Independent National Warhammer 40,000

Tournament FAQ v.4.2 (10/04/2010)

*Please be aware that this document only clarifies codexes that are released **prior** to the above publication date.*

In the case that any official GW FAQs are released or updated after this publication date, and they contain rulings which contradict those found in this document, the official GW ruling obviously takes precedence.

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INTRODUCTION

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

The purpose of this FAQ is to give players advance knowledge of how tournament judges will be ruling the myriad of tricky situations that arise in games of 40k at the event they are planning to attend. At the end of the day, please remember that miniature gaming is meant to be fun. FAQs are **not** a replacement for common sense and good sportsmanship. Players are always expected to calmly attempt to resolve differences in opinion *before* consulting with a tournament judge.

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 last version of this FAQ are denoted with a (+) symbol before their FAQ number and have their answer text colored red for easy reference.

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 absolutely conclusive RAW answer are noted as [clarifications].
- Rulings that change the RAW because we feel playing that way goes against the style the vast majority of people play (or is completely and utterly absurd) are noted as [rules change].
- Situations where we feel the issue is clearly based on a typographical error are noted as [typo].

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: INATFAQ@dakkadakka.com

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

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Many thanks go out to the numerous internet forums, their posters, clubs/groups and GW staff that contributed invaluable questions, feedback and/or advice to help create this FAQ, especially Giorgio 'Gwar!' Rossi, whose personal FAQs make putting together this one much less of a chore.

* If you feel that certain rulings in this document aren't properly labeled, please read the Afterword on the final page of this FAQ for further clarification on exactly what we mean by our ruling classifications.

GENERAL TOURNAMENT QUERIES (GEN)

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

GEN.01 – Q: Can players convert their models in order to gain an advantage in the game? For example, making tiny models to hide behind scenery, longer barrels on their vehicles to increase the range of their weapons, using shorter/taller flying bases for their models then those supplied, etc?
A: Players may only convert their models for aesthetic purposes. Any players, in the opinion of the Tournament organizers/judges, who have converted their models specifically to gain a gameplay advantage, may be penalized at the whim of the Tournament Organizer. These penalties can be as little as playing the game acting as if the suspect model is the proper dimensions, all the way up to immediate ejection from the tournament [clarification]. When in doubt, **always check with the tournament organizer** before the tournament begins and then discuss the issue again with each of your opponents before the game starts.
Ref: RB.22A.02

GEN.02 – Q: Can players alter the shape of their models during the game in order to gain an advantage in the game, such as lowering a ramp on a vehicle in order to gain extra disembarking distance?
A: Besides a few noted exceptions in the rules (skimmers removing their flying bases, turrets turning, etc) players may only alter their models during the game for aesthetic purposes. For all aspects of gameplay a model must remain the same dimensions for the entirety of the game [clarification].
Ref: RB.24A.01

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

GEN.04 – Q: Throughout this FAQ are classifications of how weapons are mounted on vehicles, however the online GW rulebook FAQ says that weapon arcs are defined by how the weapon looks like it should be able to rotate on the model. What is the correct way to play?
A: GW's FAQ ruling is correct: If the weapon looks like it would be able to turn to face a direction if it wasn't glued in place, then it can. In essence, the weapon mounting classifications presented in the rulebook (and referenced by this FAQ) represent the bare minimum the weapon of that type can rotate [RAW].

RULEBOOK QUERIES (RB)

Don't forget to check out the official rulebook FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m2030054_40k_Rulebook_March_2009.pdf

MODELS & UNITS (page 3)

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

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

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

THE TURN (page 9)

RB.09.01 – Q: Do actions that happen at the "start of the turn" take place at the beginning of the movement phase or is there some sort of pre-movement phase?
A: There are only three phases in a turn, so unless specified otherwise, all actions that happen at the start of the game or player turn are indeed taking place at the very start of a player's movement phase [RAW].

RB.09.02 – Q: How does a player resolve multiple actions that are supposed to be performed at the "start of the turn"?
A: All events or actions that occur at the start of the turn/movement phase must be performed before any voluntary movement/actions are taken by the player. Beyond that restriction, a player is allowed to perform all "start of the turn/movement phase" actions in any order he wishes, unless specified otherwise [clarification].
Ref: RB.94B.02

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

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

THE MOVEMENT PHASE: UNIT COHERENCY (page 12)

RB.12B.01 – Q: What happens if an out of coherency unit is able to move, but due to extreme circumstances is not able to restore coherency in a single movement phase?
A: If the unit cannot manage to restore coherency with their movement *in a single movement phase* they then must attempt to restore coherency as soon as possible (they would have to 'run' if able, for example) [clarification].

THE MOVEMENT PHASE: TERRAIN (pages 13-14)

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

THE SHOOTING PHASE: RUN! (page 16)

RB.16A.01 – Q: Do models that 'run' have to move the entire distance they roll?
A: No they do not [clarification].

RB.16A.02 – Q: Can units with a Ballistic Skill of '0' or that don't have any ranged weapons still to 'Run' in the Shooting phase?
A: Yes they can [clarification].

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

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

THE SHOOTING PHASE: TAKE SAVING THROWS (page 20)

RB.20B.01 – Q: Is a "failed save" the same thing as getting no save at all? What about a "failed saving throw" are these all the same thing?
A: Yes, getting "no save" or having "failed a save" or having "failed a saving throw", etc, are all one and the same thing [clarification].

THE SHOOTING PHASE: COVER (pages 21-24)

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

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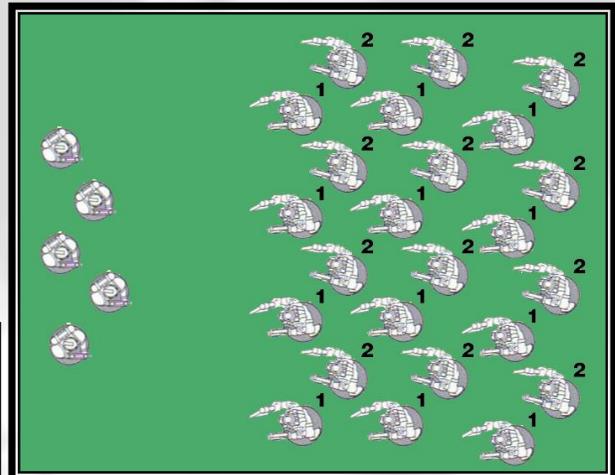
RB.22A.02 – Q: How exactly does a player determine if they are firing "through" area terrain or an intervening unit as opposed to firing "over" it?
A: When drawing line of sight past an intervening unit or area terrain draw an imaginary line from the tallest points of the two models/terrain elements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

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

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

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

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

A: Use the cover save that the majority of 'in cover' models are in/behind. If there is no majority, use the best save available to the unit [clarification].

THE SHOOTING PHASE: GOING TO GROUND (page 24)

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

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

THE SHOOTING PHASE: GOING TO GROUND (page 24) *CONTINUED*

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

RB.24A.04 – Q: If a unit has '[gone] to ground', does being assaulted by the enemy automatically remove this status?
A: No it doesn't. While they do fight as usual (including making pile-in moves), once the combat ends, they will immediately continue to count as '[gone] to ground' until the rules normally specify that the status ends [RAW].

THE SHOOTING PHASE: COMPLEX UNITS (page 25)

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

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

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

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

WEAPONS: SPECIAL WEAPON CHARACTERISTICS (pages 30-32)

RB.31A.01 – Q: Can a single unit firing multiple 'pinning' weapons cause an enemy unit to take more than one pinning test per turn?
A: Unless specified otherwise in the weapon's description, no. Only one pinning test is taken due to the firing of a single enemy unit regardless of how many pinning weapons they fired or how many wounds they inflicted [clarification].

RB.31B.01 – Q: If a model is wounded by the "Gets Hot" rule from a weapon whose Strength value is double or more it's Toughness, is "Instant Death!" inflicted on the model?
A: No. The actual "attack" must be double or more the Toughness value of the model, and the "Gets Hot" attack has no Strength value associated with it [clarification].

ASSAULT PHASE: MOVE ASSAULTING UNITS (page 34)

RB.34B.01 – Q: If a charging unit rolls enough distance on their difficult terrain roll to reach enemy models behind cover but they are unable to get into 'base contact' because of some intervening piece of terrain (like barrels), does the charge fail?
A: No. Charging models that roll enough distance to reach enemies behind difficult terrain, are assumed to be in 'base contact' even if a piece of terrain prevents them from actually touching [clarification]. Place the attacking model as close as you possibly can: either on top of, or on the other side of the terrain. This only applies to difficult terrain; models cannot be in 'base contact' across impassable terrain.

RB.34C.01 – Q: Is it possible for a unit comprised of a single model to assault multiple enemy units at the same time?
A: No, as the first model moved in an assaulting unit (which is always the case with a single model unit) is only allowed to charge the nearest model in the declared enemy unit [clarification].

6 INCHES

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

BASE CONTACT!

ASSAULT PHASE: DEFENDERS REACT (page 34)

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

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

RB.36B.01 – Q: Can an assaulting unit choose not to assault enemy models that are in cover in order to avoid taking a difficult terrain test?
A: Absolutely not. The assault rules can indeed create situations where assaulting models are forced to move through or into difficult terrain. When in doubt, pre-measure the assault range *before* moving any models in the assaulting unit and if it looks like any assaulting model *will likely* be forced to move through the terrain then the terrain test must be made before moving the assaulting unit [clarification].

RB.37A.01 – Q: If a weapon isn't defined as either single or two-handed can this weapon be used in close combat to get the +1 attack bonus for having two weapons?
A: Unless specified otherwise, all 'pistols' and 'close combat weapons' (this includes any weapons that have special rules for fighting with them in close combat) are considered 'single-handed'. All other weapons in the game (such as bolters, etc) are considered 'two-handed' unless specified otherwise [clarification].
Ref: BA.49C.02, ELD.51D.01

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

ASSAULT PHASE: SWEEPING ADVANCES (page 40)

RB.40A.01 – Q: If only one model in a unit is unable to make a 'sweeping advance' (such as a model in Terminator armor) can the rest of the unit still attempt one?
A: No, if any model in the unit is unable to make a sweeping advance then the entire unit is unable to [clarification].

ASSAULT PHASE: SHOOTING INTO & OUT OF CLOSE COMBAT (page 40)

RB.40D.01 – Q: If units locked in combat are hit by errant shooting, can they still take cover saves (assuming they're in cover)? If so, can they choose to '[go] to ground'?
A: Yes, units locked in combat still get cover saves if they are in cover from the firers [RAW]. They may not, however, choose to '[go] to ground' [clarification].

RB.40D.02 – Q: When units who are locked in combat are hit by errant shooting, can their combat opponents potentially be counted as 'intervening models' and provide them with cover?
A: Yes they can. Please remember that the cover rules for intervening models are an abstraction [RAW].

ASSAULT PHASE: MULTIPLE COMBATS (page 41)

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

RB.41C.02 – Q: When fighting a multiple combat what happens if a unit is unable to engage the enemy with their pile-in move because all enemy models in the combat are already surrounded by other friendly models?
A: If a unit will have absolutely no way of engaging the enemy even after both sides' pile-in moves, that unit is considered no longer locked in combat and may make a consolidation move instead [clarification].
Ref: ELD.46B.01/ELD.47C.01, IG.34B.01, RB.73A.01, SM.72A.01, TYR.54D.02, TYR.84E.01

ASSAULT PHASE: CLOSE COMBAT WEAPONS (page 42)

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

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

MORALE: MORALE CHECKS (pages 43-44)

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

MORALE: FALL BACK! (pages 45-46)

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

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

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

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

FALL BACK!

ORK TABLE EDGE

CHARACTERS (pages 47-49)

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

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

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

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

RB.48B.02 – Q: Independent Characters joining a unit do not gain the unit's special rules unless "specified in the rule". What exactly does this mean and does it apply to special rules that have been conferred to the unit by *another* character?
A: It means that the special rule must specifically mention that it applies to Independent Characters joining the unit. However, if a special rule specifies that it is conferred onto a unit (such as with a Chaplain's 'Liturgies of Battle', for example) then these special rules will benefit Independent Characters joined to that same unit unless specified otherwise [clarification].
Ref: *BA.43E.01*, *IG.71F.01*, *ORK.38A.01*, *ORK.59A.01*, *ORK.62C.01*, *SM.55A.01*, *SM.92.01*, *TYR.52C.02*, *TYR.62F.01*

RB.49A.01 – Q: When an Independent Character is part of a unit, and that unit is wiped out by shooting or close combat, does the character still take Morale and Pinning tests as if he was part of the unit?
A: Yes, as the character counts as being part of the unit until the start of their next turn [RAW]. This also means that enemies who fired at and wiped out the unit the IC was with may still declare a charge against the character in the subsequent Assault phase.

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

PSYKERS (page 50)

RB.50C.01 – Q: Can a Psyker who is able to use more than one psychic power per turn use the same power more than once in a turn?
A: Unless specified otherwise, a psyker can only use any given psychic **shooting attack** once per turn [RAW]. There is however, no such general restriction on psychic powers that *aren't* shooting attacks [clarification].

RB.50C.02 – Q: If a psyker has no ranged weapons, can it still utilize a psychic shooting attack?
A: Yes, provided the model would normally be allowed to shoot that phase if it had a ranged weapon [rules change].

UNIT TYPES: MONSTROUS CREATURES (page 51)

RB.51B.01 – Q: Does 50% of a monstrous creature's body actually have to be physically obscured for it to claim a cover save in all cases? Or when it comes to area terrain does it just need 50% of its base in the terrain to get the save?
A: Except where a Monstrous Creature is granted a save by special means (such as a Tyranid Venomthrope's 'Spore Cloud', for example), it needs to have at least 50% of its body physically obscured in order for it to claim a cover save [clarification].
Ref: NEC.20A.02, RB.62B.01, TYR.35B.01

UNIT TYPES: JUMP INFANTRY (page 52)

RB.52B.01 – Q: If a non Jump-Infantry model is able to 'move as' Jump Infantry (such as a Tyranid Hive Tyrant with wings, for example), does that mean they are also allowed to Deep Strike?
A: Yes it does [clarification].

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

UNIT TYPES: BIKES (page 53)

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

UNIT TYPES: ARTILLERY (page 55)

RB.55C.01 – Q: How is cover for Artillery units determined from enemy shooting?
A: Just like an infantry unit, artillery units get a cover save if at least half of their models are in cover. A gun model only counts as being 'in cover' if at least 50% of the model is physically obscured from the firers, although gun models that aren't 50% obscured can still utilize a cover save if the majority of the unit **is** 'in cover'. Please remember that models in the same unit do not provide cover to each other (so the gun crew cannot claim cover simply for hiding behind their guns) [clarification].

RB.55C.02 – Q: If some of the gun models in an Artillery unit have the 'Stealth' USR (such as with the Imperial Guard 'Camo-Netting' upgrade) how does this work?
A: If the unit is found to be 'in cover' (see RB.55C.01 for more detail on that process), then determine how many glancing/penetrating hits you have against the gun models in the unit and allocate these hits amongst the gun models as usual before taking cover saves. Only the gun models with the Camo-Netting upgrade will benefit from the improved cover save [clarification].

VEHICLES: VEHICLES AND MOVEMENT (page 57)

RB.57A.01 – Q: Can (non-walker) vehicles move in any direction or only in forward and reverse?
A: Vehicles may only utilize forward and reverse movement (and so must pivot in order to change directions). If the front of the vehicle cannot be easily determined, make sure you declare which is the front when deploying the model [clarification].

RB.57A.02 – Q: Can vehicles be deployed 'sideways' at the start of the game and when first moved be pivoted in order to 'gain' a few extra inches of movement?
A: Yes they can. However, it is important to be consistent throughout the game and always pivot vehicles only on their center axis (so this 'bonus distance' is only really gained once, in the first turn of the game) [clarification].

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

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

VEHICLES: SHOOTING AT VEHICLES (page 60-62)

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

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

RB.61H.02 – Q: If a vehicle has a weapon that can only be fired a certain number of times, and that weapon has been fully expended (such as firing a Hunter-Killer Missile, for example), does it still count as a 'weapon' that can be destroyed by a 'Weapon Destroyed' damage result?
A: No, weapons on a vehicle that cannot possibly fire for the rest of the game no longer count as weapons in regards to 'Weapon Destroyed' damage results [rules change].

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

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

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

RB.61K.03 – Q: When a vehicle 'explodes' is each model within range rolled for separately or are the normal casualty removal rules for shooting used? Are cover saves allowed against this explosion?
A: Use the normal casualty removal rules for shooting, including cover saves. Draw line of sight from the center of the exploding vehicle to the affected unit(s) to determine whether or not they are in cover [clarification].
Ref: TYR.49C.01

RB.61K.04 – Q: In a combat involving opposing non-vehicle units AND a vehicle, what happens if that vehicle 'explodes' during combat? Do wounds caused by the explosion count towards combat resolution?
A: Yes, all unsaved wounds caused by an explosion originating in the same combat do count as wounds inflicted in that combat [clarification].
Ref: TYR.49C.02

VEHICLES: SHOOTING AT VEHICLES (pages 60-62) *CONTINUED*

RB.62B.01 – Q: Does 50% of a vehicle's facing actually have to be physically obscured for it to claim a cover save in all cases? Or when it comes to area terrain does it just need 50% of the facing within the terrain to get the save?
A: Except where a vehicle is granted a save by special means (such as an Ork Kustom Force Field or Space Wolves 'Stormcaller', for example), it needs to have at least 50% of its body physically obscured in order for it to claim a cover save [clarification].
Ref: *RB.51B.01, SW.37C.01*

RB.62C.01 – Q: If a vehicle does not move in a Movement Phase (or is unable to) can it still utilize Smoke Launchers in that phase?
A: Yes [rules change].

RB.62C.02 – Q: Can a Walker locked in combat still utilize Smoke Launchers in its Movement Phase? Can Smoke Launchers be used by a Walker immediately after 'Running', 'Piling-in' or 'Consolidating'?
A: Smoke Launchers may only be used during the movement phase, but may indeed be used by Walkers that are locked in close combat [clarification].

VEHICLES: VEHICLES AND ASSAULTS (page 63)

RB.63D.01 – Q: If assaulting a vehicle that moved in its previous movement phase but is now immobilized, what roll is needed to hit it?
A: The immobilized status takes precedence over the fact that the vehicle previously moved (which means Attacks will typically hit the vehicle automatically) [clarification].

RB.63D.02 – Q: If a vehicle that moved in its previous movement phase is assaulted and immobilized by an enemy with a higher Initiative value, do other enemies in the same unit with lower Initiative now count the vehicle as immobile?
A: Yes they do [clarification].

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

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

VEHICLES: UNITS OF VEHICLES – SQUADRONS (page 64)

RB.64B.01 – Q: How does a Squadron of Tanks handle Tank Shocking and/or Ramming?
A: The entire squadron must Ram or Tank Shock if any of the vehicles do so, and must move in a direction that will maintain their coherency. All Rams by the squadron on a single enemy vehicle are resolved simultaneously [clarification].

RB.64E.01 – Q: If a Squadron of vehicles has different rear armor values, how is this handled when the Squadron is assaulted?
A: Use the rear armor value that the majority of the vehicles in the Squadron have. If there is no majority, use the highest rear armor value amongst the squadron [clarification].

VEHICLES: TRANSPORT VEHICLES (pages 66-67)

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

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

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

RB.66E.02 – Q: Can an embarked unit ever be forced to fall back or become pinned while in/on a vehicle (or building)?
A: Unless explicitly specified otherwise, no [clarification].
Ref: SW.53G.03, TAU.33E.01, TAU.42H.01

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

RB.67A.02 – Q: If a transport vehicle is 'wrecked' while completely surrounded by enemy models in base contact, is it possible for the passengers disembark *outside* of the surrounding enemies as long as they are still within 2" of the vehicle's hull but not within 1" of any enemy?
A: No. Disembarking is a form of (non-normal) movement and therefore they may not move through impassable terrain and/or any models when disembarking [clarification].

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

RB.67F.01 – Q: When a transport vehicle suffers a 'Destroyed – explodes!' result its passengers must be placed "where the vehicle used to be". What exactly does this mean?
A: Passengers must be placed wholly inside the area of the table that the vehicle's hull previously occupied [clarification]. Any models that cannot fit entirely within this area or are within 1" of an enemy model are removed from play as a casualty. In addition, the models count as having disembarked from a vehicle (and so cannot assault the same turn if the vehicle wasn't open-topped, for example) [rules change].
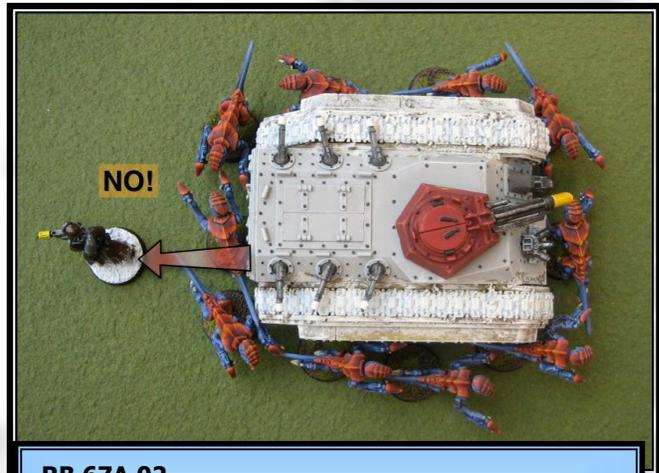
RB.67A.02
The Chimera is completely surrounded by Termagants. That means it is impossible for models onboard to disembark, as they aren't allowed to move 'through' the surrounding enemies to do so.

VEHICLES: TANKS (pages 68-69)

RB.68.01 – Q: If a unit is Tank Shocked and passes its Morale check, but the shortest route to move models from underneath the vehicle would take them off the table are those models removed from play?
A: No. Move the models the shortest route from underneath the vehicle that will keep them on the table [clarification].

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

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

RB.69B.02 – Q: Can any vehicle ram or are only 'tanks' allowed to?
A: Unless specified otherwise, only vehicles able to 'Tank Shock' (which are typically only tanks) may Ram [clarification].

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

VEHICLES: FAST VEHICLES (page 70)

RB.70H.01 – Q: If a transport vehicle is 'Destroyed' in the same movement phase it is declared to be moving 'flat out' (when ramming another vehicle, for example) are the models onboard destroyed?
A: Yes, when a vehicle is destroyed in the **same** movement phase it moves 'flat-out', passengers onboard are unable to disembark and therefore count as destroyed [clarification].

VEHICLES: SKIMMERS (page 71)

RB.71B.01 – Q: If a skimmer ends its move on top of impassable terrain (like an enclosed building), are passengers ever able to disembark onto this terrain if they will fit there?
A: Unless both players agree otherwise, infantry may not disembark on top of impassable terrain [RAW].

RB.71B.02 – Q: If a skimmer rams/tank shocks an enemy unit that is in terrain does it have to take a dangerous terrain test to do so?
A: Only if the skimmer begins or ends its movement in the terrain [RAW].

RB.71B.03 – Q: Can a skimmer performing a tank shock selectively choose to fly over enemy units (and vehicles) that it doesn't want to tank shock or ram? How about flying over friendly units or intervening terrain in order to tank shock an enemy unit?
A: Yes, a skimmer may selectively choose to move over any friendly/enemy units and moves over intervening terrain without penalty (although it still has to take a dangerous terrain test if it ends the move in terrain as normal) [clarification].

RB.71B.04 – Q: If a skimmer is tank shocking over a friendly/enemy unit or impassable terrain (into an enemy unit on the other side) and it suffers a 'Death or Glory' attack which forces it to stop moving while over such an obstruction, what happens?
A: In this case, resolve the damage against the skimmer *right before* it moved over the obstruction, or 1" before the obstruction when it is an enemy unit [clarification].
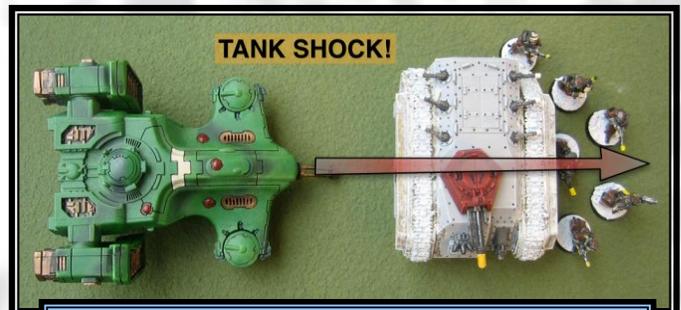
TANK SHOCK!

RB.71B.04
The Devilfish tank shocks the Imperial Guard unit on the other side of the Chimera. However, a Guardsman with a Meltagun 'Stuns' the Devilfish with a 'Death or Glory!' attack, which means the Devilfish is moved back along the path it took, stopping 1" before reaching the Chimera.

Stopped 1 inch away
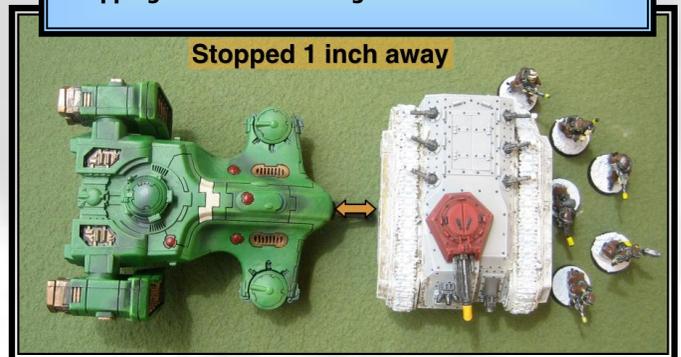
VEHICLES: SKIMMERS (page 71) *CONTINUED*

RB.71C.01 – Q: If a fast skimmer moves 'flat out' and is immobilized in the same turn (by failing a dangerous terrain test, for example) does it count as being destroyed (wrecked)?
A: Yes, if a skimmer is immobilized on its own turn and it moved (or is moving) flat out then it counts as 'Wrecked' instead [rules change].

RB.71C.02 – Q: If a fast skimmer is moving 'flat out' while Tank Shocking and is hit by a 'Death or Glory' attack does it get an obscured save against the hit for moving fast?
A: Yes it does, provided the Tank Shock move was declared to be more than 12", and the hit is from a shooting weapon (as opposed to from a grenade or close combat attack) [rules change].

VEHICLES: WALKERS (pages 72-73)

RB.73A.01 – Q: What happens if a Stunned or Immobile Walker has all of its combatants killed by friendly models and the enemy is unable to Pile-Into them?
A: If a walker unit finds itself not locked in combat after Pile-In moves are completed, then it no longer counts as being part of the combat [clarification].
Ref: ELD.46B.01/ELD.47C.01, IG.34B.01, RB.41C.02, SM.72A.01, TYR.54D.02, TYR.84E.01

RB.73B.01 – Q: Can a Walker that Deep Strikes fire in the subsequent shooting phase?
A: Yes it can, as a Walker fires its weapons as if it were a stationary vehicle regardless of what speed it actually moved at [clarification].

UNIVERSAL SPECIAL RULES (pages 74-76)

RB.74B.01 – Q: If a unit with 'Counter-Attack' passes its Ld test does it count as charging in all respects or just for the Attack bonus?
A: The unit only counts as having assaulted *only* for the Attack bonus. So, for example, if the unit also had 'Furious Charge' it would not benefit from it when counter-attacking [clarification].

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

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

RB.75I.01 – Q: What happens if a model has the 'Preferred Enemy' special rule but no particular type of enemy is specified?
A: In this case, the model gains the 'Preferred Enemy' bonus against all enemy models (except for models without a WS, of course) [clarification].

RB.76C.01 – Q: If a unit 'Turbo-Boosts' with its pre-game 'Scout' move and in the game's first player turn the enemy shoots at this unit, does it benefit from the '3+' cover save provided by 'Turbo-Boosters'?
A: Yes it does [clarification].

RB.76C.02 – Q: If a vehicle makes a pre-game 'Scout' move and in the game's first player turn the enemy assaults the vehicle, does it count as having moved for determining what is needed to hit it?
A: Yes it does [clarification].

RB.76C.03 – Q: If a Fast Skimmer moves 'flat out' with its pre-game 'Scout' move and in the game's first player turn the enemy shoots at this unit, does the Skimmer count as obscured (and benefit from the '4+' cover save)?
A: Yes it does [clarification].

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

RB.76C.04 – Q: Can an embarked unit on a transport vehicle disembark after it makes its pre-game 'Scout' move?
A: Only if the embarked unit has the 'Scout' ability *and* if the disembarking would normally be allowed in the movement phase (i.e. the vehicle didn't move to far, etc) [RAW].

+RB.76C.05 – Q: Can a vehicle use its 'Smoke Launchers' immediately after completing its 'Scout' move (i.e. before the game starts)?
A: Yes, however Smoke Launchers used this way only affect the game if the opponent gets the very first player turn [rules change].

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

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

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

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

BUILDINGS AND RUINS: BUILDINGS (pages 78-81)

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

RB.79C.01 – Q: Can unoccupied buildings be shot at or assaulted? What about if a blast accidentally scatters onto an unoccupied building?
A: To keep things simple, unoccupied buildings cannot be assaulted and/or damaged unless both players agree otherwise [clarification].

RB.79C.02 – Q: Can buildings be Rammed?
A: No. A ramming vehicle that contacts a building, or any other impassable terrain, immediately stops moving [RAW].

BUILDINGS AND RUINS: RUINS (pages 82-85)

RB.83B.01 – Q: If a unit on an upper level of a ruin Falls Back, but doesn't roll enough distance to move vertically down a level (double '1's), is the unit automatically "Trapped" and destroyed?
A: No. The unit moves as far back horizontally within the ruin as it can towards its Fall Back point but isn't destroyed unless it is actually completely surrounded by enemy units and/or impassable terrain [RAW].

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

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

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

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

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

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

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

RB.92G.01/RB.93A.01 – Q: In a 'Pitched Battle' or 'Spearhead' deployment can the player deploying second really deploy ANYWHERE in his half/quarter of the table?
A: No, both players must abide by the same restrictions about not deploying units within 12" of the table's middle-line/center [clarification].

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

RB.94B.01 – Q: Do special rules for models in Reserve affect the game?
A: Models in Reserve have no effect on the game except when they have an ability that specifies it applies while the model is in Reserve ('not in play') or while 'alive'. In addition, any ability used before the start of the game (e.g. during deployment, etc) applies regardless of whether the model is currently on the table or not [clarification].
Ref: _IG.31A.02, IG.31C.01, TYR.34B.01, TYR.51C.01, TYR.56G.01, TYR.59B.03_

RB.94B.02 – Q: If a model in Reserve has an ability that occurs at the start of the turn can they arrive from Reserves and utilize that ability in the same turn?
A: Unless specified otherwise, no, as they are not in play at the start of their turn [clarification].
Ref: _RB.09.02, SW.53C.01_

RB.94B.03 – Q: Are units in Reserve ever vulnerable to abilities in the game?
A: Units in Reserve are never affected by in-game abilities unless the rule specifies that it affects units in Reserve ('not in play') [clarification].

RB.94B.04 – Q: If an army has positive Reserve roll modifiers (such as +1 to their Reserve rolls) is it possible for Reserves to automatically arrive before turn 5?
A: Unless specified otherwise, if Reserve roll modifiers take the roll needed for a unit to arrive to '1+' or better, then the unit automatically passes the roll to arrive that turn [clarification].

RB.94D.01 – Q: If there is no room for models to move onto the table from Reserves without placing them within 1" of an enemy model or on top of friendly models, what happens?
A: Any models that cannot fit on the table play no further part in the game and count as destroyed [clarification].

ORGANIZING A BATTLE: MISSION SPECIAL RULES: RESERVES (page 94) *CONTINUED*

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

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

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

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

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

RB.95A.03 – Q: Some units actually *want* to Deep Strike directly over enemy models (such as a Tyranid Mawloc, for example), but is this allowed? If so, is the initial Deep Striking model really set directly on top of the opponent's model(s)?
A: This is allowed as the initial placement of the Deep Striking model is a merely a representation to determine where the unit will actually arrive. In such cases, do not actually set the arriving model on top of your opponent's model(s), instead mark the spot with your finger or suitable marker until the scatter is resolved [clarification].
Ref: *NEC.21C.03*

RB.95A.04 – Q: If a Deep Striking transport suffers a mishap, what happens to any units embarked on it?
A: Only roll a mishap for the transport. Embarked units are onboard the transport and therefore suffer along with whatever mishap is rolled for it [clarification].

REFERENCE: VICTORY POINTS (page 108)

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

RB.108.02 – Q: If an Independent Character is part of a unit it cannot leave (a 'retinue') are Victory Points for the IC worked out separately from the retinue?
A: No, unless specified otherwise, if an IC cannot leave a unit during the game then for Victory Point purposes their points cost is included along with the unit and they are considered just another model in the unit [clarification].

BLACK TEMPLARS CODEX QUERIES (BT)

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

BLACK TEMPLAR GENERAL QUERIES

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

BLACK TEMPLARS SPECIAL RULES (page 22)

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

BT.22A.02 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BA.23B.01, DA.23A.01, SM.51B.01, SW.24F.01

BT.22B.01 – Q: If a Black Templar Drop Pod's scatter would take it on top of a friendly unit or off the table is the scatter reduced as if it were landing in impassable terrain?
A: Treat friendly models as impassable terrain and reduce the scatter as needed. If the scatter takes the Pod even partially off the table it suffers a Deep Strike mishap [clarification].
Ref: BA.32E.01, DA.35B.01, SM.69C.01, SW.47C.01

BT.22B.02 – Q: Can a Templar Drop Pod arrive on its own while the unit that purchased it is deployed normally?
A: No, Black Templar units that take a Drop Pod must arrive in them [RAW].
Ref: BA.32B.02, SM.69A.02, SW.47A.02

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

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

If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].
Ref: BA.32B.01, DA.35B.02, SM.69A.01, SW.47A.01

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

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

BLACK TEMPLARS SPECIAL RULES (page 22) *CONTINUED*

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

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

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

BT.23E.01 – Kill Them All: Ignore the reference for vehicles to follow 'Target Priority' as it refers to a rule from a previous edition of the game.

VOWS OF THE BLACK TEMPLARS (pages 24-25)

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

BT.24B.02 – Uphold the Honor of the Emperor: Ignore the reference to "being entangled" as it refers to a rule from a previous edition of the game.

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

BT.25A.02 – Q: Abhor the Witch, Destroy the Witch: Ignore the references to "Concealment" and "Minor psychic powers" as they refer to rules from a previous edition of the game.

BT.25A.03 – Q: The 'Abhor the Witch, Destroy the Witch' vow allows all Templars to nullify psychic abilities that they are in the "area of effect" of. What exactly is meant by this?
A: Any Templar unit, or any unit containing a Templar character, that is targeted or directly affected by any of the following psychic powers may attempt to nullify them:

- **Blood Angels:** Blood Boil*, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos*, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Scourging.
- **Dark Angels:** Hellfire, Mind Worm*.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War*.
- **Imperial Guard:** Lightning Arc, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort's Curse*, Zzap.
- **Space Marines:** The Avenger, Machine Curse, Null Zone, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf*, Living Lightning, Murderous Hurricane, Tempest's Wrath*, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze*, Leech Essence, Paroxysm, Psychic Scream, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Purgatus*, Scourging.

* *Powers marked with an asterisk (*) affect specific models within a unit and are therefore not subject to 'Abhor the Witch, Destroy the Witch' unless an actual Templar model is affected by it* [clarification].

Ref: CSM.48C.01, DH.18C.01, SW.62M.01, WH.16E.01, WH.18.01B, WH.21I.01

BLACK TEMPLARS ARMOURY (pages 26-29)

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

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

BT.27C.02 – Q: Is the shooting granted by an Auspex/Surveyor subject to the Night Fighting rules?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex/Surveyor distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].
Ref: DH.16C.02, WH.20A.02

BT.27C.03 – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex/Surveyor shooting? If so, how many times may it be used?
A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].
Ref: DH.16C.04, WH.20A.04

BT.27C.04 – Q: Can weapons that may only be used 'once per game' be used for Auspex shooting? If so, does this count as its one use?
A: A one-use weapon may be used for Auspex shooting, but doing so will count as its one use for the game [clarification].
Ref: DH.16C.05, WH.20A.05

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

BT.27E.01 – Q: When a Chaplain, who is not attached to a Command Squad, takes Cenobyte Servitors, does he and the Servitors form a 'retinue' unit?
A: Yes. This means, among other things, they take morale checks if they lose at least 25% casualties in a single phase (or even a single model in the shooting phase per 'Righteous Zeal'), and give up Victory Points as normal for a unit. The one exception is that the unit is worth only one total Kill Point if destroyed [clarification].
Ref: BT.22C.01, SW.62D.01, TAU.31D.01

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

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

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

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

BT.28J.01 – Q: Can the Servo Arm's additional Powerfist attack be used the same phase a Tehcmarine uses his Power Weapon?
A: Yes it can [clarification].
Ref: BA.59H.01, DA.31B.01, IG.34C.01, SM.71C.01, SW.38C.01

BLACK TEMPLARS ARMOURY (pages 26-29) *CONTINUED*

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

BLACK TEMPLARS VEHICLE UPGRADES (page 29)

BT.29G.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BA.60I.01, DH.19H.01, DA.55C.01, IG.70E.01, SM.103D.01, SW.63D.01, WH.23F.01

BT.29I.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BA.37H.01, DA.34D.01, SM.81B.01, SW.44B.01

BT.29I.02 – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?
A: No [clarification].
Ref: BA.37H.02, DA.34D.02, SM.81B.02, SW.44B.02

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

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

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

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

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

BT.32B.02/BT.33.01 – Q: Can a Command Squad or Sword Brethren Terminator Command Squad be taken as an HQ choice without an accompanying character leading it?
A: No [clarification].

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

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

BT.36A.01 – Q: Can a Templar Techmarine (including one with a full Servo-Harness) be equipped with either a Bike or Jump Pack? If equipped with Terminator armor does he retain his Servo-arm/full Servo-Harness?
A: Yes, a Techmarine with a Servo-arm/Full Servo-harness may have a bike or Jump Pack. If equipped with Terminator Armor he retains his Servo-arm but may not upgrade to a Full Servo-Harness [RAW].

BLACK TEMPLARS CODEX QUERIES (BT)

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

BT.36C.01 – Q: Can a Templar Techmarine fix multiple vehicles in a single phase if he starts the Movement phase in base contact with them both?
A: No, he may only attempt to fix one vehicle per turn [clarification].
Ref: *BA.39D.02, DA.31A.01, IG.34A.01, SM.71A.02, SW.38B.01*

BT.36C.02 – Q: Can a Templar Techmarine attempt to repair a damaged vehicle he starts the turn embarked on?
A: Yes he can [clarification].
Ref: *BA.39D.01, DA.31A.02, IG.34A.02, SM.71A.01*

BLACK TEMPLARS ARMY LIST: TRANSPORTS (page 38)

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

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

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

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

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

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

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

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

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

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

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

BT.42A.02/BT.42B.02 – Q: If a Land Raider (or Crusader) is transporting a *mix* of models in Power Armor and Terminator Armor; how many models in total can they carry?
A: In this case only, the basic Land Raider may transport 10 models total, the Crusader may carry 15. Models in Terminator armor count as two models for this purpose. Other types of models may also be transported and count as a single model unless specified otherwise [rules change].

BT.42B.03 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: *BA.60G.01, DH.32B.03, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01, SW.45B.01*

BLACK TEMPLARS CODEX QUERIES (BT)

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

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

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

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

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

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

BLOOD ANGELS CODEX QUERIES (BA)

BLOOD ANGELS GENERAL QUERIES

BA.GEN.01 – Q: Several Blood Angels models provide abilities (such as 'Furious Charge', 'Feel No Pain', etc) to 'friendly units' within range. Do these abilities apply to allied units (such as Witch Hunter and Daemonhunter units, for example)?
A: Yes [RAW].
Ref: IG.GEN.01, SM.93A.01, SW.56B.01

BA.GEN.02 – Q: If an individual Blood Angel model provides an ability within a certain range (such as 'Furious Charge' to friendly units within 6 inches, for example), does this ability still apply to friendly units if the model is embarked on a vehicle?
A: Yes, in these cases measure range for the model from the edge of the vehicle's hull he is embarked on [clarification].

BA.GEN.03 – Q: Do Mephiston, The Sangiunor and Death Company Tycho count as 'characters' for rules and mission objectives that refer to 'characters'?
A: As strange as it may seem, these models are not 'characters' as defined in the rules, but rather just HQ units comprised of a single model [RAW].

THE ANGELIC HOST: BLOOD ANGELS SPECIAL RULES (page 23)

BA.23B.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BT.22A.02, DA.23A.01, SM.51B.01, SW.24F.01

BA.23C.01 – Q: Can a unit arriving from Reserves be split into combat squads and if so, exactly when does this happen?
A: A unit with the 'Combat Squads' rule may be split right before moving them onto the table (or before deploying them via Deep Strike, where applicable). If the unit was declared to be arriving from Reserve in a transport vehicle then it may not be split unless the vehicle is able to carry both combat squads (such as with some Super-Heavy transports) or has a special rule that specifies otherwise (such as with a Drop Pod) [clarification].
Ref: DA.23D.01, SM.51D.01

BA.23E.01 – Q: What happens to a unit that succumbs to 'The Red Thirst' if it doesn't have the 'And They Shall Know No Fear' special rule (such as with a Dreadnought)?
A: In this case, the unit simply gains the 'Furious Charge' and 'Fearless' special rules (although in the case of a Dreadnought it won't benefit from 'Fearless' anyway) [clarification].

THE ANGELIC HOST: VETERAN SQUADS (page 27)

BA.27G.01 – Q: Should Hellfire Rounds be listed as having a Strength of '1' instead of 'X' similar to what was clarified in the GW Space Marines FAQ?
A: Yes, treat Hellfire Rounds as having a Strength of '1' [typo].

BA.27I.01 – Q: Can Vanguard Veterans utilize 'Heroic Intervention' when disembarking from a Stormraven Gunship via the 'Skies of Blood' special rule?
A: No, as in this case the unit is deploying from the Stormraven as opposed to arriving from Reserves [RAW].

BLOOD ANGELS CODEX QUERIES (BA)

THE ANGELIC HOST: DREADNOUGHTS (page 29)

BA.29E.01 – Q: A Furioso Librarian counts as being Leadership 10 for all 'psychic purposes', what exactly is meant by this?
A: The Dreadnought counts as having a Ld of 10 for psychic tests, when using his Psychic Hood, when affected by psychic powers that require a Ld value and when affected by special rules/wargear that affect psykers (and require a Ld value) [clarification].

BA.29E.02 – Q: When called upon to take a Ld test, are Furioso Librarians affected by Ld modifiers and/or special rules that reduce or replace Ld values (like the Culexus Assassin's 'Soulless' special rule)?
A: Yes to all [clarification].

BA.29E.03 – Q: Are Furioso Librarians affected by abilities that cause wounds on psykers (such as with the Culexus Assassin's 'Life Drain' special rule, for example)?
A: Unless specified otherwise (such as with 'Perils of the Warp Attacks') abilities that (only) cause wounds on psykers have no effect on Furioso Librarians as they have no Wounds characteristic [clarification].

BA.29E.04 – Q: If a Furioso Librarian fails its Ld test agains a Dark Eldar 'Crucible of Malediction' what happens?
A: The model is simply removed from play [RAW].

BA.29E.05 – Q: Can Furioso Librarians use a psychic shooting attack in addition to firing all of their weapons?
A: No, a psychic shooting attack may only be used in lieu of firing one weapon [RAW]. This also means on a turn the Dreadnought is not allowed to fire its weapons it would also be unable to use a psychic shooting attack.

THE ANGELIC HOST: DROP PODS (page 32)

BA.32B.01 – Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?
A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

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

Ref: BT.22B.04, DA.35B.02, SM.69A.01, SW.47A.01

BA.32B.02 – Q: Can a Blood Angels Drop Pod arrive on its own while the unit that purchased it is deployed or arrives from reserves normally?
A: Yes, as long as the player declares as much during deployment [RAW].
Ref: BT.22B.02, SM.69A.02, SW.47A.02

BA.32E.01 – If a Blood Angel Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap [RAW].
Ref: BT.22B.01, DA.35B.01, SM.69C.01, SW.47C.01

BLOOD ANGELS CODEX QUERIES (BA)

THE ANGELIC HOST: LAND RAIDERS (page 37)

BA.37H.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: *BT.29I.01, DA.34D.01, SM.81B.01, SW.44B.01*

BA.37H.02 – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?
A: No [clarification].
Ref: *BT.29I.02, DA.34D.02, SM.81B.02, SW.44B.02*

THE ANGELIC HOST: STORMRAVEN GUNSHIPS (page 38)

BA.38A.01 – Q: What base size (if any) should a Stormraven model be mounted on?
A: Stormraven Gunships must be fielded on the same type of flying base the Imperial Guard Valkyrie/Vendetta model uses [clarification].

BA.38A.02 – Q: Are a Stormraven's wings considered part of its 'hull'?
A: Yes, wings aren't 'decorative elements' (such as gun barrels, dozer blades, antennas, banners, etc), and are therefore part of the vehicle's hull [clarification].
Ref: *IG.56A.01*

BA.38A.03 – Q: What part of a Stormraven model needs to be in or on terrain in order for it to count as being in or on the terrain piece?
A: While a Stormraven is on its base, only if the base is actually in or on the terrain would the model count as being in or on the terrain (unless both players agree otherwise) [clarification].
Ref: *IG.56A.02*

BA.38A.04 – Q: Can a Stormraven model end its movement over friendly or enemy models and can other models end their move underneath it?
A: As long as a Stromraven doesn't end its move with its **base** on top of any model or within 1" of any enemies, it is fine to have portions of the Stormraven end up over other models, provided they physically fit underneath the Stormraven model [clarification].
Ref: *IG.56A.03*

BA.38A.05 – Q: If a Stormraven is immobilized or destroyed while over other models, what happens?
A: Follow these guidelines [clarification]:

- **Immobilized*** – Adjust the Stormraven the minimum distance needed to place the model on the table but not over any friendly models, within 1" of any enemies, or in impassable terrain (although it may end up on top of impassable terrain if the model will fit there). Do not turn the model, unless it is absolutely necessary for it to fit on the table, and only then by the minimum required.
- **Wrecked** – Disembark any passengers as normal. Then adjust the model (as described in the immobilized guidelines above) before marking it as a wreck.
- **Explodes** – Resolved normally (with surviving passengers being placed anywhere within the hull 'footprint' of where the vehicle was).

Ref: *IG.56A.04*

BA.38A.06 – Q: When a Stormraven is 'wrecked', if enemy models in base contact with it completely surround its base, are all passengers onboard killed?
A: Yes [clarification].
Ref: *IG.56A.05*

BA.38A.07 – Q: When a Stormraven is immobilized (off its base) can friendly or enemy models move under its wings at all?
A: Friendly models are able to move under the wings provided they can physically fit there. Enemy models may also move under the wings provided they physically fit there and don't move so their base is within 1" of the hull (unless assaulting, of course) [clarification].
Ref: *IG.56A.06*

BA.38A.08 – Q: Is an enemy tank able to ram a Stormraven that is on its base?
A: Yes, treat the Stormraven's base as part of its hull for this purpose [clarification].
Ref: *IG.56A.07*

BLOOD ANGELS CODEX QUERIES (BA)

THE ANGELIC HOST: STORMRAVEN GUNSHIPS (page 38) *CONTINUED*

BA.38A.09 – Q: How are template weapons resolved against a Stormraven?
A: Unless specified otherwise, the firing player holds the template over the top of the Stormraven so that the small tip is touching the firer's base (or the weapon barrel for a firing vehicle), but only from a 'top-down' (two-dimensional) standpoint, similar to how templates are held over ruins (see page 85 of the rulebook) [clarification].
Ref: *IG.56A.08*

BA.38B.01 – Q: Is each Bloodstrike Missile considered a separate weapon?
A: Yes, which means for example, that only one missile is destroyed for each 'Weapon Destroyed' damage result suffered and that all remaining missiles may be fired when the Stormraven is able to fire all of its weapons [RAW].

BA.38C.01 – Q: Does the Witch Hunter 'Inferno Pistol' count as a Melta weapon for the 'Ceramite Plating' rule?
A: Yes it does [clarification].

BA.38D.01 – Q: Are Stormravens allowed to transport Death Company and Furioso Dreadnoughts?
A: Yes, any type of Dreadnought is permitted [clarification].

BA.38D.02 – Q: Are Dreadnoughts disembarking from a Stormraven able to use all of its Access Points and do they benefit from the 'Assault Vehicle' special rule?
A: Yes and yes [RAW].

BA.38D.03 – Q: If a transported Dreadnought is unable to disembark from a Stormraven (because the vehicle is completely surrounded by enemy models, for example) does the Dreadnought count as destroyed?
A: Yes, the Dreadnought counts as destroyed but does not explode or become a wreck [clarification].

BA.38D.04 – Q: Can an embarked Dreadnought use its Smoke Launchers?
A: Yes it may. However, note that doing so does not protect the Stormraven model in any way nor the Dreadnought itself from the automatic 'S4' hit when the Stormraven is destroyed [clarification].

BA.38G.01 – Q: Can Stormravens Deep Strike carrying passengers who do not have the Deep Strike special rule?
A: Yes they can [clarification].

BA.38H.01 – Stormraven Deep Strike: this rule should read: *"providing the Stormraven did not deep strike **this turn**"* [typo].

BA.38J.01 – Q: If a non-Jump Infantry unit disembarks using 'Skies of Blood', scatters and ends up actually landing in difficult/dangerous terrain, do they take two dangerous terrain tests or just one?
A: Two. First when the unit scatters and again when the surviving models are actually placed into the difficult/dangerous terrain [clarification].
Ref: *IG.56C.01*

BA.38J.02 – Q: If a Stormraven moves flat-out and is destroyed in the same movement phase (by failing a dangerous terrain test, for example) are its passengers then allowed to disembark using the 'Skies of Blood' rule?
A: Yes they can [RAW].
Ref: *IG.56C.02*

BA.38J.03 – Q: If allied Jump Infantry (such as Witch Hunters Seraphim) disembark from Stormraven using the 'Skies of Blood' rule do they ignore the dangerous terrain test for scattering and benefit from 'Descent of Angels'?
A: Allied Jump Infantry units do get to ignore the dangerous terrain test for scattering however only models that actually have 'Descent of Angels' benefit from it [clarification].

BA.38J.04 – Q: If a Stormraven starts the turn on the table and a unit disembarks from it via 'Skies of Blood', can that unit benefit from a 'Locator Beacon' mounted on the Stormraven?
A: Yes, provided the unit chooses to Deep Strike within 6" of where the Stormraven ended its move [clarification].

THE ANGELIC HOST: TECHMARINES (page 39)

BA.39B.01 – Q: Do Servitors suffer from 'Mindlock' like Servitors in the Space Marine codex? Are they removed from play if the Techmarine dies?
A: No and No [RAW].
Ref: SW.38A.01

BA.39D.01 – Q: Can a Blood Angels Techmarine attempt to repair a vehicle while embarked on it?
A: Yes he can [clarification].
Ref: BT.36C.02, DA.31A.02, IG.34A.02, SM.71A.01

BA.39D.02 – Q: Can a Blood Angels Techmarine fix multiple vehicles in a single phase if he starts the Movement phase in base contact with them both?
A: No, he may only attempt to fix one vehicle per turn [clarification].
Ref: BT.36C.01, DA.31A.01, IG.34A.01, SM.71A.02, SW.38B.01

BA.39D.03 – Q: If a Techmarine has a servo-harness and is accompanied by at least three Servitors with Servo-arms, will he successfully repair a damaged vehicle even on the roll of a '1'?
A: Yes he will [RAW].
Ref: IG.34A.03, SM.71A.03, SW.38B.02

THE ANGELIC HOST: LEMARTES, GUARDIAN OF THE LOST (page 43)

BA.43E.01 – Q: Does his 'Liturgies of Blood' rule apply to Independent Characters joined to the same unit as Lemartes?
A: Yes, as the rule specifies it applies to the Death Company which the joined IC is (temporarily) part of [clarification].
Ref: IG.71F.01, ORK.38A.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.52C.02, TYR.62F.01

THE ANGELIC HOST: ASTORATH THE GRIM (page 45)

BA.45C.01 – Q: Is the '+1' Strength bonus provided by 'Furious Charge' added to the S6 of 'The Executioner's Axe'?
A: Yes, so if Astorath has 'Furious Charge' when he assaults, his Attacks are made at a Strength of 7 [clarification].
Ref: BA.49C.01, BA.55C.01, IG.44.02, SM.99H.01

THE ANGELIC HOST: LIBRARIANS (page 46)

BA.46C.01 – Q: Can a Blood Angels Librarian and an allied Inquisitor both attempt to nullify the same enemy psychic power using their psychic hoods?
A: No, only one psychic hood may be used against any particular psychic power [rules change].

THE ANGELIC HOST: BROTHER CORBULO (page 49)

BA.49C.01 – Q: Is the '+1' Strength bonus provided by 'Furious Charge' added to the S5 of the 'Heaven's Teeth'?
A: Yes, so when Corbulo assaults, his Attacks are made at a Strength of 6 [clarification].
Ref: BA.45C.01, BA.55C.01, IG.44.02, SM.99H.01

BA.49C.02 – Q: Is the 'Heaven's Teeth' considered a single-handed close combat weapon?
A: Yes, meaning Corbulo does get the +1 Attack bonus in close combat for wielding two single-handed weapons [clarification].
Ref: ELD.51D.01, RB.37A.01

+BA.49D.01 – Q: When exactly do friendly units check range to determine if they gain 'Furious Charge' from a 'The Red Grail'?
A: Check at each Initiative step of the assault to ensure the unit is still within range [clarification].
Ref: BA.52C.01, IG.60C.01, TYR.52C.01

BA.49D.02 – Q: Does Corbulo benefit from both the 'Furious Charge' and 'Feel No Pain' rules provided by 'The Red Grail' when not joined to a friendly unit?
A: Yes he does [clarification].

BA.49F.01 – Q: Can 'The Far Seeing Eye' be used on the roll to see if the game ends?
A: No, unless the mission actually specifies which player rolls to see if the game ends, and that roll is made by the Blood Angels player (such as with some missions in the 'Battle Missions' expansion, for example) [clarification].

BA.49F.02 – Q: When Deep Striking a unit, what dice can 'The Far Seeing Eye' be used to re-roll?
A: A player may either re-roll the initial scatter die (but only *before* rolling for the distance scattered) **or** the dice rolled to see how far the unit scatters, but not both [clarification].

THE ANGELIC HOST: SANGUINARY GUARD (page 50)

BA.50E.01 – Q: Is the Ld test forced by the 'Death Mask' taken by enemy units or by each individual model within the enemy unit?
A: Units as a whole must take the Ld test, individual models within the unit do not [clarification].

THE ANGELIC HOST: THE SANGUINOR (page 51)

BA.51D.01 – Q: If the Sanguinor starts the game in Reserve and/or embarked in a vehicle, is the target for 'Avenging Angel' not chosen until the Sanguinor model is actually placed on the table?
A: Correct, until the Sanguinor model is actually on the table (e.g. not in Reserve or embarked on a vehicle) a target for 'Avenging Angel' is not chosen [RAW].

BA.51D.02 – Q: Can the target for 'Avenging Angel' be an enemy HQ that is currently in Reserve?
A: Yes it may [clarification].

BA.51E.01 – Q: If a Blood Angels player starts the game with his entire force in Reserve, when exactly is the recipient of 'Sanguinor's Blessing' determined?
A: 'Sanguinor's Blessing' is always determined at the start of the player's pre-game deployment, regardless of whether or not he chooses to actually deploy any units [clarification].

BA.51E.02 – Q: Are Sergeants put into Reserve still eligible for 'Sanguinor's Blessing'?
A: Yes they are [clarification].

BA.51G.01 – Q: When exactly is range for 'Aura of Fervour' checked?
A: Check range at each Initiative step. If the unit is found to be within range then eligible models striking at that Initiative step will benefit from the 'Aura' [clarification].
Ref: SM.90D.01

BLOOD ANGELS CODEX QUERIES (BA)

THE ANGELIC HOST: HONOUR GUARD (page 52)

+BA.52C.01 – Q: When exactly do friendly units check range to determine if they gain 'Furious Charge' from a 'Blood Chalice'?
A: Check at each Initiative step of the assault to ensure the unit is still within range [clarification].
Ref: BA.49D.01, IG.60C.01, TYR.52C.01

THE ANGELIC HOST: COMMANDER DANTE (page 53)

BA.53C.01 – Q: Can a character with a retinue who only counts as being an Independent Character when their retinue is destroyed (such as a Tau Commander with Bodyguard) be chosen as the target for the curse for the 'Death Mask of Sanguinius'?
A: They cannot. And if the enemy army contains no Independent Characters before deployment, then no enemy model will be cursed [clarification].

+BA.53C.01 – Q: If a Necron Lord that is the target of Dante's Death Mask is reduced to zero wounds but subsequently stands back up using a 'Phylactery', how many wounds will he then count as having?
A: Follow the rules for the 'Phylactery' as usual except that on a roll of '6' the Necron Lord will stand back up with two Wounds remaining instead of three [clarification].

BA.53F.01 – Q: Does a transport vehicle arriving via Deep Strike carrying Dante ever benefit from his 'Tactical Precision' special rule?
A: No it does not [clarification].

BA.53F.02 – Q: If Dante's unit disembarks from a Stormraven via 'Skies of Blood', do they benefit from his 'Tactical Precision' special rule (assuming they're equipped with Jump Packs)?
A: Yes they do [clarification].

THE ANGELIC HOST: CHAPTER MASTER GABRIEL SETH (page 55)

BA.55C.01 – Q: Is the '+1' Strength bonus provided by 'Furious Charge' added to the S8 of the 'Blood Reaver'?
A: Yes, so when Seth assaults, his Attacks are made at a Strength of 9 [clarification].
Ref: BA.45C.01, BA.49C.01, IG.44.02, SM.99H.01

BA.55D.01 – Q: Can 'Whirlwind of Gore' be used to automatically hit vehicles without a WS?
A: Yes it can [RAW].

BLOOD ANGELS WARGEAR: WEAPONS (pages 56-58)

BA.59H.01 – Q: Can the Servo Arm's additional Powerfist attack be used the same phase a Techmarine uses his Power Weapon?
A: Yes it can [clarification].
Ref: BT.28J.01, DA.31B.01, IG.34C.01, SM.71C.01, SW.38C.01

BLOOD ANGELS CODEX QUERIES (BA)

BLOOD ANGELS WARGEAR: VEHICLE EQUIPMENT (pages 60-61)

BA.60C.01 – Q: If a Dreadnought is engaged in combat against multiple enemy units, do the additional attacks generated by Blood Talons have to go against the same enemy unit that the unsaved wounds were inflicted on, or can the player choose to direct the additional attacks against a different enemy unit?
A: The Dreadnought may freely split any additional attacks onto any enemy units he is engaged with [clarification].

BA.60G.01 – Q: If a Land Raider Crusader or Redeemer is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, DH.32B.03, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01, SW.45B.01

BA.60I.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BT.29G.01, DH.19H.01, DA.55C.01, IG.70E.01, SM.103D.01, SW.63D.01, WH.23F.01

BA.60K.01 – Q: Can the Magna-Grapple drag a vehicle in a squadron out of coherency?
A: Yes it can [RAW].

BA.60K.02 – Q: Can the Magna-Grapple drag an immobilized or stunned vehicle? If so, is that vehicle then able to 'move normally' in its next turn?
A: Immobile and stunned vehicles can be dragged, however doing so does not remove any prior restrictions against them moving normally in future phases [clarification].

BA.60K.03 – Q: Can the Magna-Grapple drag a Super-Heavy vehicle or Flyer in games that use such vehicles (such as with Apocalypse)?
A: Neither vehicle type may be dragged [rules change].

BLOOD ANGELS WARGEAR: EQUIPMENT (page 62)

BA.62B.01 – Q: When exactly does a player booby-trap terrain with Cluster Bombs?
A: After terrain is settled upon. In the case of standard rulebook missions that means before the roll to select a mission is made [RAW].
Ref: SM.67A.01

BA.62B.02 – Q: If a unit starts the game in a booby-trapped piece of terrain, what happens?
A: The booby-trap will be triggered the first time the unit moves [clarification].
Ref: SM.67A.02

BA.62B.03 – Q: If a Drop Pod or Mycetic Spore lands in a booby-trapped piece of terrain, what happens?
A: The booby-trap is triggered against the Drop Pod or Mycetic Spore before the unit inside disembarks [clarification].
Ref: SM.67A.03

BLOOD ANGELS WARGEAR: PSYCHIC POWERS (page 63)

BA.63A.01 – Q: Which, if any, Blood Angels Psychic Powers require line of sight to use?
A: All of the Blood Angels powers that are Psychic Shooting Attacks by definition require line of sight to their target(s). In the case of 'Blood Lance', line of sight is required to the first enemy unit hit by its 'line' [clarification].

BA.63D.01 – Q: If multiple 'Might of Heroes' are used on the same unit in a single phase, what happens?
A: No single model in a unit can gain more than +D3 Attacks in a single phase, no matter how many 'Might of Heroes' are used on the unit [clarification].

BLOOD ANGELS WARGEAR: PSYCHIC POWERS (page 63) *CONTINUED*

BA.63E.01 – Q: Does a unit affected by 'Shackle Soul' have to test to make pile-in and consolidation moves? If assaulted by the enemy does it have to test in order to attack back?
A: No in all cases. The unit only needs to test in order to move [in the movement phase], run, shoot or [initiate an] assault [clarification].

BA.63H.01 – Q: How wide is the 'line' for 'Blood Lance' and is any kind of 'to hit' roll needed for the power?
A: The 'line' has no thickness (use the edge of a tape measure) and no 'to hit' roll is needed [clarification].

BA.63H.02 – Q: If the psyker is part of a unit, is 'Blood Lance' restricted by where the rest of his unit shoots?
A: Yes, the first enemy unit hit by the 'line' must be the same enemy unit that the rest of his squad is firing at [clarification].
Ref: CD.73A.01, DA.39D.01, ELD.28F.01, SW.37H.02, WH.14E.01

BA.63H.03 – Q: Does 'Blood Lance' affect embarked units?
A: No, it does not [clarification].

+BA.63I.01 – Q: What is the duration of the 'The Sanguine Sword'?
A: Each use lasts for only a single Assault phase [clarification].

BLOOD ANGELS ARMY LIST: HQ (pages 82-84)

BA.84B.01 – Q: Does taking a Blood Angel HQ choice that is not an Independent Characters still allow a unit of Honour Guard to be selected?
A: Yes, however note that these characters are unable to join their Honour Guard unit (as they are not ICs) [RAW].

BLOOD ANGELS ARMY LIST: TROOPS (pages 88-89)

BA.88A.01 – Q: Do Lemartes and Death Company Tycho count as 'Death Company models' towards the requirement for including Death Company Dreadnoughts in the army?
A: They do not [clarification].

BLOOD ANGELS CODEX QUERIES (BA)

BLOOD ANGELS ARMY LIST: DEDICATED TRANSPORTS (pages 90-91)

BA.90A.01 – Rhino: The Storm Bolter is pintle-mounted [clarification].

BA.90B.01 – Razorback: The twin-Linked Heavy Bolter is turret-mounted, as are its replacements [clarification].

BA.90B.02 – Q: Can a unit containing more than six models be equipped with a Razorback transport?
A: Yes, but unless the unit is split via the 'Combat Squads' rule it will be unable to embark on the vehicle until it is reduced to six models or less [RAW].
Ref: SM.135B.02

BA.90C.01 – Drop Pod: The Storm Bolter and optional Deathwind Launcher are both pintle-mounted [clarification].

BA.91A.01 – Land Raider: The twin-linked Heavy Bolter is hull-mounted, the twin-linked Lascannons are sponson-mounted and the optional Multi-melta is pintle-mounted [clarification].

BA.91B.01 – Land Raider Crusader: The twin-linked Assault Cannon is hull-mounted, the Hurricane Bolters are sponson-mounted and the optional Multi-melta is pintle-mounted [clarification].

BA.91C.01 – Land Raider Redeemer: The twin-linked Assault Cannon is hull-mounted, the Flamestorm cannons are sponson-mounted and the optional Multi-melta is pintle-mounted [clarification].

BLOOD ANGELS ARMY LIST: FAST ATTACK (pages 92-93)

BA.92B.01 – Land Speeder Squadron: All Land Speeder weapons are hull-mounted [clarification].

BA.92C.01 – Baal Predator: The twin-linked Assault Cannon and replacement Flamestorm Cannon are both turret-mounted [clarification].

BLOOD ANGELS ARMY LIST: HEAVY SUPPORT (pages 94-95)

BA.94A.01 – Q: What mounting type do the twin-linked Heavy Bolter, twin-linked Assault Cannon and Blood Strike Missiles count as on a Stormraven Gunship?
A: Until an official Games Workshop model is produced, how the weapons are mounted on the actual model is what determines what type of mounting they count as. You must explain to your opponent before the game what type of mounting you will be playing each of these weapons as [clarification].

BA.94C.01 – Predator: The Autocannon and replacement twin-linked Lascannon are both turret-mounted [clarification].

BA.95B.01 – Vindicator: The Demolisher Cannon is hull-mounted and the Storm Bolter is pintle-mounted [clarification].

BA.95C.01 – Whirlwind: The Whirlwind Multiple Missile Launcher is turret-mounted [clarification].

CHAOS DAEMONS CODEX QUERIES (CD)

Don't forget to check out the official Chaos Daemons FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1060210a_FAQ_ChaosDaemons_March2010

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

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

CHAOS DAEMONS DAEMONIC FORCES: EPIDEMIUS (Page 52)

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

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

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

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

CD.52D.03 – Q: Do models that have lost their last wound but have an ability that can bring them back into the game (like Inquisitorial bionics or Necron 'We'll Be Back') count towards Epidemius' tally?
A: No, only when the models have been removed from the table as casualties do they count towards the tally [clarification].

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

CD.53D.01 – Q: When exactly do the Blue Scribes declare targets for their ranged attacks, before or after rolling for 'Watch This!'?
A: After. First declare the 'first' and 'second' ranged attacks you wish the Blue Scribes to use and then roll for 'Watch This!'. Only once the two attacks they will use have been determined are targets (if applicable) declared for the attacks [clarification].

CHAOS DAEMONS DAEMONIC FORCES: THE CHANGELING (Page 54)

CD.54C.01 – Q: If a unit is successfully affected by 'Glamour of Tzeentch' and some models are armed with multiple weapons, which player chooses what weapons are fired?
A: The player controlling the Changeling chooses which weapons and what firing modes (if applicable) the firing models use [clarification].

CD.54C.02 – Q: Can 'Glamour of Tzeentch' be used to force a psyker to use a psychic power?
A: Yes, provided the power is a psychic shooting attack and the psyker would normally be allowed to use the power [clarification].

CHAOS DAEMONS DAEMONIC FORCES: THE CHANGELING (Page 54) *CONTINUED*

CD.54C.04 – Q: What happens if 'Glamour of Tzeentch' is used to fire a weapon or psychic shooting attack that automatically affects certain units or models (such as with Necron 'Gauss Flux Arcs' or Chaos 'Aura of Decay')?
A: If the firing model normally has no choice over which units/models are affected, then 'Glamour of Tzeentch' cannot change which units are affected by these types of weapons/abilities [clarification].

CD.54C.05 – Q: If 'Glamour of Tzeentch' is used to make a Rune Priest cast 'Jaws of the World Wolf', what happens?
A: The Daemon player chooses which direction the line is traced for 'Jaws'. However, the first model the line crosses must be from the unit nominated as the target for the Glamoured unit's shooting (and in line of sight) [clarification].

CD.54C.06 – Q: If 'Glamour of Tzeentch' is used to make a Librarian cast 'Blood Lance', what happens?
A: The Daemon player chooses which direction the line is traced for 'Blood Lance'. However, the first enemy unit the line crosses must be the target of the Glamoured unit's shooting (and in line of sight) [clarification].

CHAOS DAEMONS: DAEMONIC GIFTS (Pages 73-76)

CD.73A.01 – Q: If a model using 'Boon of Mutation' is part of a unit, is his target restricted by where the rest of his unit shoots?
A: The model using 'Boon of Mutation' must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: BA.63H.02, DA.39D.01, ELD.28F.01, SW.37H.02, WH.14E.01

CD.73A.02 – Q: If a model uses 'Boon of Mutation' does it restrict which enemy unit he may charge in the subsequent Assault phase?
A: Yes, he may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: DA.39D.02, ELD.28F.02, SW.37H.03, WH.14E.02

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

CD.73A.04 – Q: Can 'Boon of Mutation' target an enemy model embarked on a vehicle/building?
A: No, as the ability requires the target model within 6" to be picked (and embarked models are not physically on the table to be picked from) [clarification].

CD.73A.05 – Q: What happens if 'Boon of Mutation' turns an enemy into Spawn, but there isn't any room to place the Spawn model because of surrounding (now) friendly Daemon models?
A: The Spawn is not lost if there isn't enough space to place the model onto the table. Instead, push the friendly models out of the way by the minimum amount needed to place the Spawn onto the table [clarification].
Ref: CSM.61A.01, CSM.88C.03

CD.73A.06 – Q: If 'Boon of Mutation' turns a model into a Spawn that is in base contact with the enemy, are there any restrictions on where the Spawn can be moved on the table (besides not being within 1" of the enemy)?
A: Yes, move the Spawn only the minimum distance needed to be more than 1" away from every enemy model (and this can allow the Spawn to move 'through' enemy models if necessary to do so) [clarification].
Ref: IG.63B.01

CD.73C.01 – Q: When Deep Striking near a Chaos Icon, does the player get to pre-measure to make sure the unit lands within 6" of it?
A: Unlike similar gear in other codices (which allow the player to "choose" to land within range), a Daemon player must place the initial model from the Deep Striking unit on the table before checking to see if is actually within range of the Icon or not [clarification].

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

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

CHAOS DAEMONS: DAEMONIC GIFTS (Pages 73-76) *CONTINUED*

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

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

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

CD.75F.03 – Q: Does 'Aura of Decay' require line of sight? Must casualties come from affected models within 6" of the daemon using it?
A: As a ranged weapon, it does require line of sight which means any units completely out of line of sight cannot be affected by it. Resolve any wounds it causes via the normal shooting rules for casualties, which includes cover saves [clarification].
Ref: CSM.88F.03

CHAOS SPACE MARINES CODEX QUERIES (CSM)

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

CHAOS SPACE MARINES: CHAOS DREADNOUGHT (Page 40)

CSM.40A.01 – Q: Will a Chaos Dreadnought suffering from 'Fire Frenzy' pivot to face a target directly behind itself (if that is the closest target)?
A: No. The Dreadnought selects the closest target within the 45 degree arc of fire of any of its weapons and then pivots to face that target [clarification].

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

CSM.48C.01 – Q: Kharn is "immune to the effects of psychic powers". What exactly is meant by this?
A: Kharn is completely unaffected by all the following enemy powers (the power is not cancelled, Kharn just ignores its effects):

- **Blood Angels:** Blood Boil, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Sanctuary, Scourging, Word of the Emperor.
- **Dark Angels:** Hellfire, Mind Worm.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War, Veil of Tears.
- **Imperial Guard:** Lightning Arc, Nightshroud, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort's Curse, Zzap.
- **Space Marines:** The Avenger, Null Zone, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf, Living Lightning, Murderous Hurricane, Tempest's Wrath, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze, Leech Essence, Paroxysm, Psychic Scream, Shadow in the Warp, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches, Purgatus, Scourging, Word of the Emperor.

* Please note Kharn cannot benefit from any friendly psychic powers as well [clarification].

Ref: BT.25A.03, DH.18C.01, SW.62M.01, WH.16E.01, WH.18.01B, WH.21I.01

CSM.48C.02 – Q: If Kharn is part of a unit that is hit by a psychic shooting attack can wounds be allocated to him (using the normal allocation rules for shooting) that he then ignores?
A: Yes [RAW].

CSM.48C.03 – Q: If Kharn is part of a unit that is hit by 'Lash of Submission' what happens?
A: Kharn ignores the ability and since a unit always moves at the speed of the slowest model, his unit does not move. However, if the unit fails its pinning test, Kharn will '[Go] to Ground' with them [RAW].

CSM.48C.04 – Q: If Kharn is part of a unit that is prevented from moving by a psychic power (such as with 'Shackle Soul' or 'Word of the Emperor') what happens?
A: Kharn is unaffected by the power but cannot move as the rest of the unit is not allowed to move (and a unit always moves at the speed of its slowest model) [RAW].

CSM.48C.05 – Q: If Kharn is part of a unit that is affected by Eldar 'Doom', what happens?
A: As Kharn is not actually allocated any wounds until *after* all 'to wound' rolls are completed, in this case Doom **does** affect Kharn [clarification].

CSM.48C.06 – Q: If Kharn is part of a unit that is affected by a psychic power that prevents his unit from shooting (such as with 'Shackle Soul', 'Nightshroud' or 'Veil of Tears'), what happens?
A: Kharn ignores the psychic power and is therefore able to fire even if the rest of his unit cannot [clarification].

CSM.48C.07 – Q: If Kharn is part of a unit that has its Ld reduced by a psychic power (such as 'Weaken Resolve'), what happens?
A: Kharn ignores the power and retains his Ld of 10 (which can then be used for his unit's Ld tests) [clarification].

CSM.48C.08 – Q: If Kharn is part of a unit that is affected by Witch Hunters 'Divine Pronouncement' power, what happens?
A: The power affects the unit as usual. If the Morale Test is failed, Kharn will Fall Back along with the unit [clarification].

CHAOS SPACE MARINES CODEX QUERIES (CSM)

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

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

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

CSM.61A.01 – Q: What happens if a Greater Demon possesses a model, but there isn't any room to place the Daemon model because of surrounding models?
A: A Greater Demon is not lost if there isn't enough space to place the model onto the table. Instead, push the friendly/enemy models out of the way by the minimum amount needed to place the Daemon onto the table [clarification].
Ref: *CD.73A.05*, *CSM.88C.03*

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

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

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

CSM.81B.02 – Q: If an Independent Character with Jump Pack/Wings Deep Strikes into play joined to a unit of Terminators/Obliterators, can this unit utilize an Icon on the table to avoid scattering?
A: No, as models Deep Striking with Wings/Jump Packs may not use an Icon to prevent their scatter [clarification].

CHAOS SPACE MARINES WARGEAR: SPECIAL EQUIPMENT (Page 85)

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

CHAOS SPACE MARINES WARGEAR: ARMOUR (Page 86)

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

CHAOS SPACE MARINES WARGEAR: VEHICLE ARMOURY (Page 87)

CSM.87G.01 – Havoc Launcher: is a pintle-mounted weapon [clarification].

CHAOS SPACE MARINES WARGEAR: PSYCHIC POWERS (Page 88)

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

CSM.88B.01 – Q: Can a psyker who has used 'Warptime' choose to only re-roll *some* of his 'to hit' and 'to wound' rolls, or must he re-roll all of them if he wishes to re-roll any?
A: Yes, the psyker may pick and choose which of his 'to hit' and 'to wound' rolls he wishes to re-roll [clarification].

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

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

CSM.88C.03 – Q: What happens if 'Gift of Chaos' turns an enemy into Spawn, but there isn't any room to place the Spawn model because of surrounding models?
A: The Spawn is not lost if there isn't enough space to place the model onto the table. Instead, push the friendly/enemy models out of the way by the minimum amount needed to place the Spawn onto the table [clarification].
Ref: CD.73A.05, CSM.61A.01

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

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

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

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

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

CSM.88F.03 – Q: Does 'Nurgles Rot' require line of sight? Must casualties come from affected models within 6" of the daemon using it?
A: As a psychic shooting attack, it does require line of sight, which means any units completely out of line of sight cannot be affected by it. Resolve any wounds it causes via the normal shooting rules for casualties, which includes cover saves [clarification].
Ref: CD.75F.03

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

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

DAEMONHUNTERS CODEX QUERIES (DH)

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

DAEMONHUNTERS GENERAL QUERIES

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

GREY KNIGHTS SPECIAL RULES (page 8)

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

DH.08F.01 – Rites of Exorcism: Ignore all references to "Instability tests" as this is a rule from a previous edition of the game [clarification].

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

ORDO MALLEUS PSYCHIC POWERS (page 12)

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

DH.12D.01 – Q: Can the Holocaust be used if the psyker isn't locked in combat? And what is an 'Ordnance template'?
A: The power may only be used if the psyker is locked in combat and in this case an 'Ordnance template' means the large blast marker [clarification].

DH.12D.02 – Q: Does Holocaust ever scatter and are models partially covered by the blast hit automatically or only on the roll of a '4+'?
A: Holocaust's blast does not scatter and models partially covered are hit on a roll of '4+' [clarification].

INQUISITORIAL HENCHMEN (pages 13-15)

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

DH.15C.02 – Q: How does the Mystic's ability function against a Tyranid unit that arrives via 'Mycetic Spore'?
A: After the unit has disembarked, the 'free shots' provided by the Mystic are taken at either the Mycetic Spore or at the disembarked unit (but not both) [clarification].

DAEMONHUNTERS CODEX QUERIES (DH)

DAEMONHUNTERS ARMOURY (pages 16-19)

DH.16A.01 – Q: Does a Daemonhunter Storm Shield count as a single-handed weapon in close combat?
A: No, the note in the codex saying as much simply explains why the Storm Shield is located where it is on the Armoury page [clarification].

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

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

DH.16C.02 – Q: Is the shooting granted by an Auspex subject to the Night Fighting rules?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].
Ref: *BT.27C.02*, *WH.20A.02*

DH.16C.03 – Q: Can a Psyker who is allowed to shoot due to an Auspex, use a psychic shooting attack instead?
A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack against each enemy unit he shoots at (even with the same ability), but he must pass a separate psychic test (if applicable) each time.
Ref: *WH.20A.03*

DH.16C.04 – Q: Can 'once per turn' weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex shooting? If so, how many times may it be used?
A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].
Ref: *BT.27C.03*, *WH.20A.04*

DH.16C.05 – Q: Can weapons that may only be used 'once per game' be used for Auspex shooting? If so, does this count as its one use?
A: A one-use weapon may be used for Auspex shooting, but doing so will count as its one use for the game [clarification].
Ref: *BT.27C.04*, *WH.20A.05*

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

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

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

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

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

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

DAEMONHUNTERS ARMOURY (pages 16-19) *CONTINUED*

DH.18C.01 – Q: Units containing a 'Null Rod' are not "affected" by Psychic Powers. What exactly is meant by this?
A: The unit is completely unaffected by all the following enemy powers (the power is not cancelled, the unit with the Null Rod just ignores its effects):

- **Blood Angels:** Blood Boil, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Sanctuary, Scourging, Word of the Emperor.
- **Dark Angels:** Hellfire, Mind Worm.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War, Veil of Tears.
- **Imperial Guard:** Lightning Arc, Nightshroud, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort's Curse, Zzap.
- **Space Marines:** The Avenger, Null Zone, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf, Living Lightning, Murderous Hurricane, Tempest's Wrath, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze, Leech Essence, Paroxysm, Psychic Scream, Shadow in the Warp, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches, Purgatus, Scourging, Word of the Emperor.

* Please note that units with a Null Rod cannot benefit from any friendly psychic powers as well [clarification].

Ref: BT.25A.03, CSM.48C.01, SW.62M.01, WH.16E.01, WH.18.01B, WH.21I.01

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

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

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

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

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

DH.19A.02 – Q: Do Daemonhunter models in Terminator Armor count as two models for the purposes of transport capacity when embarked on allied transport vehicles?
A: Yes they do [clarification].

DAEMONHUNTERS VEHICLE UPGRADES (page 19)

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

DH.19H.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BT.29G.01, BA.60I.01, DA.55C.01, IG.70E.01, SM.103D.01, SW.63D.01, WH.23F.01

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

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

DAEMONHUNTER ARMY LIST (page 20)

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

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

USING DAEMONHUNTERS WITH OTHER ARMY LISTS (page 21)

DH.21F.01 – Using Daemonhunters as Allies: Ignore references to the "Dark Angels Hunt the Fallen" as it refers to a rule from a previous Dark Angels codex. Also, replace "Sisters of Battle" with "**Witch Hunters**".

DAEMONHUNTER ARMY LIST: HQ (pages 22-23)

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

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

DAEMONHUNTERS ARMY LIST: ELITES (pages 24-28)

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

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

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

DH.24B.04 – Q: If a Daemonhost 'Teleports' and scatters within 1" of an enemy model, off the table, into impassable terrain or on a friendly model, what happens?
A: Roll on the Deep Strike mishap table. If a 'delayed' result is rolled then the Daemonhost is put into Reserve and its arrival rolled for normally in the following turn(s). When it arrives from Reserve it will deploy using the 'Teleport' rules (do not roll for a new power as the Daemonhost is starting the turn out of play) [clarification].
Ref: NEC.15I.01, SM.57H.03

DH.24B.05 – Q: If a Daemonhost 'Teleports' into difficult terrain does it take a dangerous terrain test?
A: No it does not [RAW].

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

DH.24B.06 – Q: When a Daemonhost moves using 'Teleport' does he count as arriving via Deep Strike (for abilities that affect Deep Strike)?
A: No, as 'Teleport' only uses the Deep Strike rules for scattering (and mishaps) [clarification].

DH.24B.07 – Daemonhosts, Blood Boil: This rule should read: *"In the Daemonhunters' Shooting phase, place the **large blast marker** with the center hole over the Daemonhost. All models underneath the **marker** (except the Daemonhost!) take a S3 hit at AP2"* [typo].

DH.24B.08 – Q: How is a Daemonhost using 'Timeshift' affected when moving and assaulting through difficult terrain?
A: In both cases, roll for difficult terrain as usual but double the result of the highest score [rules change].

DH.24B.09 – Q: If a Daemonhost rolls a '6' for the number of Attacks it gets in close combat and then doubles this with 'Timeshift', how many Attacks does it get?
A: 10 Attacks, plus any additional bonus attacks (such as the +1A bonus for assaulting, for example) [clarification].

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

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

DH.26B.02 – Vindicare Marksman Special Rule:
Ignore the final sentence in parenthesis as it refers to a rule from a previous edition of the game.

DH.26B.03 – Q: Does the Vindicare's Exitus Rifle have the 'sniper' special rule?
A: Yes, which means the rifle is rending and counts as S3 when rolling Armor Penetration against vehicles (even when the 'Turbo-Penetrator' round is used) [clarification].
Ref: WH.32A.02

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

DH.27.02 – Q: Does the Culexus Assassin's 'Soulless' special rule affect 'Stubborn' units who are taking a morale test?
A: Yes it does, as the 'Soulless' special rule is not a Ld modifier (it just makes the unit count as having a different Ld value) [clarification].
Ref: IG.47D.02, NEC.17A.01, TYR.59B.01, WH.30B.02

DH.27.03 – Q: If a character's Ld is reduced to 7 by a Culexus Assassin, and that character has the ability to pass his Ld onto other units (such as Space Marines 'Rites of Battle'), what Ld value would these other units use?
A: The other units would use the character's new Ld of 7, unless the ability specified that his unmodified Ld was used (such as with the Witch Hunter's 'Book of St. Lucius', for example) [clarification].
Ref: NEC.17A.02, TYR.59B.02, WH.30B.03

DH.27.04 – Q: How does a Culexus Assassin's 'Soulless' special rule function against the Ork's 'Mob Rule'?
A: In terms of replacing the mob's Ld with another value, these two rules cancel each other out. This means the mob will test on its standard Ld value unless it numbers 11 or more models, in which case it is 'Fearless' [clarification].
Ref: NEC.17A.03, WH.30B.04

DH.28A.01 – Q: With the new vehicle damage table, how does the neural shredder work against vehicles?
A: As there isn't a Glancing Hits table anymore, simply roll on the vehicle damage table, at '-4'. Note that this modifier is cumulative with other damage roll modifiers as (such as the '+1' for being an AP1 weapon or when hitting an open-topped vehicle) [clarification].
Ref: WH.31A.01

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

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

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

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

DAEMONHUNTERS ARMY LIST: TRANSPORTS (page 30)

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

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

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

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

DAEMONHUNTERS ARMY LIST: INDUCTED & ALLIED UNITS (pages 30-31)

DH.30E.01 – Q: Can an allied Space Marine Scout Squad include Sergeant Telion?
A: Yes [clarification].
Ref: WH.26A.01

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

DH.31D.01 – Q: Can an allied Space Marine tank include Brother-Sergeant Chronus?
A: Yes [clarification].
Ref: WH.26A.03

DH.31D.02 – Q: Can an inducted Imperial Guard Leman Russ Battle Tank include Knight Commander Pask?
A: Yes [clarification].
Ref: WH.26A.04

DAEMONHUNTERS CODEX QUERIES (DH)

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

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

DH.31B.02 – Q: Is an Orbital Strike affected by the Night Fighting rules at all?
A: No [clarification].
Ref: WH.37B.01

DH.31B.03 – Q: When hitting a vehicle, a Melta Torpedo is an Ordnance weapon AND rolls 2D6 for penetration. How exactly does this work?
A: First, roll two D6s and pick the highest (for being Ordnance), then add a further D6 to the total (for the Melta's 2D6 penetration rule) [clarification].
Ref: WH.37B.02

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

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

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

DH.32B.03 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, BA.60G.01, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01, SW.45B.01

THE ADVERSARIES OF THE DAEMONHUNTER (pages 49-51)

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

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

DH.59.01 – Daemonic Nemesis: Ignore this rule as it refers to rules from a previous edition of the game [clarification].

DAEMONHUNTER SUMMARY (pages 64)

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

DARK ANGELS CODEX QUERIES (DA)

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

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

DA.23A.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BT.22A.02, BA.23B.01, SM.51B.01, SW.24F.01

DA.23D.01 – Q: Can a unit arriving from Reserves be split into combat squads?
A: Dark Angels units placed into Reserves cannot be split into combat squads [RAW].
Ref: BA.23C.01, SM.51D.01

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

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

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

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

DA.25F.04 – Q: Can a Dark Angel Apothecary use his Narthecium to ignore his own failed save?
A: Yes he can [clarification].

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

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

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

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

DA.27C.03 – Q: If Ravenwing Attack squadrons don't split up until they are deployed, does this mean the bike elements of the squadron are unable to 'Outflank' if the squadron contains a Land Speeder (because the Land Speeder does not have the 'Scouts' USR)?
A: The bikes may still Outflank, and if so, the Land Speeder arrives onto the table using the normal Reserve rules [rules change].

DARK ANGELS CODEX QUERIES (DA)

FORCES OF THE DARK ANGELS: TECHMARINES (page 31)

DA.31A.01 – Q: Can a Dark Angels Techmarine fix multiple vehicles in a single phase if he starts the Movement phase in base contact with them both?
A: No, he may only attempt to fix one vehicle per turn [clarification].
Ref: BT.36C.01, BA.39D.02, IG.34A.01, SM.71A.02, SW.38B.01

DA.31A.02 – Q: Can a Dark Angels Techmarine who started the turn embarked on a vehicle attempt to repair it?
A: Yes he can [clarification].
Ref: BT.36C.02, BA.39D.01, IG.34A.02, SM.71A.01

DA.31B.01 – Q: Can the Servo-arm's additional Powerfist attack be used the same phase a Techmarine uses his Power Weapon?
A: Yes [clarification].
Ref: BT.28J.01, BA.59H.01, IG.34C.01, SM.71C.01, SW.38C.01

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

DA.34D.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BT.29I.01, BA.37H.01, SM.81B.01, SW.44B.01

DA.34D.02 – Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?
A: No [clarification].
Ref: BT.29I.02, BA.37H.02, SM.81B.02, SW.44B.02

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

DA.35A.01 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, BA.60G.01, DH.32B.03, ORK.93I.01, SM.75B.01, SM.82C.01, SW.45B.01

DARK ANGELS CODEX QUERIES (DA)

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

DA.35B.01 – If a Dark Angel Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap [RAW].
Ref: BT.22B.01, BA.32E.01, SM.69C.01, SW.47C.01

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

If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].
Ref: BT.22B.04, BA.32B.01, SM.69A.01, SW.47A.01

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

DA.39D.01 – Q: If a Librarian is part of a unit, is his target for 'Mind Worm' restricted by where the rest of his unit shoots?
A: The Librarian must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: BA.63H.02, CD.73A.01, ELD.28F.01, SW.37H.02, WH.14E.01

DA.39D.02 – Q: If a Librarian uses 'Mind Worm' does it restrict which enemy unit he may charge in the subsequent Assault phase?
A: Yes, the Librarian may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: CD.73A.02, ELD.28F.02, SW.37H.03, WH.14E.02

WARGEAR: ARMOUR (page 53)

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

WARGEAR: VEHICLE ARMOURY (page 55)

DA.55C.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BT.29G.01, BA.60I.01, DH.19H.01, IG.70E.01, SM.103D.01, SW.63D.01, WH.23F.01

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

DARK ANGELS CODEX QUERIES (DA)

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

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

DA.79C.02 – Q: The Master of the Ravenwing allows an Attack Squadron biker to be upgraded to an Apothecary. Can either an Attack Bike or a biker with a special weapon be upgraded to the Apothecary?
A: An Attack Bike cannot be upgraded as an Apothecary, but a biker with a special weapon may [clarification].

DA.79C.03 – Q: The Master of the Ravenwing allows a squadron member riding a bike to be upgraded to a Standard Bearer. Can either an Attack Bike or a biker with a special weapon be upgraded as the Standard Bearer?
A: Yes, the Standard Bearer can be either an Attack Bike or a biker with a special weapon [RAW].

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

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

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

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

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

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

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

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

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

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

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

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

DARK ELDAR GENERAL QUERIES

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

DARK ELDAR SPECIAL RULES (page 4)

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

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

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

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

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

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

DARK ELDAR ARMY LIST: TROOPS (page 10)

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

DARK ELDAR ARMY LIST: FAST ATTACK (page 11)

DE.11A.01 – Reaver Jetbike Squad: The Toughness of this unit should be listed as T3(4) as the +1 Toughness (and Strength too!) have already been added to their profile for having a Reaver Jetibke [clarification].

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

DARK ELDAR ARMY LIST: HEAVY SUPPORT (page 12)

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

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

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

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

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

DARK ELDAR VEHICLE UPGRADES (page 13)

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

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

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

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

DARK ELDAR WARGEAR (pages 14-15)

DE.14A.01 – Q: Do Agonizers cause 1 Wound if the 'to hit' roll is a 4+?
A: No, for each hit caused by the model with the Agonizer in an assault roll a further D6, and on *those* rolls if the result is 4+, then the Wound is inflicted [clarification].

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

DE.14D.01 – Combat Drugs: Ignore the reference to a "pursuit move" as it refers to a rule from a previous edition of the game [clarification].

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

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

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

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

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

DE.15B.01 – Shadow Field: Ignore the final sentence as it refers to a rule from a previous edition of the game [clarification].

DE.15B.02 – Q: Are 'Shadow Field' saving throws taken against shooting by a single enemy unit (or from a single Initiative value in combat) rolled one at a time in order to determine exactly when the first failed save occurs?
A: No, Wounds allocated to a model are rolled as a batch together. Therefore even if one (or more) save is failed, the Shadow Field will not count as destroyed until *after* the Wounds from that batch are fully resolved [clarification].

DE.15D.01 – Q: Does the Stinger's Blast have to roll for scatter?
A: Yes it does (you can imagine the victim stumbling around before he explodes) [clarification].

DE.15E.01 – Q: Can a Terrorfex cause a Fearless unit to become Pinned ('Go to Ground')?
A: No, the Ld test caused by a Terrorfex is considered a Pinning Test [clarification].

DE.15H.01 – Q: Can a model that deployed a Webway Portal run or assault in the same turn?
A: No, the model may not move the same turn he deploys the portal [RAW].

DE.15H.02 – Q: Can a Webway Portal be deployed by an embarked model?
A: No, as you must actually place the marker in contact with the model carrying it [RAW].

DE.15H.03 – Q: Can models (friend or foe) move or shoot *over* a deployed Webway Portal?
A: The Webway portal counts as impassable terrain (although Skimmers and other units that can move over impassable terrain may do so as normal), but does not block line of sight [clarification].

DARK ELDAR ARCANE WARGEAR (page 15)

DE.15K.01 – Q: The online GW rulebook FAQ says wargear doesn't affect enemy models unless the rule specifically says so. With this in mind, does the 'Goblet of Spite' affect enemy units?
A: Yes, this is a case where the wargear can (and does) affect enemy units [rules change].

DE.15K.02 – Q: Does the Goblet of Spite affect friendly units that have a model within base contact of the bearer (or his unit)?
A: Absolutely [RAW].

DARK ELDAR ARCANE WARGEAR (page 15) *CONTINUED*

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

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

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

DARK ELDAR SPECIAL CHARACERS (pages 36-41)

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

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

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

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

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

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

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

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

DE.41D.02 – Q: When exactly is Decapitator's deployment position written down?
A: When the Dark Eldar player would normally deploy Infiltrators [clarification].

DE.41D.03 – Q: How is Decapitator's deployment position handled in missions using 'Dawn of War' deployment?
A: In these missions Decaptiator must be placed in Reserves, as there is no position on the table that isn't in either player's deployment zone [clarification].

ELDAR CODEX QUERIES (ELD)

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

FORCES OF THE ELDAR: THE AVATAR (page 24)

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

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

FORCES OF THE ELDAR: WARLOCKS (page 27)

ELD.27B.01 – Q: Some printings of the Eldar codex say that Warlocks MUST select a power, is this correct?
A: No, as found in the most recent printing of the codex, Warlocks may be taken without a power [typo].

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

ELD.28A.01 – Q: Can a Farseer on a jetbike use a psychic power at the start of the turn (like 'Fortune') on the same turn he turbo-boosts?
A: No, as a turbo-boosting model may take no voluntary actions [RAW].

+ELD.28B.01/ELD.28D.01/ELD.28E.01 – Q: If a unit containing a joined Independent Character has 'Doom', 'Fortune' or 'Guide' cast on it and the character subsequently leaves the unit, does the power continue to affect the IC?
A: No, it will only affect the IC while he is joined to that unit [clarification].

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

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

+ELD.28D.02 – Q: Can a Farseer joined to a unit cast 'Fortune' directly onto himself (in order to benefit from it when he leaves the unit)?
A: No, the only way a Farseer that starts his turn joined to a unit can benefit from his own 'Fortune' is to cast it on the unit he is joined to and then remain joined to that unit for the turn [clarification].

ELD.28F.01 – Q: If a Farseer is part of a unit, is his target for 'Mind War' restricted by where the rest of his unit shoots?
A: The Farseer must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: BA.63H.02, CD.73A.01, DA.39D.01, SW.37H.02, WH.14E.01

ELD.28F.02 – Q: If a Farseer uses 'Mind War' does it restrict which enemy unit he may charge in the subsequent Assault phase?
A: Yes, the Farseer may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: CD.73A.02, DA.39D.02, SW.37H.03, WH.14E.02

ELD.28G.01 – Q: Can 'Conceal', 'Embolden' & 'Enhance' ever be nullified or cancelled?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: ELD.49B.01

ELDAR CODEX QUERIES (ELD)

FORCES OF THE ELDAR: AUTARCH (page 29)

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

FORCES OF THE ELDAR: HOWLING BANSHEES (page 31)

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

ELD.31A.02 – Q: Do Banshees benefit from the Initiative bonus provided by their Banshee Masks on a turn they assault through cover?
A: Yes they do [clarification].

FORCES OF THE ELDAR: STRIKING SCORPIONS (page 33)

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

FORCES OF THE ELDAR: SWOOPING HAWKS (page 35)

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

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

FORCES OF THE ELDAR: WARP SPIDERS (page 36)

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

ELDAR CODEX QUERIES (ELD)

FORCES OF THE ELDAR: RANGERS (page 38)

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

FORCES OF THE ELDAR: VEHICLE UPGRADES (page 44)

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

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

FORCES OF THE ELDAR: SUPPORT WEAPONS (page 45)

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

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

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

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

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

ELD.46B.01/ELD.47C.01 – Q: What happens if Inactive Wraithguard/Wraithlords have all their combatants killed by friendly models and the enemy is unable to Pile into them?
A: An Inactive unit that finds itself not locked in combat after Pile-In moves are completed no longer counts as being part of the combat [rules change].
Ref: IG.34B.01, RB.41C.02, RB.73A.01, SM.72A.01, TYR.54D.02, TYR.84E.01

ELDAR CODEX QUERIES (ELD)

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

ELD.49B.01 – Q: Can Veil of Tears ever be nullified or cancelled?
A: No. Persistent abilities can never fully be nullified or cancelled [clarification].
Ref: ELD.28G.01

ELD.49B.02 – Veil of Tears should refer to page 28 instead of pages 20-21 [typo]. Also, ignore the reference to a "Target Priority test" as it refers to a rule from a previous edition of the game [clarification].

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

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

ELD.49B.05 – Q: Is an embarked enemy unit that fires at Harlequins via their vehicle's fire points affected by 'Veil of Tears'?
A: Yes it is [rules change].
Ref: IG.33C.01

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

ELD.51D.01 – Q: Is the Staff of Ulthamar a single-handed weapon?
A: Yes, as it is a special close combat weapon [clarification].
Ref: BA.49C.02, RB.37A.01

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

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

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

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

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

ELD.56B.01 – Q: Can Kandras join a Scorpion unit before the game and use his 'Stealth' ability to allow them all to infiltrate?
A: Yes, he may nominate a unit of Scorpions to join and together they may infiltrate [rules change].
Ref: SM.92.02

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

ELDAR CODEX QUERIES (ELD)

ELDAR ARMY LIST: HQ (pages 60-61)

ELD.60B.01 – Q: Do a Farseer and his unit of Warlocks form a single unit (i.e. a 'retinue')?
A: No they do not. They are two separate units that take up a single force organization choice [RAW].

ELDAR ARMY LIST: TRANSPORT (page 63)

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

ELDAR ARMY LIST: FAST ATTACK (page 65)

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

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

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

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

ELD.67B.01 – Fire Prism: The twin-linked Shuriken Catapults are hull-mounted and the Prism Cannon is turret-mounted [clarification].

IMPERIAL GUARD CODEX QUERIES (IG)

Don't forget to check out the official Imperial Guard FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m470041a_FAQ_ImperialGuard_2009.pdf

IMPERIAL GUARD GENERAL QUERIES

IG.GEN.01 – Q: Several characters provide bonuses (such as Stubborn, Furious Charge, etc) to "friendly units" within range. Do these bonuses apply to allied units (such as Witch Hunter and Daemonhunter units, for example)?
A: Yes [RAW].
Ref: BA.GEN.01, SM.93A.01, SW.56B.01

FORCES OF THE IMPERIAL GUARD: COMPANY COMMAND SQUAD (page 30)

IG.30B.01/IG.30C.01 – Q: 'Bring it Down!' and 'Fire on My Target!' orders require the enemy be "visible" to the Officer. What does this mean exactly and do the Night Fighting rules affect the Officer's 'vision'?
A: It means the enemy unit must be within line of sight of the Officer. The Night Fighting rules have no effect on this range as they are only rolled for when a unit actually fires [clarification].

IG.30B.02/IG.30C.02 – Q: What happens if a unit receives the 'Bring it Down!' or 'Fire on My Target!' order but ends up being unable to fire on the selected enemy unit (because the enemy turns out to be out of range, for example)?
A: If the unit receiving the order is unable to fire on the selected enemy for any reason they still count as having carried out the order and therefore may not otherwise shoot or run that phase [clarification].
Ref: IG.36B.01

IG.30B.03 – Q: Can the 'Bring it Down!' order be used against a unit that isn't entirely made up of Monstrous Creatures, such as a Tyrant with Tyrant Guard or a Tomb Spyder with Scarabs?
A: No, the unit must be entirely made up of Monstrous Creatures to qualify [clarification].
Ref: IG.58B.01

IG.30D.01 – Q: When a unit regroups using the 'Get Back in the Fight!' order, does it get to make the 3" move for regrouping? Also, when shooting that phase does the unit count as having moved even if it doesn't actually move?
Yes and yes [RAW].

FORCES OF THE IMPERIAL GUARD: REGIMENTAL ADVISORS (page 31)

IG.31A.01 – Q: Do Astropaths count as a Psyker for rules that affect 'Psykers'?
A: No [RAW].

IG.31A.02 – Q: Does the Astropath's ability still apply while the model is in reserve?
A: Yes, as he is 'alive' while in Reserve [clarification].
Ref: IG.31C.01, RB.94B.01, TYR.34B.01, TYR.51C.01, TYR.56G.01, TYR.59B.03

IG.31C.01 – Q: Does an Officer of the Fleet's ability still apply while the model is in reserve?
A: Yes, as he is 'alive' while in Reserve [clarification].
Ref: IG.31A.02, RB.94B.01, TYR.34B.01, TYR.51C.01, TYR.56G.01, TYR.59B.03

IG.31D.01 – Q: Can the 'Look Out -- Arghh!' rule be used to re-allocate two wounds away from the Commander if only a single Bodyguard models is still alive?
A: Yes, two wounds (max) may be re-allocated as long as there is at least one Bodyguard model alive [RAW].

FORCES OF THE IMPERIAL GUARD: COMMISSARS (page 32)

IG.32B.01 – Q: Will a Commissar perform a 'Summary Execution' when in a unit containing an Inquisitor that chooses to fail the Morale check using his 'Iron Will' special rule?
A: Yes. Although it doesn't match the fluff, in a game Commissars can (and will) execute Inquisitors, although the Morale check is not re-rolled (as no roll was initially made) [clarification].

IG.32B.02 – Q: Can an Officer's Bodyguard, or an Inquisitor's Acolyte, protect them from a Commissar's 'Summary Execution'?
A: No, as 'Summary Execution' doesn't inflict any wounds [RAW].

IG.32B.03 – Q: If a unit containing a Commissar fails a Morale check but can re-roll that test (such as with a Regimental Standard), can they do so, or does 'Summary Execution' immediately kick in?
A: The unit can attempt to re-roll the test but if they fail the second time the Commissar will still perform a 'Summary Execution' (although the test cannot then be re-rolled again) [clarification].

FORCES OF THE IMPERIAL GUARD: PRIMARIS PSYKERS (page 33)

IG.33C.01 – Q: Is an embarked enemy unit that fires at a unit protected by 'Nightshroud' affected by the power?
A: Yes it is [rules change].
Ref: ELD.49B.05

FORCES OF THE IMPERIAL GUARD: TECHPRIEST ENGINSEER (page 34)

IG.34A.01 – Q: Can an Enginseer in base contact with multiple vehicles attempt to repair them all in the same shooting phase?
A: No, he may only attempt to repair a single vehicle [clarification].
Ref: BT.36C.01, BA.39D.02, DA.31A.01, SM.71A.02, SW.38B.01

IG.34A.02 – Q: Can an Enginseer attempt to repair a damaged vehicle he started the turn embarked on?
A: Yes he can [clarification].
Ref: BT.36C.02, BA.39D.01, DA.31A.02, SM.71A.01

IG.34A.03 – Q: If an Enginseer is accompanied by at least four Servitors with Servo-arms, will he successfully repair a damaged vehicle even on the roll of a '1'?
A: Yes he will [RAW].
Ref: BA.39D.03, SM.71A.03, SW.38B.02

IG.34B.01 – Q: If a unit containing Mindlocked Servitors is locked in combat can it perform a sweeping advance, consolidation and/or pile-in moves?
A: Mindlocked Servitors will fight normally, but cannot make sweeping advances, consolidations and/or pile-in moves. If, after the enemy makes their pile-in moves Mindlocked Servitors find themselves not engaged with any enemy they no longer count as being locked in the combat [clarification].
Ref: ELD.46B.01/ELD.47C.01, RB.41C.02, RB.73A.01, SM.72A.01, TYR.54D.02, TYR.84E.01

IG.34B.02 – Q: What happens if a unit containing Mindlocked Servitors is forced to Fall Back?
A: The unit counts as 'Falling Back' but does not move. In following turns if they pass their 'Mindlock' test they will then start making fall back moves. Mindlocked Servitors that Fall Back from combat do not move but are not run down unless the enemy is able to roll high enough to do so. If that doesn't occur, the enemy will have to use its consolidation to move at least 1" away from the Servitors [clarification].
Ref: SM.72A.02

FORCES OF THE IMPERIAL GUARD: TECHPRIEST ENGINSEER (page 34) *CONTINUED*

IG.34C.01 – Q: Can a Servo Arm's additional Powerfist attack be used the same phase an Enginseer uses his Power Weapon?
A: Yes it can [clarification].
Ref: BT.28J.01, BA.59H.01, DA.31B.01, SM.71C.01, SW.38C.01

FORCES OF THE IMPERIAL GUARD: MINISTORUM PRIESTS (page 35)

IG.35A.01 – Q: If a Priest is killed in combat before his unit gets to strike, can the rest of his unit still benefit from the 'Righteous Fury' ability?
A: Yes, if the unit charges into combat with him, they benefit from 'Righteous Fury' for that phase regardless of what happens to the Priest [clarification].

FORCES OF THE IMPERIAL GUARD: PLATOON COMMAND SQUAD (page 36)

IG.36B.01 – Q: What happens if a unit receives the 'First Rank, FIRE! Second Rank, FIRE!' order but ends up being unable to fire on the selected enemy unit (because the enemy turns out to be out of range, for example)?
A: If the unit receiving the order is unable to fire on the selected enemy for any reason they still count as having carried out the order and therefore may not otherwise shoot or run that phase [clarification].
Ref: IG.30B.02/IG.30C.02

FORCES OF THE IMPERIAL GUARD: INFANTRY SQUAD (page 37)

IG.37.01 – Q: When exactly is the decision made to combine Infantry Squads that are in Reserve, when the units are placed into Reserves or when they actually deploy on the table?
A: The player decides whether or not to combine squads when they are put into Reserves [clarification].
Ref: IG.57A.01

FORCES OF THE IMPERIAL GUARD: CHIMERA ARMOURED TRANSPORT (page 39)

IG.39B.01 – Q: Can all five embarked models shooting from the Chimera's fire point use their own weapons or do some of them have to use the Chimera's hull-mounted lasguns?
A: All embarked models firing from a Chimera must use their own weapons [RAW]. The hull-mounted lasguns are purely decorative.

IG.39B.02 – Q: When firing from a Chimera's fire point, do embarked Ogryns and Heavy Weapon teams count as one model firing or two?
A: One model (they only count as two models for transport capacity purposes) [RAW].

FORCES OF THE IMPERIAL GUARD: PENAL LEGION TROOPERS (page 41)

IG.41A.01 – Q: Does the Penal Custodian and/or an Independent Character joining a Penal Legion Squad benefit from the 'Desperadoes' special rule?
A: The Penal Custodian has (and therefore benefits from) 'Desperadoes'. An Independent Character joining the unit would not benefit from 'Desperadoes' and would therefore prevent the unit from using 'Fleet' if the unit has that ability [RAW].

IG.41A.02 – Q: If a Penal Legion Squad is placed in Reserves during deployment when exactly is their 'Desperadoes' roll made?
A: This roll is made before deciding whether to place the unit into Reserves or not [RAW].

FORCES OF THE IMPERIAL GUARD: ROUGH RIDERS (page 44)

IG.44.01 – Q: If some Rough Rider models are unable to strike the first round their unit charges into combat do those models retain their Hunting Lances?
A: No, all models in the unit lose their Hunting Lance after the first round of combat in which they charge [RAW].

IG.44.02 – Q: Do Rough Rider Hunting Lance Attacks benefit from the Furious Charge special rule (effectively making them Strength and Initiative 6)?
A: Yes they do [clarification].
Ref: BA.45C.01, BA.49C.01, BA.55C.01, SM.99H.01

FORCES OF THE IMPERIAL GUARD: PSYKER BATTLE SQUAD (page 47)

IG.47A.01 – Q: Does each Sanctioned Psyker count as a separate Psyker model for calculating a Culexus Assassin's shooting attack?
A: Yes, besides when using a psychic power, each Sanctioned Psyker model is a separate psyker [RAW].

IG.47B.01 – Q: When 'Hammer of the Witches' will affect multiple models in a Psychic Battle Squad, is the power resolved one model at a time before moving onto the next Psyker?
A: Yes. If the first Sanctioned Psyker model fails his Ld test, then the 'Ultimate Sanction' special rule is immediately resolved before moving onto the next closest Sanctioned Psyker (assuming there are any left after that) [RAW].

IG.47C.01 – Q: When using 'Soulstorm', besides the Pysker that range and line of sight are measured from, can the rest of the Sanctioned Psykers fire their Laspistols at the same time? What about the Overseer?
A: As all the Sanctioned Psyker models count as having used a power in this case, only the Overseer can fire his laspistol [clarification].

IG.47D.01 – Q: Is 'Weaken Resolve' a Psychic Shooting Attack?
A: It is not, which means that the squad is still free to fire their pistols or run in the same phase [RAW].

IG.47D.02 – Q: Does 'Weaken Resolve' affect units with the 'Stubborn' special rule when they are taking a morale test?
A: No it does not, as 'Weaken Resolve' modifies the unit's Ld value (which 'Stubborn' ignores during Morale tests) [clarification].
Ref: DH.27.02, NEC.17A.01, TYR.59B.01, WH.30B.02

IG.47D.03 – Q: If a unit is able to use a different Ld value via a special rule (such as with Ork's 'Mob Rule' or Space Marine's 'Rites of Battle'), how does 'Weaken Resolve' function in these situations?
A: 'Weaken Resolve' continually modifies the unit's Ld for the entire player turn, so even if the unit utilizes the Ld characteristic from a different source, this new value is still reduced [clarification].

IG.47D.04 – Q: Can 'Weaken Resolve' be used in conjunction with a Neural Shredder to inflict 'Instant Death' by lowering a target unit's Ld to '4' or below?
A: Absolutely [RAW].

IG.47D.05 – Q: Can an embarked Psyker Battle Squad use 'Weaken Resolve'?
A: If the vehicle has fire points, then yes the unit may draw line of sight from any of the fire points in order to use the power [clarification].

IMPERIAL GUARD CODEX QUERIES (IG)

FORCES OF THE IMPERIAL GUARD: LEMAN RUSS BATTLE TANK (pages 48-49)

IG.48A.01 – Q: Does 'Lumbering Behemoth' allow a Leman Russ to fire its turret weapon even if it is otherwise unable to fire (i.e. it is Shaken/Stunned/used Smoke Launchers, etc)?
A: No, the tank must still be able to normally fire to utilize the 'Lumbering Behemoth' rule [clarification].

FORCES OF THE IMPERIAL GUARD: HELLHOUND FLAME TANK (page 50)

IG.50B.01 – Q: How is the 'Melta' rule applied if the Melta Cannon's blast scatters?
A: If the blast hits a vehicle, after any scatter is resolved, check range again from the weapon to the vehicle hit to see if it is within half range or not [clarification].

FORCES OF THE IMPERIAL GUARD: HYDRA FLAK TANK (page 51)

IG.51A.01 – Q: In games using Flyers, do Flyers get their cover save against shots fired by a Hydra? Does the Hydra still have the 'Anti-Aircraft Mount' ability?
A: Flyers do not get their cover save against shots from the Hydra. The Hydra may only utilize the 'AA Mount' ability in games of Apocalypse [clarification].

IG.51B.01 – Q: Does any weapon fired by a Hydra (such as a Hunter-Killer missile or Heavy Bolter) benefit from the 'Auto-Targeting System' rule?
A: Yes they do [RAW].

FORCES OF THE IMPERIAL GUARD: ORDNANCE BATTERY (pages 52-53)

IG.52A.01 – Q: Is the Griffon's 'Accurate Bombardment' rule still utilized when fired as part of a multiple barrage along with other barrage weapons?
A: Yes. If the Griffon is the closest to the target then its re-roll applies to the placement of the initial blast. If the Griffon isn't the closest, then its re-roll applies only when determining which direction its blast is placed amongst the multiple barrage markers [RAW].

IG.53.01 – Q: Can some weapons in a Battery fire directly while the others fire as a Barrage?
A: Yes they can, in which case the direct fire weapons are resolved separately from the Barrage [RAW].

IG.53.02 – Q: If a multiple barrage is comprised of weapons with different minimum/maximum ranges and the initial blast is out of range, do all the weapons automatically miss (even if some of them are within range)?
A: Yes, if the initial blast is out of range then the entire barrage misses. In the reverse situation (where the initial blast is in range), any other weapons in the barrage that are found to be out of range miss automatically and are not resolved [clarification].

FORCES OF THE IMPERIAL GUARD: MANTICORE ROCKET LAUNCHER (page 54)

IG.54B.01 – Q: Does a single 'Weapon Destroyed' result destroy all of a Manticore's Storm Eagle Rockets?
A: Yes [clarification].

IG.54B.02 – Q: When a Manticore fires a Storm Eagle Rocket indirectly, how are the D3 large blasts resolved on the enemy unit(s)?
A: Resolve them as if they were fired by different weapons in the same unit (e.g. as a Multiple Barrage) [clarification].
Ref: TYR.43B.02

IMPERIAL GUARD CODEX QUERIES (IG)

FORCES OF THE IMPERIAL GUARD: DEATHSTRIKE MISSILE LAUNCHER (page 55)

IG.55A.01 – Q: Can an Enginseer fix a 'weapon destroyed' result on a Deathstrike Missile (the '-1' to the launch roll)?
A: Yes he can [clarification].

IG.55A.02 – Q: Can Daemonhunter Mystics allow a Deathstrike to be nominated as the unit to take the 'free shot' at enemy Deep Striking units?
A: Yes, and each time they do another roll is made to see if the Deathstrike fires [clarification].

FORCES OF THE IMPERIAL GUARD: VALKYRIE ASSAULT CARRIER (page 56)

IG.56A.01 – Q: What exactly is considered part of the 'hull' on a Valkyrie/Vendetta model?
A: Any part of the model, besides its weapons, landing gear and nose-mounted sensors is considered part of the hull [clarification].
Ref: BA.38A.02

IG.56A.02 – Q: What part of a Valkyrie/Vendetta model needs to be in or on terrain in order for it to count as being in or on the terrain piece?
A: While the Valkyrie/Vendetta is on its base, only if the base is actually in or on the terrain would the model count as being in or on the terrain (unless both players agree otherwise) [clarification].
Ref: BA.38A.03

IG.56A.03 – Q: Can a Valkyrie/Vendetta model end its movement over friendly or enemy models and can other models end their move underneath it?
A: As long as a Valkyrie/Vendetta doesn't end its move with its **base** on top of any model or within 1" of any enemies, it is fine to have portions of the Valkyrie/Vendetta model end up over other models, provided they physically fit underneath the Valkyrie/Vendetta model [clarification].
Ref: BA.38A.04

IG.56A.04 – Q: If a Valkyrie/Vendetta is immobilized or destroyed while over other models, what happens?
A: Follow these guidelines [clarification]:

- **Immobilized*** – Adjust the Valkyrie/Vendetta the minimum distance needed to place the model on the table but not over any friendly models, within 1" of any enemies, or in impassable terrain (although it may end up on top of impassable terrain if the model will fit there). Do not turn the model, unless it is absolutely necessary for it to fit on the table, and only then by the minimum required.
- **Wrecked** – Disembark any passengers as normal. Then adjust the model (as described in the immobilized guidelines above) before marking it as a wreck.
- **Explodes** – Resolved normally (with surviving passengers being placed anywhere within the hull 'footprint' of where the vehicle was).
* Remember, if there is more than one model in the squadron, then 'Immobilized' becomes 'Wrecked' instead.

Ref: BA.38A.05

IG.56A.05 – Q: When a Valkyrie/Vendetta is 'wrecked', if enemy models in base contact with it completely surround its base, are all passengers onboard killed?
A: Yes [clarification].
Ref: BA.38A.06

IG.56A.06 – Q: When a Valkyrie/Vendetta is immobilized (off its base) can friendly or enemy models move under its wings at all?
A: Friendly models are able to move under both the side and back wings provided they can physically fit there. Enemy models may also move under the back wings provided they physically fit there and don't move so their base is within 1" of the hull. Enemy models cannot move under the side wings except as part of an assault move [clarification].
Ref: BA.38A.07

IG.56A.07 – Q: Is an enemy tank able to ram a Valkyrie/Vendetta that is on its base?
A: Yes, treat the Valkyrie/Vendetta's base as part of its hull for this purpose [clarification].
Ref: BA.38A.08

IG.56A.08 – Q: How are template weapons resolved against a Valkyrie/Vendetta?
A: Unless specified otherwise, the firing player holds the template over the top of the Valkyrie/Vendetta so that the small tip is touching the firer's base (or the weapon barrel for a firing vehicle), but only from a 'top-down' (two-dimensional) standpoint, similar to how templates are held over ruins (see page 85 of the rulebook) [clarification].
Ref: BA.38A.09

IG.56B.01 – Q: Are squadrons of Valkyries/Vendettas allowed to Deep Strike (as it is technically impossible to put them in "base contact" with each other)?
A: They must be placed so that their hulls are in contact with each other [clarification].

IG.56B.02 – Q: Can a Valkyrie/Vendetta Outflank while transporting an embarked unit that doesn't have the 'Scout' special rule?
A: Yes [clarification].

IMPERIAL GUARD CODEX QUERIES (IG)

FORCES OF THE IMPERIAL GUARD: VALKYRIE ASSAULT CARRIER (page 56) *CONTINUED*

IG.56C.01 – Q: If a model disembarks using 'Grav Chute Insertion' and actually lands in difficult or dangerous terrain do they take two dangerous terrain tests or just one?
A: Two. First when the unit scatters and again when the surviving models are actually placed into the difficult or dangerous terrain [clarification].
Ref: BA.38J.01

IG.56C.02 – Q: If a Valkyrie/Vendetta moves flat-out and is destroyed in the same movement phase (by failing a dangerous terrain test, for example) are its passengers then allowed to disembark using the 'Grav Chute Insertion' rule?
A: Yes they can [RAW].
Ref: BA.38J.02

IG.56D.01 – Q: Can a Valkyrie fire both its Hellstrike missiles in the same shooting phase (as they are Ordnance weapons)?
A: No, only a single Ordnance weapon may be fired [RAW].

FORCES OF THE IMPERIAL GUARD: LORD CASTELLAN CREED & SERGEANT KELL (page 57)

IG.57A.01 – Q: Can Creed use Tactical genius on a Platoon's combined Infantry Squad?
A: Yes [clarification].
Ref: IG.37.01

IG.57A.02 – Q: If a combined Infantry Squad Outflanks using 'Tactical Genius', what happens to dedicated Chimeras assigned to those units?
A: As the combined squad cannot embark on the Chimera(s), any dedicated transports for this unit will arrive normally from the player's table edge while the combined squad Outflanks [clarification].
Ref: IG.64A.01

FORCES OF THE IMPERIAL GUARD: KNIGHT COMMANDER PASK (page 58)

IG.58B.01 – Q: Does Pask's 'Crack Shot' have any effect against a unit that isn't entirely made up of Monstrous Creatures, such as a Tyrant with Tyrant Guard or a Tomb Spyder with Scarabs?
A: No, the unit must be entirely made up of Monstrous Creatures to qualify [clarification].
Ref: IG.30B.01

FORCES OF THE IMPERIAL GUARD: COLONEL 'IRON HAND' STRAKEN (page 60)

+IG.60C.01 – Q: When exactly does a friendly unit check if they are within 12" of Straken to benefit from both of his 'Cold Steel and Courage' abilities?
A: For 'Counter-attack', check range when the unit is assaulted by the enemy (before the 'Defenders React' move is made). For 'Furious Charge', check at each Initiative step of the assault to ensure the unit is still within range [clarification].
Ref: BA.49D.01, BA.52C.01, TYR.52C.01

IMPERIAL GUARD CODEX QUERIES (IG)

FORCES OF THE IMPERIAL GUARD: COMMISSAR YARRICK (page 63)

IG.63B.01 – Q: If, using 'Iron Will', Yarrick would stand up in base contact with the enemy are there any restrictions on where he can be placed on the table (besides not being within 1" of any enemy)?
A: Yes, move him only the minimum distance needed to be more than 1" away from every enemy model (and this can allow Yarrick to move 'through' enemy models if necessary to do so) [clarification].
Ref: *CD.73A.06*

IG.63B.02 – Q: When Yarrick loses his last wound and is placed 'on his side' does he still count as a model? Can he be assaulted, etc?
A: While 'on his side' Yarrick does not count as a model and therefore cannot be assaulted or otherwise affect the game. Mark where he lays and temporarily move Yarrick out of the way if other models wish to move onto the same spot. If the game ends while Yarrick is still 'on his side' then he counts as a casualty [clarification].

FORCES OF THE IMPERIAL GUARD: CAPTAIN AL'RAHEM (page 64)

IG.64A.01 – Q: If a combined Infantry Squad Outflanks via 'Stalk the Enemy', what happens to any dedicated Chimeras assigned to those units?
A: Normally units outflanking with their transports must arrive inside them, but since they cannot fit onto their Chimera a combined Infantry Squad is allowed to arrive outside of their vehicle(s) [clarification].
Ref: *IG.57A.02*

IG.64A.02 – Q: When Al'Rahem's Outflanking platoon arrives from Reserves, is a single roll made to see which table edge the whole Platoon arrives on, or is each unit in the Platoon rolled for separately?
A: One roll is made for the entire Platoon to see which table edge it arrives from [clarification].

FORCES OF THE IMPERIAL GUARD: COMMANDER CHENKOV (page 65)

IG.65C.01 – Q: If Conscripts locked in combat are removed using 'Send in the Next Wave', what happens to enemy units that were fighting them?
A: Nothing, they remain exactly where they are [clarification].

FORCES OF THE IMPERIAL GUARD: NORK DEDDOG (page 67)

IG.67A.0A – Q: Can unit containing Nork Deddog embark on a Valkyrie/Vendetta?
A: No, as Nork is an Ogryn [clarification].

IMPERIAL GUARD WARGEAR: VEHICLE ARMOURY (pages 70-71)

IG.70E.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: *BT.29G.01, BA.60I.01, DH.19H.01, DA.55C.01, SM.103D.01, SW.63D.01, WH.23F.01*

IMPERIAL GUARD WARGEAR: OTHER EQUIPMENT (page 71)

IG.71F.01 – Q: If an Independent Character joins a Squad with a Medi-Pack does he gain the 'Feel No Pain' universal special rule?
A: Yes, as the Medi-Pack specifies that his squad (which includes the IC) benefits from the special rule [clarification]. *Ref:* BA.43E.01, ORK.38A.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.52C.02, TYR.62F.01

IG.71I.01 – Q: If an Officer fails to issue an order to his OWN Command Squad can they re-roll the result if the squad has a Vox-caster?
A: No [clarification].

IMPERIAL GUARD ARMY LIST: HQ (pages 90-93)

IG.93A.01/IG.93B.01 – Q: Can Ministorum Priests or Techpriest Enginseers be taken as the one mandatory HQ choice in an Imperial Guard army?
A: Yes they can [clarification].

IMPERIAL GUARD ARMY LIST: ELITES (pages 94-95)

IG.95A.01 – Q: Are Storm Trooper Sergeants supposed to be able to take Melta bombs (since regular Infantry Sergeants can)?
A: No [RAW].

IMPERIAL GUARD ARMY LIST: TROOPS (pages 96-99)

IG.96A.01 – Q: Can individual units from a Platoon be held in Reserve while others are deployed normally?
A: Yes, and all units from that Platoon that are held in Reserve are rolled for together to see when they arrive [clarification].

IG.96A.02 – Q: If a Valkyrie/Vendetta Squadron is held in Reserve carrying units from DIFFERENT Platoons (who are also in Reserve), how are Reserves rolls handled for this situation?
A: A separate Reserves roll is made for *each Platoon* in reserve. Valkyrie/Vendetta Squadrons transporting units from the Platoon are included in this roll, but **ONLY** if the Squadron is transporting units from one (and only one) Platoon. If any Valkyries/Vendettas in the Squadron are transporting units that *aren't* part of the same Platoon, then the Squadron (along with all its passengers) must make a separate Reserves roll and may therefore end up arriving on a different turn from the rest of their Platoon(s) [rules change].

IG.97B.01/IG.97C.01 – Q: Are Special Weapon Squads really supposed to not have Frag grenades and the option to take Krak grenades (while Heavy Weapon squads have both)?
A: Unfortunately, Special Weapon Squads cannot take Frag or Krak grenades [RAW].

IMPERIAL GUARD CODEX QUERIES (IG)

IMPERIAL GUARD ARMY LIST: DEDICATED TRANSPORTS (page 99)

IG.96B.01 – Chimera: The Multi-laser is turret-mounted and the Heavy Bolter is hull-mounted [clarification].

IMPERIAL GUARD ARMY LIST: FAST ATTACK (pages 100-101)

IG.101A.01 – Hellhound Squadron: The Inferno, Melta and Chem Cannons are all turret-mounted. The Heavy Bolter is hull-mounted [clarification].

IG.101B.01 – Valkyrie: The Multi-laser and Hellstrike Missiles are both hull-mounted [clarification].

IG.101C.01 – Vendetta: The twin-linked Lascannons are all hull-mounted [clarification].

IMPERIAL GUARD ARMY LIST: HEAVY SUPPORT (pages 102-103)

IG.102A.01 – Leman Russ Squadron: The Battle, Exterminator Auto, Vanquisher Battle, Eradicator Nova, Demolisher Siege, Punisher Gatling and Executioner Plasma are all turret-mounted. The standard equipped Heavy Bolter is hull-mounted [clarification].

IG.102B.01 – Hydra: The twin-linked Hydra Autocannons are turret-mounted and the Heavy Bolter is hull-mounted [clarification].

IG.103A.01 – Ordnance Battery: The Earthshaker Cannon, Medusa Siege Cannon, Colossus Siege Mortar, Griffon Heavy Mortar and Heavy Bolter are all hull-mounted [clarification].

IG.103B.01 – Manticore: Storm Eagle Rockets are turret-mounted and the Heavy Bolter is hull-mounted [clarification].

IG.103C.01 – Deathstrike: The Deathstrike Missile and the Heavy Bolter are both hull-mounted [clarification].

NECRONS CODEX QUERIES (NEC)

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

NECRONS GENERAL QUERIES

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

NECRONS SPECIAL RULES (page 13)

NEC.13A.01 – Q: The GW online FAQ indicates that damaged Necron models are moved when their unit falls back. Does this ruling apply whenever the unit moves in an opponent's turn (such as pile-in and consolidation moves)?
A: Yes, anytime a Necron unit moves in the opponent's turn move its damaged Necrons along with it, as if they were normal models in the unit [clarification].

NEC.13A.02 – Q: If a Necron unit is wiped out by a Sweeping Advance in close combat, can any of the models in the unit (including its damaged ones) use 'We'll Be Back!' to repair themselves?
A: No, as a special rule cannot be used to save models from a Sweeping Advance [clarification].

NEC.3A.03 – Q: If a Necron is unable to attempt a self-repair at the start of its turn (because it is not within range of another model of the same type, for example), does the damaged model remain on the table or is it removed?
A: A Necron that is unable to attempt a self-repair at the start of its turn is removed from the table as a casualty [clarification].

NEC.13H.01 – Morale: Ignore the last sentence as it refers to rules from a previous edition of the game [clarification].

NECRONS ARMOURY (pages 14-15)

NEC.14A.01 – Gauss Weapons: Ignore the entire last paragraph as it refers to rules from a previous edition of the game [clarification].

NEC.15B.01 – Q: If two Necron Lords who both have 'Gaze of Flame' are locked in the same combat, do their opponents suffer a -2 Ld penalty?
A: No, only a single -1 Ld penalty is applied due to 'Gaze of Flame' regardless of how many Necron Lords are involved in the same combat [clarification].

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

NEC.15C.02 – Q: If two Necron Lords who both have 'Lightning Field' are joined to the same Necron unit, do their opponents in combat suffer TWO S3 hits for each unsaved Wound caused?
A: No, only a single hit is caused per due to 'Lightning Field' per unsaved Wound regardless of how many Necron Lords are joined to the same unit [clarification].

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

NECRONS CODEX QUERIES (NEC)

NECRONS ARMOURY (pages 14-15) *CONTINUED*

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

NEC.15I.01 – Q: If, while using the 'Veil of Darkness' a Necron Lord and his accompanying unit suffer a 'Delayed' Deep Strike mishap, what happens?
A: The Necron Lord and unit are put into Reserves (together as one unit) and their arrival will be rolled for as usual in the following turn(s). When they arrive from Reserves they are deployed using 'Veil of Darkness' [clarification].
Ref: DH.24B.04, SM.57H.03

NECRONS ARMY LIST: ELITES (page 17)

NEC.17A.01 – Q: Does the Pariah's 'Soulless' special rule affect 'Stubborn' units who are taking a morale test?
A: Yes it does, as the 'Soulless' special rule is not a Ld modifier (it just makes the unit count as having a different Ld value) [clarification].
Ref: DH.27.02, IG.47D.02, TYR.59B.01, WH.30B.02

NEC.17A.02 – Q: If a character's Ld is reduced to 7 by a Pariah unit, and that character has the ability to pass his Ld onto other units (such as Space Marines 'Rites of Battle'), what Ld value would these other units use?
A: The other units would use the character's new Ld of 7, unless the ability specified that his unmodified Ld was used (such as with the Witch Hunter's 'Book of St. Lucius', for example) [clarification].
Ref: DH.27.03, TYR.59B.02, WH.30B.03

NEC.17A.03 – Q: How does the Pariah's 'Soulless' special rule function against the Ork's 'Mob Rule'?
A: In terms of replacing the mob's Ld with another value, these two rules cancel each other out. This means the mob will test on its standard Ld value unless it numbers 11 or more models, in which case it is 'Fearless' [clarification].
Ref: DH.27.04, WH.30B.04

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

NECRONS ARMY LIST: TROOPS (page 18)

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

NECRONS ARMY LIST: FAST ATTACK (page 19)

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

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

NECRONS ARMY LIST: FAST ATTACK (page 19) *CONTINUED*

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

NEC.19C.03 – Q: When Scarabs (who are 'Vulnerable to Blasts') are hit by a Blast weapon that also causes 'Instant Death', what happens?
A: The Wounds caused by the weapon are doubled due to 'Vulnerable to Blasts' and then each unsaved wound will mean an entire Scarab base is removed (so yes, they really are vulnerable to blasts) [RAW].

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

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

NEC.20A.02 – Q: Is a unit made up of a Tomb Spyder and Scarabs able to utilize cover saves from intervening units and terrain that don't physically cover 50% of the Spyder model?
A: Yes, as long as half the models in the Spyder/Scarab unit count as being in cover then the entire unit gets a cover save regardless of whether the Spyder model itself is obscured [RAW].
Ref: RB.51B.01, RB.62B.01, TYR.35B.01

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

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

NEC.21C.03 – Q: Can a Monolith attempt to Deep Strike directly over enemy models? If it does end up landing within 1" of an enemy model does it still roll on the Deep Strike mishap table (just ignoring the 'Terrible Accident!' result)?
A: It can attempt to land directly over an enemy model and if it does so, the enemy models are pushed out of the way as described in its 'Deep Strike' rule and no mishap is rolled [clarification].
Ref: RB.95A.03

NEC.21C.04 – Q: What happens if a Monolith Deep Strikes onto friendly models, impassable terrain, immobile enemy models or off the table?
A: If a Monolith Deep Strikes onto friendly models, impassable terrain or off the table it will suffer a Deep Strike Mishap as normal. If it Deep Strikes onto an immobile enemy model the enemy model is still moved out of the way by the force of the Monolith [clarification].
Ref: TYR.51B.01

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

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

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

NEC.21E.02 – Q: If an entire unit of Necrons becomes 'damaged' is there any way for that unit to be teleported through a Monolith's Portal?
A: No, only units can teleport through the Portal and once an entire Necron unit is 'damaged' that unit ceases to exist (as any models that successfully self-repair have to join other units) [clarification].

NEC.21E.03 – Q: If a Monolith moves and then teleports a Necron unit that is 'falling back' from a previous turn (but hasn't moved yet this phase), what happens?
A: Before it is teleported, the unit must take its test to regroup (if able). If the unit fails to regroup, then when it emerges from the portal it will still count as 'falling back', but will not move any further this phase (as they count as having disembarked from a moving vehicle) [clarification].

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

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

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

NEC.27F.01 – Above all Others: Ignore the reference to being picked out "even if within 6 [inches] of other targets" as it refers to a rule from a previous edition of the game [clarification].

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

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

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

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

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

ORKS CODEX QUERIES (ORK)

Don't forget to check out the official Ork FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m970066a_FAQ_Orks_Feb2010

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

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

ORK.31B.01 – Q: Does the Ld value of an Ork in a mob benefit from the 'Mob Rule' when they are targeted individually such as with Eldar Mind War?
A: Yes, individual Orks within a mob may always benefit from the Mob Rule up to a maximum Ld value of 10 (no matter how many Orks beyond ten the mob actually has) [clarification].

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

+ORK.34A.01 – Q: If a Mek is joined to a unit that shoots, but he himself does not fire his weapon, can he attempt to fix a vehicle using his 'Mek's Tools'?
A: Yes. As long as the Mek is in base contact with the vehicle at the start of his Shooting phase and does not actually shoot himself, then he may attempt to fix a damaged vehicle. This even includes if the Mek is locked in close combat (provided he is also in base contact with the damaged vehicle, of course!) [clarification].

+ORK.34B.01 – Q: Does a Kustom Force Field provide a 4+ or a 5+ cover save to friendly vehicles?
A: A 4+ cover save for being 'obscured' [clarification]. Note however, that in the case of a vehicle squadron, at least half of the vehicles in the squadron must be within 6" of the Mek with the Kustom Force Field to benefit from it [RAW].

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

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

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

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

FORCES OF THE ORKS: PAINBOYZ (page 38)

ORK.38A.01 – Q: If an Independent Character joins a mob with a Painboy, does he gain the 'Feel No Pain' universal special rule?
A: Yes, as Dok's Tools specifies that the mob (which includes the IC) benefits from the special rule [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.52C.02, TYR.62F.01

FORCES OF THE ORKS: TRUKKS (page 41)

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

ORK.41C.02 – Q: When a Trukk suffers a 'Kaboom!' result are the passengers deployed in the 'footprint' where the Trukk model was, or do they disembark before the Trukk model is removed?
A: The passengers disembark normally before the Trukk model explodes and is removed [clarification].

FORCES OF THE ORKS: TANKBUSTAS (page 42)

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

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

FORCES OF THE ORKS: Deffkoptas (page 48)

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

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

FORCES OF THE ORKS: BATTLEWAGONS (page 55)

ORK.55D.01 – Q: If the hits caused by a Deff Rolla manage to 'explode' an enemy vehicle during a 'ram', does the ramming vehicle continue its move?
A: Yes, the Deff Rolla hits are worked out simultaneously along with the hit inflicted due to ramming. If any of this damage causes the enemy vehicle to 'explode' then the ram move continues as normal [clarification].

ORK.55D.02 – Q: If a skimmer manages to successfully dodge a ramming Battlewagon, does it still suffer hits from the Deff Rolla?
A: No, as a successful dodge by a skimmer means the vehicle wasn't actually rammed (tank shocked) [clarification].

ORK.55D.03 – Q: Can a Deff Rolla be destroyed via a 'weapon destroyed' damage result?
A: No, as it does not function as a weapon [clarification].

ORK.55D.04 – Q: If a Battlewagon rams a squadron of vehicles how are the Deff Rolla hits resolved?
A: All Deff Rolla hits are resolved against the armor facing of the vehicle that is being rammed with any glancing and penetrating hits being evenly spread amongst the vehicles in the squadron (just as with shooting hits). Note that a squadron rammed by a Battlewagon only suffers the effects of its Deff Rolla once per phase regardless of how many squadron members end up actually being rammed by it [clarification].

FORCES OF THE ORKS: BATTLEWAGONS (page 55) *CONTINUED*

ORK.55D.05 – Q: Is a Deff Rolla considered part of the Battlewagon's hull for measurement and line of sight purposes?
A: No, it is a 'decorative element' and is therefore ignored for line of sight and measurement purposes. When assaulting or disembarking from a Battlewagon, models can technically 'stand' on the Deff Rolla, although to prevent damaging the model use the 'Wobbly Model Syndrome' rule on page 13 of the rulebook instead of actually placing models on the Deff Rolla [clarification].

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

ORK.59A.01 – Q: Does Grotsnik himself benefit from his own 'Dok's Tools', both when on his own and when joined to a unit?
A: Grotsnik benefits from his own Dok's Tools, both when on his own and when joined to a unit [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.38A.01, ORK.62C.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.52C.02, TYR.62F.01

ORK.59C.01 – Q: If Grotsnik appears to be out of Assault range in the shooting phase is he forced to 'run' towards the nearest enemy or can he choose to shoot a weapon instead?
A: Grotsnik (and his unit) only must assault if possible in the Assault phase, so they are free to either 'run' or shoot as the player sees fit in the shooting phase [clarification].
Ref: DE.09B.01, WH.27B.01

FORCES OF THE ORKS: OLD ZOGWORT (page 61)

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

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

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

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

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

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

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

FORCES OF THE ORKS: BOSS SNIKROT (page 62)

ORK.62C.01 – Q: Can an Independent Character (such as a Warboss on a bike) join Snikrot's unit before the game and arrive with them via 'Ambush'?
A: Yes, as Snikrot's ability applies to the unit (which a joined IC is part of) [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.38A.01, ORK.59A.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.52C.02, TYR.62F.01

ORK.62C.02 – Q: If Snikrot's unit arrives onto the table via 'Ambush' with an Independent Character joined to it, can the IC then leave the unit in that same movement phase?
A: No, as clarified by GW's online rulebook FAQ, Independent Characters may not leave a unit the same turn they arrive from Reserve joined to it [RAW].

FORCES OF THE ORKS: BOSS ZAGSTRUK (page 63)

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

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

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

ORK WARGEAR: OTHER EQUIPMENT (page 92)

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

ORK WARGEAR: ORK VEHICLE UPGRADES (page 93)

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

ORK.93C.02 – Q: Can an Ork attacking via a Boarding Plank benefit from 'Furious Charge'?
A: Yes, as the attacks are made as if he were assaulting [clarification].

ORK.93C.03 – Q: Can an Ork model using a Boarding Plank attack an enemy vehicle if his embarked unit fired at a different target in the previous shooting phase?
A: Yes, as the model isn't actually assaulting the vehicle, he just gets to make attacks as if he were assaulting it [clarification].

ORK.93D.01 – Q: In games that allow Flyers, can an Ork Grabbin' Klaw be used to grab one?
A: No [rules change].

ORK.93H.01 – Q: Is a Trukk with a Reinforced Ram allowed to ram other vehicles?
A: Yes it can [clarification].

ORK.93I.01 – Q: If a vehicle with a Stikkbomb Chukka is destroyed (via a 'Death or Glory' attack, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Chukka?
A: Yes [RAW].
Ref: BT.42B.03, BA.60G.01, DH.32B.03, DA.35A.01, SM.75B.01, SM.82C.01, SW.45B.01

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

ORKS CODEX QUERIES (ORK)

ORK ARMY LIST: HQ (pages 96-97)

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

ORK ARMY LIST: ELITES (pages 98-99)

ORK.98A.01 – Q: Can a Painboy in a Nobz mob take a bosspole, Waaagh! banner, Ammo runt or 'eavy armour?
A: Yes, as the Nob can take any of these upgrades before being made into a Painboy (he just can't upgrade his weapons as those have to be replaced when he becomes a Painboy) [clarification].

ORK.98A.02 – Q: Can only SOME Nobs models in a Nobz Mob be upgraded to have Cybork Bodies or must they ALL be upgraded if any are?
A: It's all or nothing [clarification].

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

ORK ARMY LIST: TROOPS (page 100)

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

ORK ARMY LIST: FAST ATTACK (page 101)

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

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

+ORK.102A.01 – Battlewagon: The single Big Gun (Kannon, Lobba or Zzap gun) is turret-mounted. The Big Shootas/Rokkit Launchas are either turret or pintle-mounted [clarification].

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

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

SPACE MARINES CODEX QUERIES (SM)

Don't forget to check out the official Space Marine FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m2250129_FAQ_SpaceMarines_Nov2009

SPACE MARINE GENERAL QUERIES

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

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

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

SM.51B.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BT.22A.02, BA.23B.01, DA.23A.01, SW.24F.01

SM.51D.01 – Q: Can a unit arriving from Reserves be split into combat squads and if so, exactly when does this happen?
A: A unit with the 'Combat Squads' rule may be split right before moving them onto the table (or before deploying them via Deep Strike, where applicable). If the unit was declared to be arriving from Reserve in a transport vehicle then it may not be split unless the vehicle is able to carry both combat squads (such as with some Super-Heavy transports) or has a special rule that specifies otherwise (such as with a Drop Pod) [clarification].
Ref: BA.23C.01, DA.23D.01

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

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

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

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

SPACE MARINES CODEX QUERIES (SM)

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

SM.55A.01 – Q: If an Independent Character joins a Command Squad with an Apothecary does he gain the 'Feel No Pain' universal special rule?
A: Yes, as the Narthecium specifies all models in his squad gain the special rule [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.38A.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.92.01, TYR.52C.02, TYR.62F.01

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

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

SM.57F.01 – Q: What happens with 'Null Zone' vs. special rules that re-roll *failed* invulnerable saves like 'Fortune' or 'Oracle of Eternity'?
A: In this case, *all* the saves, both successful (Null Zone) and the failed (Fortune, Oracle of Eternity) are rolled again once [RAW]. To save time (and pointless rolling), if both players agree these rules can simply cancel each other out instead.
Ref: SW.52C.01, TYR.56B.01

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

SM.57H.02 – Q: Can 'Gate of Infinity' be used on a unit (including the Psyker) that is falling back or locked in close combat?
A: No in both cases as 'Gate of Infinity' uses the Deep Strike rules (which count as movement), and a unit locked in combat cannot move (other than to 'Pile-in') and a Falling Back unit must make a Fall Back move (which Deep Striking would prevent them from doing) [clarification].

SM.57H.03 – Q: If, while using 'Gate of Infinity' a Librarian and his accompanying unit suffer a 'Delayed' Deep Strike mishap, what happens?
A: The Librarian and unit are put into Reserves (together as one unit) and their arrival will be rolled for as usual in the following turn(s). When they arrive from Reserves they are deployed using 'Gate of Infinity' (no psychic test needed in this case) [clarification].
Ref: DH.24B.04, NEC.15I.01

SM.57I.01 – Q: If a Librarian embarked on a vehicle attempts to use 'Vortex of Doom' and fails his psychic test, what happens?
A: In this case, the Vortex is centered over the vehicle carrying the Librarian (without scattering) and is resolved against the vehicle's rear armor value [clarification].

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

SM.67A.01 – Q: When exactly does a player booby-trap terrain with Cluster Bombs?
A: After terrain is settled upon. In the case of standard rulebook missions that means before the roll to select a mission is made [RAW].
Ref: BA.62B.01

SM.67A.02 – Q: If a unit starts the game in a booby-trapped piece of terrain, what happens?
A: The booby-trap will be triggered the first time the unit moves [clarification].
Ref: BA.62B.02

SM.67A.03 – Q: If a Drop Pod or Mycetic Spore lands in a booby-trapped piece of terrain, what happens?
A: The booby-trap is triggered against the Drop Pod or Mycetic Spore before the unit inside disembarks [clarification].
Ref: BA.62B.03

SPACE MARINES CODEX QUERIES (SM)

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

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

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

Ref: *BT.22B.04*, *BA.32B.01*, *DA.35B.02*, *SW.47A.01*

SM.69A.02 – Q: Can a Space Marines Drop Pod arrive on its own while the unit that purchased it is deployed or arrives from reserves normally?
A: Yes, as long as the player declares as much during deployment [RAW].
Ref: *BT.22B.02*, *BA.32B.02*, *SW.47A.02*

SM.69C.01 – If a Space Marine Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap [RAW].
Ref: *BT.22B.01*, *BA.32E.01*, *DA.35B.01*, *SW.47C.01*

FORCES OF THE SPACE MARINES: TECHMARINE (page 71)

SM.71A.01 – Q: Can a Space Marine Techmarine who started the turn embarked on a vehicle attempt to repair it?
A: Yes he can [clarification].
Ref: *BT.36C.02*, *BA.39D.01*, *IG.34A.02*, *DA.31A.02*

SM.71A.02 – Q: Can a Space Marine Techmarine in contact with multiple damaged vehicles attempt to fix them all in the same Shooting phase?
A: No, he may only attempt to repair a single vehicle [clarification].
Ref: *BT.36C.01*, *BA.39D.02*, *DA.31A.01*, *IG.34A.01*, *SW.38B.01*

SM.71A.03 – Q: If a Techmarine has a servo-harness and is accompanied by at least three Servitors with Servo-arms, will he successfully repair a damaged vehicle even on the roll of a '1'?
A: Yes he will [RAW].
Ref: *BA.39D.03*, *IG.34A.03*, *SW.38B.02*

SM.71C.01 – Q: Can a Servo-arm's additional Powerfist attack be used the same phase a Techmarine uses his Power Weapon?
A: Yes it can [clarification].
Ref: *BT.28J.01*, *BA.59H.01*, *DA.31B.01*, *IG.34C.01*, *SW.38C.01*

FORCES OF THE SPACE MARINES: SERVITOR (page 72)

SM.72A.01 – Q: If a Mindlocked Servitor unit is locked in combat can it perform a sweeping advance, consolidation and/or pile-in moves?
A: Mindlocked Servitors will fight normally, but cannot make sweeping advances, consolidations and/or pile-in moves. If, after the enemy makes their pile-in moves Mindlocked Servitors find themselves not engaged with any enemy they no longer count as being locked in the combat [clarification].
Ref: *ELD.46B.01/ELD.47C.01*, *IG.34B.01*, *RB.41C.02*, *RB.73A.01*, *TYR.54D.02*, *TYR.84E.01*

SM.72A.02 – Q: What happens if a Mindlocked Servitor unit is forced to Fall Back?
A: The unit counts as 'Falling Back' but does not move. In following turns if they pass their 'Mindlock' test they will then start making fall back moves. Mindlocked Servitors that Fall Back from combat do not move but are not run down unless the enemy is able to roll high enough to do so. If that doesn't occur, the enemy will have to use its consolidation to move at least 1" away from the Servitors [clarification].
Ref: *IG.34B.02*

SPACE MARINES CODEX QUERIES (SM)

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

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

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

SM.75B.01 – Q: If a Land Speeder Storm is destroyed (by moving into booby-trapped terrain, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Cerebus Launcher?
A: Yes [RAW].
Ref: BT.42B.03, BA.60G.01, DH.32B.03, DA.35A.01, ORK.93I.01, SM.82C.01, SW.45B.01

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

SM.81B.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BT.29I.01, BA.37H.01, DA.34D.01, SW.44B.01

SM.81B.02 – Q: Can the Machine Spirit be used to fire a weapon on the same turn a Land Raider uses Smoke Launchers?
A: No [clarification].
Ref: BT.29I.02, BA.37H.02, DA.34D.02, SW.44B.02

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

SM.82C.01 – Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, BA.60G.01, DH.32B.03, DA.35A.01, ORK.93I.01, SM.75B.01, SW.45B.01

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

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

SPACE MARINES CODEX QUERIES (SM)

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

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

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

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

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

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

FORCES OF THE SPACE MARINES: PEDRO CANTOR (page 90)

SM.90D.01 – Q: When exactly is range for 'Inspiring Presence' checked?
A: Check range at each Initiative step. If an eligible unit is found to be within range then those models striking at that Initiative step benefit from 'Inspiring Presence' [clarification].
Ref: BA.51G.01

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

SM.92.01 – Q: Can another Independent Character join Shrike (and his unit) before the game and gain the infiltrate special rule?
A: Yes, as Shrike's ability applies to all models in the unit (which includes ICs joined to it) [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.38A.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.55A.01, TYR.52C.02, TYR.62F.01

SM.92.02 – Q: Can Shrike join a unit before the game and use his 'Seen, But Remain Unseen' ability to allow them all to infiltrate?
A: Yes, Shrike may nominate a unit he is going to join and together they may infiltrate [rules change].
Ref: ELD.56B.01

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

SM.93A.01 – Q: Does Vulkan's Chapter Tactics benefit weaponry of allied units included in the army (such as allied Sisters of Battle flamers, for example)?
A: Yes, if the weapon is part of his army, including inquisitorial allies, then it benefits from his Chapter Tactics special rule [RAW].
Ref: BA.GEN.01, IG.GEN.01, SW.56B.01

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

SM.93A.03 – Q: Does Vulkan's Chapter Tactics benefit his own Gauntlet of the Forge when it is fired as a Heavy Flamer?
A: Yes, as it is fired as a heavy flamer [RAW].

SPACE MARINES CODEX QUERIES (SM)

FORCES OF THE SPACE MARINES: KOR'SARRO KHAN (page 94)

SM.94D.01 – Q: When Khan rolls a '6' to wound with Moonfang, does this inflict instant death on creatures with a Toughness so high that he cannot normally harm them?
A: No, Khan must still successfully score an unsaved wound with a roll of '6' in order to cause Instant Death. If the creatures Toughness is too high, or the wound is subsequently saved by an invulnerable save, then Instant Death is not inflicted [clarification].
Ref: TYR.84C.01

SPACE MARINE WARGEAR: WEAPONS (pages 97-99)

SM.99H.01 – Q: Is the '+1' Strength bonus provided by 'Furious Charge' added to the S6 of the 'Relic Blade'?
A: Yes it is [clarification].
Ref: BA.45C.01, BA.49C.01, BA.55C.01, IG.44.02

SPACE MARINE WARGEAR: VEHICLE ARMOURY (page 103)

SM.103D.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BT.29G.01, BA.60I.01, DH.19H.01, DA.55C.01, IG.70E.01, SW.63D.01, WH.23F.01

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

+SM.129A.01 – Q: Does Marneus Calgar get the +1A bonus when fighting with his pair of powerfists (the Gauntlets of Ultramar)?
A: Yes, he may choose to fight either with his Power sword (in which case he **does not** get the +1A bonus) or with his pair of Guantlets (in which case **he does** get the +1A bonus) [clarification].

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

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

SPACE MARINES CODEX QUERIES (SM)

SPACE MARINE ARMY LIST: DEDICATED TRANSPORTS (page 135)

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

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

SM.135B.02 – Q: Can a unit containing more than six models be equipped with a Razorback transport?
A: Yes, but unless the unit is split via the 'Combat Squads' rule it will be unable to embark on the vehicle until it is reduced to six models or less [RAW].
Ref: BA.90B.02

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

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

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

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

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

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

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

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

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

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

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

SPACE WOLVES CODEX QUERIES (SW)

Don't forget to check out the official Space Wolves FAQ at:
http://www.games-workshop.com/MEDIA_CustomProductCatalog/m800008a_FAQ_SpaceWolves_Jan2010

SPACE WOLVES GENERAL QUERIES

SW.GEN.01 – Q: Are Space Wolves units able to take dedicated transports if the unit is too large to fit into the transport at the start of the game?
A: Yes they may, however the unit will not be able to embark on the transport until it reduced to a size that will fit [RAW].

SW.GEN.02 – Q: Several Space Wolves vehicles have a different transport capacity than their counterparts in the Space Marine codex, is this a mistake?
A: No it is not [RAW].

THE WARRIORS OF THE FANG: SPACE WOLVES SPECIAL RULES (page 24)

SW.24D.01/SW.24E.01 – Q: Do Space Wolves vehicles have the 'Counter-Attack' and 'Acute Senses' special rules?
A: No, only the units listed as having those special rules in their army list entry benefit from them [clarification].

SW.24F.01 – Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?
A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].
Ref: BT.22A.02, BA.23B.01, DA.23A.01, SM.51B.01

THE WARRIORS OF THE FANG: BLOOD CLAWS (page 25)

SW.25B.01 – Berserk Charge: Replace: "*when they charge*" with: "*when they **assault***" [typo].

THE WARRIORS OF THE FANG: WOLF SCOUTS (page 27)

SW.27A.01 – Special Rules: Replace: "***Scout***" with: "***Scouts***" [typo].

THE WARRIORS OF THE FANG: LONG FANGS (page 28)

SW.28B.01 – Q: Do Independent Characters directly benefit from 'Fire Control' while joined to a Long Fang pack?
A: While Independent Characters joined to the unit do not directly benefit from 'Fire Control', the rest of the models in the unit are still eligible to utilize the rule in order to fire at a second target [clarification].

THE WARRIORS OF THE FANG: LONE WOLVES (page 29)

SW.29D.01 – Q: Does the 'Beastslayer' special rule apply to both ranged and close combat attacks?
A: Yes [RAW].
Ref: SW.50B.02, SW.51B.01, SW.64F.01

SW.29D.02 – Q: How does 'Beastslayer' function against enemy units only partially comprised of Monstrous Creatures and/or models with at least Toughness 5 (such as a Necron Tomb Spyder with Scarabs)?
A: Against such units, 'Beastslayer' cannot be used unless the Lone Wolf is able to specifically target only the applicable models in the unit (such as allocating close combat attacks against a T5 Independent Character that is joined to a unit) [clarification].
Ref: SW.35B.01, SW.50B.01, SW.51B.02, SW.64F.02

THE WARRIORS OF THE FANG: WOLF GUARD (page 30)

SW.30B.01 – Q: Can a Wolf Guard fire a Cyclone Missile Launcher along with (either portion of) a Combi-weapon?
A: No, a Cyclone Missile Launcher may only be fired along with a Storm Bolter [RAW].

THE WARRIORS OF THE FANG: FENRISIAN WOLVES (page 31)

SW.31B.01 – Q: What happens if a rule dictates that a Fenrisian Wolf (that was chosen as wargear) should be moved more than 2" away from its character (such as with an Assault or Pile-In move)?
A: You must attempt to follow both rules wherever possible. Ultimately however, the mandate to keep the Wolf within 2" of its character takes precedence [RAW].

THE WARRIORS OF THE FANG: WOLF PRIESTS (page 35)

SW.35B.01 – Q: How is 'Oath of War' resolved against units that only partially contain models of the selected unit type (such as a Tomb Spyder with Scarabs when 'Monstrous Creature' is the selected Unit Type)?
A: Against such units, 'Oath of War' provides no benefit unless the Wolf Priest is able to specifically target only the applicable models in the unit [clarification].
Ref: SW.29D.02, SW.50B.01, SW.51B.02, SW.64F.02

SW.35B.02 – Q: If 'Oath of War' is declared against 'Infantry' is the 'Preferred Enemy' bonus gained against crew models in an 'Artillery' unit?
A: Yes [clarification].

SW.35B.03 – Q: If 'Jump Infantry' is chosen for 'Oath of War' would this be of any benefit against a Chaos Bloodthirster, for example?
A: No. If a model just 'moves as' a different unit type from what they are, then they still count as their original unit type for 'Oath of War' [RAW].

SPACE WOLVES CODEX QUERIES (SW)

THE WARRIORS OF THE FANG: RUNE PRIESTS (page 36)

SW.36C.01 – Q: How exactly is line of sight determined regarding 'Chooser of the Slain' when a Rune Priest shoots?
A: If any model in the target enemy unit can draw line of sight to the Chooser of the Slain (as if they were trying to shoot at the Chooser of the Slain model) then the Rune Priest gets the bonus [clarification].

THE WARRIORS OF THE FANG: RUNE PRIESTS PSYCHIC POWERS (page 37)

SW.37B.01 – Q: Does the Thunderclap blast scatter? Can cover saves be taken against it?
A: Although a psychic shooting attack, it isn't technically a 'blast' weapon, so will not scatter and cover is handled as for a standard ranged weapon [clarification].

SW.37C.01 – Q: Does Storm Caller give friendly vehicles within 6" a '5+' cover save?
A: Yes it does [clarification].
Ref: _RB.62B.01_

SW.37H.01 – Q: Can 'Jaws of the World Wolf' affect friendly models and/or models locked in close combat?
A: 'Jaws' does affect friendly models it touches, although the line may not be drawn across any models locked in close combat [clarification].

SW.37H.02 – Q: If a Rune Priest is part of a unit, is 'Jaws of the World Wolf' restricted by where the rest of his unit shoots?
A: Yes, the first model touched by 'Jaws' must be part of the same enemy unit that the rest of his squad is firing at [clarification].
Ref: _BA.63H.02_, _CD.73A.01_, _DA.39D.01_, _ELD.28F.01_, _WH.14E.01_

SW.37H.03 – Q: If a Rune Priest uses 'Jaws of the World Wolf' does it restrict which enemy unit he may charge in the subsequent Assault phase?
A: Yes, he may only declare an assault against the enemy unit that contains (or contained) the first model touched by 'Jaws' in the previous shooting phase [clarification].
Ref: _CD.73A.02_, _DA.39D.02_, _ELD.28F.02_, _WH.14E.02_

+SW.37H.04 – Q: Do models removed from play by 'Jaws of the World Wolf' count as casualties?
A: Yes they do [clarification].

THE WARRIORS OF THE FANG: IRON PRIESTS (page 38)

SW.38A.01 – Q: Do Thrall-Servitors suffer from 'Mindlock' like Space Marine Servitors? Are they removed from play if the Iron Priest dies?
A: No and No [RAW].
Ref: _BA.39B.01_

SW.38B.01 – Q: Can an Iron Priest in contact with multiple damaged vehicles attempt to fix them all in the same Shooting phase?
A: No, he may only attempt to repair a single vehicle [clarification].
Ref: _BT.36C.01_, _BA.39D.02_, _DA.31A.01_, _IG.34A.01_, _SM.71A.02_

SW.38B.02 – Q: If an Iron Priest has 'The Saga of the Iron Wolf' and is accompanied by at least three Thrall-Servitors with Servo-arms, will he successfully repair a damaged vehicle even on a roll of a '1'?
A: Yes he will [RAW].
Ref: _BA.39D.03_, _IG.34A.03_, _SM.71A.03_

SW.38C.01 – Q: Can a Servo-arm's additional Powerfist attack be used the same phase an Iron Priest uses his Thunderhammer?
A: Yes it can [clarification].
Ref: _BT.28J.01_, _BA.59H.01_, _DA.31B.01_, _IG.34C.01_, _SM.71C.01_

SPACE WOLVES CODEX QUERIES (SW)

THE WARRIORS OF THE FANG: LAND RAIDER (pages 44-45)

SW.44B.01 – Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?
A: No [clarification].
Ref: BT.29I.01, BA.37H.01, DA.34D.01, SM.81B.01

SW.44B.02 – Q: Can the Machine Spirit be used to fire a weapon on the same turn a Land Raider uses Smoke Launchers?
A: No [clarification].
Ref: BT.29I.02, BA.37H.02, DA.34D.02, SM.81B.02

SW.45B.01 – Q: If a Land Raider Crusader or Redeemer is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?
A: Yes [RAW].
Ref: BT.42B.03, BA.60G.01, DH.32B.03, DA.35A.01, ORK.93I.01, SM.75B.01, SM.82C.01

THE WARRIORS OF THE FANG: DROP POD (page 47)

SW.47A.01 – Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?
A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

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

Ref: BT.22B.04, BA.32B.01, DA.35B.02, SM.69A.01

SW.47A.02 – Q: Can a Space Wolves Drop Pod arrive on its own while the unit that purchased it is deployed or arrives from reserves normally?
A: Yes, as long as the player declares as much during deployment [RAW].
Ref: BT.22B.02, BA.32B.02, SM.69A.02

SW.47C.01 – If a Space Marine Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?
A: No, in this case the Drop Pod suffers a Deep Strike mishap [RAW].
Ref: BT.22B.01, BA.32E.01, DA.35B.01, SM.69C.01

THE WARRIORS OF THE FANG: BJORN THE FELL-HANDED (page 49)

SW.49B.01 – Q: If Bjorn uses 'Ancient Tactician' 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 'Ancient Tactician' now be used again?
A: Yes it can [clarification].

SW.49B.02 – Q: Can 'Ancient Tactician' be used on the 'seize the initiative' roll to steal the first turn?
A: No [clarification].

SW.49C.01 – Q: What does a successful 'War of the Primarch' saving throw accomplish? Can this invulnerable save be utilized after a cover save is attempted?
A: A successful save means the glancing or penetrating hit is ignored. As with non-vehicle models, only one type of save may be attempted per hit [clarification].

SPACE WOLVES CODEX QUERIES (SW)

THE WARRIORS OF THE FANG: ULRIK THE SLAYER (page 50)

SW.50B.01 – Q: How does 'Slayer's Oath' function against enemy units only partially comprised of models with at least Toughness 5?
A: Against such units, 'Beastslayer' cannot be used unless the attacking model is able to specifically target only the applicable models in the unit (such as allocating close combat attacks against a T5 Independent Character that is joined to a unit) [clarification].
Ref: SW.29D.02, SW.35B.01, SW.51B.02, SW.64F.02

SW.50B.02 – Q: Does Ulrik's 'Slayer's Oath' special rule apply to both ranged and close combat attacks?
A: Yes [clarification].
Ref: SW.29D.01, SW.51B.01, SW.64F.01

THE WARRIORS OF THE FANG: ARJAC ROCKFIST (page 51)

SW.51B.01 – Q: Does 'Grimnar's Champion' special rule apply to the 'To Hit' rolls for both ranged and close combat attacks?
A: Yes [RAW].
Ref: SW.29D.01, SW.50B.02, SW.64F.01

SW.51B.02 – Q: How does 'Grimnar's Champion' function against enemy units only partially comprised of Monstrous Creatures or models with at least Toughness 5?
A: Against such units, 'Grimnar's Champion' cannot be used unless the attacking model is able to specifically target only the applicable models in the unit (such as allocating close combat attacks against a T5 Independent Character that is joined to a unit) [clarification].
Ref: SW.29D.02, SW.35B.01, SW.50B.01, SW.64F.02

SW.51C.01 – Q: When used as a ranged weapon, does 'Foehammer' still affect enemies like a 'Thunder Hammer' (reducing Initiative to '1' and inflicting automatic 'crew shaken', for example)?
A: No [clarification].

THE WARRIORS OF THE FANG: LUKAS THE TRICKSTER (page 52)

SW.52C.01 – Q: What happens with 'Pelt of the Doppegangrel' vs. rules that allow re-rolls of *failed* 'To Hit' rolls (such as with Eldar 'Guide')?
A: In this case, after the 'To Hit' rolls are made, they are *all* immediately rolled again ('Pelt of the Doppegangrel' re-rolls the successful rolls and 'Guide', for example, re-rolls the failures) with those results being final [RAW]. To save time (and pointless rolling), if both players agree these rules can simply cancel each other out instead.
Ref: SM.57F.01, TYR.56B.01

SPACE WOLVES CODEX QUERIES (SW)

THE WARRIORS OF THE FANG: NJAL STORMCALLER (page 53)

SW.53C.01 – Q: Is 'Lord of Tempests' rolled for at the start of a turn Njal arrives from Reserves?
A: No, as Njal is not in play at the start of the turn [clarification].
Ref: RB.94B.02

SW.53C.02 – Q: Does 'Lord of Tempests' have any effect while Njal is embarked on a vehicle?
A: Yes, as long as the vehicle has at least one fire point. In which case, when the power requires line of sight to be drawn from Njal, use any fire point on his vehicle to do so [clarification].

SW.53F.01 – Q: Can/will Nightwing attack a friendly model in base contact with Njal?
A: No, Nightwing will only attack enemy models [rules change].

SW.53F.02 – Q: Can wounds caused by Nightwing be allocated to other models in the unit?
A: No, Nightwing's attacks are treated as standard close combat hits at Initiative 5 except that they may only affect the specified model, which is chosen by the player being attacked [clarification].

SW.53G.01 – Q: When and how do you check range and line of sight for 'Driving Gale'?
A: When an enemy unit fires, check to see if any of the firing models are within range and line of sight of Njal. If so, those models (and only those models) fire at -1 BS [clarification].

SW.53G.02 – Q: When and how do you check range and line of sight for 'Living Hurricane'?
A: When an enemy unit is going to move, first check range and line of sight from Njal. This entire area (within line of sight and range of Njal), counts as difficult terrain for infantry models during that move [clarification].

SW.53G.03 – Q: Can 'Howling Cyclone' force units embarked in vehicles (or buildings) to fall back?
A: No [clarification].
Ref: RB.66E.02, TAU.33E.01, TAU.42H.01

SW.53G.04 – Q: Does 'Vengeful Tornado' occur before or after Morale Checks are taken at the end of the shooting phase?
A: Resolve the attack *before* taking any Morale Checks at the end of the phase [clarification].

SW.53G.05 – Q: Is 'Chain Lightning' a shooting attack? Does it occur before or after Morale Checks are taken at the end of the shooting phase?
A: It is treated exactly as a regular shooting attack except that it hits automatically and can affect multiple enemy units. Resolve these attacks *before* taking any Morale Checks at the end of the phase [clarification].

THE WARRIORS OF THE FANG: LOGAN GRIMNAR, THE GREAT WOLF (page 56)

SW.56B.01 – Q: Does 'Living Legend' apply to allied units in the army (such as Daemonhunter or Witch Hunters)?
A: Yes it does [RAW].
Ref: BA.GEN.01, IG.GEN.01, SM.93A.01

SW.56C.01 – Q: If Logan '[goes] to ground', at the start of the next turn can he still use 'The High King' to choose a special rule?
A: No he cannot [clarification].

SW.56C.02 – Q: If Logan and his unit are falling back at the start of their turn and within 6" of an enemy model, can the player then choose the 'Fearless' special rule to allow Logan and his unit to immediately regroup?
A: Yes they can [rules change].

SPACE WOLVES CODEX QUERIES (SW)

SPACE WOLVES WARGEAR: WEAPONS (pages 57-60)

SW.60I.01 – Q: Does a player really have to declare how all models with Wolf Claws will use them at the start of each Assault phase?
A: No, instead you must declare how Wolf Claws in a particular combat will be used when starting to fight *that* combat each Assault phase. If a player forgets to declare how his Wolf Claws in a combat will be used, then neither type of roll may be re-rolled that phase [clarification].

SPACE WOLVES WARGEAR: UPGRADES AND OTHER EQUIPMENT (page 62)

SW.62D.01 – Q: If an Independent Character is accompanied by Fenrisian Wolves, how many Victory and Kill Points is this 'unit' worth? And does this 'unit' take morale checks when it suffers casualties?
A: The unit formed by the IC and his wolves takes morale checks and gives up Victory Points as with any other normal unit. The unit is worth one total Kill Point if the character is a casualty at the end of the game [clarification].
Ref: BT.27E.01, TAU.31D.01

SW.62F.01 – Q: Can a model equipped with the 'Mark of the Wulfen' *and* another special close combat weapon choose to attack with the special close combat weapon?
A: No. The model must attack with its Rending attacks and cannot benefit from any wargear (which includes weapons) [clarification].

SW.62K.01 – Q: If an Independent Character on a 'Thunderwolf Mount' has a Powerfist, are his close combat attacks resolved at Strength 9 or 10?
A: Strength 10 [clarification].

SW.62M.01 – Q: Models with a Wolf Tail Talisman can attempt to nullify psychic powers that they are "affected by". What exactly is meant by this?
A: Any unit containing a model with a Wolf Tail Talisman that is targeted or directly affected by any of the following psychic powers may attempt to nullify them:

- **Blood Angels:** Blood Boil, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Scourging.
- **Dark Angels:** Hellfire, Mind Worm.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War.
- **Imperial Guard:** Lightning Arc, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort's Curse, Zzap.
- **Space Marines:** The Avenger, Machine Curse, Null Zone, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf, Living Lightning, Murderous Hurricane, Tempest's Wrath, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze, Leech Essence, Paroxysm, Psychic Scream, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches, Purgatus, Scourging [clarification].

Ref: BT.25A.03, CSM.48C.01, DH.18C.01, WH.16E.01, WH.18.01B, WH.21I.01

SW.62O.01 – Q: If a Wolf Standard is used in an Assault Phase, does it immediately take effect?
A: No, it only affects the *next* Assault Phase, which (in this case) is the next player's Assault Phase [RAW].

SPACE WOLVES WARGEAR: VEHICLE ARMOURY (page 63)

SW.63D.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BT.29G.01, BA.60I.01, DH.19H.01, DA.55C.01, IG.70E.01, SM.103D.01, WH.23F.01

SPACE WOLVES WARGEAR: SAGAS (page 64)

SW.64A.01 – Q: Do the bonuses for 'Saga of the Wolfkin' continue to apply if the only model with the oath in the army is killed?
A: Yes they do [clarification].

SW.64D.01 – Q: I'm confused by the GW online Space Wolves FAQ. Can an Independent Character with 'Saga of the Hunter' join a Wolf Scouts Pack and Outflank with them?
A: A character with 'Saga of the Hunter' can join and outflank with a Wolf Scouts Pack however they may **not** use the 'Behind Enemy Lines' special rule [clarification].

SW.64E.01 – Q: Do enemy models removed via a 'sweeping advance' count as 'models killed' for the 'Saga of the Warrior Born'?
A: No they do not [clarification].

SW.64F.01 – Q: Does the 'Saga of the Beastslayer' apply to the 'To Hit' rolls for both ranged and close combat attacks?
A: Yes [RAW].
Ref: SW.29D.01, SW.50B.02, SW.51B.01

SW.64F.02 – Q: How does 'Saga of the Beastslayer' function against enemy units only partially comprised of Monstrous Creatures or models with at least Toughness 5?
A: Against such units, 'Saga of the Beastslayer' cannot be used unless the attacking model is able to specifically target only the applicable models in the unit (such as allocating close combat attacks against a T5 Independent Character that is joined to a unit) [clarification].
Ref: SW.29D.02, SW.35B.01, SW.50B.01, SW.51B.02

SW.64G.01 – Q: Can a model with 'Saga of the Iron Wolf' embark onto a vehicle that has already moved that phase and then allow it to move a further D3"?
A: No, as the vehicle has already completed its move [clarification].

SW.64G.02 – Q: Can 'Saga of the Iron Wolf' allow a vehicle that is temporarily unable to move (such as being 'Stunned') to move D3"?
A: No, the vehicle must be able to move in order to utilize the 'Iron Wolf' bonus movement [clarification].

SPACE WOLVES ARMY LIST: HQ (pages 82-85)

SW.85A.01/SW.85B.01 – Q: Does 'Runic Armor' count as 'Power Armor' for the purposes of taking 'Saga of the Hunter'?
A: No it does not [clarification].

SPACE WOLVES ARMY LIST: ELITES (pages 86-88)

SW.86B.01 – Q: When exactly does a player have to declare which Wolf Guard models are being assigned as Pack Leaders for which units?
A: This Space Wolves player must declare which (if any) Wolf Guard models are assigned to other units before either player starts to deploy [clarification].

SW.86B.02 – Q: Can a Wolf Guard Pack be left starting the game with 1-2 models while the rest are assigned as Pack Leaders in other units?
A: Yes, it is perfectly fine for a Wolf Guard Pack to start the game with only one or two models in it if the rest have been assigned as Pack Leaders [clarification].

SW.86B.03 – Q: If every Wolf Guard from a Pack is assigned as a Pack Leader to other units, does their original unit automatically give up a Kill Point in 'Annihilation' missions?
A: No, as the unit never existed during the game [clarification].

SW.86B.04 – Q: Are Wolf Guard with a Jump Pack really not allowed to be assigned as Pack Leaders to 'Skyclaw Assault Packs'?
A: Unfortunately, no [RAW].

SPACE WOLVES ARMY LIST: ELITES (pages 86-88) *CONTINUED*

SW.87C.01 – Q: Are Cyberwolves accompanying an Iron Priest considered 'Infantry' or 'Beasts'? Are they removed from play if the Iron Priest dies?
A: They are considered 'Beasts' (but remember, a unit always moves at the speed of the slowest model in it) and yes, they are removed if the Iron Priest is killed [clarification].

SW.88A.01 – Special Rules: Replace: *"Scout"* with: *"Scouts"* [typo].

SPACE WOLVES ARMY LIST: FAST ATTACK (pages 90-91)

SW.91A.01– Land Speeder Squadrons: All Land Speeder weapons are hull-mounted [clarification].

SPACE WOLVES ARMY LIST: HEAVY SUPPORT (pages 92-93)

SW.92B.01 – Predator: The Autocannon and replacement Lascannon are turret-mounted [clarification].

SW.92C.01 – Whirlwind: The Whirlwind Multiple Missile Launcher is turret-mounted [clarification].

SW.92D.01 – Vindicator: The Demolisher Cannon is hull-mounted and the Storm bolter is pintle-mounted [clarification].

SW.93A.01 – Land Raider: The twin-linked Heavy Bolter is hull-mounted and the twin-linked Lascannons are sponson-mounted [clarification].

SW.93B.01 – Land Raider Crusader: The twin-linked Assault Cannon is hull-mounted and the Hurricane Bolters are sponson-mounted [clarification].

SW.93C.01 – Land Raider Redeemer: The twin-linked Assault Cannon is hull-mounted and the Flamestorm cannons are sponson-mounted [clarification].

SPACE WOLVES ARMY LIST: DEDICATED TRANSPORTS (page 94)

SW.94A.01 – Rhino: The Storm bolter is pintle-mounted [clarification].

SW.94B.01 – Razorback: The twin-linked Heavy bolter and its replacements are turret-mounted [clarification].

SW.94C.01 – Drop Pod: The Storm bolter and replacement Deathwind Launcher are pintle-mounted [clarification].

TAU EMPIRE CODEX QUERIES (TAU)

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

TAU EMPIRE ARMOURY (pages 25-29)

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

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

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

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

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

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

TAU.26M.01 – Q: Does a Multi-tracker allow a model to fire two weapons that aren't 'battlesuit weapons'?
A: Yes, a model with a Multi-tracker is allowed to fire two ranged weapons instead of the normal one [rules change].

TAU.27E.01 – Smart Missile System: Ignore the reference to a "Target Priority test" as it refers to a rule from a previous edition of the game.

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

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

TAU.27F.01 – Stealth Field Generator: Ignore the reference to a "Target Priority test" as it refers to a rule from a previous edition of the game.

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

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

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

TAU EMPIRE CODEX QUERIES (TAU)

TAU EMPIRE ARMOURY (pages 25-29) *CONTINUED*

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

TAU.28E.01 – Q: Can a Tau model with EMP grenades attempt to use them against a walker that has assaulted him?
A: Yes [clarification].

TAU EMPIRE VEHICLE ARMOURY (pages 29-31)

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

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

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

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

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

TAU.29I.01 – Q: Exactly which units are not able to benefit from Markerlight counters?
A: Kroot Carnivore Squads and Vespid Stingwings without a Strain Leader [clarification].

> **TAU.29I.02 – Markerlight:** Ignore the reference to a "Target Priority test" as it refers to a rule from a previous edition of the game.

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

TAU.30K.01 – Q: Can enemy non-vehicle models utilize a cover save against Seeker Missile wounds?
A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain, touching a piece of intervening terrain or otherwise have a cover save not based on line of sight (like a Turbo-boosting bike, for example) [clarification].
Ref: ELD.45B.02, TAU.27E.02

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

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

TAU.31D.01 – Q: If an Independent Character without a bodyguard takes drones, how does that 'unit' (the character and his drones) give up Victory and Kill Points?
A: If they lose half or more of their starting models they will surrender half Victory Points [RAW]. However, the unit is worth only one total Kill Point if destroyed [clarification].
Ref: BT.27E.01, SW.62D.01

TAU EMPIRE VEHICLE ARMOURY (pages 29-31) *CONTINUED*

TAU.31F.01 – Q: If a Tau Gun Drone disengages (disembarks) from a non-open topped vehicle, can the drone still move 6 inches in the subsequent Assault phase?
A: Yes, provided it doesn't actually declare an assault [RAW].

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

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

TAU.33E.01 – Q: If an Ethereal is killed do embarked units have to take a morale check? If so, do they fall back out of their vehicle if they fail?
A: No they do not [clarification]. See RB.66E.02 for more details.
Ref: RB.66E.02, SW.53G.03, TAU.42H.01

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

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

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

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

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

TAU.42H.01 – Q: If Aun'va is killed do embarked units have to take a morale check? If so, do they fall back out of their vehicle if they fail?
A: No they do not [clarification]. See RB.66E.02 for more details.
Ref: RB.66E.02, SW.53G.03, TAU.33E.01

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

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

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

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

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

TYRANIDS CODEX QUERIES (TYR)

FORCES OF THE TYRANIDS: TYRANID SPECIAL RULES (page 33)

TYR.33F.01 – Synapse Creature: Replace: "*If a unit that is falling back is within synapse range before it moves, it automatically rallies…*" With: "*If a unit that is falling back is within synapse range before it moves **in the movement phase**, it automatically **regroups**…*" [rules change].

TYR.33F.02 – Q: If a unit fails its Instinctive Behavior test but that same turn a Synapse Creature moves within 12" of that unit does it immediately ignore the Instinctive Behavior rules from that point of the turn on?
A: No, a unit that starts the turn out of Synapse Range and fails its Instinctive Behavior test must follow those rules for the entire turn [rules change].

TYR.33G.01 – Q: How does 'Shadow in the Warp' function versus the Eldar 'Runes of Witnessing'?
A: The two rules cancel each other out and the psychic test is taken as normal [clarification].

+TYR.33G.02 – Q: The online GW Tyranid FAQ says that 'Shadow in the Warp' does not affect embarked enemy psykers. Does the same rationale apply to other armies' anti-psychic abilities (such as Psychic Hoods, for example)?
A: No, the ruling applies to 'Shadow in the Warp' only [clarification].

TYR.33H.01 – Instinctive Behavior: Replace: "*All unengaged Tyranid models that are not falling back or have gone to ground…*" With: "*All unengaged Tyranid **units** that are not falling back or have **not** gone to ground…*" [typo].

TYR.33I.01 – Q: If a unit suffering from 'Lurk' has to move towards the nearest area terrain, what happens in the extremely rare case a table has no area terrain?
A: In that case, the unit will 'run' towards the nearest standard piece of terrain and attempt to get as many models in base contact with it [rules change].

FORCES OF THE TYRANIDS: HIVE TYRANT (page 34)

TYR.34B.01 – Q: Can the 'Hive Commander' Reserves bonus be utilized even if the Hive Tyrant is in Reserve?
A: Yes, as it is 'alive' while in Reserve [clarification].
Ref: *IG.31A.02, IG.31C.01, RB.94B.01, TYR.51C.01, TYR.56G.01, TYR.59B.03*

FORCES OF THE TYRANIDS: TYRANT GUARD (page 35)

TYR.35B.01 – Q: Is a Tyrant joined with a Tyrant Guard unit able to utilize cover saves from intervening units and terrain that doesn't physically cover 50% of the Tyrant model?
A: Yes, as long as half the models in the Tyrant/Tyrant Guard unit count as being in cover then the entire unit gets a cover save regardless of whether the Tyrant model itself is obscured [RAW].
Ref: *RB.51B.01, RB.62B.01, NEC.20A.02*

TYR.35B.02 – Q: How many Kill and Victory Points is a unit of Tyrant Guard with a joined Tyrant worth when killed?
A: Even when joined, the Tyrant and Tyrant Guard are each worth separate Kill and Victory points when destroyed (or damaged in the case of Victory Points) [clarification].

FORCES OF THE TYRANIDS: RAVENERS (page 37)

TYR.37.01 – Q: Are Raveners really unable to move into the upper levels of a ruin?
A: Beasts are not allowed to climb to the upper levels of ruins, so they may not [RAW].

FORCES OF THE TYRANIDS: LICTORS (page 41)

TYR.41B.01 – Q: When Lictors are placed on the table using 'Chameleonic Skin' do they have to be placed within unit coherency of each other?
A: Yes [rules change].

TYR.41E.01 – Q: Is the 'Pheromone Trail' Reserves roll bonus cumulative if you have more than one Lictor (including Deathleaper)?
A: No, you only get +1 to your Reserve rolls no matter how many Lictors (including Deathleaper) you have on the table [clarification].

FORCES OF THE TYRANIDS: GARGOYLES (page 42)

TYR.42B.01 – Q: Can 'Blinding Venom' affect enemies whose Toughness is normally too high for the Gargoyles to wound?
A: Yes [clarification].

FORCES OF THE TYRANIDS: HARPY (page 43)

TYR.43B.01 – Q: Are cover saves and vehicle armor arcs for the 'Spore Cyst' attack determined exactly like any other barrage weapon even though it is resolved in the movement phase?
A: Yes they are [clarification].

FORCES OF THE TYRANIDS: VENOMTHROPES (page 45)

+TYR.45E.01 – Q: If only a single model ends up in base contact with a Venomthrope unit when assaulting, does the entire assaulting unit have to take a dangerous terrain test?
A: Yes, if even a single assaulting model ends up in base contact with a Venomthrope unit (or a friendly Tyranid unit within 6" of a Venomthrope unit) then all the models in the assaulting unit have to take a Dangerous terrain test [clarification].

+TYR.45E.02 – Q: Do enemy models assaulting a Venomthrope (or a friendly Tyranid unit within 6" of a Venomthrope) have their Initiative reduced to 1 for assaulting through cover?
A: They do, as assaulting a Venomthrope (or a friendly Tyranid unit within 6" of a Venomthrope unit) requires the model to take a dangerous terrain test [RAW].

+TYR.45E.03 – Q: Do 'Assault Grenades' prevent models that are assaulting a Venomthrope (or a friendly Tyranid unit within 6" of a Venomthrope) from having their Initiative reduced to 1?
A: Yes they do [clarification].

FORCES OF THE TYRANIDS: HIVE GUARD (page 47)

TYR.47B.01 – Q: If a unit has a cover save granted by special means (such as an Ork Kustom Force Field or an Ork Warbike's 'Exhaust Cloud') can these cover saves be taken against wounds caused by an Impaler Cannon?
A: Yes they can [clarification].

TYR.47B.02 – Q: When using the Night Fighting rules, do Hive Guard have to roll for spotting distance?
A: They do. Night Fight spotting distance is a totally different concept from line of sight [RAW].

TYRANIDS CODEX QUERIES (TYR)

FORCES OF THE TYRANIDS: BIOVORES (page 48)

TYR.48D.01 – Q: Are Spore Mines worth any Victory or Kill Points for being destroyed? Can they contest enemy-held objectives?
A: No, no and no. Spore Mines are ignored for the purposes of any and all mission objectives, which includes Kill Points, Victory Points and contesting objectives [clarification].

TYR.48D.02 – Q: Do Spore Mines have to move the full distance rolled when drifting (moving D6" in the movement phase), even if a 'hit' is rolled on the Scatter die?
A: Yes, Spore Mines must always drift the full distance rolled in a single direction (unless they encounter an obstacle, of course) [RAW].

TYR.48D.03 – Q: If a Spore Mine explodes at the end of a Movement phase, does this happen before or after Morale tests are made at the end of the phase?
A: Resolve these Spore Mine explosions before taking any Morale checks at the end of the Movement phase [clarification].

TYR.48D.04 – Q: If a Spore Mine explodes, is the model removed from the table?
A: Absolutely [clarification].

TYR.48D.05 – Q: How much of the Spore Mine model needs to be off the edge of the table before the Mine is considered 'off the table'?
A: If **any** portion of the Mine's base is over the edge of the table then it is considered 'off the table' [clarification].

TYR.48D.06 – Q: If a Spore Mine drifts into another Spore Mine model (which is a friendly unit), is the drifting model removed from play?
A: Yes it is. This means the order you choose to drift your individual Spore Mine models in the movement phase can be very important, especially when dealing with a large cluster of Mines [RAW].

TYR.48E.01 – Q: What happens if a Deep Striking Spore Mine Cluster lands in Difficult terrain?
A: As usual, take a dangerous terrain test for each individual model landing in difficult terrain. Any wounded Spore Mine explodes, which generally results in a chain reaction that destroys the entire cluster, so beware [RAW]!

FORCES OF THE TYRANIDS: PYROVORES (page 49)

TYR.49C.01 – Q: If a Pyrovore is killed by an Instant Death hit and 'explodes', how are casualties from this explosion resolved and are cover saves allowed against it?
A: Use the normal casualty removal rules for shooting, including cover saves. Draw line of sight from the center of the Pyrovore's base to the affected unit(s) to determine whether or not they are in cover [clarification].
Ref: RB.61K.03

TYR.49C.02 – Q: If a Pyrovore is killed by an Instant Death hit in close combat and 'explodes', do wounds caused by the explosion count towards combat resolution?
A: Yes, all unsaved wounds caused by the explosion that are on models fighting in the same combat do count as wounds inflicted in that combat [clarification].
Ref: RB.61K.04

FORCES OF THE TYRANIDS: TRYGON (page 50)

TYR.50E.01 – Q: How big is the 'marker' used to mark the location the Trygon arrived supposed to be?
A: Regardless of what marker you use, measure all distances from the center point of the marker [clarification].

TYRANIDS CODEX QUERIES (TYR)

FORCES OF THE TYRANIDS: MAWLOC (page 51)

TYR.51B.01 – Q: Can an emerging Mawloc move immobile units, including Mycetic Spores?
A: Yes, such is the power of his emergence that even immobile units (including Mycetic Spores) are moved provided there is sufficient space to do so [clarification].
Ref: NEC.21C.04

TYR.51B.02 – Q: Models surviving a Mawloc's 'Terror from the Deep' attack have to be moved the 'minimum distance necessary' out of the way or are destroyed. Can you clarify exactly how this works?
A: Models are moved the minimum distance necessary to end up more than 1" away from the emerging Mawloc model. However, they can (and will) move in any direction necessary to clear this area. Only if there is absolutely no space to do so are the models counted as destroyed [clarification].

TYR.51C.01 – Q: Can a Mawloc attempt to Regenerate lost wounds at the start of its turn if it is off the table in Reserve (thanks to 'Burrow')?
A: Yes, as it is 'alive' while in Reserve [clarification].
Ref: IG.31A.02, IG.31C.01, RB.94B.01, TYR.34B.01, TYR.56G.01, TYR.59B.03

FORCES OF THE TYRANIDS: TERVIGON (page 52)

TYR.52B.01 – Q: Are Termagant units spawned by the Tervigon worth any Kill or Victory Points when destroyed? What about if a new unit is spawned, but the Tyranid player then finds there is no room to place any models on the table?
A: Each unit created is worth a Kill Point when destroyed, but not any Victory Points [RAW]. At least one Termagant model from the unit must be placed on the table for the unit to be worth a Kill Point [clarification].

+TYR.52C.01 – Q: When exactly do Termagant units check range for the 'Counter-Attack' and 'Furious Charge' abilities provided by a Tervigon via its 'Brood Progenitor' special rule?
A: For 'Counter-attack', check range when the unit is assaulted by the enemy (before the 'Defenders React' move is made). For 'Furious Charge', check at each Initiative step of the assault to ensure the unit is still within range [clarification].
Ref: BA.49D.01, BA.52C.01, IG.60C.01

TYR.52C.02 – Q: If a Tyranid Prime is joined to a unit of Termagants within 6" of a Tervigon, does it benefit from the 'Brood Progenitor' special rule?
A: Yes it does, however note this also means the joined Tyranid Prime can be wounded by the 3D6 S3 hits caused by the death of a Tervigon [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.38A.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.62F.01

FORCES OF THE TYRANIDS: MYCETIC SPORES (page 54)

TYR.54C.01 – Q: Can a Mycetic Spore shoot the turn it Deep Strikes?
A: Yes, it actually must fire [RAW].

TYR.54D.01 – Q: How big am I allowed to make my scratch-built Mycetic Spore model?
A: Until Games Workshop releases an official model, scratch-built versions must be no wider than the diameter of a Space Marine drop pod (about 3"). If playing with a model that is larger than this size, to the best of both players' abilities, treat the model as if it were the same diameter as a Space Marine Drop Pod [clarification].

FORCES OF THE TYRANIDS: MYCETIC SPORES (page 54) *CONTINUED*

TYR.54D.02 – Q: What happens if a Mycetic Spore is involved in a multiple combat and, after Pile-In moves are complete, the Spore is no longer in base contact with any enemy models?
A: If a Mycetic Spore ends an Assault phase without any enemy models in base contact with it, then it ceases to be locked in combat [clarification].
Ref: ELD.46B.01/ELD.47C.01, IG.34B.01, RB.41C.02, RB.73A.01, SM.72A.01, TYR.84E.01

FORCES OF THE TYRANIDS: THE SWARMLORD (page 56)

TYR.56B.01 – Q: What happens with 'Bone Sabres' vs. special rules that re-roll *failed* invulnerable saves like 'Fortune' or 'Oracle of Eternity'?
A: In this case, *all* the saves, both successful (Bone Sabres) and the failed (Fortune, Oracle of Eternity) are rolled again once [RAW]. To save time (and pointless rolling), if both players agree these rules can simply cancel each other out instead.
Ref: SM.57F.01, SW.52C.01

TYR.56D.01 – Q: Does 'Blade Parry' give the Swarmlord an invulnerable save against shooting wounds against him while he is locked in combat (such as from a scattering blast)?
A: No, he only gets the invulnerable save against wounds inflicted in close combat [rules change].

TYR.56E.01 – Q: Can the Swarmlord use the same power twice in one turn?
A: No, he may only use two separate powers in a single turn [RAW].

TYR.56F.01 – Q: Can The Swarmlord use 'Swarm Leader' to bestow a special ability upon himself?
A: Yes he may [clarification].

TYR.56G.01 – Q: Can the 'Alien Cunning' Reserves bonus and outflanking re-roll be utilized even if The Swarmlord is in Reserve?
A: Yes, as it is still 'alive' while in Reserve [clarification].
Ref: IG.31A.02, IG.31C.01, RB.94B.01, TYR.34B.01, TYR.51C.01, TYR.59B.03

FORCES OF THE TYRANIDS: OLD ONE EYE (page 57)

TYR.57A.01 – Q: Why does Old One Eye have 'Living Battering Ram' when he always strikes at I1 due to his Crushing Claws?
A: Only for completeness sake because he's a Carnifex. In reality the 'Living Battering Ram' is essentially pointless for him [clarification].

FORCES OF THE TYRANIDS: THE DOOM OF MALAN'TAI (page 58)

TYR.58C.01 – Q: If the Doom of Malan'tai manages to cause more unsaved wounds on a unit than they actually have remaining, how many Wounds does he gain due to 'Absorb Life'?
A: He only gains wounds he actually *inflicts*, so any wounds caused in excess of what the unit actually had do not count towards 'Absorb Life' [clarification].

TYR.58C.02 – Q: In order to gain wounds from 'Absorb Life', what exactly counts as an 'inflict[ed]' wound?
A: Any unsaved wound caused by The Doom of Malan'tai via 'Spirit Leech', in close combat and/or 'Cataclysm'. This even includes ancillary damage caused by him destroying a vehicle or building. Models he kills via a 'Sweeping Advance' do not count as no wounds are inflicted [clarification].

TYRANIDS CODEX QUERIES (TYR)

FORCES OF THE TYRANIDS: DEATHLEAPER (page 59)

TYR.59B.01 – Q: Does the 'It's after me!' Ld reduction affect a 'Stubborn' character when he's taking a Morale test?
A: No it does not, as 'It's after me!' modifies the model's Ld value (which 'Stubborn' ignores during Morale tests) [clarification].
Ref: DH.27.02, IG.47D.02, NEC.17A.01, WH.30B.02

TYR.59B.02 – Q: If a character's Ld is reduced to 7 by 'It's after me!', and that character has the ability to pass his Ld onto other units (such as with Space Marines 'Rites of Battle'), what Ld value would these other units use?
A: The other units would use the character's reduced Ld, unless the ability specified that his unmodified Ld was used (such as with the Witch Hunter's 'Book of St. Lucius', for example) [clarification].
Ref: DH.27.03, NEC.17A.02, WH.30B.03

TYR.59B.03 – Q: Does 'It's after me!' reduce the enemy character's Ld value even while Deathleaper is in Reserve?
A: Yes, as it is 'alive' while in Reserve [clarification].
Ref: IG.31A.02, IG.31C.01, RB.94B.01, TYR.34B.01, TYR.51C.01, TYR.56G.01

TYR.59D.01 – Q: When halving Night Fighting distance for 'Where is it?', are fractions rounded up or down?
A: Round the result up [clarification].

FORCES OF THE TYRANIDS: THE PARASITE OF MORTREX (page 60)

TYR.60C.01 – Q: If the Parasite of Mortrex wipes out a unit with a sweeping advance, do these casualties test for the 'Implant Parasite' special rule?
A: No, as these casualties were not removed due to wounds inflicted [RAW].

TYR.60C.02 – Q: Do Ripper Swarms created by 'Implant Parasite' or 'The Sarge is acting strangely...' give up any Kill and/or Victory Points when destroyed? What about if the Tyranid player finds there is no room on the table to place a single model when the unit is created?
A: Each Ripper unit created this way is worth 1 Kill Point when destroyed but is never worth any Victory Points [RAW]. At least one base must be placed on the table for the Ripper unit to be worth a Kill Point [clarification].

FORCES OF THE TYRANIDS: TYRANID PSYCHIC POWERS (page 62)

TYR.62A.01 – Q: Which, if any Tyranid Psychic Powers require line of sight to use?
A: All of the Tyranid powers that are Psychic Shooting Attacks by definition require line of sight to their target(s). In the case of 'Psychic Scream' any units within range that are found to be totally out of line of sight are unaffected by the attack [clarification].

TYR.62F.01 – Q: If a Tyranid Prime joins a unit that has had 'Catalyst' successfully used on it, does the Prime benefit from the 'Feel No Pain' special rule?
A: Yes, a joined Prime would benefit from 'Catalyst' along with the rest of the unit (unless the Prime later leaves the unit, of course) [clarification].
Ref: BA.43E.01, IG.71F.01, ORK.38A.01, ORK.59A.01, ORK.62C.01, RB.48B.02, SM.55A.01, SM.92.01, TYR.52C.02

TYR.62H.01 – Q: If an enemy has the ability to nullify a psychic power they are in the 'area effect' of (such as with the Witch Hunters 'Shield of Faith' rule, for example), when exactly does this apply with 'Aura of Despair'?
A: These models immediately attempt to nullify the power if they are in range of it when activated. If they are not initially in range, they will immediately do so when they come within range (regardless of whether they move within range of the Broodlord or vice-versa) [clarification].

WEAPONS AND BIOMORPHS: BIOMORPH UPGRADES (page 84)

TYR.84A.01 – Q: How is 'Acid Blood' resolved against an enemy unit comprised of multiple models?
A: Since the enemy unit is taking the wounds, the Initiative test is made on the majority Initiative value of the unit, or the highest value if no majority exists. For each test failed, the unit suffers a wound allocated as with any other inflicted in close combat [clarification].

TYR.84A.02 – Q: Do Walkers get to take an Initiative test to avoid the effects of 'Acid Blood'?
A: Yes they do, and if they fail they then suffer a glancing hit on a roll of '4+' [clarification].

TYR.84A.04 – Q: If a model with 'Acid Blood' suffers more unsaved wounds than it has Wounds left on its profile, do these 'extra' wounds cause 'Acid Blood' attacks back on the enemy?
A: No, the 'Acid Blood' rule only applies to Wounds the creature actually suffers. Wounds in excess of what the creature actually has, and those negated by 'Feel No Pain', do not benefit from 'Acid Blood' [clarification].

TYR.84C.01 – Q: Does 'Implant Attack' allow 'Instant Death' to be inflicted on an enemy model with Toughness so high it would otherwise could not be harmed?
A: No, they must still successfully score an unsaved wound with a roll of '6' in order to cause Instant Death. If the creatures Toughness is too high, or the wound is subsequently saved by an invulnerable save, then Instant Death is not inflicted [clarification].
Ref: *SM.94D.01*

TYR.84E.01 – Q: What happens if wounds caused by 'Toxic Miasma' result in a Tyranid unit no longer being in base contact with any enemy models?
A: In this case, the unit ceases to be locked in combat [clarification].
Ref: *ELD.46B.01/ELD.47C.01*, *IG.34B.01*, *RB.41C.02*, *RB.73A.01*, *SM.72A.01*, *TYR.54D.02*

WITCH HUNTERS CODEX QUERIES (WH)

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

WITCH HUNTERS GENERAL QUERIES

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

ORDO HERETICUS PSYCHIC POWERS (page 14)

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

WH.14E.01 – Q: If a psyker using 'Purgatus is part of a unit, is his target restricted by where the rest of his unit shoots?
A: The psyker must pick an enemy model from within the same enemy unit that the rest of his squad is firing at [clarification].
Ref: BA.63H.02, CD.73A.01, DA.39D.01, ELD.28F.01, SW.37H.02

WH.14E.02 – Q: If a psyker uses 'Purgatus' does it restrict what enemy units he may assault in the subsequent assault phase?
A: Yes, he may only declare an assault against the enemy unit that contains (or contained) his target [clarification].
Ref: CD.73A.02, DA.39D.02, ELD.28F.02, SW.37H.03

INQUISITORIAL HENCHMEN (pages 15-16)

WH.16E.01 – Q: The Penitent allows an Inquisitorial retinue to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?
A: If the unit is targeted or directly affected by any of the following psychic powers they may attempt to nullify them:

- **Blood Angels:** Blood Boil, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Scourging.
- **Dark Angels:** Hellfire, Mind Worm.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War.
- **Imperial Guard:** Lightning Arc, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort's Curse, Zzap.
- **Space Marines:** The Avenger, Machine Curse, Null Zone, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf, Living Lightning, Murderous Hurricane, Tempest's Wrath, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze, Leech Essence, Paroxysm, Psychic Scream, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches, Purgatus, Scourging.

[clarification]

Ref: BT.25A.03, CSM.48C.01, DH.18C.01, SW.62M.01, WH.18.01B, WH.21I.01

WITCH HUNTERS CODEX QUERIES (WH)

ORDO HERETICUS PSYCHIC POWERS (pages 14)

WH.14B.01 – Q: Does Hammer of the Witches affect enemy psykers embarked on a transport?
A: No it does not [clarification].

SISTERS OF BATTLE SPECIAL RULES (page 18)

WH.18.01B – Q: The 'Shield of Faith' rule allows Sororitas to nullify psychic abilities they are in the "area of effect" of. What exactly is meant by this?
Any Sororitas unit, or any unit containing a Sororitas character, that is targeted or directly affected by any of the following psychic powers may attempt to nullify them:

- **Blood Angels:** Blood Boil*, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos*, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Scourging.
- **Dark Angels:** Hellfire, Mind Worm*.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War*.
- **Imperial Guard:** Lightning Arc, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort's Curse*, Zzap.
- **Space Marines:** The Avenger, Machine Curse, Null Zone, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf*, Living Lightning, Murderous Hurricane, Tempest's Wrath*, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze*, Leech Essence, Paroxysm, Psychic Scream, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches*, Purgatus*, Scourging.

* *Powers marked with an asterisk (*) affect specific models within a unit and are therefore not subject to 'Shield of Faith' unless an actual Sororitas model is affected by it* [clarification].

Ref: *BT.25A.03*, *CSM.48C.01*, *DH.18C.01*, *SW.62M.01*, *WH.16E.01*, *WH.21I.01*

WITCH HUNTERS ARMOURY (pages 20-22)

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

WH.20A.02 – Q: Is the shooting granted by an Auspex subject to the Night Fighting rules?
A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Auspex distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].
Ref: *BT.27C.02*, *DH.16C.02*

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

WH.20A.03 – Q: Can a Psyker who is allowed to shoot due to an Auspex, use a psychic shooting attack instead?
A: Only if the psychic shooting attack specifically targets a single enemy unit [rules change]. The psyker may use a psychic shooting attack against each enemy unit he shoots at (even with the same ability), but he must pass a separate psychic test (if applicable) each time.
Ref: DH.16C.03

WH.20A.04 – Q: Can "once per turn" weapons and abilities (such as a Master-Crafted Weapon) be used for Auspex shooting? If so, how many times may it be used?
A: They may be used each time the model or unit shoots at an enemy infiltrating unit. Using these weapons or abilities before the game does not limit their use in the first turn [clarification].
Ref: BT.27C.03, DH.16C.04

WH.20A.05 – Q: Can weapons that may only be used 'once per game' be used for Auspex shooting? If so, does this count as its one use?
A: A one-use weapon may be used for Auspex shooting, but doing so will count as its one use for the game [clarification].
Ref: BT.27C.04, DH.16C.05

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

WH.21B.01 – Q: How is a Stake-Crossbow resolved against enemy units made up only partially of psyker models?
A: Unless the entire enemy unit is made up of psyker models, the weapon's ability to wound on a '2+' is ignored. However, its ability to ignore armor saves still applies if the wound ends up allocated to a psyker [clarification].

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

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

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

WH.21I.01 – Q: Hexagrammic Wards affect enemy psykers within 24" that 'attempt to use any psychic powers that would affect the Inquisitor or his retinue'. What exactly is meant by this?
A: Since the target of a psychic power isn't determined until *after* the psychic test is passed to use it, only a psyker using a power that affects all models/units within a set range (such as with 'Aura of Despair', 'Null Zone' & 'Nurgle's Rot') would potentially be affected by Hexagrammic Wards, provided that the Inquisitor and/or his retinue is within range of these powers (and yes, range in this case must be checked before the psychic test is attempted) [clarification].
Ref: BT.25A.03, CSM.48C.01, DH.18C.01, SW.62M.01, WH.16E.01, WH.18.01B

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

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

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

WITCH HUNTERS VEHICLE UPGRADES (page 23)

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

WH.23F.01 – Hunter-Killer Missile: is a pintle-mounted weapon [clarification].
Ref: BT.29G.01, BA.60I.01, DH.19H.01, DA.55C.01, IG.70E.01, SM.103D.01, SW.63D.01

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

WITCH HUNTERS ARMY LIST: SPECIAL WITCH HUNTERS NOTES (page 24)

WH.26O.01 – Q: What happens if the nearest enemy to a unit suffering from 'Holy Rage' is behind impassable terrain?
A: Units suffering from 'Holy Rage' always move towards the absolute closest enemy, diverting around impassable terrain where necessary to do so. If there is no possible way they could reach the closest enemy (a skimmer on top of an impassable building, for example) then they will move as far as they can towards this enemy and stop (such is their rage that they are incapable of rational thought) [clarification].

WITCH HUNTERS ARMY LIST: INDUCTED & ALLIED UNITS (page 26)

WH.26A.01 – Q: Can an allied Space Marine Scout Squad include Sergeant Telion?
A: Yes [clarification].
Ref: DH.30E.01

WH.26A.02 – Space Marine Land Speeder Tornado: Ignore the reference to this unit as it is now incorporated into the basic Land Speeder Squadron entry [clarification].

WH.26A.03 – Q: Can an allied Space Marine tank include Brother-Sergeant Chronus?
A: Yes [clarification].
Ref: DH.31D.01

WH.26A.04 – Q: Can an inducted Imperial Guard Leman Russ Battle Tank include Knight Commander Pask?
A: Yes [clarification].
Ref: DH.31D.02

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

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

WH.27B.01 – Q: Can a unit led by a Priest that appears to be in Assault range of an enemy unit in the shooting phase still 'run'?
A: Yes. The Priest's unit only must assault if able to at the start of the Assault phase, so it is free to do as it wishes in other phases of the game [clarification].
Ref: DE.09B.01, ORK.59C.01

WITCH HUNTERS CODEX QUERIES (WH)

WITCH HUNTERS ARMY LIST: TRANSPORTS (page 33)

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

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

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

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

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

WH.30B.02 – Q: Does the Culexus Assassin's 'Soulless' special rule affect 'Stubborn' units who are taking a morale test?
A: Yes it does, as the 'Soulless' special rule is not a Ld modifier (it just makes the unit count as having a different Ld value) [clarification].
Ref: *DH.27.02, IG.47D.02, NEC.17A.01, TYR.59B.01*

WH.30B.03 – Q: If a character's Ld is reduced to 7 by a Culexus Assassin, and that character has the ability to pass his Ld onto other units (such as Space Marines 'Rites of Battle'), what Ld value would these other units use?
A: The other units would use the character's new Ld of 7, unless the ability specified that his unmodified Ld was used (such as with the Witch Hunter's 'Book of St. Lucius', for example) [clarification].
Ref: *DH.27.03, NEC.17A.02, TYR.59B.02*

WH.30B.04 – Q: How does a Culexus Assassin's 'Soulless' special rule function against the Ork's 'Mob Rule'?
A: In terms of replacing the mob's Ld with another value, these two rules cancel each other out. This means the mob will test on its standard Ld value unless it numbers 11 or more models, in which case it is 'Fearless' [clarification].
Ref: *DH.27.04, NEC.17A.03*

WH.31A.01 – Q: The online GW Witch Hunters FAQ says that a Neural Shredder rolls on the vehicle damage table at '-4', does this modifier already include the AP1 '+1' bonus?
A: The Neural Shredder does benefit from the '+1' bonus for being an AP1 weapon (for a total modifier of '-3', or '-2' against an open-topped vehicle, for example) [clarification].
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].

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

WH.32A.02 – Q: Does the Vindicare's Exitus Rifle have the 'sniper' special rule?
A: Yes, which means the rifle is rending and counts as S3 when rolling Armor Penetration against vehicles (even when the 'Turbo-Penetrator' round is used) [clarification].
Ref: *DH.26B.03*

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

WITCH HUNTERS CODEX QUERIES (WH)

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

WH.37B.01 – Q: Is an Orbital Strike affected by the Night Fighting rules at all?
No [clarification].
Ref: DH.31B.02

WH.37B.02 – Q: When hitting a vehicle, a Melta Torpedo is an Ordnance weapon AND rolls 2D6 for penetration. How exactly does this work?
A: First, roll two D6s and pick the highest (for being Ordnance), then add a further D6 to the total (for the Melta's 2D6 penetration rule) [clarification].
Ref: DH.31B.03

WITCH HUNTERS ARMY LIST: SAINT CELESTINE (page 47)

WH.47E.01 – Q: If Saint Celestine is killed without losing her last wound (such as suffering a Deep Strike mishap') does she still take the leadership test to put her back into Reserve?
A: No, only when she actually loses her last wound (or is killed via something that causes 'instant death') does she take the Leadership Test to go back into Reserve [RAW].

GLOSSARY OF ABBREVIATIONS

40K	Warhammer 40,000	IAA2	Imperial Armor Apocalypse 2
40KA	Apocalypse Supplement (APOC)	IC	Independent Character
APOC	Apocalypse supplement (40KA)	IG	Imperial Guard
ATSKNF	And They Shall Know No Fear	LOS	Line of Sight
BA	Blood Angels	MC	Monstrous Creature
BT	Black Templars	MEQ	Marines and Equivalents
CA	Chapter Approved	MISC	Miscellaneous
CC	Close Combat	NEC	Necrons
CSM	Chaos Space Marines	ORK	Orks
DA	Dark Angels	RAW	Rules As Written
DE	Dark Eldar	RB	Rulebook
DH	Daemonhunters	REL	Apocalypse Reload supplement
ELD	Eldar	SM	Space Marines
FAQ	Frequently Asked Question	SOB	Sisters of Battle (WH)
FOC	Force Organization Chart	SW	Space Wolves
FW	Forge World (IA)	TAU	Tau Empire
GC	Gargantuan Creature	TYR	Tyranids
GEN	General Question	UK	United Kingdom
GK	Grey Knights	US	United States
GW	Games Workshop	USR	Universal Special Rule
HQ	Headquarters	VP	Victory Point
HW	Heavy Weapon	WBB	We'll Be Back
IA	Imperial Armor (FW)	WD	White Dwarf Magazine
IA1-8	Imperial Armor Vol. 1-8	WH	Witch Hunters
IAU06	Imperial Armor Update 2006 (IA06)	WMD	War Machine Detachment
IAA	Imperial Armor Apocalypse	WYSIWYG	What You See Is What You Get

AFTERWORD

THE GOAL OF AN UNOFFICIAL TOURNAMENT FAQ

The goal of this document is to ensure a fun and smoothly run event for as many players as possible, which is the goal of any good tournament. This is accomplished by granting players the peace of mind of knowing exactly how certain rulings will be handled by tournament judges should they arise in their games long before they ever decide to attend the tournament.

Because of this goal, we've attempted to make our rulings match the way most people naturally play the game. This ideal is based on what we have witnessed through years of running and playing in national tournaments comprised of strangers from across the world as well as input from the occasional internet poll. We understand that this is (quite) far from an exact methodology, but we feel it is the only system that works for a document of this nature.

Due to its extreme length, we know most players attending an event will not have read the entire FAQ and it is very unwieldy to print out and carry. However, since we generally rule how most people naturally play the game, these two issues become much less dire. The hardcore players who enjoy reading every line of a FAQ, even if they don't personally agree with the ruling, will come to the event already aware of how every issue will be handled. The casual player will show up and simply play their games, blissfully unaware that the FAQ even exists because it already follows the way they play!

If this is the ideal, then how do we determine when our rulings will side with the 'RAW' (rules as written) and when they will deviate? And what criteria do we use to apply the descriptive 'ruling tags' to the end of each ruling?

First, it is important to note that there really isn't such a thing as 'RAW', only the rules as the person reading the text interprets them. Language is not an exact science like mathematics and two reasonable, intelligent people reading the same passage will often end up with two entirely different ideas of what the rules actually say.

The only time we use the [RAW] tag in our FAQ is when *every single* member of our ruling council agree that there is **just one** possible interpretation of the rule in that particular situation *and* that interpretation does not go against how the vast majority of players we've seen play it. If we do rule against the RAW in this situation (because we believe the vast majority plays it differently) we then label the ruling as a [rules change].

Most of the rulings in our FAQ are labeled as a [clarification]. These represent situations where any member of the ruling council interprets the RAW differently from any other member, or the rules don't seem to present *any* definitive answer. In these cases, we are choosing one of several valid interpretations of the RAW, always being mindful to try to stick with how we've seen most people play that situation.

There are some who feel that an unofficial FAQ such as this is unneeded because in *their* tournament games, they are always able to work out differences in opinion without ever calling over a judge. Unfortunately, there are games that do require the use of an official judge to help mediate a tough situation, and the whole point of such a FAQ is to give attendees the peace of mind to know *how* a judge will rule on a given situation rather than leaving this decision up to the whim of each particular judges' personal opinion.

One other thing to note is that we have tried to stick with the mandate laid out by Games Workshop in their own FAQs, and that is: when in doubt, the rules presented in a codex apply, even if the codex is quite old and sometimes even if common sense would seem to dictate the contrary.

We are well aware that there are many players out there who were hoping that a document such as this would be used to create consistency across the codices that they feel is needed. While we certainly sympathize with those concerns, it just isn't realistically feasible for an unofficial FAQ whose goal is to be as universally helpful as possible to be in direct opposition to the game company's own position and FAQs.

As a tournament organizer, if you don't care for any of our rulings we urge you to feel free to change what you don't like to fit your event or even to take our questions as a base and create an entirely new FAQ. This document is meant to be a tool and a resource to help create great tournaments. If it helps you in any way to do so, then we're all a little better off as a community and as gamers.