Q: The GW online Space Marine Codex FAQ says that Drop Pods automatically give up Victory Points at the end of the game for being Immobile. Does this principle apply to all 'type: Immobile' vehicles?
A: Unless specified otherwise in their rules, yes [RAW].
Ref: APOC.GEN.05, IA3.GEN.01

+RB.85.02A – Q: For Victory Point purposes, does an Independent Character with accompanying Wargear models count as being wounded if his Wargear models are killed during the game?
A: Unless specified otherwise, no. Only the status of the actual Independent Character model at the end of the game matters for Victory Point purposes [RAW].

RB.85.02B – Q: Do an Independent Character's accompanying Wargear models count as a scoring unit?
A: Unless specified otherwise, no. However, if an Independent Character is normally a scoring unit then the presence of Wargear models doesn't change this fact; only the status of the actual character model at the end of the game matters [rules change].

RB.85.02C – Q: Do attached characters and/or Wargear models that are permanently part of a unit count towards the "starting strength" of the unit for Victory Point and Scoring status?
A: Independent characters (and their wargear models) are counted separately from any unit they are part of at the end of the game for Victory Point and scoring unit status. With any other type of attached model (such as an IG Commissar or a Hive Tyrant with Tyrant Guard) he and his Wargear models, *would* count towards the unit's starting strength for Victory Point and Scoring status at the end of the game [RAW].

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

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

RB.85.03 – Q: Do Vehicles that end the game off the table give up Victory Points?
A: Unless specified otherwise, units off the table at the end of the game count as destroyed and give full Victory Points to your opponent [rules change]. This rule does not apply to 'Type: Flyer' vehicles and units embarked on transports (that are on the table) at the end of the game.
Ref: RB.62.01, RB.84I.07

HOBBY SECTION: SPECIAL MISSIONS (PAGES 190-191)

RB.190B.01 – Q: Where do Reserves enter play from in the "Rescue" special mission?
A: When available, reserves move on from the player's deployment zone board edge [rules change].

HOBBY SECTION: BATTLE MISSIONS (PAGES 193-195)

RB.193C.01 – Q: Are units recycled back into play using the "Sustained Assault" special rule worth Victory Points each time they are destroyed or just the first time?
A: Each time a unit enters play it is worth separate Victory Points for being damaged, destroyed, etc [rules change].

EXISTING UNIT TYPES (PAGE 264)

RB.264.01 – Q: Is the list of unit classifications in the back of the rulebook still valid?
A: It is for all codices published before the 4th edition rulebook and for the 4th edition Space Marine, Black Templar & Tyranid codices. The Tyranid listing is amended with the following [rules change]:

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

Ref: TYR.GEN.01

MULTIPLE CODICES QUERIES (MCO)

This section contains Q&As for common issues found in multiple codices, usually between the various Space Marine codices, the Inquisitorial codices and the Imperial Guard codex.

MCO.01A – Q: Can a model/unit with an Auspex/Surveyor fire at *every* infiltrating unit within 4D6″, or just one?
A: A model/unit with an Auspex/Surveyor waits until all infiltrators have been set up, rolls 4D6″ once, and may then fire once at each enemy unit within this distance (provided they are also within range and line of sight). If both sides have units with Auspexes/Surveyors, randomly determine which player fires his units first [rules change].
Ref: BT.27C.01, DH.16C.01, IG.35N.01, SM.23C.01, WH.20A.01

MCO.01B – Q: Is the shooting granted by an Auspex/Surveyor subject to the Night Fighting rules?
A: If applicable, roll for Dusk & Dawn before resolving Auspex/Surveyor shooting [rules change]. If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6″ Auspex/Surveyor distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired upon [RAW].
Ref: BT.27C.01, DH.16C.01, IG.35N.01, SM.23C.01, WH.20A.01

MCO.01C – Q: Can a Psyker who is allowed to shoot due to an Auspex/Surveyor, use his psychic abilities instead?
A: Only if the psychic ability is normally used instead of shooting *and* it directly targets a single enemy unit [rules change]. The psyker may use his abilities against each enemy unit he shoots at (even with the same ability), but he must pass a separate psychic test (if applicable) each time.
Ref: BT.27C.01, DH.16C.01, IG.35N.01, RB.52.02, SM.23C.01, WH.20A.01

MCO.01D – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex/Surveyor shooting? If so, how many times may it be used?
A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].
Ref: BT.27C.01, DH.16C.01, IG.35N.01, SM.23C.01, WH.20A.01

MCO.02A – Q: Many weapons in codices are not defined as being either single or two-handed. How should those weapons be treated; especially in close combat?
A: Any weapon called an "axe", "sword", "pistol", "close combat weapon" or that gives the model a special close combat attack, counts as a single-handed weapon unless specifically designated as two-handed. All other weapons are considered two-handed unless specifically designated as single-handed [rules change].
Ref: RB.40.01A

MCO.02B – Q: Does the limitation on characters having no more than two weapons (and only one of these being a two-handed weapon) apply to all models in the game or just to characters that have access to their codex's armory?
A: Unless specified otherwise, all models may only have two weapons; only one of which may be a two-handed weapon [rules change]. Models that come equipped standard with a number of weapons that exceed this limitation are, of course, allowed to keep all of them. Bike-mounted weaponry does not count against this limitation.
Ref: ELD.60A.02

MCO.02C – Q: When a model is equipped with a weapon (either as an option from its codex entry or picked from the armory) does the new weapon replace a weapon the model was already equipped with, or does the model get to retain both weapons?
A: Unless specified otherwise, all weapon options in a unit's codex entry are assumed to replace a model's existing weapon of the same type (single or two-handed). If the model has multiple weapons of the same type, the player may choose which weapon is replaced [rules change].

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

MCO.03 – Q: Can bodyguard/retinue units be taken as a unit on their own without taking the accompanying character? Can dedicated Transport vehicles be taken on their own without an associated unit?
A: Bodyguard/retinue type units may only be fielded when accompanying a character unless their codex entry explicitly states otherwise. Similarly, any vehicle marked as a Transport may only be taken with an accompanying unit unless their codex entry explicitly states otherwise [rules change].
Ref: *BT.32.01/BT.33.01*, *SM.29.01/SM.30.01*, *TAU.36B.01*

MCO.04 – 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, army specific special rules apply only to models belonging to that player's particular army [rules change]. In multiplayer games, if all players agree, army specific special rules also apply to their teammates' models provided they are using the same army type.

MCO.05 – Q: Can two of the same special character be taken in a single army?
A: Unless specified otherwise, all special characters are assumed to have a '0-1' restriction on them [rules change].

MCO.06 – Q: Some models/units have a rule which requires them to charge if possible in the Assault phase. Can such a model/unit shoot with rapid fire weapons (or another type of weapon) if it will restrict them from charging?
A: When a player wishes to fire with such a unit, measure to see if they are within charge range of any enemy. If so, they may not fire a weapon type that would restrict them from charging [rules change].

MCO.07 – Q: Can a Psychic Hood block a force weapon's instant death ability?
A: Yes [clarification].
Ref: *BA.06T.01*, *DA.38.01*, *DH.18G.01*, *SM.24D.01*, *WH.22I.01*

MCO.08A – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons? Can they assault after firing a rapid fire weapon?
A: Yes [rules change]. See RB.29.01 for more details.
Ref: *BA.06AD.01*, *BT.28A.01*, *CSM.86B.01*, *DA.53D.01*, *DH.19A.01*, *SM.25C.02*

MCO.08B – Q: The GW online SM FAQ states that any model in Terminator Armor may Deep Strike even if the mission doesn't normally allow it. Does this apply to any other codices?
A: This ruling only applies to Terminators taken from the Space Marine, Black Templar, Dark Angels and Blood Angels codices along with any Marine Terminators whose rules refer back to the basic Space Marine codex [GW FAQ overrule].
Ref: *BT.28A.01*, *DH.19A.01*, *SM.25C.02*

MCO.08C – Q: If a Terminator model is part of a unit that contains models that cannot Deep Strike, can he still do so?
A: No [GW FAQ overrule].
Ref: *BT.28A.01*, *DH.19A.01*, *SM.25C.02*

ARMORED COMPANY QUERIES (ACo); [CA: PDF download]

You can download the Armored Company Chapter Approved army list here:
http://us.games-workshop.com/games/40k/imperialguard/gaming/ac_rules/assets/ac_rules.pdf

ARMORED COMPANY GENERAL QUESTIONS

ACo.GEN.01 – Q: Can an Armored Company take Deamonhunter, Witch Hunter or Kroot Mercenary allies?
A: Armored Company units may never be allies in another army [rules change]. Armored Companies may take Daemonhunter or Witch Hunter allies, however only units that have dedicated transports are allowed, meaning Kroot Mercenary units may not be taken [rules change].

BLACK TEMPLARS CODEX QUERIES (BT)

Don't forget to check out the official Black Templars FAQ here:
http://uk.games-workshop.com/news/errata/assets/40k/BlackTemplarsFAQ.pdf

BLACK TEMPLARS SPECIAL RULES (page 22)

BT.22A.01 – For questions regarding ATSKNF, refer to RB.74A.01-02 & SM.21A.01.

BT.22B.01 – For questions regarding Drop Pod Assault, refer to SM.21C.01-02 & SM.21C.04.
Ref: RB.84I.05

VOWS OF THE BLACK TEMPLARS (pages 24-25)

BT.25A.01 – Q: Can persistent Psychic abilities (such as Psychic Scream or Veil of Tears) be nullified by 'Abhor the Witch, Destroy the Witch'?
A: No. See RB.52.07.

BT.25A.02 – 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 term?
A: See RB.52.08.

BT.25A.03 – Q: The 'Abhor the Witch, Destroy the Witch' vow gives all Templars immunity from "Minor" Psychic powers. What exactly does this mean?
A: Ignore this rule. There are currently no official "Minor" psychic powers in the game [clarification].
Ref: RB.52.09

BLACK TEMPLARS ARMOURY (pages 26-29)

BT.27C.01 – For questions regarding the Auspex, refer to MCO.1A-D.

BT.28A.01 – For questions regarding Terminator Armor refer to SM.25C.01 & MCO.08A-C.

BT.28E.01/BT.28L.01 – Q: Can a model be equipped with both a Space Marine Bike and a Jump Pack?
A: One or the other. See SM.24A.01/SM.24J.01.

BT.29I.01 – For questions regarding the Power of the Machine Spirit refer to SM.25J.01-02.

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

BT.31.02 – Q: Can the Emperor's Champion ever ride in a Drop Pod?
A: Yes, the Emperor's Champion may join any unit arriving via Drop Pod provided the Pod has space for him to fit [rules change]. See: RB.84I.05 for more details.
Ref: BA.26C.03, DA.35B.04, SM.21C.04

BT.32.01/BT.33.01 – Q: Can a Command Squad or Sword Brethren Terminator Command Squad be taken as an HQ choice without an accompanying character leading it?
A: No, see MCO.03.

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

BT.36.01 – For questions regarding Techmarines refer to SM.33.01.

BLACK TEMPLARS ARMY LIST: TRANSPORTS (page 38)

BT.38C.01 – For questions regarding Drop Pods refer to SM.21C.04 & SM.35C.01.

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

BT.42A.01/BT.42B.01 – 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].

Ref: SM.40A.01/SM.40B.01

BLOOD ANGELS CODEX QUERIES (BA) [CA: PDF download]

All page numbers are taken from the official Blood Angel codex download found here:
http://us.games-workshop.com/games/40k/bloodangels/gaming/codex/assets/codexbloodangels.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 – For questions regarding ATSKNF, refer to RB.74A.02 & SM.21A.01.

BA.05B.01 – Q: If a unit equipped with a transport vehicle is split into combat squads can either combat squad use the vehicle?
A: Either combat squad may embark on it, but not both at once [RAW].
Ref: DA.23D.01

BA.05C.01 – Q: Can a vehicle with Over-Charged Engines use them the turn it arrives from Reserves?
A: Yes, but if the engine stalls the vehicle does not arrive this turn. It will automatically arrive next turn unless its engine stalls again [rules change].

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

BA.06.01 – Q: Are the wargear rules presented on page 6 complete?
A: No, it is a summary of rules. Refer to items of the same name in the Dark Angels codex for the full rules [rules change].

BA.06S.01 – For questions regarding the power of the Machine Spirit see: SM.25J.01 & 02.

BA.06T.01 – Q: Can a Psychic Hood block a force weapon's instant death ability?
A: Yes [clarification].
Ref: MCO.07

BA.06AD.01 – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons?
A: Yes [rules change]. See RB.29.01 for more details.
Ref: MCO.08A

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

BA.08B.01 – Q: If other friendly models (besides the Librarian) attack transfixed models do their attacks automatically hit?
A: Yes, but the transfixed model is treated as a separate unit in close combat as described in the GW Blood Angel FAQ [clarification].

BA.08B.02 – Q: What happens if Transfixed models are attacked by enemies with rending weapons?
A: Roll the attacker's 'to hit' dice anyway to determine if any rending attacks are inflicted. Any failed 'to hit' rolls still count as standard hits in this case [rules change].
Ref: ELD.46.01C/ELD.47.01C

BA.08B.03 – Q: Do any Blood Angels psychic powers follow the shooting rules in any way?
A: No, see RB.52.02 for more details [rules change].

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

BA.26B.01 – Q: Can a unit containing more than six models be equipped with a Razorback transport?
A: Yes, but if the unit is not split via the 'Combat Squads' rule it will then be unable to embark on the vehicle until it is reduced to six models or less [RAW]. Note that this will be the case in any mission where the unit must start in Reserve (such as missions using the 'Escalation' special rule).
Ref: DA.32B.01

BA.26C.01 – Q: Can Blood Angel drop pods be used in any mission type?
A: Yes [RAW].
Ref: DA.35B.01

BA.26C.02 – Q: How are the weapons mounted on a Drop Pod?
A: See: SM.35C.01.

BA.26C.03 – Q: Can Blood Angel ICs ever arrive to the battle via Drop Pod?
A: Yes, BA ICs may join any unit arriving via Drop Pod provided the Pod have space for them to fit [rules change]. See: RB.84I.05 for more details.
Ref: BT.31.02, DA.35B.04, SM.21C.04

BA.26C.04 – Q: Do Inquisitorial Mystics allow "free shots" at units arriving by Drop Pod?
A: Yes. The shooting is resolved after the Drop Pod lands and the passengers disembark. Either the Drop Pod or the disembarked unit may be the targeted, but not both [rules change].
Ref: DA.35B.05, DH.15C.01, SM.21C.02

FORCES OF CHAOS: MARKS OF CHAOS (Page 25)

CSM.25B.01 – Q: Do bike models with the Mark of Tzeentch gain +1 to the invulnerable save provided by turbo-boosting?
A: Yes [clarification].

FORCES OF CHAOS: DAEMON PRINCE (Page 32)

CSM.32.01 – Q: Can a Daemon Prince with the Mark of Tzeentch use two different psychic powers in the same Shooting Phase that both count as firing weapon?
A: No [clarification].
Ref: RB.52.05

FORCES OF CHAOS: CHAOS RHINO (Page 42)

CSM.42.01 – Q: How many embarked models may fire out of the Chaos Rhino's Fire Point?
A: Two models may fire out of the top hatch [rules change].

FORCES OF CHAOS: CHAOS LAND RAIDER (Page44)

CSM.44.01 – Q: Does a Chaos Land Raider count as a scoring unit when taken as a dedicated transport?
A: Yes [rules change].
Ref: DH.32A.01/DH.32B.01

FORCES OF CHAOS: KHARN THE BETRAYER (Page 48)

CSM.48.01 – Q: Does Kharn hit vehicles without a WS on a 2+, including vehicles that didn't move?
A: Yes [RAW].

CSM.48.02 –Q: Does Kharn's "Blessing of the Blood God" ignore persistent psychic abilities (like Psychic Scream or Veil of Tears)?
A: Yes. The psychic ability still functions, however Kharn (and any unit he is joined to) simply ignores any and all effects of the ability [rules change]. Units joined to Kharn gain no additional protection against Force weapon attacks directed at the unit instead of Kharn.
Ref: APOC.91D.02, DH.18C.01, ELD.28B.01, ELD.49A.01, RB.52.07, TYR.31B.01

FORCES OF CHAOS: AHRIMAN (Pages 50-51)

CSM.51.01 – Q: Can Ahriman use the same power 3 times during the same turn?
A: No, he may only use three *different* powers in the same turn [rules change].

FORCES OF CHAOS: LUCIUS THE ETERNAL (Page 54)

CSM.54.01 – Q: Do wounds caused by the 'Armour of Shrieking Souls' count towards combat resolution? Can they affect vehicles with a WS?
A: Yes, wounds caused by the armor count towards combat resolution and vehicles with a WS are hit on their front armor value [RAW].

CSM.54.02 – Q: Do 'No Retreat!' wounds saved by Lucius inflict a hit on enemy units?
A: No, since 'No Retreat' wounds are not caused by any particular enemy unit [clarification].

FORCES OF CHAOS: TYPHUS (Page 55)

CSM.54.01 – Q: What do Blight Grenades do for Typhus (since he's not a "Plague Marine")?
A: Units charging him do not gain the +1 Attack bonus for charging [rules change].

CSM.54.02 – Q: Does Typhus's Manreaper cause wounds on a 4+ regardless of Toughness?
A: Yes [clarification].

CSM.54.03 – Q: Can Typhus use his Force weapon ability on multiple models in the same assault phase?
A: Yes, but note that the instant-kill ability is not tested for until *after* all wounds inflicted by Typhus are allocated to enemy models [RAW].

CSM.54.04 – Q: How does the Manreaper function against Kharn's "Blessing of the Blood God"?
A: Only the instant-kill ability of the Manreaper is lost when directing attacks against Kharn [clarification].

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 friendly models, impassable terrain or enemy models 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 [rules change].

CSM.61A.02 – Q: May a Pinned model be possessed by a Greater Demon? If yes, does the Greater Daemon count as being Pinned that turn?
A: Yes, a Pinned model may be possessed. If so, the Greater Demon does *not* count as Pinned [RAW].

CHAOS SPACE MARINES CODEX QUERIES (CSM)

WARGEAR: ICONS OF CHAOS (Page 81)

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

WARGEAR: CLOSE COMBAT WEAPONS (Page 84)

CSM.84B.01 – Q: Are Khornate Chainaxes Heavy Close Combat weapons as described on page 46 of the rulebook?
A: No, they are regular 'Close Combat Weapons' now [RAW].

WARGEAR: SPECIAL EQUIPMENT (Page 85)

CSM.85H.01 – Q: Does taking 'Wings' classify a model as Jump Infantry?
A: Non-Monstrous creatures who take Wings are classified as Jump Infantry [rules change].

WARGEAR: ARMOUR (Page 86)

CSM.86B.01 – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons?
A: Yes [rules change]. See MCO.08A for more details.

WARGEAR: PSYCHIC POWERS (Page 88)

CSM.88.01 – Q: Which Chaos psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

CSM.88E.01 – Q: Can the Lash of Submission affect a unit in close combat?
A: No [clarification].

CSM.88E.02 – Q: Can the Lash of Submission be used to make a unit break coherency? Can it be used to bunch all the models in a unit into a clump?
A: No. A specific direction must be chosen and all models in the unit must be moved the full distance in that direction (maintaining roughly the same formation they had when they started). Models will halt their movement if they encounter impassable terrain or friendly models. If they encounter the enemy, they will halt their movement so they do not come within 1″ of them [rules change].

DAEMONHUNTERS CODEX QUERIES (DH)

Don't forget to check out the official Daemonhunters FAQ here:
http://us.games-workshop.com/games/40k/daemonhunters/gaming/FAQ/assets/daemonhunters_faq_v4-0.pdf

GREY KNIGHTS SPECIAL RULES (page 8)

DH.08D.01 – Q: The Aegis gives all Grey Knights immunity from Minor Psychic powers. What exactly does this mean?
A: See RB.52.09.

GREY KNIGHTS SPECIAL RULES (page 8)

DH.12.01 – Q: Which Daemonhunter psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

INQUISITORIAL HENCHMEN (pages 13-15)

DH.15C.01 – Q: Do Inquisitorial Mystics allow "free shots" at units arriving by Drop Pod?
A: Yes. The shooting is resolved after the Drop Pod lands and the passengers disembark. Either the Drop Pod or the disembarked unit may be the targeted, but not both [rules change].
Ref: BA.26C.04, DA.35B.05, SM.21C.02

DAEMONHUNTERS ARMOURY (pages 16-19)

DH.16C.01 – For questions regarding the Auspex, refer to MCO.1A-D.

DH.18C.01 – Q: Does a unit with a Null Rod ignore persistent psychic abilities (like Psychic Scream or Veil of Tears)?
A: Yes. The psychic ability still functions, however the unit with the Null Rod simply ignores any and all effects of the ability [RAW].
Ref: APOC.91D.02, CSM.48.02, ELD.28B.01, ELD.49A.01, RB.52.07, TYR.31B.01

DH.18E.01 – Q: Do Psycannons ignore cover saves?
A: No, just invulnerable saves [rules change].

DH.18G.01 – Q: Can a Psychic Hood block a force weapon's instant death ability?
A: Yes [clarification].
Ref: MCO.07

DH.19A.01 – For questions regarding Terminator refer to MCO.08A-C.

USING DAEMONHUNTERS WITH OTHER ARMY LISTS (page 21)

DH.21F.01 – Q: Can Daemonhunters be taken as allies in an army that also has Witch Hunter allies?
A: Yes, Daemonhunter and Witch Hunter units may both be taken as allies in the same army [GW DH FAQ overrule].
Ref: WH.25F.01

DAEMONHUNTERS CODEX QUERIES (DH)

DAEMONHUNTERS ARMY LIST: ELITES (pages 24-28)

DH.26A.01 – Q: Can a Daemonhunter Assassin be taken as an ally in an army that only has a Witch Hunters Inquisitor (or vice versa)?
A: An Assassin may only be taken in an army that has an Inquisitor from the same codex [rules change].
Ref: WH.30A.01

+DH.26B.01 – Q: Can a Vindicare Assassin target a model locked in close combat?
A: A Vindicare may target a model locked in close combat, however his LOS must not pass through any *other* models locked in combat [RAW].
Ref: WH.32A.01

DH.28A.01 – Q: Does the Callidus Assassin's Neural Shredder count as a single or two-handed weapon?
A: Single-handed [rules change].
Ref: WH.31A.01

DH.28A.02 – Q: If a Callidus disengages from close combat at the start of her Assault phase can she then declare a charge against an enemy unit?
A: Yes. Conversely, if it is her opponent's Assault phase and the enemy unit she was fighting is left unengaged it is then free to declare a charge [RAW].
Ref: WH.31A.02

DH.28A.03 – Q: Can a Neural Shredder cause instant death?
A: Yes, but only when the weapon's Strength of 8 is double or more the target's Ld value (Ld 4 or less) [rules change].
Ref: WH.31A.03

DH.28B.01 – Q: Can the Eversor charge in the Assault phase after firing its pistol?
A: Yes [rules change].
Ref: WH.31B.01

INDUCTED ALLIED UNITS (pages 30-31)

DH.31.01 – Q: Can a Daemonhunter army include two inducted Land Speeder squadrons provided one of them is made up entirely of Land Speeder Tornados?
A: Ignore the reference to "0-1 Space Marine Land Speeder Tornado" on page 31, only a single inducted Land Speeder squadron may be taken [rules change].

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

DH.32A.01/DH.32B.01 – Q: Do DH Land Raiders/Crusaders have the 'Power of the Machine Spirit' upgrade from the Space Marine codex? Does a DH Crusader keep its 'Hurricane Bolter' special rules?
A: DH Land Raiders and Crusaders use the rules presented in the Space Marine codex although they maintain the points cost listed in the DH codex [RAW]. They also always count as a scoring unit [rules change].
Ref: CSM.44.01, WGB.GEN.01

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

DA.23A.01 – For questions regarding ATSKNF, refer to RB.74A.02 & SM.21A.01.

DA.23D.01 – Q: If a unit equipped with a transport vehicle is split into combat squads can either combat squad use the vehicle?
A: Either combat squad may embark on it, but not both at once [RAW].
Ref: BA.05B.01

FORCES OF THE DARK ANGELS: RAZORBACKS (page 32)

DA.32B.01 – Q: Can a unit containing more than six models be equipped with a Razorback transport?
A: Yes, but if the unit is not split via the 'Combat Squads' rule it will then be unable to embark on the vehicle until it is reduced to six models or less [RAW]. Note that this will be the case in any mission where the unit must start in Reserve (such as missions using the 'Escalation' special rule).
Ref: BA.26B.01

FORCES OF THE DARK ANGELS: WHIRLWINDS (page 33)

DA.33B.01 – Q: When exactly is a Whirlwind's Missile type decided upon before a game?
A: When the Whirlwind is deployed on the table, the player must declare what missile type it will be using for the game [rules change].
Ref: SM.39B.01

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

DA.34.01 – For questions regarding the power of the Machine Spirit see: SM.25J.01 & 02.

DARK ANGELS CODEX QUERIES (DA)

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

DA.35B.01 – Q: Can Dark Angel drop pods be used in any mission type?
A: Yes [RAW].
Ref: BA.26C.01

DA.35B.02 – Q: Can models disembarking from a Drop Pod assault on the same turn?
A: No [rules change].

DA.35B.03 – Q: How are the weapons mounted on a Drop Pod?
A: See: SM.35C.01.

DA.35B.04 – Q: Can Dark Angel ICs ever arrive to the battle via Drop Pod?
A: Yes, DA ICs may join any unit arriving via Drop Pod provided the Pod has space for them to fit [rules change]. See: RB.84I.05 for more details.
Ref: BA.26C.03, BT.31.02, SM.21C.04

DA.35B.05 – Q: Do Inquisitorial Mystics allow "free shots" at units arriving by Drop Pod?
A: Yes. The shooting is resolved after the Drop Pod lands and the passengers disembark. Either the Drop Pod or the disembarked unit may be the targeted, but not both [rules change].
Ref: BA.26C.04, DH.15C.01, SM.21C.02

FORCES OF THE DARK ANGELS: LIBRARIANS (pages 38-39)

DA.38.01 – Q: Can a Psychic Hood block a force weapon's instant death ability?
A: Yes [clarification].
Ref: MCO.07

DA.39.01 – Q: Which Dark Angels psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

WARGEAR: ARMOUR (page 53)

DA.53D.01 – Q: Do models in Terminator Armor always count as stationary when firing rapid fire weapons?
A: Yes [rules change]. See RB.29.01 for more details.
Ref: MCO.08A

Don't forget to check out the official Dark Eldar FAQ here:
http://us.games-workshop.com/games/40k/darkeldar/gaming/FAQ/assets/dark_eldar_faq_v4-0.pdf

DARK ELDAR SPECIAL RULES (page 4)

DE.04A.01 – Q: Can a character on a Skyboard "Fleet"?
A: No [rules change].

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

DE.09A.01 – Q: When Wyches attack an enemy (who has a Strength lower than 6) in close combat, is the enemy's WS halved because of their Wych Weapons?
A: Only when the enemy is attacking does their WS count as halved [GW FAQ overrule].

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

+DE.09A.02 – Q: When Wyches roll a '4' for their combat drugs do they then always strike first in combat regardless of any other factors? And on a roll of '1', what exactly is a "pursuit" move?
A: Yes they always strike first [RAW]. Ignore the reference to a "pursuit" move as it refers to rules no longer in use [rules change].
Ref: DE.11A.01, DE.11B.01, DE.14C.01

DARK ELDAR ARMY LIST: FAST ATTACK (page 11)

+DE.11A.01 – Q: When Reavers roll a '4' for their combat drugs do they then always strike first in combat regardless of any other factors?
A: Yes they always strike first [RAW].
Ref: DE.09A.02, DE.11B.01, DE.14C.01

+DE.11B.01 – Q: When Hellions roll a '4' for their combat drugs do they then always strike first in combat regardless of any other factors?
A: Yes they always strike first [RAW].
Ref: DE.09A.02, DE.11A.01, DE.14C.0

DARK ELDAR WARGEAR (pages 14-15)

+DE.14C.01 – Q: Is a DE character with combat drugs really able to always strike first in combat regardless of any other factors? And what exactly is the reference to a "pursuit" move about?
A: Yes if they choose that option they always strike first regardless of other factors [RAW]. Ignore the reference to a "pursuit" move as it refers to rules no longer in use [rules change].
Ref: DE.09A.02, DE.11A.01, DE.11B.01

DE.14K.01 – Q: Can a Character on a Skyboard use Combat Drugs to charge 12"?
A: The 12" charge option may not be used by models on a Skyboard [rules change].

+DE.14P.01 – Q: Does a Reaver Jetbike count as an "Eldar Jetbike" for being able to move 6" in the Assault phase even when not charging?
A: Yes, this was clarified in the Wargear Book supplement [RAW].

DE.14P.02 – Q: Does a Jetbike chosen for a character come with a bike mounted Splinter Rifle?
A: Yes [rules change].

+DE.15H.01 – Q: Do models affected by the Goblet of Spite always hit vehicles (including skimmers) on a 'to hit' roll of '3+'? Does this include when they are attacking a mobile walker with Haywire Grenades?
A: Yes and yes [RAW].

DE.15H.01 – Q: If an active Webway Portal is completely surrounded by enemy models can Skimmer vehicles still enter play through it?
A: Yes, as they may pass over enemy models [RAW].

DARK ELDAR SPECIAL CHARACERS (pages 36-41)

DE.39.01 – Q: Does Lelith Hesperax gain the advantages of the combat drugs her retinue has?
A: Yes [RAW].

You can download the Deathwatch Kill-Team Chapter Approved rules here:
http://us.games-workshop.com/games/40k/spacemarines/gaming/deathwatch/assets/deathwatch.pdf

DEATHWATCH KILL-TEAM GENERAL QUERIES (pages 1-2)

+DW.01.01 – Q: When a model in a Space Marine army is upgraded to a Deathwatch Veteran do they gain the 'True Grit' USR and the ability to Deep Strike (if all members of the unit are upgraded)?
A: No. They only gain the ability to purchase specialized DW ammunition [RAW].

+DW.01.02 – Q: Can any number of models in a Space Marine army that are upgraded to Deathwatch Veterans take the 'M.40 targeter with auto-sense link and stalker silenced shells' ammunition or is this limited to two per unit?
A: Any number of upgraded models may choose this ammunition type [RAW].

FORCES OF THE ELDAR: THE AVATAR (page 24)

ELD.24C.01 – Q: If an Eldar unit falls back within 12" of a friendly Avatar (or he moves within 12" of a unit that is falling back) does the unit immediately stop falling back?
A: Yes, the unit immediately regroups but does not make a consolidation move [clarification].

+ELD.24D.01 – Q: Is the Avatar immune to wounds caused by Incinerators (DH), Inferno Cannons (IG) and Inferno Pistols (WH)?
A: Yes [rules change].

FORCES OF THE ELDAR: FARSEER (page 26)

ELD.26.01A – Q: How do the Runes of Witnessing in one Eldar army work against the Runes of Warding in another army?
A: The two Runes cancel each other out; neither is used while both remain in play [rules change].

ELD.26.01B – Q: How do the Runes of Witnessing work when facing a Hive Tyrant with Shadow in the Warp?
A: The two cancel each other out; neither is used while both remain in play [rules change].
Ref: TYR.31B.03B

FORCES OF THE ELDAR: WARLOCKS (pages 27-28)

ELD.28.01 – Q: Which Eldar psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

ELD.28B.01 – Q: Can persistent Warlock Powers (Conceal, Embolden & Enhance) ever be nullified or cancelled?
A: No. See RB.52.07.
Ref: APOC.91D.02, CSM.48.02, DH.18C.01, ELD.49A.01, TYR.31B.01

FORCES OF THE ELDAR: AUTARCH (page 29)

ELD.29.01 – Q: If an army has two Autarchs does it get +2 to its Reserve rolls?
A: No, +1 is the maximum [rules change].

FORCES OF THE ELDAR: STRIKING SCORPIONS (page 33)

ELD.33.01 – Q: Can the Scorpion Chainsword's +1S bonus be combined with a Powerfist attack?
A: No, as both are special close combat attacks [RAW].

FORCES OF THE ELDAR: DARK REAPERS (page 34)

ELD.34.01 – Q: How are multiple shots from the Exarch's Tempest Launcher resolved?
A: resolve them as a multiple barrage (rulebook page 32), as if they were fired by separate weapons in the unit [rules change].

FORCES OF THE ELDAR: SWOOPING HAWKS (page 35)

ELD.35.01A – Q: Can Skyleap be used to leave play in the same turn the unit Deep Strikes in?
A: No, the unit may not Skyleap on the turn it Deep Strikes [rules change].

+ELD.35.01B – Q: If a Swooping Hawk unit is falling back when the turn begins can it utilize Skyleap that turn?
A: No, they must fall back [rules change].
Ref: NEC.15I.01

ELD.35.01C – Q: Can Skyleap be used if the unit contains an Autarch without Wings?
A: The Autarch may only utilize Skyleap if he has Wings [rules change].

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

FORCES OF THE ELDAR: WARP SPIDERS (page 36)

ELD.36.01 – Q: Can an Autarch without a Jump Generator, who arrives from Reserve on the same turn as Warp Spiders with Surprise Assault, Deep Strike into play with them?
A: The Autarch may only utilize Surprise Assault if he has a Jump Generator [rules change].

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

FORCES OF THE ELDAR: GUARDIANS (page 39)

ELD.39.01 – Q: Can Guardians with a Heavy Weapon Platform embark on a transport vehicle?
A: Yes, the platform does not take up any space in a transport vehicle [RAW].

ELD.39.02 – Q: Can either Heavy Weapon crewman fire the weapon regardless of where they are in the unit?
A: Yes, the position of the gun is immaterial. Either crewman (but not both at the same time) may fire the weapon [RAW]. However, both team members must remain within 2" of each other during the game where possible [rules change].
Ref: IG.GEN.01C

FORCES OF THE ELDAR: FIRE PRISM (page 43)

ELD.43.01A – Q: Can a Fire Prism contribute its Prism Cannon to another Fire Prism that is more than 60" away?
A: Yes [RAW].

+ELD.43.01B – Q: Can a Fire Prism still contribute its Prism Cannon even if the Cannon is destroyed or the vehicle is Shaken?
A: A vehicle may not contribute its Prism Cannon on a turn it is prohibited from firing [clarification].
Ref: ELD.44B.03A, ORK.42E.01

ELD.43.01C – Q: Can a Fire Prism that contributes its Prism Cannon still fire its other weapons at a separate enemy target?
A: Yes, but when firing, the player must also declare which other Fire Prism they are contributing their beam to [clarification].

ELDAR CODEX QUERIES (ELD)

FORCES OF THE ELDAR: VEHICLE UPGRADES (page 44)

+ELD.44B.03A – Q: Can a vehicle with Star Engines utilize them on a turn they are unable to move or shoot (for example, they're 'Stunned')?
A: No, Star Engines may not be used on a turn the vehicle is prohibited from either moving or shooting [clarification].
Ref: ELD.43.01B, ORK.42E.01

FORCES OF THE ELDAR: SUPPORT WEAPONS (page 45)

ELD.45B.01 – Q: Do vibro cannons have to fire in a straight line?
A: Yes [rules change].

ELD.45B.02 – Q: Can vibro cannons affect models out of LOS? Can they hit units locked in combat?
A: Vibro cannons can indeed affect enemies out of LOS [rules change]. A vibro cannon line may not pass over a locked unit; the player firing it must choose another direction instead [rules change].

ELD.45B.03 – Q: Do individual vibro cannons add their Strength to the battery even if they miss? Do vehicles suffer a maximum of one glancing hit per battery?
A: All cannons in the battery after the first add +1 Strength regardless of whether they hit or not [RAW]. Enemy vehicles suffer a maximum of one glancing hit per battery [rules change].

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: WAVE SERPENT (page 45)

ELD.45D.01 – Q: Does the Wave Serpent's Energy Field negate the +1 bonus to the penetration roll from the Tank Hunters USR?
A: As the Tank Hunters USR does not alter the strength of the attack, the Energy Field has no effect on it [RAW].

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

ELD.46.01A/ELD.47.01A – Q: Can Inactive Wraithguard/Wraithlords perform a Sweeping Advance?
A: No [rules change].

ELD.46.01B/ELD.47.01B – Q: What happens if Inactive Wraithguard/Wraithlords have all of their combatants killed by friendly models and the enemy is unable to Pile Into them?
A: An Inactive unit that finds itself not locked in combat after Pile-In moves are completed no longer counts as being part of the combat [rules change].

ELD.46.01C/ELD.47.01C – Q: What happens if enemies with rending weapons attack Inactive Wraithguard/Wraithlords?
A: Roll the attacker's 'to hit' dice anyway to determine if any rending attacks are inflicted. Any failed 'to hit' rolls still count as standard hits in this case [rules change].
Ref: BA.08B.02

ELDAR CODEX QUERIES (ELD)

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

ELD.49A.01 – Q: Can Veil of Tears ever be nullified or cancelled?
A: No. See RB.52.07.
Ref: DH.18C.01, ELD.28B.01, TYR.31B.01

ELD.49A.02 – Veil of Tears should refer to page 28 [typo]

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

ELD.51.01 – Q: When Divination is used to move a vehicle with an embarked unit onboard, does this count as having moved two units or just one?
A: One. Embarked units **do not** count towards the Divination total [RAW].

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

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

+ELD.53.02 – Q: Are models partially covered by the Eye of Wrath's blast hit by it? Are cover saves allowed against this attack?
A: The Eye of Wrath uses the large Blast **marker** [typo]. Models partially under the blast are hit on a D6 roll of '4+'. Cover saves are not allowed and casualties must be removed from amongst those models hit by the attack [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: HQ (pages 60-61)

ELD.60A.01/ELD.60B.01/ELD.60C.01 – Q: Can Farseers, Warlocks and Autarchs Fleet while mounted on a Jetbike, and in the case of an Autarch, while equipped with a Jump Generator?
A: No in all cases [rules change].

ELD.60A.02 – Q: Can an Autarch have two single-handed weapons *and* a two-handed weapon?
A: Yes, Autarchs are an exception to MCO.02B [RAW].

ELD.60A.03 – Q: Can an Autarch with a bike move and fire a Reaper Launcher?
A: Yes [RAW].

ELD.60C.02 – Q: Does a Warlock unit and their Farseer form a single unit during the game?
A: No, they are two separate units that make up a single HQ choice [RAW].

ELDAR CODEX QUERIES (ELD)

ELDAR ARMY LIST: FAST ATTACK (page 65)

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

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

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

ELDAR ARMY LIST: HEAVY SUPPORT (page 66)

ELD.66C.01 – Q: Does a Wraithlord get +1 Attack in close combat for having "two single-handed weapons"?
A: No [clarification].

IMPERIAL GUARD CODEX QUERIES (IG)

Don't forget to check out the official Imperial Guard FAQ here:
http://us.games-workshop.com/games/40k/imperialguard/gaming/FAQ/assets/imperial_guard_faq_v4-0.pdf

IMPERIAL GUARD GENERAL QUESTIONS

IG.GEN.01A – Q: How are Imperial Guard Heavy Weapon teams that are mounted on a single base treated in a game?
A: They are treated as separate models mounted on a single base. See: GEN.05.

IG.GEN.01B – Q: When models are part of a Heavy Weapon team do either of them have a Lasgun?
A: Even though either model may fire the Heavy Weapon, only one model loses his lasgun when they become a Heavy Weapon team. The other model retains his Lasgun and may fire it while the other model fires the Heavy Weapon [rules change].
Ref: GEN.05

+IG.GEN.01C – Q: With a Heavy Weapon team, if the model with the Heavy Weapon is killed does the other guy pick it up?
A: If both models are mounted on the same base and one is killed, mark the base to show one model is dead. The other model discards his lasgun and takes over the Heavy Weapon [rules change].

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 team model with the lasgun as the casualty [rules change]. This applies even against attacks that target a specific model.
Ref: ELD.39.02, GEN.05

IMPERIAL GUARD ARMOURY (pages 34-36)

IG.35N.01 – For questions regarding the Surveyor, refer to MCO.1A-D.

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

IG.38.01 – Q: How do Command Squads surrender Victory Points to the opponent?
A: The base cost of the unit plus any weapons and wargear taken by the Officer are attributed to the Officer. If the Officer is wounded ½ of these points are awarded to the opponent. If the Officer is killed, Falling Back or Off-Table then all of these points are awarded.

The points cost of any other weapon or upgrade plus the cost of any attached Advisors are attributed to the unit. If the unit (not counting the Officer) is reduced below 50% starting strength then half of these points are awarded to the opponent. If the unit (not counting the Officer) is wiped out, Falling Back or Off-Table then all of these points are awarded [RAW].

IG.40.01 – Q: Do Sanctioned Psykers roll for their psychic ability before or after being assigned to their unit via the "Advisors" rule?
A: Before assigning them to their unit [clarification].

IG.40.02 – Q: Can persistent Psychic abilities (such as Psychic Scream or Veil of Tears) be cancelled by the Sanctioned Psyker's 'Psychic Ward' power?
A: No. See RB.52.07.

IG.40.03 – Q: 'Psychic Ward' allows the unit with a Sanctioned Psyker to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this term?
A: See RB.52.08.

IG.40.04 – Q: Which Imperial Guard psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

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

IG.41B.01 – Q: Does a unit with an attached Commissar use his Ld10 for Leadership tests even if he hasn't executed an Officer or Sergeant in the unit?
A: His Ld value is not used. However, if the Commissar executes the Officer or Sergeant (via the "Summary Execution" special rule) he then takes command and the unit uses his Ld while he lives [rules change].

IG.41B.02 – Q: If a unit's Officer and Sergeants are killed by the enemy, does an attached Commissar take command of the unit?
A: Yes, the Commissar immediately takes command without executing anyone and the unit uses his Ld while he lives [rules change].

IG.41B.03 – Q: If a Commissar uses Summary Execution to prevent a unit from falling back out of combat, is the unit then subject to 'No Retreat!' wounds if they are outnumbered?
A: Yes [clarification].
Ref: Ork.63E.01

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

IG.43C.01 – Q: Do an Enginseer's Servitors count against his Wargear point limit?
A: No [GW FAQ overrule].

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

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

+IG.44.01 – Q: If a platoon has 5 full strength squads can it still take a (sixth) remnant squad?
A: No [clarification].

IG.45C.01 – Q: How do the Lasguns on a Chimera function? Can they fire up to their maximum range even if the vehicle moves? What is their fire arc?
A: Each Lasgun is a separate Fire Point. It is a fixed weapon, with a 90 degree arc of fire to the side of the vehicle from the mounting point. Range is measured from the barrel of the weapon. It must be fired by a passenger model, but models shooting it always count as stationary for the purposes of firing, even if the vehicle moved [rules change].
Ref: RB.64.02B

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

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

IMPERIAL GUARD SPECIAL CHARACTERS (pages 50-54)

IG.50.01A – Q: What exactly is a "Cadian" army for the purposes of being allowed to take Ursarkar Creed?
A: An IG army using the Cadian Shock Troops doctrines listed on page 58 of the codex, or any IG army that doesn't use any doctrines [clarification].

IG.50.01B – Q: Does Ursarkar Creed have the "Leadership" special rule?
A: Yes [rules change].

IG.53.01 – Q: What exactly are "Tanith Imperial Guard models" for the purposes of Ibram Guant's "Front-Liner" special rule?
A: Any Guardsman, Sergeant, Veteran Sergeant or Officer model in a *Guard Infantry* unit that is taken in an IG army using the Tanith First & Only doctrines listed on page 59 of the codex, or from any IG army that doesn't use any doctrines [clarification].

IG.54.01 – Q: What do Colonel Schaeffer and his Last Chancer sub-units deploy as: a HQ choice, a Troops choice or a mixture of both?
A: Colonel Schaeffer and all of his Last Chancer sub-units are deployed at the same time as a HQ choice, no matter how many Last Chancer models are taken in the unit [rules change]. Sub-units do not have to be deployed within coherency of each other and each sub-unit operates separately during the game.

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

IG.56C.01 – Q: If a unit is joined by an Independent Commissar do they use his Ld value for Leadership tests or does he have to execute someone first?
A: An Independent Commissar adds +1 to the Ld of a joined unit, but doesn't use his own Ld until he performs a Summary Execution (remove any model in the unit if it doesn't contain an Officer or Sergeant), and takes command of the unit. The unit then uses his Ld value while he remains. If he leaves and later rejoins the same unit, he will not take command again until he executes another model [rules change].

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

IG.56F.02 – Q: If a unit has both the Jungle Fighters and Mechanized doctrines can the unit infiltrate if not deployed inside their Chimera?
A: No, the unit cannot infiltrate if it has a dedicated transport [rules change].

IG.56F.03 – Q: If a unit has both the Jungle Fighters and Light Infantry doctrines can they take both a Heavy Flamer and a Sniper rifle?
A: No [rules change].

IG.56F.04 – Q: Can a Jungle Fighter model see 12" *through* jungle/forest terrain to enemies on the other side?
A: No, they may only see 12" *into or out of* forest and jungle area terrain [rules change].
Ref: KM.02.03, TAU.37.01

KROOT MERCENARIES QUERIES (KM); [CA: PDF download]

You can download the Kroot Mercenaries Chapter Approved army list here:
http://us.games-workshop.com/games/40k/tau/gaming/kroot_armylist/assets/krootmerc_list.pdf

KROOT MERCENARY GENERAL QUERIES

KM.GEN.01 – Q: Do changes to the Kroot in the new Tau Empire codex affect the Kroot Mercenary army list in any way?
A: Use the Kroot Mercenary army list exactly as published [RAW].

KM.GEN.02 – Q: Are any units in the Kroot Mercenary army list not classified as 'Infantry'?
A: Vulture Kindred are classed as 'Jump Infantry' and Tracker Kindred are 'Beasts' [clarification].

KM.GEN.03 – Q: Does the CA special character Anghkor Prok have the 'fieldcraft' and 'Infiltrate' special rules?
A: Prok always has the 'fieldcraft' ability and gains the 'infiltrate' ability when taken in a Kroot Mercenary army [rules change].

KROOT MERCENARY SPECIAL RULES (page 2)

KM.02.01 – Q: The rules state that "Space Marine" and "Sisters of Battle" armies may not take Kroot allies. Exactly what army types does this include?
A: Kroot Mercs may not be taken as allies in any army that contains even a single Space Marine (not including Chaos Space Marines) or Sisters of Battle model [rules change].

KM.02.02 – Q: Per the 'Eaters of the Dead' special rule, can Master Shapers, Shapers and units led by them make a Sweeping Advance?
A: No, they may not [rules change].
Ref: IA3.222.01

KM.02.03 – Q: Can Kroot Mercenaries see up to 12" *through* woods and jungle (allowing them to target enemies on the other side of a piece of forest/jungle area terrain)?
A: No, just 12" *into and out of* such terrain [rules change].
Ref: IG.56F.04, TAU.37.01

KM.02.04 – Q: Is the +1 Initiative bonus for 'Fast Reflexes' counted when resolving a Sweeping Advance?
A: Yes [rules change].

NECRONS CODEX QUERIES (NEC)

Don't forget to check out the official Necron FAQ here:
http://us.games-workshop.com/games/40k/necrons/gaming/FAQ/assets/necrons_faq_v4-0.pdf

NECRONS SPECIAL RULES (page 13)

NEC.13.01 – Q: The codex says that damaged Necrons are ignored for all game purposes, but the Games Workshop online FAQ indicates in some cases damaged Necrons are moved along with their unit. Are damaged Necrons still part of their original unit?
A: They are *associated* with their original unit unless they get back up and join another unit (this association is important for NEC.21.02) [rules change]. However, damaged Necrons are **not** moved along with their unit [GW FAQ overrule].

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

NEC.13.02 – Q: If a damaged Necron Lord is unable to get back up without being within 1" of an enemy model is he considered destroyed, or does he go right into combat?
A: A Necron Lord who gets up within 1" of an enemy model must be moved directly into combat with an enemy model within 1" of him (as if he had consolidated into them) [rules change].

NECRONS ARMOURY (pages 14-15)

NEC.15G.01 – Q: When is the range of the Resurrection Orb checked, at the time the Necron becomes damaged or at the start of the turn when We'll Be Back is rolled for?
A: Check range when a Necron becomes damaged. If at least one (undamaged) model in the unit is within 6" a Resurrection Orb at that point, leave the damaged Necron on the board. Otherwise, immediately remove it from the table as a casualty [rules change].

NEC.15I.01 – Q: Can the Veil of Darkness be used to teleport a Falling Back unit? What if the Lord with the Veil is Falling Back himself?
A: Veil of Darkness may not be used by a Lord who is Falling Back at the start of the turn and may not be used to teleport a unit who is Falling Back at the start of the turn [rules change].
Ref: [ELD.35.01B](ELD.35.01B)

NEC.15I.02 – Q: Does a Lord who teleports a unit using the Veil of Darkness join that unit?
A: The Lord may choose to join the unit he teleports with at the Necron player's discretion [RAW].

NECRONS ARMY LIST: TROOPS (page 18)

NEC.18.01 – Q: Can a Necron Warrior unit utilize its Reserve special rule if the army doesn't include a Monolith?
A: No [rules change].

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

NEC.20A.01 – Q: Does a Tomb Spyder w/ Scarab Swarms count as a "Large Target" for Target Priority? Do they have to start off the table in a mission using the Escalation rule?
A: Yes and Yes [clarification].
Ref: [RB.19.02](RB.19.02), [RB.84E.03](RB.84E.03)

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

NEC.20A.02 – Q: How does a Tomb Spyder with Scarab Swarms work with the "Vulnerable to Blasts/Templates" and "Small Targets" USRs?
A: Since they have differing Armor saves, all wounding hits are allocated via the mixed armor rules. Only the wounding hits allocated to the Scarab's Armor type are doubled for "Vulnerable to Blasts/Templates" and gain the +1 cover save bonus for "Small Targets" [rules change].

NEC.20A.03 – Q: Are Scarab Swarms created by a Tomb Spyder worth any Victory Points? Does their creation or destruction alter the Tomb Spyder's Scoring unit status?
A: Tomb Spyder created Scarab Swarms are not worth any Victory Points, nor do they alter the Tomb Spyder's Scoring unit status. Only the condition of the Tomb Spyder is used to determine Victory Points and if it is a scoring unit [rules change].

NEC.21.01 – Q: Does a model with a Powerfist/claw that attacks a Monolith not get to double its Strength for armor penetration rolls?
A: Yes, Powerfists/claws still double their user's Strength when attacking a Monolith [RAW].

NEC.21.02 – Q: If a Necron unit teleports through the Monolith's portal do the unit's damaged Necrons get to re-roll their We'll Be Back rolls even if they are no longer within 6" of a Necron model of the same type?
A: All damaged Necron models *associated* (see: NEC.13.01) with the unit that teleported through the Monolith's Portal may re-roll failed We'll Be Back rolls provided they were eligible to make (and failed) them at the start of that turn. Necrons repaired in this way are placed back in coherency with their unit emerging from the portal [rules change].

NEC.21.03 – Q: Can a Necron unit that teleports through a Monolith's portal move after emerging?
A: Only if the Monolith (and the teleporting unit) hasn't already moved that movement phase [RAW—2nd printing of the Necron codex].

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

+NEC.30.01 – Q: Do Fearless units that Fall Back due to the Deceiver's "Deceive" special rule automatically regroup?
A: Fearless units are affected by "Deceive" per the GW FAQ and as such they must regroup following the standard rules for regrouping [RAW].

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

ORK.31A.01 – Q: Are saves allowed against the wound caused by rolling a '1' for the 'Waaagh!' fleet roll?
A: Armor and Invulnerable saves are allowed [clarification].

ORK.31B.01 – Q: Does an Ork Mob with more than 10 models count as having a Ld greater than 10?
A: No. 10 is the highest characteristic value possible [RAW].

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

ORK.34B.01 – Q: If a Mek causes a 'Vehicle Shaken' result with Mek's Tools, is the vehicle unable to shoot in the current or next Shooting phase (or both)?
A: See RB.67.01A&B for details.

ORK.34C.01 – Q: Does a unit have to be entirely within 6″ of a Kustom Force Field in order to gain its benefits?
A: If any part of a model in a non-vehicle unit (or any part of a vehicle) is within 6″ of the Mek the unit gets the benefit [clarification].
Ref: GEN.03

ORK.35.01 – Q: If a Shokk Attack Gun suffers an "Oops" result does the opponent get to place the blast marker or just choose the target unit?
A: The opposing player gets to actually place the marker over the target unit of their choice [clarification].

ORK.35.02 – Q: If a Shokk Attack Gun suffers a "Gah" result is the nearest unit affected even if they are out of range or line of sight, fighting in close combat, etc?
A: Yes, the nearest unit is targeted no matter what [RAW].

ORK.35.03 – Q: If a Mek enters combat due to a "Zoink" result does the enemy unit immediately count as being locked (i.e. no other Ork units may fire at them) and does the Mek get the charging bonus the subsequent Assault phase?
A: Yes, the unit and the Mek are immediately locked in combat and the Mek counts as charging that turn [clarification].

ORK.35.04 – Q: Are models immune to instant death removed from the table when hit by a Shokk Attack Gun which rolls a "Raargh" or "Boom" result?
A: Yes [RAW].

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

ORK.37B.01 – Q: Which Weirdboy powers follow exactly what parts of the shooting rules?
A: See RB.52.02 for details.

ORK.37B.02 – Q: Does a Weirdboy embarked on a vehicle still roll for his powers? If so, what happens if he rolls something weird like 'Eadbanger?
A: He still rolls for his powers, but any result besides 'Frazzle' or 'Zzap' is ignored [rules change].

FORCES OF THE ORKS: TRUKKS (page 41)

ORK.41B.01 – Q: If a Trukk suffers a penetrating hit but isn't destroyed, does the unit follow the normal emergency disembarkation rules (i.e. take a Pinning test and suffer wounds if moving over 6")?
A: Yes, as the 'Ramshackle' rule only prevents this if the Trukk is actually destroyed [RAW].

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].

ORK.41D.01 – Q: If a Trukk suffers a 'Kareen!' result what happens if the random movement forces it into friendly models or off the table?
A: The vehicle stops moving if it would pass through friendly models (or anything else it normally can't move through). If the movement takes any part of the Trukk off the table, it is removed from play and counts as being destroyed for VP purposes (along with any models embarked aboard) [RAW].

FORCES OF THE ORKS: TANKBUSTAS (page 42)

ORK.42B.01 – Q: Can Tankbustas, which start a turn within line of sight and/or charge range of a vehicle, move out of LOS and/or charge range in the movement phase in order to avoid firing or charging the vehicle?
A: Tankbustas are free to move as they please in the movement phase. They are only bound by the 'Glory Hog' rule when shooting and during the assault phase [clarification].

+ORK.42E.01 – Q: Can a Tankbusta unit release their Bomb Squigs first and then shoot later in the shooting phase? Do they have to target an enemy unit that is attacked by a Bomb Squig?
A: A mob releasing Bomb Squigs must do so at the same time as its regular shooting [clarification]. The target(s) of released Squigs are completely independent of the mob's target for shooting [RAW].
Ref: ELD.43.01B, ELD.44B.03A

+ORK.42E.02 – Q: Can a Bomb Squig be released if the unit is pinned or locked in combat? What about if it is embarked on a vehicle?
A: Squigs may not be released if the unit is not allowed to shoot that turn or is embarked on a vehicle [rules change].

+ORK.42E.03 – Q: Do Bomb Squigs require line of sight and can they move through impassable terrain? Where is their range measured from?
A: No line of sight is required and they move freely regardless of any impediments. Range is measured from whichever model in the unit is declared to be releasing the Squig [RAW].

+ORK.42E.04 – Q: What if a '1' is rolled for a Bomb Squig but no friendly vehicle is within 18"?
A: The squig is removed from play without doing any damage [RAW].

FORCES OF THE ORKS: STORMBOYZ (page 47)

ORK.47A.01 – Stormboyz do not have the 'Waaagh!' special rule [typo].

FORCES OF THE ORKS: DEFFKOPTAS (Page 48)

ORK.48A.01 – Deffkoptas do not have the 'Waaagh!' special rule [typo].

ORK.48B.01 – Q: Can Deffkoptas Turbo Boost during their Scout move?
A: No [rules change].

FORCES OF THE ORKS: GRETCHIN (page 50)

ORK.50A.01 – Runtherds do not have the 'Waaagh!' and 'Mob Rule' special rules [typo].

FORCES OF THE ORKS: BIG GUNZ (page 51)

ORK.51C.01 – Q: Does each Zzap gun roll separately for Strength or just one for the whole battery? If the result is above '10', is only a single crewman in the battery removed or one per gun?
A: One roll is made for the entire battery. If the result is above '10' only a single crewman is removed from the whole battery [RAW].

ORK.51C.02 – Q: Is the roll for Zzap gun strength made before or after a target unit is chosen?
A: The roll is made after choosing a target unit but before rolling to hit [clarification].

ORK.51C.03 – Q: If a Zzap gun is mounted on a vehicle is it a main or defensive weapon, and what happens if more than '10' is rolled for Strength?
A: If the Zzap gun's Strength roll is '6' or less it is considered a defensive weapon for the turn, otherwise it is considered a main weapon. When mounted on a vehicle, if the Strength roll is more than '10' there are no negative effects [RAW].

FORCES OF THE ORKS: LOOTED WAGONS (page 54)

ORK.54B.01 – Q: If a Looted Wagon rolls a '1' for "Don't Press Dat" what happens if the forced movement takes them into friendly models, impassable terrain or off the table?
A: The Wagon stops moving if it encounters something it cannot pass (impassable terrain, friendly models, etc). If the movement takes any part of the Wagon off the table, it is removed from play and counts as being destroyed for VP purposes (along with any models embarked aboard) [RAW].

ORK.54B.02 – Q: If a Looted Wagon is unable to move because it is blocked by something it cannot pass (friendly models, etc), does it still count as having moved for the purposes of shooting if it rolls a '1' for "Don't Press Dat"?
A: Yes, a Wagon that cannot move due to being blocked by something it cannot pass still counts as having moved less than 6" [rules change].

ORK.54C.01 – Q: How is the Boomgun (and other weapons) mounted on a Looted Wagon?
A: Since there is no official GW miniature, players are free to mount the weapons on their scratch-built model however they see fit (i.e. in a turret, sponson, fixed or otherwise) [clarification].
Ref: ORK.55D.03, RB.64.02C, SM.35C01

ORK.54D.01 – Q: How many models can fire from each of a Looted Wagon's (with 'ard case) three fire points?
A: One model may fire from each [clarification].

FORCES OF THE ORKS: BATTLEWAGONS (page 55)

ORK.55C.01 – Q: How many models can fire from each of a Battlewagon's (with 'ard case) five fire points?
A: One model may fire from each [clarification].

ORK.55D.01 – Q: Does a Deff Rolla affect enemy vehicles? Does a unit that successfully stops the Battlewagon's Tank Shock suffer any hits?
A: Any vehicle forced to give way to the Battlewagon takes D6 S10 hits against the armor value being struck by the Rolla [clarification]. Any unit that causes the Battlewagon to stop its Tank Shock does not suffer any hits [rules change].

ORK.55D.02 – Q: Can a Deff Rolla affect more than one enemy unit with a single Tank Shock move?
A: Yes [clarification].

ORK.55D.03 – Q: Besides the Killakannon, how are the other weapons mounted on a Battlewagon?
A: Since there is no official GW miniature (not including Forge World renditions), players are free to mount the other weapons on their scratch-built model however they see fit (i.e. in a turret, sponson, fixed or otherwise) [clarification].
Ref: ORK.54C.01, RB.64.02C, SM.35C01

FORCES OF THE ORKS: GHAZGHKULL THRAKA (page 58)

ORK.58B.01 – Q: Does Ghazghkull really get a +2 Attack bonus for charging when the 'Slow and Purposeful' USR doesn't normally allow such bonuses?
A: Yes he gets a +2A bonus when charging [clarification].

ORK.58D.01 – Q: Is Ghazghkull's Waaagh! restricted from use for the first *game* turn or just the first *player* turn of the game?
A: Game turn [rules change].

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

ORK.59C.01 – Q: Can Grotsnik board a vehicle if doing so will get him closer to the nearest enemy than moving normally?
A: Grotsnik may only embark on a vehicle if doing so will not knowingly prevent him from charging that turn and will also get him closer to the nearest enemy than moving normally that turn. Once aboard, the vehicle must always move in such a way as to allow Grotsnik to charge the closest enemy as soon as possible [clarification].

FORCES OF THE ORKS: WAZDAKKA GUTSMEK (page 60)

ORK.60D.01 – Wazdakka does not have the 'Waaagh!' special rule [typo].

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: Special close combat attacks may not be combined. The Ork player must pick one to use each round of combat [RAW].

ORK.61D.01 – Q: Does Zogwort have to pass a psychic test to use his curse? Does the curse follow any of the rules for shooting, especially the restrictions about targeting Independent Characters who aren't the closest unit?
A: A psychic test must be passed to use the Curse. The Curse requires line of sight and cannot target a character locked in combat, however no other shooting rules apply [rules change].

ORK.61D.02 – Q: Can Zogwort use his curse when locked in combat?
A: Yes, but only against an independent character in base contact with him. This is the only time Zogwort may target a character locked in combat [rules change].

ORK.61D.03 – Q: Does a character turned into a Squig give up Victory Points at the end of the game or must the Squig model be killed first?
A: As the character model is removed from the table, Victory Points will be awarded regardless of whether the squig survives or not [RAW].

ORK.61D.04 – Q: If an Independent Character is joined to a unit when turned into a Squig, does the Squig remain joined? What about if the character was locked in combat? Also, does the Squig model count as an enemy model in all regards (i.e. can the Ork player shoot and assault it)?
A: The squig is placed in the exact spot the character model was, and remains joined to a unit if the character was and remains locked in combat if the character was. The squig is fully considered an enemy model to the Ork player [rules change].

ORK.61D.05 – Q: If the Ork player runs out of Squig models can Zogwort still use the curse?
A: No, Zogwort may only use his curse if the Ork player has a squig model available [RAW].

FORCES OF THE ORKS: BOSS ZAGSTRUK (page 63)

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

ORK.63D.01 – Q: Can and must Zagstruk and the Vulchas Deep Strike in missions where the special rule isn't used?
A: Yes, they must always Deep Strike [RAW].

ORK.63D.02 – Q: If D3 Vulchas are killed while landing do these casualties count towards combat resolution at the end of the phase?
A: Yes [clarification].

ORK.63E.01 – Q: If Zagstruk executes an Ork to pass a morale check after losing combat is the unit subject to 'No Retreat!' wounds if they are outnumbered?
A: Yes [clarification].
Ref: IG.41B.03

ORK WARGEAR: OTHER EQUIPMENT (page 92)

ORK.92A.01 – Q: Can an Ammo Runt be used to re-roll a scatter die (say for a Lobba)?
A: No [RAW].

ORK.92A.02 – 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].

ORK.92C.01 – Q: Are saves of any kind allowed against the wound caused by a Bosspole?
A: Armor and invulnerable saves are allowed [clarification].

ORK WARGEAR: ORK VEHICLE UPGRADES (page 93)

ORK.93I.01 – Q: If a vehicle with a Stikkbomb Chukka is destroyed (by driving through a minefield, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Chukka?
A: No [rules change].

ORK ARMY LIST: HQ (pages 96-97)

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

ORK ARMY LIST: TROOPS (page 100)

ORK.100A.01 – Q: Does the entire Boyz mob have to upgrade to Shootas if any do? If so, can a Nob take a Powerklaw in a mob that has upgraded to Shootas?
A: All regular boyz in the mob must upgrade to a Shoota if any of them do. The Nob is allowed to keep his Slugga and Choppa (if you choose) and may then upgrade to a Powerklaw or Big Choppa [rules change].

ORK.100B.01 – Runtherds do not have the 'Waaagh!' and 'Mob Rule' special rules [typo].

ORK.100B.02 – Q: If a Gretchin unit has 15 Grot models in it, is the unit required to have one or two Runtherds?
A: One Runtherd per full 10 Gretchin. So 15 Grots require only one Runtherd [RAW].

ORK ARMY LIST: FAST ATTACK (page 101)

ORK.101C.01 – Warbiker Nobs have two wounds [typo].

ORK.101C.02 – Warbikers have a twin-linked Dakkagun [typo].

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

ORK.102A.01 – Q: A big gun for the Battlewagon says that it "does not include crew". What does this mean?
A: It just means that you don't get any additional Gretchin models along with the gun [RAW].

ORK.102B.01 – Q: Is the +1A bonus for having an additional Dreadnought close combat weapon already included in the Deff Dread's profile of 3 Attacks?
A: Yes. Only a third and fourth Dreadnought CC weapon will provide further attacks [rules change].

ORK.102B.02 – Q: If the Deff Dread is equipped with more than two Dreadnought close combat weapons (with each one adding +1 to the Dread's Attacks) and those weapons are destroyed during the game, does the Deff Dread lose an attack each time one is destroyed?
A: Yes, for each Dreadnought CC weapon one Attack is lost (down to a minimum of 2).

ORK.103A.01 – Q: If a Flash Gitz mob that includes a Painboy and/or Kaptin Badrukk selects any of the weapon upgrades does the player have to pay the +5 points for these characters, even though they don't benefit from the upgrade?
A: Yes [RAW].

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

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

ORK SUMMARY (page 104)

ORK.104C.01 – The Dakkagun's statline should match the one on page 46 [typo].

SPACE MARINES CODEX QUERIES (SM)

Don't forget to check out the official Space Marines FAQ here:
http://uk.games-workshop.com/news/errata/assets/40k/SpaceMarinesFAQ.pdf

SPACE MARINES SPECIAL RULES (page 21)

SM.21A.01 – Q: When a model with ATSKNF fails a Last Man Standing test do they regroup at the end of the move even if an enemy model is within 6 inches of them?
A: No, they only regroup if there are no enemies within 6 inches of them after the Fall Back move is complete [rules change].
Ref: BA.05A.01. BT.22A.01, DA.23A.01, RB.74A.01, RB.74A.02

SM.21C.01 – Q: Does the Games Workshop online rulebook FAQ ruling regarding Deep Striking onto friendly models also apply to Drop Pods (do friendly models count as impassable terrain)?
A: Yes, treat friendly models as impassable terrain when a Drop Pod arrives [rules change].
Ref: BT.22B.01

SM.21C.02 – Q: Do Inquisitorial Mystics allow "free shots" at units arriving by Drop Pod?
A: Yes. The shooting is resolved after the Drop Pod lands and the passengers disembark. Either the Drop Pod or the disembarked unit may be the targeted, but not both [rules change].
Ref: BA.26C.04, BT.22B.01, DA.35B.05, DH.15C.01

SM.21C.03 – Q: Can either a Terminator Assault squad or Terminator Command squad be equipped with a Drop Pod?
A: Either may be equipped with a Drop Pod [rules change].

SM.21C.04 – Q: Can Space Marine ICs who don't take a Command Squad ever arrive to the battle via Drop Pod?
A: Yes, SM ICs may join any unit arriving via Drop Pod provided the Pod have space for them to fit [rules change]. See: RB.84I.05 for more details.
Ref: BA.26C.03, BT.22B.01, BT.31.02, BT.38C.01, DA.35B.04,

SPACE MARINES ARMOURY (pages 22-25)

SM.23C.01 – For questions regarding the Auspex, refer to MCO.1A-D.

SM.24A.01/SM.24J.01 – Q: Can a model be equipped with both a Space Marine Bike and a Jump Pack?
A: No, it is one or the other [rules change].
Ref: BT.28E.01/BT.28L.01, SM.33.01

SM.24D.01 – Q: Can a Psychic Hood block a force weapon's instant death ability?
A: Yes [clarification].
Ref: MCO.07

SM.25C.01 – Q: Do all Terminators follow the rules for Terminator Armor described in the Wargear section?
A: Yes [clarification].
Ref: BT.28A.01

SM.25C.02 – For general queries about Terminator armor see MCO.08A-C for more details.

SM.25J.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BA.06S.01, BT.29I.01, DA.34.01

SM.25J.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, BT.29I.01, DA.34.01

SPACE MARINE LIBRARIAN PSYCHIC POWERS (page 26)

SM.26.01 – Q: Which Space Marine psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

+SM.26.02 – Q: Do Epistolaries pay the higher points cost listed for both of their powers, or just the second power selected?
A: Just the second power [clarification].

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

SM.29.01/SM.30.01 – Q: Can a Command Squad or Terminator Command Squad be taken as an HQ choice without an accompanying character leading it?
A: No, See MCO.03.

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

SM.33.01 – Q: Can a Techmarine (including one with a full Servo-Harness) be equipped with either a Bike or Jump Pack? If equipped with Terminator armor does he retain his Servo-arm/full Servo-Harness?
A: Yes and Yes [RAW].
Ref: BT.36.01, SM.24A.01/SM.24J.01

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

SM.35C.01 – Q: How are the weapons mounted on a Drop Pod?
A: For vehicles that have no official GW miniature (not including Forge World renditions), players are free to mount the weapons on their scratch-built models however they see fit (i.e. in a turret, sponson, fixed or otherwise) [clarification].
Ref: BA.26C.02, BT.38C.01, DA.35B.03, ORK.54C.01, ORK.55D.03, RB.64.02C

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

SM.39B.01 – Q: When exactly is a Whirlwind's Missile type decided upon before a game?
A: When the Whirlwind is deployed on the table, the player must declare what missile type it will be using for the game [rules change].
Ref: DA.33B.01

SM.39B.02 – Q: Do hits from a Minefield count as Ordnance hits? Do they cause Pinning checks as an Ordnance Barrage weapon?
A: No and No [rules change].

SM.39B.03 – Q: Does a model standing in a minefield have to test to trigger a mine each time it moves, even in the Assault phase?
A: Every time an enemy model moves in or over a minefield it tests to trigger a mine [RAW]. However, a model only tests a maximum of once per phase [rules change]. So an enemy model that charges into a minefield would test to trigger a mine, but if he survived, he would not have to test again later that same Assault phase if he made a Pile In move.

SM.39B.04 – Q: If multiple Castellan Minefields occupy the same space on the table, do enemy models moving over that area test for each minefield, or just once no matter how many Minefields are stacked there?
A: A model rolls once to trigger a mine when moving through an area of the table covered by one or more minefields, no matter how many actual minefields are stacked in the same spot [rules change].

SM.40A.01/SM.40B.01 – 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. Models in any other type of armor besides Terminator armor may be transported and count as a single model [rules change].
Ref: BT.42A.01/BT.42B.01

SPACE MARINES CHAPTER TRAITS (pages 42-45)

SM.43.01 – Q: Do Scout Bike and Attack Bike Squadrons count as "Bike Squadrons" for the purposes of "Be Swift as the Wind"?
A: Yes [rules change].

SPACE MARINES SPECIAL CHARACTERS (pages 46-52)

SM.49.01 – Q: When Tigirius uses "Fear of the Darkness", does the Hood of Hellfire double its area of effect up to 24 inches?
A: Yes [rules change].

+SM.51.01 – Q: When taking Honor Guard in normal squads is their points cost in addition to the cost of the model they replace?
A: Yes, +30 points on top of the cost of the model they replace [RAW].

SPACE WOLVES CODEX QUERIES (SW)

Don't forget to check out the official Space Wolves FAQ here:
http://us.games-workshop.com/games/40k/spacemarines/gaming/FAQ/assets/space_wolves_faq_v4-1.pdf

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

SW.05B.01 – Q: Can a Wolf Guard Battle Leader select Wolf Guard Bodyguard Heavy Weapons?
A: Yes [RAW].

SW.06A.01 – Q: Does Storm Caller follow any of the rules for shooting?
A: No, refer to RB.52.02 for more details.

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

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

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

SW.08A.01 – Q: Can Space Wolves take two different types of Venerable Dreadnoughts in their army, one from their codex and others from the Space Marine codex?
A: Yes [RAW].

TAU EMPIRE CODEX QUERIES (TAU)

Don't forget to check out the official Tau Empire FAQ here:
http://uk.games-workshop.com/news/errata/assets/40k/TauEmpireFAQ.pdf

TAU EMPIRE ARMOURY (pages 25-31)

TAU.25A.01 – Q: If a unit with Advanced Stabilization Systems also has drones, can the Battlesuit(s) in the unit still use the Stabilization special rules? Do the drones also gain the Stabilization benefit?
A: The Battlesuits in the unit may utilize the Advanced Stabilization System, any drones in the unit do not [rules change].

TAU.25A.02 – Q: If a unit with Advanced Stabilization Systems also has Marker drones, can the drones remain stationary to fire their Markerlight while the Battlesuits move using their Advanced Stabilization Systems?
A: No, since models in the unit moved, those models without the Stabilization System may not fire a Heavy weapon [RAW].

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

TAU.27E.01 – Q: If a unit is firing multiple weapons, one of which is a Smart Missile System, does the unit need to take a Target Priority test?
A: A unit firing Smart Missile Systems need not take a Target Priority test **only** if they are exclusively firing Smart Missile Systems [rules change].

TAU.27F.01 – Q: If enemies wish to shoot at a lone Independent Character, but the only unit between them and the IC are Stealth Suits, can they ignore the Stealth Suits and fire at the IC?
A: Yes, see RB.51.04.

TAU.29A.01 – Q: Do Kroot armed with a Kroot Rifle get the +1 Attack bonus for being armed with two single-handed weapons in close combat?
A: Yes, the Kroot Rifle entry should read: *". . .Kroot using a Kroot Rifle in close combat always count as having two single-handed weapons."* [rules change].

TAU.29C.01 – Q: Can Photon grenades be used by models locked in combat that are charged by new enemies?
A: Yes, but they only affect the charging models [RAW].

TAU.30E.01 – Q: Can mounted Gun Drones on a vehicle still fire if the vehicle is Shaken, Stunned, moved over 12″ or isn't allowed to fire its weapons for any other reason?
A: No, Gun Drones mounted on a vehicle may only fire if the vehicle is allowed to fire at least one weapon [rules change].

TAU.30E.02 – Q: If a vehicle with Gun Drones takes a Penetrating hit do they have to disengage and take a Pinning test? If the vehicle is destroyed are the drones Entangled?
A: Yes and Yes [RAW].

TAU.30E.03 – Q: Do disengaged Gun Drones prevent a vehicle from being a scoring unit? Do all of a vehicle's Drones need to be destroyed before the vehicle gives up its full Victory Points?
A: Disengaged Drones have no effect on whether a vehicle is a scoring unit and how many Victory Points it gives up. These factors are based solely on the condition of the actual vehicle model [RAW].

TAU.30E.04 – Q: Can a Drone disembark from an enclosed vehicle and still move 6 inches in the Assault phase?
A: Yes, provided it doesn't charge an enemy model [rules change].
Ref: RB.55B.02

TAU.30E.05 – Q: What is the Ld value for Drones that have disengaged from a vehicle?
A: They function as a Drone Squadron, which means they have a Leadership value of 7 [RAW].

TAU.30E.06 – Q: When Gun Drones disembark from a vehicle are they placed within 2″ of an access point or from the recesses they were mounted in?
A: Within 2″ of the recess they are mounted in [rules change].

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

TAU.30E.07 – Q: If one Piranha suffers a penetrating hit do all Drones in the squadron have to disengage? If one Piranha is destroyed do all the Drones in the squadron count as Entangled?
A: Each vehicle's Drones form a separate unit, so only the Drones from the vehicle that was hit suffer the damage result [rules change].

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

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

TAU.36B.01 – Q: Can a Devilfish be taken as a stand-alone Troops choice without a unit to transport?
A: No, See MCO.03.

TAU.37.01 – Q: Can Kroot see up to 12" *through* woods and jungle (allowing them to target enemies on the other side of a piece of forest/jungle area terrain)?
A: No, just 12" *into and out of* such terrain [rules change].
Ref: IG.56F.04, KM.02.03

TYRANIDS CODEX QUERIES (TYR)

Don't forget to check out the official Tyranid FAQ here:
http://uk.games-workshop.com/news/errata/assets/40k/TyranidsFAQ.pdf

TYRANIDS GENERAL QUESTIONS

TYR.GEN.01 – Q: The Tyranid codex doesn't designate unit types for its codex entries. Are there any changes from the list in the back of the rulebook?
A: All listings in the back of the rulebook apply except for the following [rules changes]:

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

Ref: RB.264.01

TYRANIDS ARMY SPECIAL RULES (pages 28-29)

TYR.28A.01 – Q: If a Synapse creature detonates Spore Mines, if it wishes to charge in the subsequent Assault phase, must it engage an enemy that was hit by the Spore Mines?
A: Detonating Spore Mines does not mean the Synapse creature has to charge any particular unit [clarification].

TYR.28E.01 – Q: Do Spore Mines cause Pinning as they are resolved as Barrage weapons?
A: Yes [RAW].
Ref: IAA.70.02

TYR.28E.02 – Q: When a Biovore fires Spore Mines and they land directly on an enemy vehicle, which armor value is used? What about if a cluster Deep Strikes onto a vehicle on its own?
A: If a cluster fired by a Biovore hits a vehicle that same turn, resolve the attacks as a Barrage with the Biovore as the firing model [RAW].

If the cluster Deep Strikes onto the table (or drifts into the vehicle), resolve the attack exactly like a Barrage weapon with the center hole of each blast counting as the position of the firing model. If the center of a blast is over the vehicle, use the side armor value to resolve the blast [rules change].
Ref: IAA.70.02

TYRANIDS WEAPON-SYMBIOTES (pages 30-31)

TYR.31A.01 – Q: Do Lash Whips affect friendly models in base contact?
A: No [rules change].

TYR.31A.02 – Q: If a creature has Rending Claws do Bio-Plasma or Tail Attacks benefit from the Rending ability?
A: No [rules change].

TYRANIDS HIVE MIND POWERS (page 31)

TYR.31B.01 – Q: Can persistent Psychic abilities (such as Psychic Scream or a Warp Field) ever be nullified or cancelled?
A: No. See RB.52.07.
REF: APOC.91D.02, CSM.48.02, DH.18C.01, ELD.28B.01, ELD.49A.01

TYR.31B.02 – Q: How long does a target unit benefit from the Catalyst psychic power?
A: One Assault phase [rules change].

TYR.31B.03A – Q: When "The Shadow in the Warp" is in play are "Perils of the Warp" effects nullified for the Tyranid player, or just his opponent?
A: Just his opponent [rules change].

TYR.31B.03B -- Q: How do the Eldar Runes of Witnessing work when facing a Hive Tyrant with Shadow in the Warp?
A: The two cancel each other out; neither is used while both remain in play [rules change].
Ref: ELD.26.01B

TYR.31B.04 -- Q: Which Tyranid psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

TYRANIDS BIOMORPH ENHANCEMENTS (pages 32-33)

TYR.32B.01 – Q: Can a single creature take both types of Adrenal Glands at once?
A: Yes, they count as separate Biomorphs [rules change].

TYR.33J.01 – Q: If an enemy unit is attacked by two (or more) creatures with Toxic Miasma, are the effects cumulative?
A: The effects are not cumulative, and they only affect the enemy when the creature with Toxic Miasma is rolling 'to hit' or when the enemy is rolling 'to hit' against the creature [rules change].

TYR.33J.02 – Q: When a Hive Tyrant with Toxic Miasma has Tyrant Guards, are all attacks made against the unit at -1 WS?
A: Only if all Tyrant Guard in the unit have been killed, or if the Tyrant is the only model engaged. Otherwise, Toxic Miasma has no effect on attacks directed at the Tyrant/Tyrant Guard unit [rules change].

TYRANIDS ARMY LIST: HQ (pages 35-37)

TYR.35.01 – Q: Does a Hive Tyrant w/ Tyrant Guard unit count as a "Large Target" for Target Priority? Do they have to start off the table in a mission using the Escalation rule?
A: Yes and Yes [clarification].
Ref: RB.19.02, RB.84E.03

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

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

WITCH HUNTERS CODEX QUERIES (WH)

Don't forget to check out the official Witch Hunters FAQ here:
http://us.games-workshop.com/games/40k/witchhunters/gaming/FAQ/assets/witch_hunters_faq_v4-0.pdf

ORDO HERETICUS PSYCHIC POWERS (page 14)

WH.14.01 – Q: Which Witch Hunters psychic powers follow the shooting rules?
A: Refer to RB.52.02 for more details.

INQUISITORIAL HENCHMEN (pages 15-16)

WH.16E.01 – Q: Can persistent Psychic abilities (such as Psychic Scream or Veil of Tears) be nullified by the Penitent?
A: No. See RB.52.07.

WH.16E.02 – 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 term?
A: See RB.52.08.

SISTERS OF BATTLE SPECIAL RULES (page 18)

WH.18.01A – Q: Can persistent Psychic abilities (such as Psychic Scream or Veil of Tears) be nullified by the Sororitas 'Shield of Faith' special rule?
A: No. See RB.52.07.

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 term?
A: See RB.52.08.

WH.18.01C – Q: Shield of Faith gives all Sororitas immunity from "Minor" Psychic powers. What exactly does this mean?
A: Ignore this rule. There are currently no official "Minor" psychic powers in the game [clarification].
Ref: RB.52.09

WH.18.02 – If a unit has Multiple Blasts/Templates and wants to use the Divine Guidance Act of Faith, how exactly does this work?
A: In this case, the player may determine how many 'hits' they will get from their 'regular' shooting plus their first Blast/Template and then decide if they wish to use Divine Guidance. If the Act is used, the remaining Blasts/Templates also benefit from it [rules change].
Ref: RB.30.01C

WITCH HUNTERS ARMOURY (pages 20-22)

WH.20A.01 – For questions regarding the Auspex, refer to MCO.01A-D.

WH.22F.01 – Q: How is the Praesidium Protectiva used in close combat against an enemy unit made up of multiple models?
A: Ignore the reference to only being able to use it against one opponent [rules change].

WH.22I.01 – Q: Can a Psychic Hood block a force weapon's instant death ability?
A: Yes [clarification].
Ref: MCO.07

USING WITCH HUNTERS WITH OTHER ARMY LISTS (page 25)

WH.25F.01 – Q: Can Daemonhunters be taken as allies in an army that also has Witch Hunter allies?
A: Yes, Daemonhunter and Witch Hunter units may both be taken as allies in the same army [GW DH FAQ overrule].
Ref: DH.21F.01

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

WH.28.01 – Q: Do Arco-Flagellants require a Witch Hunter Priest to be fielded or can an Imperial Guard Priest fulfill the requirement?
A: The Priest must be taken from the Witch Hunter codex [rules change].

WH.30A.01 – Q: Can a Daemonhunter Assassin be taken as an ally in an army that only has a Witch Hunter Inquisitor (or vice versa)?
A: An Assassin may only be taken in an army that has an Inquisitor from the same codex [rules change].
Ref: DH.26A.01

WH.31A.01 – Q: Does the Callidus Assassin's Neural Shredder count as a single or two-handed weapon?
A: Single-handed [rules change].
Ref: DH.28A.01

WH.31A.02 – Q: If a Callidus disengages from close combat at the start of her Assault phase can she then declare a charge against an enemy unit?
A: Yes. Conversely, if it is her opponent's Assault phase and the enemy unit she was fighting is left unengaged it is then free to declare a charge [RAW].
Ref: DH.28A.02

WH.31A.03 – Q: Can a Neural Shredder cause instant death?
A: Yes, but only when the weapon's Strength of 8 is double or more the target's Ld value (Ld 4 or less) [rules change].
Ref: DH.28A.03

WH.31B.01 – Q: Can the Eversor charge in the Assault phase after firing its pistol?
A: Yes [rules change].
Ref: DH.28B.01

+WH.32A.01 – Q: Can a Vindicare Assassin target a model locked in close combat?
A: A Vindicare may target a model locked in close combat, however his LOS must not pass through any *other* models locked in combat [RAW].
Ref: DH.26B.01

APPENDIX A: IMPERIAL ARMOR GENERAL QUERIES

The following questions apply to all Imperial Armor publications.

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 (Apocalypse games and regular games of 40K) use the most current rules published for any given unit, which in many cases is in the Apocalypse rulebook or the Imperial Armor Apocalypse supplement. 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]. See the IAA and APOC sections in this FAQ for more details on how these units work in regular games of 40K.
Ref: APOC.GEN.01

APPENDIX A: IMPERIAL ARMOR VOLUME 1 (IA1)

Don't forget to check out the official IA Vol1 FAQ here: http://www.forgeworld.co.uk/pdf/qanda.pdf

WEAPON PLATFORMS (pages 184-202)

IA1.202.01 – Q: What damage tables are used for rolling damage on a Gun Emplacement?
A: Use the following tables [rules change]:

Glancing Hit (roll a D6):
1-4: The emplacement may not fire next turn.
5: +1 to all future damage rolls on the emplacement (this result is cumulative).
6: The emplacement is destroyed.
Penetrating Hit (roll a D6):
1-2: The emplacement may not fire next turn.
3-4: +1 to all future damage rolls on the emplacement (this result is cumulative).
5-6: The emplacement is destroyed.

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 point cost of 746 points [RAW].

APPENDIX A: IMPERIAL ARMOR VOLUME 2 (IA2)

Don't forget to check out the official IA Vol2 FAQ here: http://www.forgeworld.co.uk/pdf/ia2qanda.pdf

IA VOL 2 GENERAL QUERIES

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

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

SPACE MARINE ARMOURED VEHICLES (pages 12-178)

IA2.130.01 – Q: The Land Speeder Tempest references both a "White Scars" army and a "jinx" special rule for Dark Angels. What do these things mean?
A: Ignore both references, they are outdated [rules change].

Don't forget to check out the official IA Vol3 FAQ here: http://www.forgeworld.co.uk/pdf/ia3qanda.pdf

IA VOL 3 GENERAL QUERIES

IA3.GEN.01 – Q: Type: 'Immobile' vehicles in IA3 say they only give out Victory Points if an immobilized result is first suffered. Is this true?
A: Yes, but this ruling only applies to vehicles which have this special rule [RAW].
Ref: APOC.GEN.05, RB.85.01

VEHICLES OF THE TAU (pages 158-222)

IA3.218.02/IA3.219.02/IA3.220.02 – Q: When fielded in a Kroot Mercenary army, can Great Knarloc units infiltrate?
A: No [rules change].

IA3.222.01 – Q: Do Knarloc riders still use the 'Eaters of the Dead' special rule even though it's gone from the new Tau codex?
A: No, that special rule is no longer applicable. However, if fielded in a Kroot Mercenary army, and the unit is led by a Shaper or Master Shaper, then it may not make a Sweeping Advance [rules change].
Ref: KM.02.02

VEHICLES OF THE IMPERIUM (pages 224-254)

IA3.232.01 – Q: Can the Bombard reload on a turn its crew is Shaken or Stunned?
A: No, the vehicle must be normally able to fire in order to reload. It can however, still use smoke launchers and reload at the same time [rules change].

IA3.232.02 – Q: Do the Bombard and its Trojan form a vehicle squadron? If not, is the Trojan a scoring unit on its own?
A: They are separate units (deployed at the same time). The Trojan is a scoring unit but its points cost only consists of any vehicle upgrades it is given [RAW].

IA3.235.01 – Q: Do Infernus Shells cause Fearless units to make a Fall Back move?
A: No, any unit that never has to Fall Back is not forced to make a Fall Back move [rules change].

APPENDIX A: IMPERIAL ARMOR VOLUME 5 (IA5)

IA VOL 5: FORCES OF THE IMPERIUM

IA5.111.01 – 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 [rules change].

IA5.115.01 – Q: Do the Quad-Launcher and Heavy Mortar follow the rules for Artillery units found on page 57 of the rulebook?
A: Yes, except that the gun models are immobile (unless towed). If the crew are forced to Fall Back for any reason the guns count as destroyed [rules change].

IA5.115A.01 – Q: Can the Quad-Launcher be reloaded while the unit is Pinned or locked in combat?
A: Yes. The weapon just cannot fire three turns in a row [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 5: RENEGADES AND HERETICS ARMY LIST

IA5.156.01 – Q: What happens if a unit with the 'Renegades' rule is attacked by something that requires a Ld value (such as a Callidus Assassin's Neural Shredder) before the unit has taken a Ld test in the game?
A: The first time the unit needs to use its Ld value for any reason, randomly generate its Ld value for the game [rules change].

APPENDIX A: 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).

IAA.GEN.02 – Q: There is no unit reference for Inquisitorial armies. What Imperial Armor vehicles may be taken in an Inquisitorial army?
A: The following unit reference list shows which Imperial Armor units are allowed in an Inquisitorial (WH or DH) army and what force organization choice they occupy:

Heavy Support
- Vulture (IAA)
- Lightning (IAA)
- Thunderbolt Fighter (40KA)

Transport
- Repressor (IA2)
Option for Celestian, Battle Sisters, Dominion and Retribution squads
- Valkyrie (IAA)
Option for Inquisitor & retinue and Inquisitorial Storm Troopers
- Aquila Lander (IAA)
Option for Inquisitor & retinue
- Arvus Lighter (IAA)
Option for Inquisitor & retinue and Inquisitorial Storm Troopers

Supporting War Machine Detachments
- Marauder Bomber (40KA)
- Marauder Destroyer (IAA)
- Warhound Scout Titan (40KA)
- Warlord Battle Titan (40KA)

Ref: APOC.GEN.02, APOC.GEN.03

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.24.01 – The following troop types are missing from the Imperial Guard Army List rules index [typo]:

Supporting War Machine Detachments
- The Hellhammer Super-Heavy Tank (40KA)
- The Fortress of Arrogance (40KA)
- Warlord Battle Titan (40KA)

Ref: APOC.GEN.02, APOC.GEN.03

IMPERIAL ARMOR APOCALYPSE: SPACE MARINES (pages 25-34)

IAA.26.01 – Q: Do I use the Imperial Armor Drop rules and or the Drop Pod rules out of my codex?
A: Ignore the Imperial Armor Drop Pod datafax. Use the rules in the codex instead [rules change].

IAA.27.01 – Q: Do I use the Imperial Armor 'Drop Pod Landing' rules for my Deathwind Drop Pods?
A: No, ignore the 'Drop Pod Landing' rule in Imperial Armor and use the standard rules in the codex for Drop Pod arrival. The Pod opens up in the subsequent shooting phase and it immediately begins firing using the 'Automated Weapons' special rule [rules change].

APPENDIX A: IMPERIAL ARMOR APOCALYPSE (IAA)

IMPERIAL ARMOR APOCALYPSE: SPACE MARINES (pages 25-34) *CONTINUED*

IAA.30.02 – 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].

IAA.30.02 – Q: The Damocles Rhino uses the Orbital Bombardment strategic asset. Am I allowed to use this in regular games of 40K?
A: Yes, this is one exception where a strategic asset may be used in a standard game of 40K [RAW].

IAA.34.01 – The following troop types should be changed or added to the Space Marine Army List reference index [clarification]:

> **Supporting War Machine Detachments**
> - Warlord Battle Titan
>
> **Heavy Support**
> - Land Raider Ares*
> - Terminus Ultra Land Raider*

See the GW website to obtain these datafaxes.
Ref: *APOC.GEN.02*, *APOC.GEN.03*

IMPERIAL ARMOR APOCALYPSE: ORKS (pages 43-52)

IAA.44.01 – Q: What happens to passengers embarked on a Big Squiggoth when it dies?
A: Disembark passengers from the Squiggoth as if it were an open-topped vehicle. This means all passengers take a wound on a D6 roll of '4+' (regardless of how far the Squiggoth moved) and count as being Entangled [rules change].
Ref: *APOC.128.01*

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].

IAA.46.01 – Q: Why does the 'Krusha' Battlewagon cost so many points?
A: It is a specialized version of the Battlewagon that has Armor Value 13 on the sides, twin-linked Big Shootas and the option to take Bolt-on Big Shootas [RAW].

IAA.49.01 – Q: If Orks fire out of the Looted Rhino's top hatch does the vehicle count as open-topped next turn against enemy shooting?
A: Yes [rules change].

IAA.52.01 – The following troop types should be changed or added to the Ork Army List reference index [clarification]:

> **Vehicle Upgrades**
> - Grot Bomb Launcha should reference IAU06 [typo]
>
> **Supporting War Machine Detachments**
> - Ork Minelayer*
> - Ork Submersible*
> - Ork Pulsa Rokkit*

See the GW website to obtain these datafaxes.
Ref: *APOC.GEN.02*, *APOC.GEN.03*

IMPERIAL ARMOR APOCALYPSE: TYRANIDS (pages 65-74)

IAA.66.01 – Q: When is the use of the Trygon's Bio-Electric Field declared? If the Trygon shoots with his Bio-Electric Field can he still use it as an invulnerable save in the opponent's turn?
A: 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 [rules change].

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 [rules change].

IMPERIAL ARMOR APOCALYPSE: TYRANIDS (pages 65-74) *CONTINUED*

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 of the Trygon model [rules change].

IAA.66.04 – Q: If, because of friendly models and impassable terrain, there isn't enough space for all the models from a brood following a Trygon to move onto the table, what happens?
A: Any models that cannot be placed on the table the turn they arrive from Reserves (for any reason) count as destroyed [rules change].
Ref: RB.841.02

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 just 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 [rules change].

IAA.68.01 – Q: If the Harridan is hit by a blast weapon, the Gargoyle Brood it is carrying is also hit. How many Gargoyles are hit when this happens?
A: all blast markers that hit the Harridan (regardless of size) cause D6 hits on the Gargoyle brood. Carried Gargoyle broods do not take Ld tests [rules change].

IAA.69.01 – Q: If the Harridan is killed while carrying Gargoyles, do they suffer any additional damage?
A: Nope, they just disembark [RAW].

IAA.70.01 – Q: Are Meiotic Spores really just a single model per Fast Attack choice now?
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 [rules change].
Ref: TYR.28E.01, TYR.28E.02

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].

IMPERIAL ARMOR APOCALYPSE: TAU (pages 75-86)

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 [FAQ overrule].

IAA.79.01 – Q: Can the Tiger Shark's 14 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 [rules change].

IMPERIAL ARMOR APOCALYPSE: CHAOS (pages 95-109)

IAA.96.01 – Q: Does An'Ggrath take up a force organization choice?
A: He does not use up a force organization chart selection, but otherwise is treated as a HQ choice [rules change].

IAA.96.02 – 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.98.01 – Q: Does Scabeiathrax take up a force organization choice?
A: He does not use up a force organization chart selection, but otherwise is treated as a HQ choice [rules change].

IAA.98.01 – Q: Do Scabeiathrax's Nurgling Infestation Attacks ignore armor saves and roll 2D6 penetration against vehicles?
A: No, they are basic attacks without any special rules applied to them [rules change].

IAA.100.01 – Q: The Dreadclaw says it is deployed using the "Drop Pod rules", what rules are those? Also, is the Dreadclaw able to take back off and then land again, if so how?
A: The Dreadclaw arrives using the Drop Pod rules found in the Dark Angels codex (Deep Strike but reduce scatter to avoid landing on impassable terrain or other models). It's following turn (if it hasn't been immobilized), it reverts to being a flyer with the 'Hover Mode' special rule so it may be moved as either a flyer or a Skimmer for the rest of the game [rules change].

APPENDIX B: WARGEAR BOOK QUERIES (WGB)

WARGEAR BOOK GENERAL QUERIES

WGB.GEN.01 – Q: Do the updated statlines for weapons and wording for Wargear/Vehicle Upgrades from the new Wargear book supercede the codex versions of the same items?
A: Any codex published before the Wargear book (before the Tau Empire codex) uses the new statlines & rules found in the WGB where they differ from the codex [RAW].
Ref: DH.32A.01/DH.32B.01, RB.32.01B

WGB.GEN.02 – Q: Are there any typographical errors in the Wargear book?
The following is a list of corrections to the WGB due to typographical errors [typo]:

- Page 6 – Terminator Save is: 2+/5+.
- Page 28 – Venom Cannon can only cause glancing hits against *non* open-topped vehicles.
- Page 38 – Artificer Armor also used by Witch Hunters/Daemonhunters.
- Page 38 – Auspex also used by Witch Hunters/Daemonhunters.
- Page 43 – Company Standard entry begins: *"Units of Imperial guard infantry (not including Conscripts, Enginseers, Ogryns, Ratlings or Storm Troopers) . . ."*
- Page 56 – Rosarius also used by Witch Hunters/Daemonhunters.
- Page 58 – Servitors are also used by Space Marines.
- Page 58 – Servo-Arms are also used by Imperial Guard.
- Page 58 – Signum also used by Imperial Guard.

USING CITY RUINS (PAGES 10-13)

COD.10B.01 – Q: If a unit on an upper level of a city ruin Falls Back, but doesn't roll enough distance to move vertically down a level, is the unit destroyed via the "Trapped!" Rule?
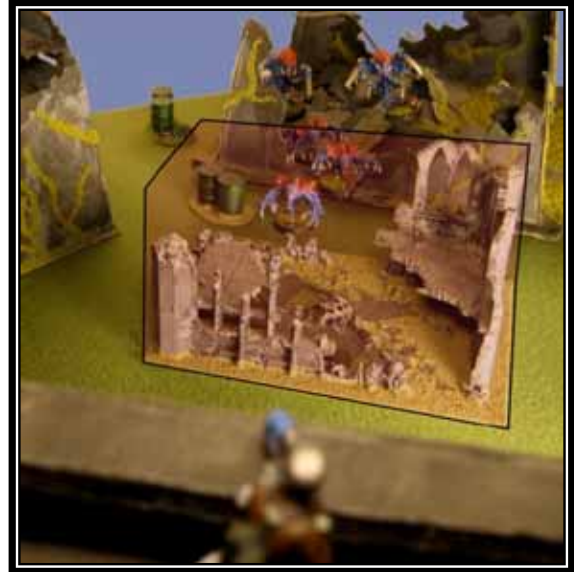A: No. The unit moves as far back horizontally within the ruin as it can towards its Fall Back point but isn't destroyed unless it is actually completely surrounded by enemy units and/or impassable terrain [RAW].

COD.11B.01 – Q: Can a model on an upper level of a City Ruin draw a line of sight "over" an intervening City Ruin to models that are on a lower level of another City Ruin (or on the ground)?
A: This is allowed, but for the purposes of seeing *over* a City Ruin, the intervening ruin is assumed to block line of sight up to the highest point of the terrain piece [rules change].

COD.13B.01 – Q: If a unit occupies all the available space on the upper floor of a City Ruin and an enemy rolls enough distance on their Difficult terrain roll to charge them but is unable to get into base contact due to lack of space on the floor, does the charge fail?
A: Models are allowed to charge enemies they cannot get into base contact with because of difficult terrain (RB.37.02). When dealing with multiple floors, enemy models cannot be contacted directly "through the floor", only defending models that could be reached if both units were on the same floor are eligible to be charged. [rules change].

COD.11B.01
The intervening ruin blocks line of sight up to its highest point. The Guardsman can therefore only draw line of sight to the Raveners and the furthest Genestealer (but just barely).

COD.13B.01
The Genestealers don't count as being in base contact with any Grot models "through the floor". Instead, only the Grots that could be reached were the two units located on the same horizontal plane count as being contacted.

CITYFIGHTING STRATAGEMS (PAGE 33)

COD.33.01 – Q: Are Stratagems on a City Ruin lost if it is reduced to Rubble?
A: Yes, unless specified otherwise [rules change].

COD.33.02 – Q: Do Stratagems that have rules for "Infantry" apply to Jump Infantry or any other type of unit besides "Infantry"?
A: Only models classified as "Infantry" may benefit from these Stratagems [rules change].

DIRTY TRICKS STRATAGEMS (PAGES 36-37)

COD.37B.01 – Q: What models may use the "Plunging Fire" Stratagem?
A: Only models classified as "Infantry" [rules change].

APPENDIX B: APOCALYPSE SUPPLEMENT QUERIES (APOC)

Don't forget to check for new Apocalypse Datafaxes here:
http://us.games-workshop.com/games/40k/apocalypse/gaming/datasheets/default.htm

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 (Apocalypse games and regular games of 40K) use the most current rules published for any given unit, which in many cases is in the Apocalypse rulebook or the Imperial Armor Apocalypse supplement. 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].
Ref: IA.GEN.01

APOC.GEN.02 – Q: What Force Organization slot do the Apocalypse legendary unit datafaxes occupy in normal games of 40K?
A: For a full list, please see the Imperial Armor Apocalypse supplement from Forgeword. If you don't have access to that supplement, the following guidelines will suffice:

> - All Super-Heavy Vehicles (including Super-Heavy Flyers) and the Ork Gargantuan Squiggoth are used as a separate Super-Heavy detachment.
> - The Tyranid Hierophant & Barbed Hierodule are a Heavy Support choice.
> - All other units are a Heavy Support choice.

Ref: IAA.GEN.02, IAA.24.01, IAA.34.01, IAA.52.01

APOC.GEN.03 – Q: The GW website contains new Apocalypse legendary unit datafaxes (such as the Land Raider Ares) what Force Organization slot do these units occupy in normal games of 40K?
A: Unless a datafax specifies otherwise, use the following guidelines:

> - All Super-Heavy Vehicles and non-Tyranid Gargantuan Creatures are used as a separate Super-Heavy detachment.
> - Tyranid Gargantuan Creatures are a Heavy Support Choice.
> - All other units are a Heavy Support Choice.

Ref: IAA.GEN.02, IAA.24.01, IAA.34.01, IAA.52.01

APOC.GEN.04 – Q: What happens if a Type: 'Immobile' vehicle is forced to start the game off the table (in Escalation missions, for example)?
A: Moving towards 5th edition, if a type: 'Immobile' vehicle is unable to set up on the table due to the scenario rules then (and only then) it is allowed to enter play using the Deep Strike special rules (it is air-dropped into battle), regardless of whether the scenario uses Deep Strike or not [rules change].

APOC.GEN.05 – Q: Do all "Immobile" type vehicles automatically give up half their Victory Points like Space Marine Drop Pods?
A: Unless specified differently in their rules, yes [RAW].
Ref: IA3.GEN.01, RB.85.01

APOCALYPSE ADDITIONAL RULES: GARGANTUAN CREATURES (page 91)

APOC.91B.01 – Q: Can a Gargantuan Creature (such as a Gigantic Squiggoth) move and fire a Heavy Weapon? Can they move and fire Ordnance and if so do they count as having moved?
A: Gargantuan Creatures may move and fire both Heavy and Ordnance weapons and are always treated as if they didn't move for the purposes of firing [rules change].

APOC.91C.01 – Q: Gargantuan Creatures attacks in close combat against vehicles count as Ordnance hits, does this mean for penetration they roll 2D6 twice and pick the highest result for each attack that hits?
A: No. Their attacks count as Ordnance only when rolling on the damage table, which means that against regular vehicles penetrating hits are rolled on the Ordnance damage table [RAW].

APOCALYPSE ADDITIONAL RULES: GARGANTUAN CREATURES (page 91) *CONTINUED*

APOC.91C.02 – 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. Enemy models that are in base contact with both the Gargantuan Creature and another model may have to be "cheated" so that they are moved at least one inch away from the Gargantuan creature but still remain in base contact with the other model(s) they are fighting. No matter what, at the end of a round of combat a Gargantuan Creature is never locked in combat with a non-Gargantuan or Super-Heavy enemy [rules change].

APOC.91D.01 – Q: Gargantuan Creatures are immune to friendly psychic powers, does this mean that Tyranid Gargantuan Creatures do not benefit from Synapse?
A: The Synapse psychic power is an exception to this rule [rules change].

APOC.91D.02 – Q: Does a Gargantuan Creature ignore persistent psychic abilities (like Psychic Scream 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: [CSM.48.02](), [DH.18C.01](), [ELD.28B.01](), [ELD.49A.01](), [RB.52.07](), [TYR.31B.01]()

APOC.91D.03 – Q: Are Tyranid Gargantuan Creatures affected by Instinctive Behavior?
A: Yes, Gargantuan Creatures must still test for Instinctive Behavior if out of Synapse range and if failed, they may not move for the turn [RAW].

APOC.91D.04 – Q: How many Wounds does a Gargantuan Creature suffer when hit by a Destroyer weapon?
A: 1 Wound, as only attacks that remove a model outright cause D3 Wounds [RAW].

APOC.91D.05 – 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.91B.01 – Q: When a Super-Heavy Vehicle moves and fires Ordnance does it count as having moved?
A: No. Super-Heavy Vehicles always count as having been stationary for the purposes of firing [rules change].

APOCALYPSE ADDITIONAL RULES: SPECIAL RULES (pages 96-97)

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].

DATASHEETS: ORKS (pages 128-137)

APOC.128.01 – Q: What happens to passengers embarked on a Gargantuan Squiggoth when it dies?
A: Disembark passengers from the Squiggoth as if it were an open-topped vehicle. This means all passengers take a wound on a D6 roll of '4+' (regardless of how far the Squiggoth moved) and count as being Entangled [rules change].
Ref: *IAA.44.01*

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].

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 [rules change].

GLOSSARY OF ABBREVIATIONS

40K	Warhammer 40,000	IA06	Imperial Armor Update 2006 (IAU06)
40KA	Apocalypse Supplement (APOC)	IAU06	Imperial Armor Update 2006 (IA06)
ABH	IG Abhuman Doctrines	IAA	Imperial Armor Apocalypse
ACo	Armored Company (CA)	IC	Independent Character
APOC	Apocalypse supplement (40KA)	IG	Imperial Guard
ARM	Armageddon Codex	KM	Kroot Mercenaries (CA)
ASM	All Space Marine Codices	LOS	Line of Sight
ATSKNF	And They Shall Know No Fear	MC	Monstrous Creature
BA	Blood Angels	MCO	Multiple Codices
BGB	Big Grey Book (RB)	MEQ	Marines and Equivalents
BT	Black Templars	MISC	Miscellaneous
CA	Chapter Approved	NEC	Necrons
CAT	Catachan Codex	ORK	Orks
CC	Close Combat	RAW	Rules As Written
COD	Cities of Death supplement	RB	Rulebook (BGB)
CSM	Chaos Space Marines	SM	Space Marines
DA	Dark Angels	SOB	Sisters of Battle (WH)
DE	Dark Eldar	SW	Space Wolves
DH	Daemonhunters	TAU	Tau Empire
DW	Deathwatch Kill-Team	TYR	Tyranids
ELD	Eldar	UK	United Kingdom
FAQ	Frequently Asked Question	US	United States
FO	Feral Orks (CA)	USR	Universal Special Rule
FW	Forge World (IA)	VP	Victory Point
GEN	General Question	WBB	We'll Be Back
GW	Games Workshop	WD	White Dwarf Magazine
HW	Heavy Weapon	WGB	Wargear Book
IA	Imperial Armor (FW)	WH	Witch Hunters
IA1-5	Imperial Armor Vol. 1-5	WYSIWYG	What You See Is What You Get

THE GOAL OF AN UNOFFICIAL TOURNAMENT FAQ

Frequently in this FAQ we (the authors of the FAQ) have made rulings that go squarely against the rules as written (RAW) in the rulebook. Yet we have no special knowledge passed on from the games designers' about how tricky situations in the game are supposed to be resolved. Many readers may therefore be wondering what criteria we used in order to make these rulings.

The answer is actually rather simple: The goal of a tournament organizer (and therefore a tournament FAQ) can only ever be to achieve a smooth running and fun tournament. To that end, we have striven to make rulings that are in accordance with the way the majority of tournament players naturally play a situation, regardless of what the RAW actually say.

The reasoning behind this is simple: The vast majority of tournament players aren't going to read a giant FAQ document like this. They're just going to show up to the tournament and play their games. The only time they are likely going to encounter the FAQ is when someone who has studied it ahead of time lets them know that they are breaking a ruling found in the FAQ.

If a ruling goes against how the majority plays, then the FAQ becomes a tool for those who study the FAQ to break the flow of the game to point out how their opponent is playing incorrectly, or in other words, to disrupt the flow of the game and the tournament.

On the other hand, if the FAQ ruling is made in accordance with how the majority plays the game then those players who study the FAQ ahead of time will be miffed before the tournament that we are not strictly playing 'by the RAW' but they will at least know in advance exactly how the game is going to be played and will be able to adjust accordingly. Meanwhile, the majority player who doesn't read the FAQ is going to be completely unaffected as they naturally play the game the way the FAQ has been ruled.

Many readers are probably wondering: How do you know how the 'majority' of people play a given situation? The answer is we obviously cannot know for certain how every player in a tournament plays but we've used our own extensive personal tournament gaming experiences plus data taken from polls in online forums to try to best gauge this ideal. It will obviously never be perfect and we will always be striving to gain more data and fine tune our rulings, but it is the goal we aim for.

But why try to pander to the majority even though we are then playing the "wrong" way (i.e. against the RAW)? Because besides providing a winner, the goal of a tournament is to be a fun and smoothly run event for as many players as possible. By ruling based on majority play we ensure that the maximum amount of players have an argument free game and a fun tournament in general.